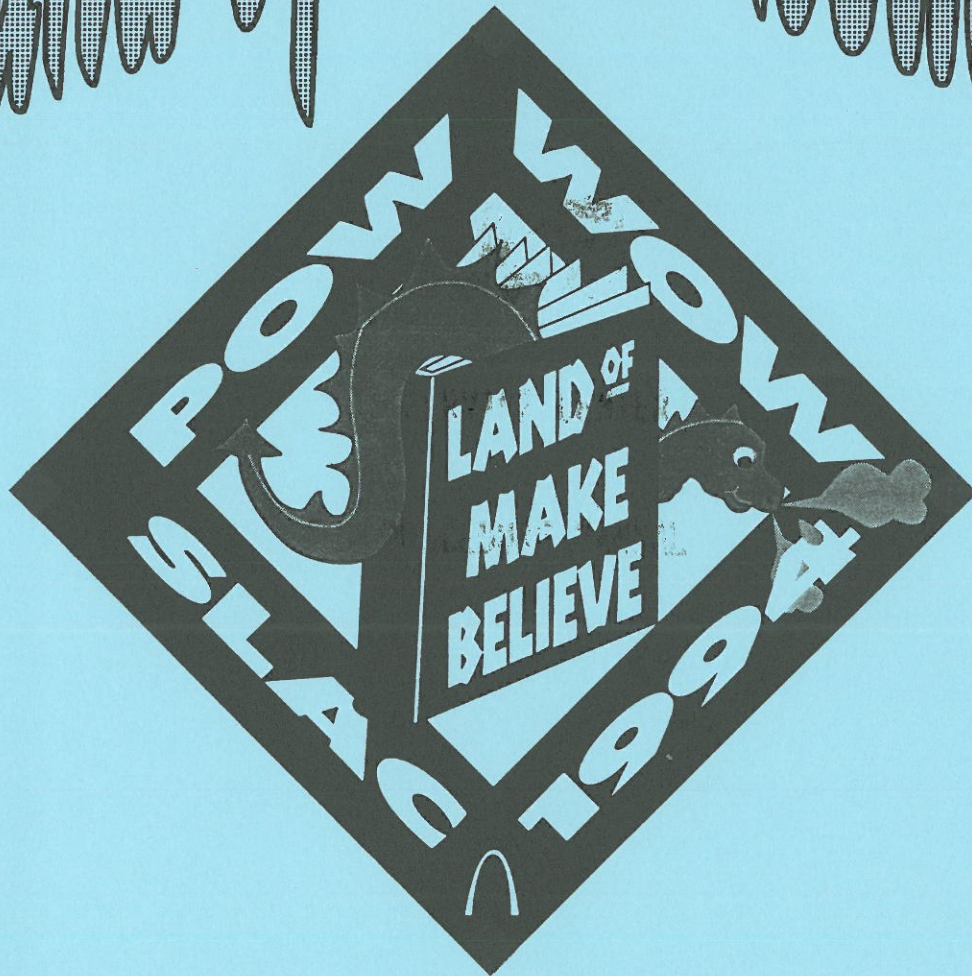


Land of Make Believe



## 1994 Pow Wow Book

Greater St. Louis Area Council, Boy Scouts of America



# TABLE OF CONTENTS

	Page
January, 1995	
Invention Convention .....	1
Fitness .....	17
February, 1995	
Great Events of Scouting .....	23
Engineer .....	33
March, 1995	
Sea Adventure .....	41
Handyman .....	46
April, 1995	
Cub Scout Magic .....	53
Sportsman .....	61
May, 1995	
Viking Discovery .....	66
Outdoorsman .....	73
June, 1995	
Bugs and Things .....	85
Naturalist .....	94
July, 1995	
Water Carnival .....	102
Aquanaut .....	106
August, 1995	
Fiesta .....	108
Traveler .....	119
September, 1995	
Dial 911 .....	126
Communicator .....	130
October, 1995	
Land of Make Believe .....	133
Showman .....	139
November, 1995	
Knights of the Roundtable .....	144
Craftsman .....	160
December, 1995	
Do A Good Turn .....	177
Citizen .....	190
Tiger Cubs .....	197
Blue and Gold .....	223
Session Handouts	
Cub Cooking .....	234
Songs for Themes .....	242
Nature Crafts .....	245
Holiday Crafts .....	249
Story Telling .....	259
Clowns .....	260
Endangered Species Activity Book .....	264
Tracking and Track Hunt .....	283
Ceremonies .....	296
Closing Thoughts .....	302

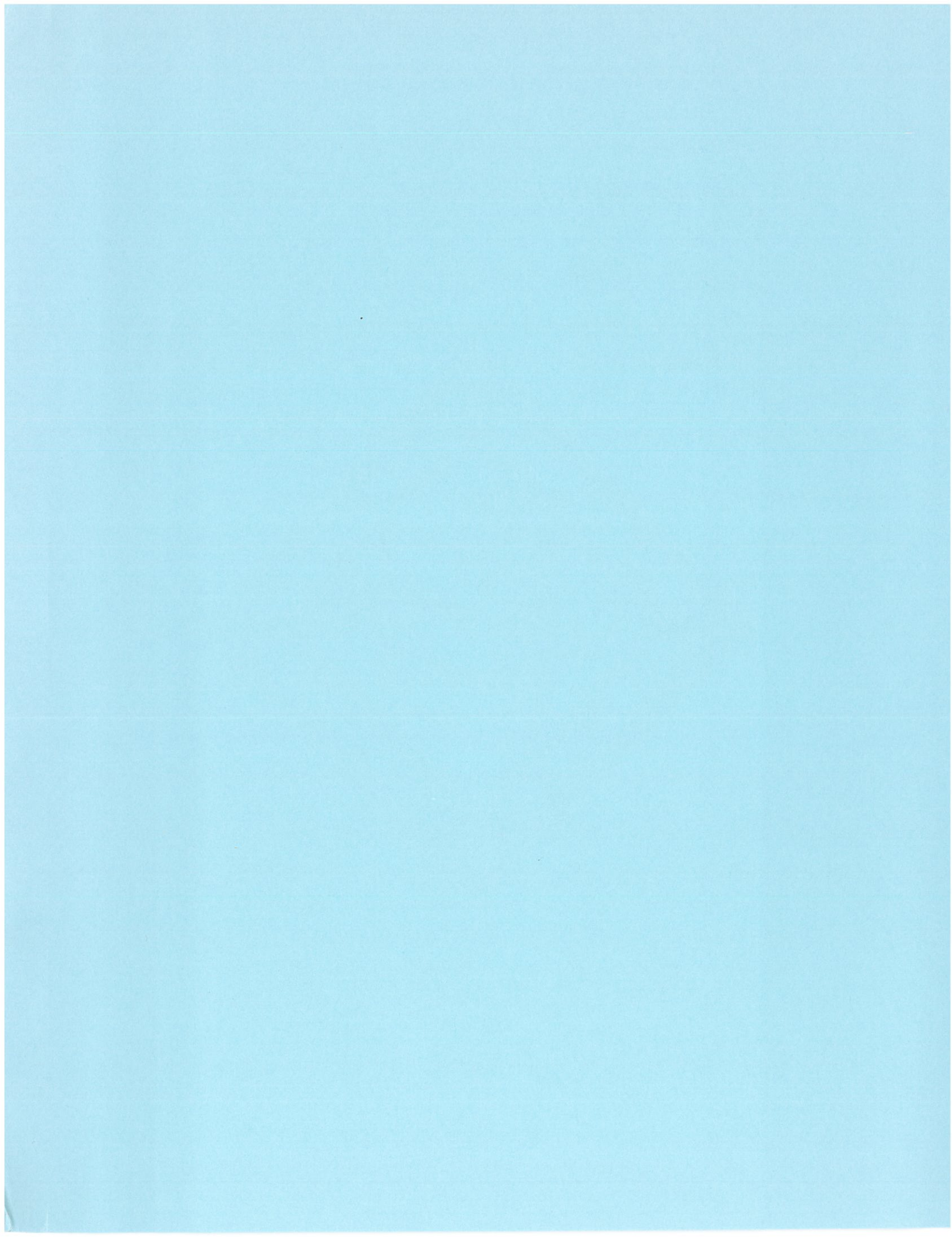


Land of Make Believe



## 1994 Pow Wow Book

Greater St. Louis Area Council, Boy Scouts of America



# JANUARY 1995

## INVENTION CONVENTION

### Ceremonies

#### Opening

Staging: Seven Cub Scouts with appropriate pictures on posters with saying on back of posters.

(Apple) - I am Isaac Newton, a scientist in fundamental physics, mathematics, and chemistry.

(E-mc2) - I am Albert Einstein, a scientist in mathematics and nuclear energy.

(Lightbulb) - I am Thomas Edison, a scientist in sound recording and light.

(Telephone) - I am Alexander Graham Bell, a scientist in communications.

(daVinci - Parachute) - I am Leonardo daVinci, a scientist of experiment, mechanics, and astronomy.

(Wheel) - I am the many unknown men and women of science in the past for all those things that make our lives easier day by day,.

(Large ?) - I am the scientist of the future. You can not begin to imagine what I will develop.

#### Closing

Scientists can be called by many different names like inventor, chemist, or engineer. They come from different cultures, countries, and different periods of time. They come in different sizes and sexes. The first were the cavemen who worked with fire and the wheel. Today's scientists work in a variety of fields from nuclear energy to genetics. They are very different yet they are the same. They have at least two things in common. They have a thirst for knowledge and their efforts result in a better world for all of us.

Some say that some developments are more harmful than beneficial. I believe that it's not the development, but rather how men use it. Maybe we should spend as much time developing trust and understanding each other as we do developing other things.

The scientist develops things for our use. We alone determine whether that use is helpful or not.

#### Advancement Ceremony

Setting: Two pack leaders in lab coats, with scientific props on a table.

CM: A science fair is a place where people working or studying the various sciences show what they have done or are working on.

ACM: In today's world essentially all scientists have received university training. However, this was not always the case. After all, who taught Leonardo daVinci or Thomas Edison? No one.

CM: What do scientists do? They experiment or study new areas or new applications of something previously known.

ACM: Often science fairs or life in general give awards, prizes or prestige to these individuals because of their accomplishments.

CM: Tonight we will honor several Cub Scouts because of their accomplishments.

ACM: Will the following Cub Scouts and their parents please come into the laboratory. (Reads names)

CM: These young men have started to learn a new area of science, the science of Cub Scouting. They are like grammar school graduates; they have the basics. They are willing and eager to learn and do more in this science of Cub Scouting. As a token of their accomplishments, I have the honor of giving you, the parents, these Bobcat (or Wolf) badges so you may present them to your sons.

We are fortunate tonight to have with us several young men that have accomplished even more in this all including science of Cub Scouting.

ACM: Will the following Cub Scouts and their parents please come up and enter this world of science. (Read names)

CM: These young men have studied and accomplished more than the Bobcat (or Wolf). They have met the harder challenges of the science of Cub Scouting and resulted in a better understanding of its rules and laws. Their knowledge is like a high school graduate. The more they know, the more they want to know. Because of their accomplishments, I present to you, the parents, the Wolf rank, the second rank in Cub Scouting, so you may present these to your sons.

(Likewise for Bear, more study, university graduates, etc. For Webelos, graduate school completed, Masters in the science of Cub Scouting.)

CM: These Cub Scouts of today are the potential scientists of tomorrow. Their dreams are our future. Their accomplishments will decide how we live and how we will survive.

## Cheers

### Ben Franklin Applause

Let string out as if flying a kite, lightning strikes, pull face and shake while shouting, "What a shock!"

### Mad Scientist Applause:

Hold up imaginary test tube. Pour something into it, then something else. Then go, "Boom!"

### Pac Man Applause

Hole hand together at palms with finger spread in curve and open and shut hands while saying "Wa wa, wa, wa."

### Stamp Collector Applause

Lick fingers, slap other hand.

### Telegraph Applause

Tap two index fingers together and say, "Click, Clickety, click, clickety, click."

### Texas Pac Man Applause

Spread arms in front of you like Pac Man applause and open and close arms while saying "Wa, wa, wa, wa."

### Thomas Edison Applause

Hole both hands together in front of you as if flying a kite. Jerk back suddenly while saying "Zap, zap, zap."

### Typewriter Applause

"Click, click, click, ding—click, click click, ding."/

## Applause With Variations

Applause of one kind or another can always add a great deal to your campfire program. Here are some that have proven effective and popular over the years. Have your Webelos den learn to demonstrate and teach them to the rest of the pack.

## Barbershop Applause

Clap hands as a barber strops his razor, first by rubbing your palms together, then stroking the back of your right hand across your left hand palm. Don't forget the barber's flourishes and, finally, the first downward stroke on your face accompanied by a harsh scraping noise.

## Handkerchief Applause

Throw a handkerchief into the air with instructions for the applause to last until you catch it or it falls to the floor. Vary the length of applause. Long throw . . .short throw . . .no throw at all.

## Musical Applause

Announce the name of a well known song such as "Yankee Doodle" or "Dixie" and ask everyone to clap to its rhythm. For a novel finish, tell everyone to miss the last note. Someone always forgets.

## Clam Clap

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

## Class A Applause

Clap hands to this rhythm: 1-2-3-4, 1-2, 1-2, 1-2-3-4, 1-2-, 1-2, 1-2-3-4, 1-2-3-4, 1 (a big one.)

## Sky rocket Applause

Have everyone pretend to strike a match on his trousers and pantomime lighting a rocket. Watch the rocket go up and say, "Sssssssssssssssssss, BOOM, Ahhhhhhhhhhhhhhhhhhh." Flutter your fingers to represent falling debris. Then place your right hand over your eyes and peer out exclaiming, "Isn't it lovely?"

## Rainstorm Applause

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

## Freight Train Applause

This applause simulates a freight train in the distance, approaching the station, and then fading off again into the distance. Use a four beat hand clap with the first beat of each grouping of four louder than the following



three beats. The clever leader can speed up, slow down, stop, start and speed up again by varying the tempo. Throw in a few train whistle sound effects to add to the fun.

## Skits

### The Invention

Characters 3 or 4 boys (More can be added)

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

Friends enter.

All: Hi \_\_\_\_\_! What are you doing"

1st boy: Just thinking.

2nd boy: Thinking about what?

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 are you going to make? Maybe we can help.

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

All: Sure!

1st boy: O.K. (getting up). First of all, I need a big box. There's one in my closet.

(One of the boys goes offstage to get box)

Then I need two toy airplanes. (Another boy picks them up off floor)

And I need some kite string. (another boy picks it up)

Continue until all toys are picked up off floor)

Last I need some rags. We can use my clothes for that. (They pick up clothes)

Now, put everything in the box. (Looks around room) 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!

### Gus the Ghost and Thanksgiving

This skit is best read by a narrator (adult or excellent young reader) while others act out in pantomime the parts of Gus the Ghost, Santa Claus, Mom, Dad, Child, Herman the Elf and other elves.

The setting is a table beautifully set (as for Thanksgiving) with possibly a chimney made from a large box which elves can hide behind before their entrances.

#### STORY:

Let me tell you a story you'll never believe 'Bout something that happened on Thanksgiving Eve. It happened at my house, I know that it's true. . How would you feel if it happened to you?

We were eating our dinner of turkey and dressing,  
And being thankful, and saying the blessing.  
When all at once on the door was a knock.  
When my dad answered, he had a big shock,  
For there was a Halloween ghost in a sheet,  
And it held out a sack, and it said, "Trick or Treat!"

A ghost! A ghost! That's what it was,  
And then it said, "Boo" as a normal ghost does.  
Father said, "I'm mixed up, as sure as I'm living  
To see Halloween ghosts appear on Thanksgiving."

The ghost dropped its sack, "You're not fooling are you?  
It's not Halloween? I must be cuckoo!"  
"Come in," father said, "Tell your story to us."  
"I'm a Halloween ghost, and my name is Gus."

"I was minding my business one late Halloween,  
And all of a sudden I heard a strange scream.  
A crash and a boom - why, it's all coming back!  
I felt a big jolt, then it all went black!"

Mom stopped his story and jumped up and cried,  
"What on earth is the clatter I hear from outside?"  
We thought we were dreaming, for what did appear but  
a sleigh full of toys, and eight tiny reindeer!  
Who do you think was on top of the sled?  
A bewildered St. Nick, scratching his head.

Gus was so startled he jumped to his feet,  
Covered his eyes and turned white as his sheet,  
Mother said sweetly, "I don't know why you're here,  
But, Santa, it's plain you've come early this year."

Santa said, "What goes on? If this isn't the most!  
A Thanksgiving turkey and a Halloween ghost?  
The last I remember, I was back at the Pole  
Getting ready for Christmas. Oh, now the whole

Business is getting quite clear to myself."  
And he roared, "Where's that naughty young mischievous elf?  
The one that's named Herman. It's plain to be seen,  
He's monkeying around with my new time machine!

"He's pushed all the buttons, and mixed up the signs  
And made all the seasons come out at one time.  
I'll paddle that youngster until he is red,  
And see that he spends all of his Christmas in bed!"

Out of the chimney came five little elves  
With ashes and soot all over themselves.  
And Herman said, "Santa, I must confess  
That I was the one who caused all this mess.  
We were only trying to play a big joke  
With the new time machine when the red handle broke.

"And before we ever could get it all fixed,  
Halloween, Christmas, and Thanksgiving got mixed,"  
Then father decided to end all the fuss  
He said, "Have a Thanksgiving dinner with us.

We've lots to say thanks for, I'm sure we will find,  
I'm thankful to know I'm not losing my mind!"

Then Gus said, "I'm thankful to still have my sheets."  
Said Santa, "I'm thankful I have four more weeks."  
So Gus had some turkey, and Herman some pie,  
And Santa calmed down, with a wink of his eye.

I climbed on his lap, and dad made a toast  
To an early St. Nick, and a very late ghost.  
Now you've heard my story, and you can just bet  
That's a thanksgiving dinner I'll never forget!

## Audience Participation

### Mad Scientist

Mad Scientist: Beaker, please  
Computer: Click, click, click  
Robot assistant/Assistant: Yes sir, yes sir  
Bunsen burner: Sizzle, sizzle

In a far away corner of the world lived a Mad Scientist . . .  
. . . . He worked in a large, well-equipped lab; it had  
tables, test tubes, Bunsen burner. . . . , a computer . . .  
. . . , and everything imaginable to assist a Mad Scientist . . .  
. . . including a robot assistant. . . . .

One day while the Mad Scientist . . . . was busy working  
with his computer . . . . . next to the Bunsen burner . . . .  
. . his assistant . . . . . hurried into the lab.  
"Dr. Mad Scientist . . . . . hurry, come with me. You've  
got to see the lab next door. There's a truck out front  
unloading boxes and boxes of equipment, test tubes  
computers . . . . . , and lost of neat stuff!"

The Mad Scientist . . . . . was too busy to be bothered  
so he told his robot assistant . . . . . to run along and get  
him a chemical. "NACL" he told him, "that's what I  
need. (Aside) "NACL is the formula for salt." Hurry,  
hurry" the Mad Scientist . . . . . said. "I need the NACL.  
I need more salt for my french fries."

After the robot assistant . . . . . completed that errand he  
went next door to see what was going on. While he was  
watching, a gorgeous girl robot assistant . . . . . was  
unloaded.

He rushed right over to met his new neighbor, the  
neighborly thing to do. . . considering.

Well, to make a short story longer, first they got to know  
each other, then they got to like each other, and so on,  
until the Mad Scientist . . . . . couldn't get his work done  
because his robot assistant . . . . . and the neighboring  
robot assistant . . . . . were always leaning on the back  
fence chatting when the computer . . . . . broke, or the  
Bunsen burner . . . . . wouldn't light. Well, as the saying  
goes, now we know why the Mad Scientist . . . . . was  
always mad!

### We Must Be Geniuses

This is an audience participation where the audience  
can really "get with it" in their responses. The narrator  
will read the story and the audience says their part  
when that word or words is read.

Cub Scout - We're smart  
Father - I have ability  
Mother - I can do it  
Clerk - I'm determined  
Lawyer - I have knowledge  
Doctor - I have confidence

The Cub Scouts \_\_\_ of Pack # (fill in your number) were  
needing a good group of people to help organize their  
pack. They needed a den leader, a Cubmaster, a  
committee chairman, and at lease two committee  
members. What were they to do? Three long months  
had gone by and no one was there to give the Cubs the  
help they so wanted.

One day, one of the Cub Scouts \_\_\_ get a terrific idea.  
Let's put an ad in the paper for some helpers. All right,  
agreed the other Cub Scouts \_\_\_. Great idea!

Next day, a father \_\_\_ read the ad and decided he  
could help. The clerk \_\_\_ at the local store in the area  
read the ad and decided he could help. The lawyer \_\_\_  
in the neighborhood read the ad and decided he could  
help. A mother \_\_\_ read the ad and decided she could  
help. The doctor \_\_\_ read the ad and decided he could  
help.

The boys had asked all interested to meet at one of their homes that night. The father \_\_\_ offered to be committee chairman since he knew the program and had 2 boys in it. The mother \_\_\_ said she would like to be a den leader for the Cubs. The clerk \_\_\_ suggested he be on the committee since he had access to food at very reasonable prices. The lawyer \_\_\_ said he would like very much to be the Cubmaster and had a boy in Scouting who wanted to be a den chief and knew the Cubbing program really well. The doctor \_\_\_ wanted to be a committee member.

After a short time, the Cub Scouts \_\_\_ realized that their pack was fully organized!! Wow, they said, we have a father \_\_\_, a mother \_\_\_, a clerk \_\_\_, a lawyer \_\_\_, and a doctor \_\_\_. We must be geniuses!

## How to Build a Thingamajig

Character:

Reader

Doodads - Clickety clack, clickety clack

Dingford - Whiz, bang, boom

Freedistant - Whoosh, whoosh

Hygoricky - Snap, crackle, pop

Scatureekus - All sounds together

Story:

Very few families these days can get along without a thingamajig. While they can be purchased already assembled in a wide range of shapes, sizes, and colors, they are relatively easy to put together yourself, using one of the many kits available. Just follow these directions and you'll have yours built in no time at all.

The doodads. . . of the thingamajig kit are enclosed in the plastic gizmo and stapled with the yellow assembly dingfore. . . to a freedistant. . . The assembly dingford. . . may be placed upon any corrugated domafatchy or use the Freedistant. . . to assemble your doodads. . . Carefully remove the plastic gizmo of the Doodad. . . from the Freedistant. . . and lay out the Doodads. . . on a clean acka-marackus. Learn the name of each part of the Doodads. . . by comparing them with the assembly Dingford. . . and assemble the Doodads. . . in the correct order. You will need a drill with a 3/16" gizflunky for the Hygoricky. . . and a pair of pliers.

Using the witchafiggle, carefully punch 1/8" whatnots through the assembly dingford. . . and Freedistant. . . where each Hygoricky. . . goes. These whatnots are openings for the hoosis Hygorickys . . . used to fasten the Doodads. . . together. Now hammer the frammiss to the hootenanny and under the Hygorickys. . . as shown on the Dingford. . . If the order is reversed, the thingamajig will not operate.

Tighten two fistareous values underneath he Freedistant. . . using your delay. The fistareous values are used to widget the thingamajig hickeys from one Doodads. . . to another. Now punch a hole in the jigger and the duflunkey by the whatchamacallits. Put a dingus in loose enough so that the thingamabob can rotate easily, bot don't have it too loose, or it might become discomboberated and fly of and hit somebody in the doohickey.

Now the assembly is completed and you should have a smoothly operating thingamajig when you turn on the Scatureekus. . .

## Games

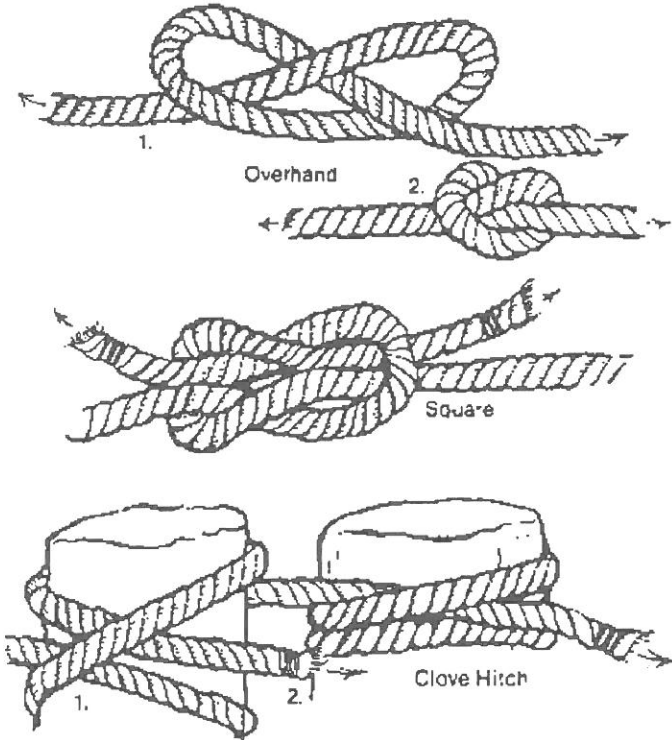
### Earth, Air, Water

1. The players form a circle around one person who stand in the center of the circle and holds a knotted handkerchief.
2. The payer in the center throws the handkerchief to a player, and calls out "earth," "air," or "water."
3. The payer who catches the handkerchief must respond with the name of an animal that lives in the environment called for, 3. earth—a kind of land animal, air—a kind of bird, water—a kind of fish or mammal. The player must respond before the thrower counts to 109.
4. Any player who is unable to respond correctly within the count of 10 moves to the center of the circle and becomes the thrower.

### Knot Tying Relay

1. Divide the boys into teams.
2. Demonstrate knots to be tied.
3. Place a rope for each team on a chair or the ground about ten feet from the first of each team's line.
4. Leader tells teams a knot to tie.
5. Leader yells "go.."
6. The first player of each team runs to the rope and ties the correct knot. He brings it back to the next player.
7. As the second player of each team runs to the chair with the rope, he unties the first knot.
8. He sits in the chair or on the ground and ties the same knot.

9. The player returns to the team and the next player repeats 7-9. The first team to finish is the winner.



## Coin in the Glass

Have a glass of water. Put a playing card on top of the glass and put a coin on top of the card. With thumb and index finger, flick the card, causing the coin to drop into the water and the card to fly out.

(For more tricks, check the *Den Chief's Handbook* and the *Cub Scout Magic Book*.)

## CONSERVATION CODE

To help save endangered species, zoos and aquariums are working together to breed certain animal species. The name of this project is written in code below. Each symbol has two different meanings. Can you crack the code and discover the name of the project?



## Scientific Games

### Hot Air Balloon Power

Divide Cub Scouts into 2 or more teams. Each player is given a balloon which he blows up and holds by the neck until his turn. A raceway is defined for each team and a ping-pong ball placed at the beginning of each raceway. Team players take turns letting air escape from their balloons blowing their team's ball down the raceway. The winner is the team that blows the ping-pong ball the farthest way down the raceway.

### The Biggest Balloon

Advance preparation is needed for this game. You will need a soda bottle and a balloon for each player. Into each soda bottle put 3 tablespoons of vinegar, and into each balloon put 2 tablespoons of baking soda. At the word go, have each boy put his balloon on his soda bottle. When the soda mixes with the vinegar the balloon will expand. Have the boys tie off the balloons to see which is the largest. (Suggest you do this outside.)

A or Z



B or Y



C or X



D or W



E or V



F or U



G or T



H or S



I or R



J or Q



K or P



L or O



M or N



THE PROJECT'S NAME

---



---

## Insect Hunt

Insects and spiders are hiding in the log below. Circle each insect and spider as you find it. The words can be found printed up, down, forward, backward or diagonally.

tarantula	cicrket	flea
beetle	grasshopper	ant
cockroach	bee	termite
moth	wasp	mosquito
butterfly	dragonfly	walkingstick



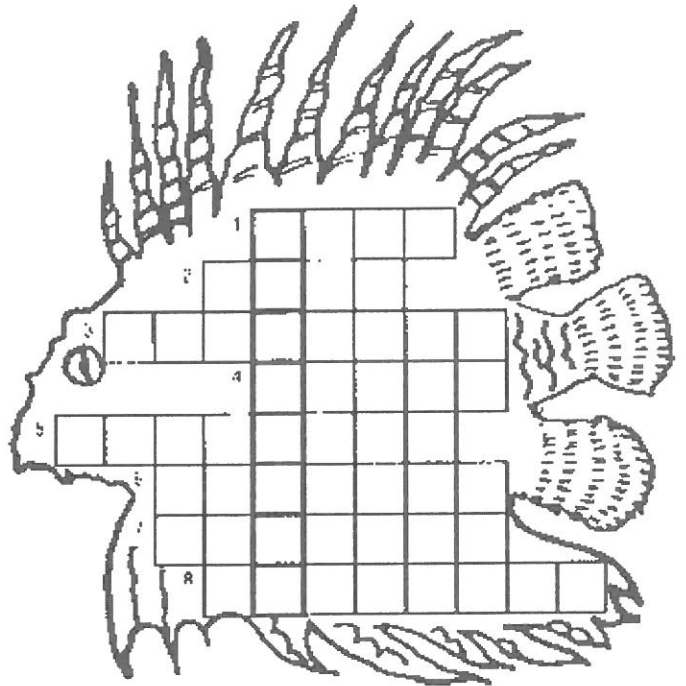
## Mystery Fish

Some fish have very special ways of protecting themselves and catching their food. One type of fish has sharp, poisonous spines on its back, and it uses its fins to corner its prey (usually smaller fish).

To discover the name of this unique fish, complete the crossword puzzle below. The name of the mystery fish will appear in the outlined box.

### Crossword Puzzle Questions - Across

1. Elephants walk on four \_\_\_\_\_.
2. \_\_\_\_\_ always live in water.
3. Tyrannosaurus rex was a \_\_\_\_\_.
4. Owls hunt at \_\_\_\_\_.
5. \_\_\_\_\_ live in the ocean and they have five arms.
6. \_\_\_\_\_ have eight legs and usually spin a web.
7. Most frogs eat \_\_\_\_\_.
8. We eat eggs from \_\_\_\_\_.

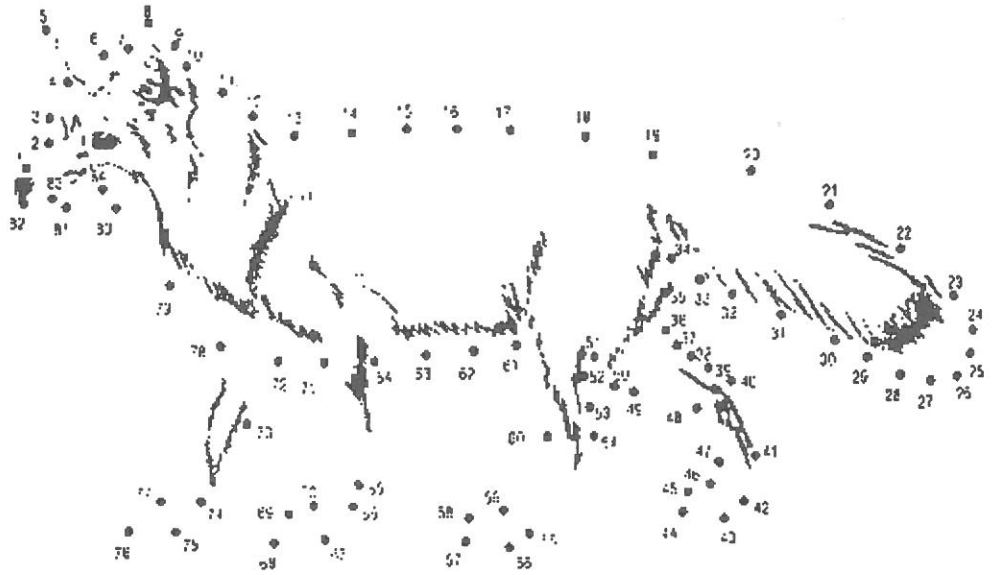


## Famous Predator

Using the clues and the connect-the-dot puzzle, discover the identity of this famous Missouri predator.

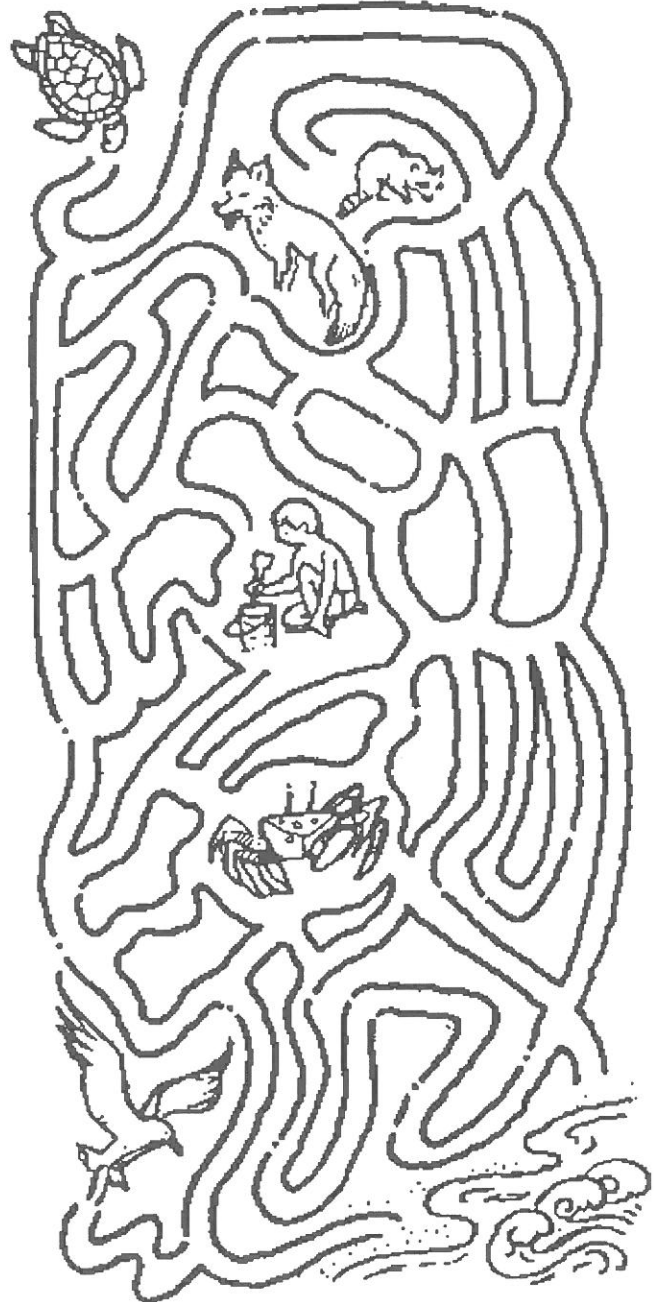
Clues:

1. Dog-like in appearance.
3. Eats other animals.
3. Color is reddish-yellow, with some black and white.



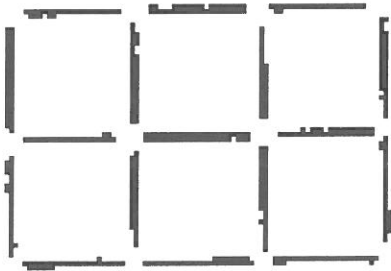
## Turtle Trek

Sea turtles hatch from eggs laid in holes on the beach. The baby sea turtles must find their way into the ocean as quickly as possible, without getting eaten on the way. Help the sea turtles make it to the water. Be careful— not all paths lead to safety.

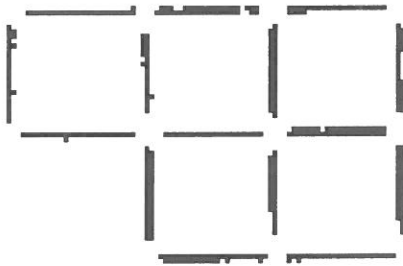


## Tricks and Puzzles

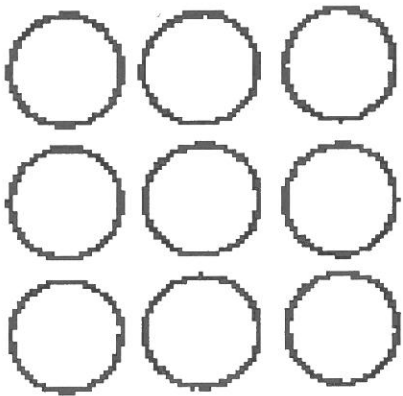
1. Lay ten matches on a table in such a way that they can all be picked up at the same time, using only one other match.
2. Rearrange the toothpicks shown to make only three squares. Take away only five toothpicks.



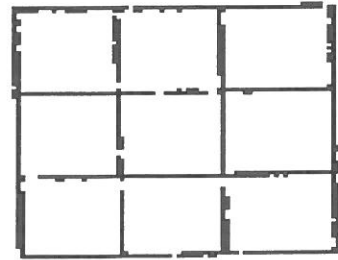
3. Rearrange the toothpicks shown to make three squares, removing only three toothpicks.



4. Rearrange these nine coins to form rows of four coins in a row.



5. Take away eight matches so there are only two squares left.



6. Move only three coins in the arrangement (a) to produce the arrangement (b).

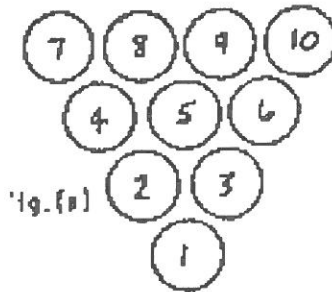
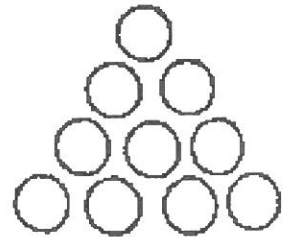
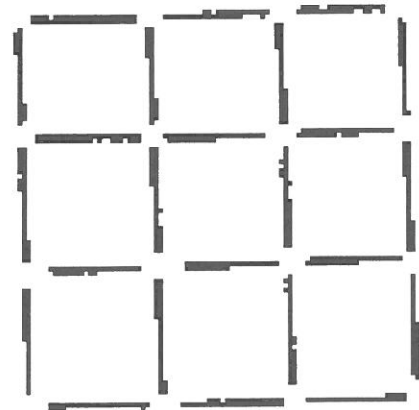


Fig. (b)



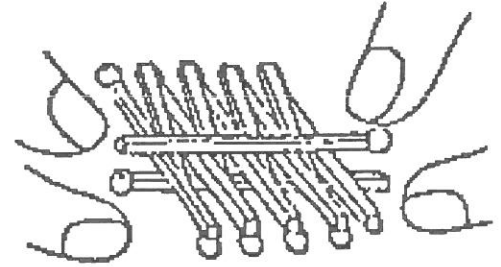
7. Place the number 1 through 9 in the squares so that every row, column, and diagonal has the same sum.



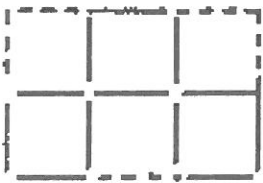
(Answers on next page)

## Answer to Puzzles

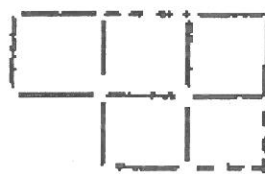
1. Lay one match flat on the table, and lay nine other matches across this match. Alternate, so they are pointing in opposite directions, and the center of each lies on top of the first match. Place one other match across the top of the nine matches, directly over the first match but pointing in the opposite direction. Use the thumb and forefinger of both hands and gripping the ends of the two parallel matches, lift all the matches at once.



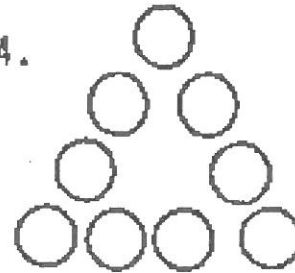
2.



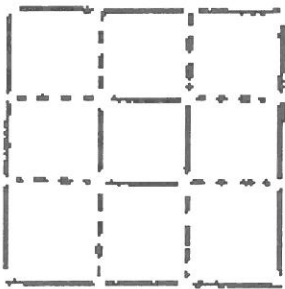
3.



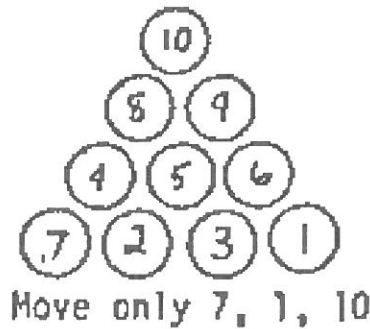
4.



5.



6.



7.

8	1	6
3	5	7
4	9	2

## Disappearing Pencil Trick

Hold the hands together, fingers extended with a short pencil crosswise under the thumbs. Rotate the hand for a quarter turn (right fingers up, left fingers down) bending the right fingers over the left half of the pencil and the left hand. Bring the right thumb under the left thumb and palm and continue the rotation, permitting the hands to turn over so both palms are down and the pencil has disappeared.

To make the pencil reappear, reverse the motion by putting the right thumb over the left thumb and the pencil, into the left palm and rotating the right thumb toward the left wrist and along the outside of the left thumb. Bring the hands together as in the beginning and the pencil will again be under the thumbs.



## Crafts

### Ammonia Printing

This is a form of contact printing and will give the boys an idea of one way that a photo is developed in an instant camera. The process is similar.

You can do it in a room with a light or in a shaded area outside.

You will want to do it in a well-ventilated area.

You will want to gather some items to print, like leaves or cut-out figures in some shapes that you and the boys desire. To do this you may need some scissors and dark paper.

How you make the prints is very easy but you will need to do some pre-planning.

Materials that you will need are:

Household ammonia (available at office supply stores)

A shallow pan

Newspaper

Black opaque bag to keep the blueprinting paper out of the light until you are ready to use it.

Now place the item that you are printing on the paper. Let stand in the light for about 2 minutes if doing it inside or 1/2 minute if doing it out in the sunlight. (You can tell when it is ready if the paper around the item turns white.) Then dip the paper in ammonia. The unexposed area will turn blue. Take the paper out of the ammonia and let it dry on the newspaper.

If you want to, you might make a frame out of some colored paper that will compliment the blue picture.

### Growing Crystal on Coal

to do this you will need:

1/4 cup ammonia (any household)

1/4 cup water

1/4 cup blueing (laundry type is best)

small pieces of coal

food coloring

1/4 cup salt

glass bowl or container

Mix the ammonia, water and blueing together, soak the rocks in water so they are wet. Place the rocks in a pile in a glass bowl or container that will hold more than just the liquid because it will grow. Now for fun, put some of the food coloring on top of the rocks. You may use more than one color.) After this, use the salt to sprinkle over the rocks.

If you are patient you will be able to watch the rocks grow in the different colors that you have used. It is slow but it will be finished in about a half day. You can even keep it growing if you add some more ammonia and water mix every couple of days.

It is important to know that you need to do this in a well-ventilated area, and also, that it stains.

### Invention Kits

The kits are simply paper bags filled with odds and ends. Each kit, however, must have the same odds and ends.

Each cub Scout makes anything he likes with the materials. The project might be a space ship or racing car or a construction like nothing on earth. Parents may help but should not stifle the boy's imagination.

The pack committee should decide what to include in each kit. Here's a sample: **YOU CAN SHORTEN OR LENGTHEN THIS LIST**

- Board, 1x6x10 inches
- \* Small tube of glue
- Eight one-inch nails
- 1/2-inch dowel, 12 inches long (or cut in 1-inch pieces)
- Four feet of string
- \* Eight pipe cleaners
- No. 32 tin can
- \* Wire coat hanger
- \* Two spools
- \* Two corks
- 12 tacks
- Eight wire brads about 1-inch long
- \* A piece of cloth about 12/18 inches
- Five feet of 12 gauge wire
- Copy of the rules

### Invention Kit Rules

1. Use only the materials supplied, you don't have to use them all.
2. Cut them up or shape them any way you like.
3. Use any tools you like
4. Your parent or other adult may help, but it should be your project/invention.
5. Bring your invention and your parents to the invention convention pack activity. One of the pack highlights will be the judging of the inventions and awards for all.

## The Wave

This is a science experiment to show how liquids separate if they have different weights per unit of volume. You need a baby food jar with a tight-fitting lid, mineral oil, rubbing alcohol, and blue food coloring. Half fill the jar with mineral oil. Add a capful of rubbing alcohol. Then finish filling with water and a few drops of food coloring. Put the lid on tightly and run a bead of waterproof glue around it. Let dry. When the jar is moved gently it looks like a wave. If the jar is shaken, the liquids will mix, but they will soon settle into layers again.

## How Strong Is The Wing?

Materials: Pieces of thread and several different weights of string, pencils, paper.

Procedure: Hold a piece of thread at arm's length and pretend that it is an arm of a clock. If it hangs vertically at six o'clock, there is no wind. If it moves to seven, a light breeze may be blowing. If it stays at nine, use one of the heavier pieces of string. Keep a record of the results.

Compare the results with the Beaufort scale as shown in the illustration, and have the children learn to recognize calm, light air, slight breeze, and the others. When there is light air, can the children tell which way the wind is blowing? Have them wet a finger and hold it up; the side that feels cool is where the wind is coming from. The direction tells the name of the wind; for instance, if it is blowing from the north, it is a north wind. When the wind is stronger, have the children feel it blow against their faces. Close eyes and listen. Can they hear it? Smell it? Don't forget to fly kites on a windy day!

## How Much Did It Rain?

Materials: Wide-mouthed jar, ruler, waterproof tape, waterproof pen.

Procedure: Mark off 6 inches (15C) on the tape with the pen. Attach the tape vertically on the jar, with zero at the bottom. Put the jar out in an open area. After a rainstorm, check the level of water in the jar to find out how much rain fell, and empty out the jar so that it will be ready for the next rainfall. Keep a record of the results.

## Make An Ant's Nature Trail

Materials: Cards, scissors, pencils, craft sticks, masking tap, pieces of string two yards (or two meters) long.

Procedure: Divide the children into pairs and give each pair the materials listed above. Have each pair make a nature trail as seen from an ant's point of view. Put down the string to delineate the trail. Interesting points along the trail, such as the tallest blade of grass, a nibbled-on acorn, or boulders (which might look like pebbles to humans) are described with signs made on small cards, attached to the craft sticks with the tape, and stuck into place.

This activity sharpens observation for details. Upon completion the children should visit the other ant nature trails. Noticing differences between the mini-habitats of the ant's trails lays a basis for an understanding of simple ecology concepts.

## Smog in a Jar

The foggy stuff that you'll make in this experiment is a mild version of the killer smog that covered London in 1952.

You'll need:

- a jar
  - water
  - aluminum foil
  - ice cubes
  - a spoonful of salt
  - a strip of paper about the length and width of a pencil folded in half and twisted.
  - a match
1. Pour water into the jar and slosh it around. Dump the water out.
  2. Tear off a piece of aluminum foil big enough to fit over the mouth of the jar and shape it to fit the jar's mouth.
  3. Remove the foil and put ice cubes on it, in the center, where the mouth of the jar goes. Carefully sprinkle the salt over the ice cubes.
  4. Ask an adult to help you light the piece of paper with the match and drop it into the jar. Quickly put the foil with the ice cubes and salt over the mouth of the jar and seal the foil tightly. Look but don't breathe it in.



## Make A "Sedimentary Rock"

Materials: half-gallon milk carton, plaster of Paris, water, mixing container, large spoon, sand, earth, gravel, colored chalk.

Procedure: Unfold the entire top of the milk carton. Mix plaster of Paris and water together and have the children add sand, stirring it well. Pour or spoon this mixture into the bottom of the milk carton. Allow it to harden, then repeat the process with earth instead of sand. Keep adding layers in this manner; use the gravel, the colored chalk, and whatever other ingredients the children may want to try. If any of the layers do not seem to dry properly, sprinkle a little plaster of Paris powder on top, and the layer should dry. When it is all dry, carefully peel off the milk carton and behold the children-made "sedimentary rock."

## Sorting Rocks

Materials: Assortment of rocks.

Procedure: Have the children sort the rocks into categories.

There are many possible categories: color, weight, shape, texture, hardness. Young children, for instance, can sort rocks to match the colors of crayons. A project for older children is to sort rocks using the geologist's scale of hardness, from 1 to 10.

A rock of a soft mineral, such as talc, that can be scratched with a fingernail is 1 or 2 on the scale. If the mineral can be scratched with a copper penny, but not with a fingernail, it is 3 on the scale. If it can be scratched with a knife, but not with a penny, it is 4 or 5. If it can scratch glass, it is 6 or higher, and if it can scratch quartz, it is 7 or higher. The hardest mineral diamond, is 10 on the scale, which means that diamonds can scratch all other minerals.

## Test Soil for Acidity and Alkalinity

Materials: Pink and blue litmus paper, lemon juice, baking soda, water, small containers, soils, pencils, paper.

Procedure: First, experiment with the litmus paper. Put a pink and a blue piece of litmus paper into a container of lemon juice (or other acid, such as vinegar); the pink piece will not change color, but the blue piece will turn pink. Put a pink piece and a blue piece into a container of baking soda mixed with water. The results will be the opposite; the alkalinity of the baking soda will turn the pink litmus paper blue. Test soil by allowing it to wet the litmus paper; if the soil is dry, mix in a small amount of neutral water. As with the lemon juice and the baking soda, if the soil is neutral, the papers will not change color. Record the results and repeat the test with other soils.

If the soils tested show differences of acidity and alkalinity, notice the kinds of plants growing in the different soils. Evergreens, for instance, are acid-

tolerant and the soil beneath them generally is acidic. For a more accurate rating of the soils, obtain a soil-testing kit from a garden supply store. Many of these kits are simple enough to be used by children.

## Test Soil For Compactness

Materials: Metal rod or thin sturdy stick, paper, pencils

Procedure: Push the rod or stick into soil. Rate the soil's compactness as follows: very easy, like pushing into soft ice cream; easy, like pushing into a snowball; hard, like pushing into modeling clay; very hard, so hard that the rod almost cannot be pushed in. Record the results and repeat with other soils.

The degree of soil compactness determines the kinds of plants that can grow in a habitat. Plantain, for instance, is a weed that can grow in very compact soil. This plant was carried with the colonists to America and became known by the Indians as the plant that follows in the white man's footsteps, since not only did it come with the white settlers, but it quite literally grew in areas where there had been many footsteps.

## Soil Soup

Materials: Three or four equal sized jars with tops, water, three or four different soils, pencils, paper.

Procedure: Fill the jars about two-thirds full with water. Add into each an equal amount of different soil; put on the tops and shake each jar hard. Set the jars down side by side. Watch how the different soils settle and record the differences.

Different soils are composed of different-sized particles, such as small pebbles and sand, will settle first; the smallest particles, such as those is silt, will settle last. Repeat the experiment using aquarium gravel, sand, and chalk dust in separate jars, and in one jar combine all three.

## Did You Know That . . .

- As you read this, there are 2,000 thunderstorms raging in the world.
- A single lightning bolt contains enough electricity to power an average home for about two weeks.
- \* There are 100 lightning flashes every second of every day.
- \* Lightning bolts can be as long as several miles. Many are no thicker than a finger.

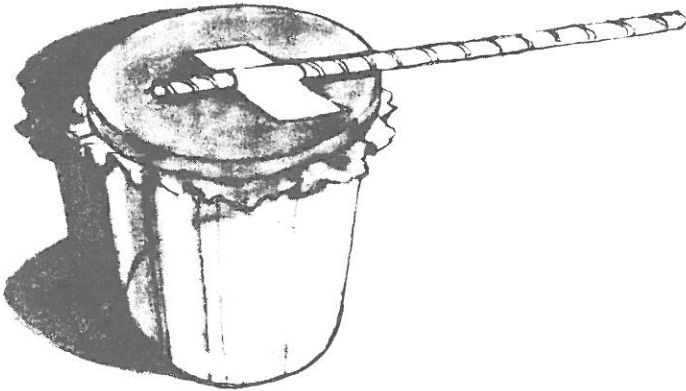
## Make a Simple Barometer

This home-made barometer will show you the changes in air pressure that herald good or bad weather.

You'll need:

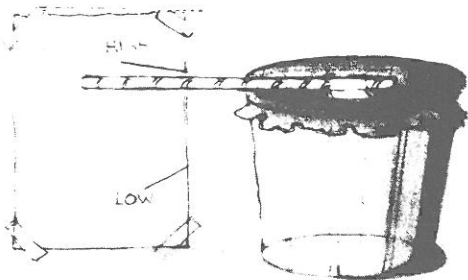
- \* a balloon
- a jar with a wide mouth
- an elastic band
- a straw
- tape
- a piece of paper and a pen

1. Blow up the balloon, then let out the air. Cut the balloon in half and throw the part with the neck away. Stretch the other part over the mouth of the jar and attach it with an elastic band.
2. Tape a straw in place as shown.



3. Set your barometer next to a wall and tape a piece of paper up beside it.
4. Mark the position of the straw for several days. What kind of weather makes the straw point highest? Lowest? Now you'll know what kind of weather to expect by watching how high the straw points.

How does your balloon barometer work? Air pressing down on the stretched balloon makes it curve down, which forces the free end of the straw up.



The more pressure there is pushing down on the balloon, the higher the straw points. And the better the weather.

## Lightning In Your Mouth

Your mouth is probably the last place you'd expect to find lightning. But you can make a lightning-like flash just by chewing.

You'll need:

- wintergreen-flavored Life Savers (candies)
- a mirror

1. Go into a dark room and wait until your eyes have adjusted to the darkness.
2. Chew on a couple of wintergreen Life Savers with your mouth open, even though it's rude. Watch what happens in a mirror.

Crushing the Life Saver with your teeth rips apart the sugar crystals and creates mini-islands of candy that have different electrical charges. A spark of electricity leaps between the differently charged candy chunks and the wintergreen oil helps you see it.

Real lightning happens much the same way, only there's nothing to crush. The earth and the thundercloud develop different electrical charges. Electricity leaps between the two, much like the spark of light did in your mouth.

First a "leader zaps out of the cloud and carves out a hot pathway in the air. Then electricity flows up this path from the ground.

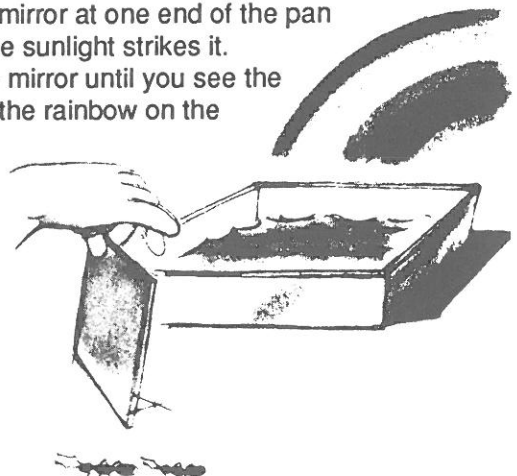
## Sun Separator

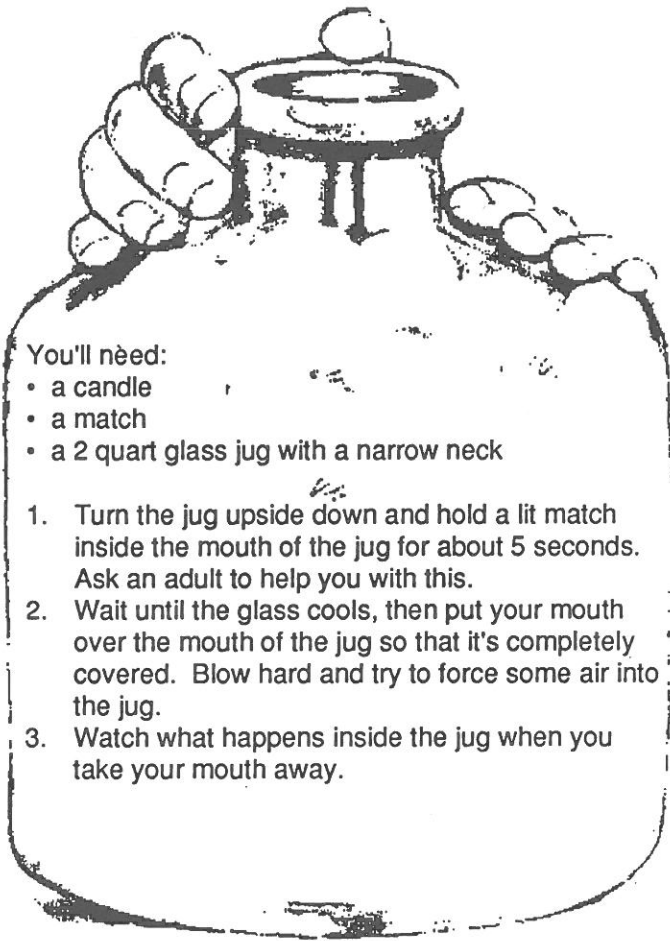
Want to break some sunlight into the colors of the rainbow? Try this.

You'll need:

- a pocket mirror
- a white wall (or a piece of white paper)
- a shallow pan of water
- Sunshine

1. Put the pan of water in a sunlit place opposite a white wall.
2. Hold the mirror at one end of the pan so that the sunlight strikes it.
3. Move the mirror until you see the colors of the rainbow on the wall.





You'll need:

- a candle
- a match
- a 2 quart glass jug with a narrow neck

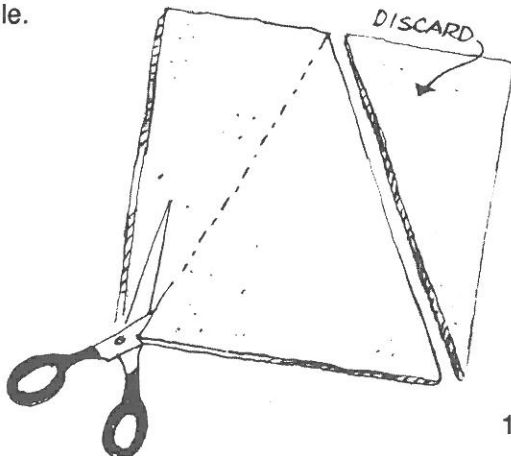
1. Turn the jug upside down and hold a lit match inside the mouth of the jug for about 5 seconds. Ask an adult to help you with this.
2. Wait until the glass cools, then put your mouth over the mouth of the jug so that it's completely covered. Blow hard and try to force some air into the jug.
3. Watch what happens inside the jug when you take your mouth away.

## The F(lying) M(eat) T(ray)

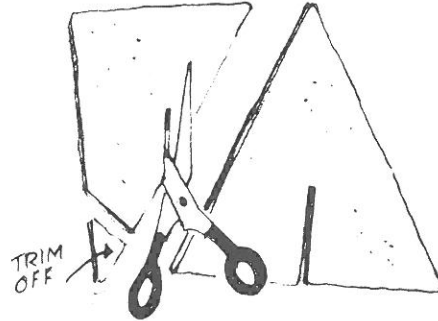
You'll need:

- a clean styrofoam meat tray
- a felt pen
- sticky tape
- scissors
- a ruler

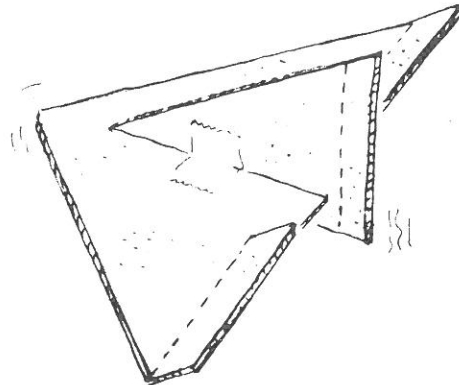
1. Trim off the curved edges of the meat tray and cut the flat piece that remains into a square.
2. With a marker, draw a triangle on the styrofoam. Cut along the lines with scissors. You will use the big triangle as the FMT's wings, and one of the small triangles as the rudder. Throw away the other small triangle.



3. Cut a slot to the midpoint of the large triangle. The slot should be just wide enough so that another piece of styrofoam will fit into it snugly.
4. Cut a slot not quite to the midpoint of the rudder as shown. This slot should be the same width as the other one.



5. Cut the front of the rudder off at an angle.
6. Push the rudder into the wing so that the two slots fit together.
7. If the rudder is loose, tape it to the wing. When fitted in, the rudder should stick out a little past the end of the wing. Make a fold line on the rudder as shown.
8. Make a 1/2 inch long cut on each side of the rudder. Then make a fold line as shown. These flaps are your elevators. Raise or lower them to get your FMT flying straight.

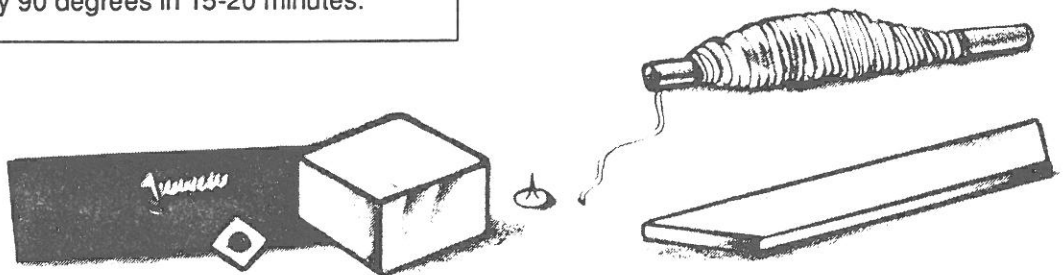
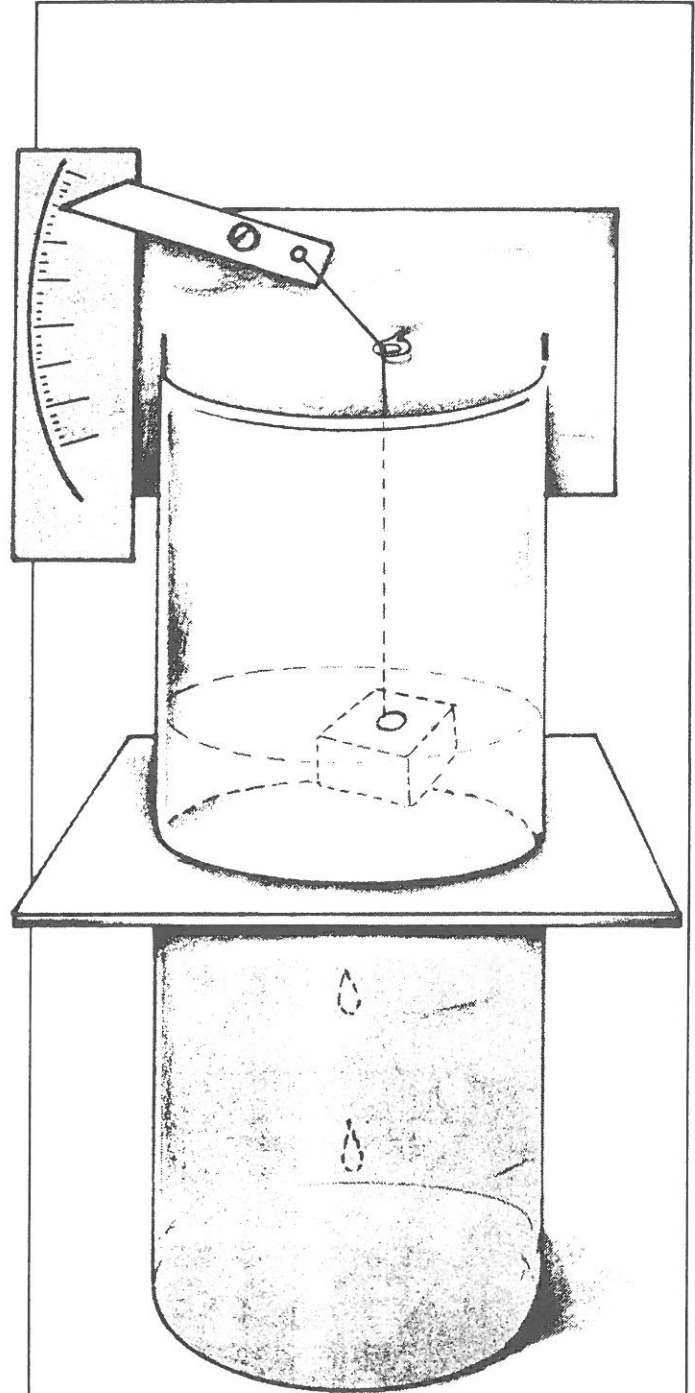


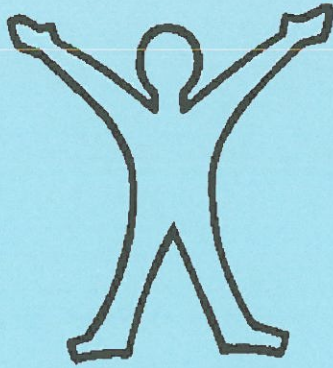
## Water Clock

### Materials:

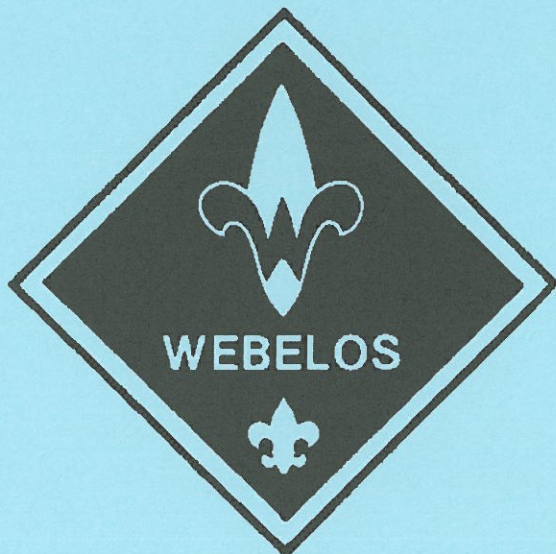
two 1-lb. cans (coffee or shortening)  
plywood or heavy cardboard  
stove bolt, washer, and two nuts.  
eye screw  
wood block smaller than 4"  
light cardboard  
thumbtack  
string  
hole punch and ice pick or drill  
scissors  
saw (if using plywood)  
glue

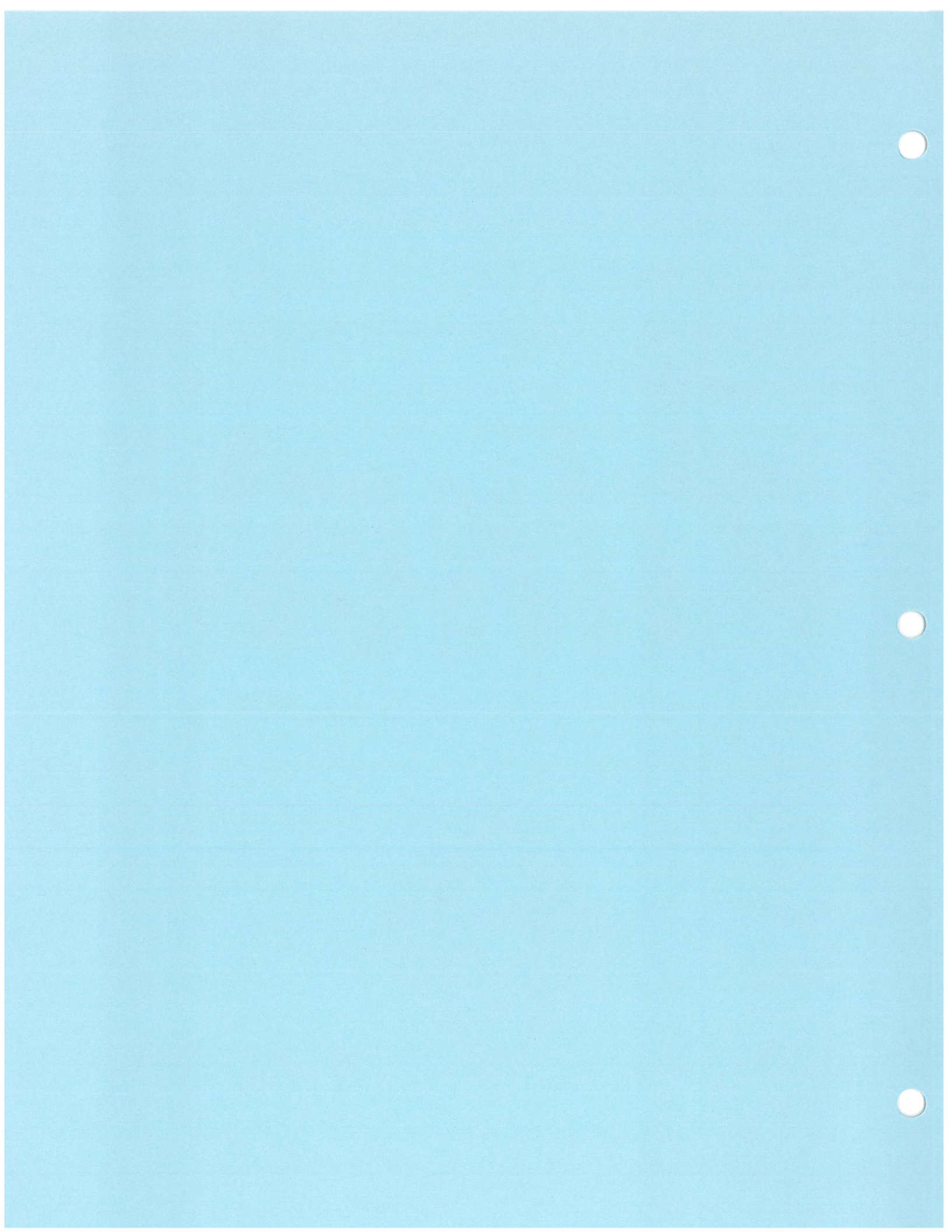
1. Construct the back support assemble out of plywood or heave cardboard 7"x3". Cut 1-1/2" support slits on each side for can leaving space to attach scale on one side. Attach eye screw 2" from right edge and 1/2" from bottom edge.
2. Construct 3-1/2" pointer making small hole at end and hole for bolt 1" from end. Attach with stove bolt to back support 4" from right edge close to top.
3. Attach string to pointer, thread through eye screw and attach to small block of wood with thumbtack. When on can, block of wood should hang above bottom of can.
4. Glue piece of light cardboard to front of back support.
5. Punch hole size of pencil lead in bottom of top can with ice pick.
6. Cut piece of cardboard 7" square for support and cut hole in middle.
7. Assemble all pieces
8. Fill top can with water.
9. Mark time scale as water drains.
10. Adjust string length and hole size so that pointer moves approximately 90 degrees in 15-20 minutes.





# *Fitness*









# ***Fitness***





# JANUARY 1995 FITNESS ACTIVITY BADGE



## Requirements

1. With a parent or other adult family member, complete the exercises in the pamphlet "How to Protect Your Children from Child Abuse and Drug Abuse" found in the front of the Webelos Handbook.
2. Choose six exercises that will keep different parts of your body fit. Record your best in each of them. Show improvement in each after practicing them regularly for 30 days.
3. Do three of the following.
  - a. Tell an adult member of your family five bad effects smoking or chewing tobacco would have on your body.
  - b. Tell an adult member of your family what drugs could do to your body and how they would affect your ability to think clearly.
  - c. Tell an adult member of your family what a balanced diet is and whether or not your diet is balanced.
  - d. Tell an adult member of your family four reasons why you should not use alcohol and how it could affect you.

When you have completed the requirements ask an adult to initial the Fitness scoreboard in your Webelos Handbook.

## Suggestions

1. Praise all Scouts for their effort.
2. Remind them that winning is not the most important thing.
3. Play some games that require some physical fitness with your boys.
4. Be sure all boys participate.
5. Take about five minutes for boys to warm up before they do requirement 2. Some simple exercises are on the page.
6. Take you Scouts to a gym to learn how to properly use weights and other muscle building machines.

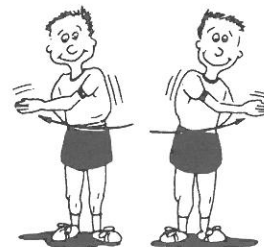
7. Let your boys plan their own family fitness program at home.
8. Try to get your Scouts to encourage each other during their den fitness games. Also encourage team work and sportsmanship.

## Warm Up Activities

1. Before you allow your Scouts to participate in any fitness exercises give them about 3-5 minutes to arm up to prevent cramps and enhance flexibility. Here are a few examples.



*Side Bend*



*Trunk Twist*



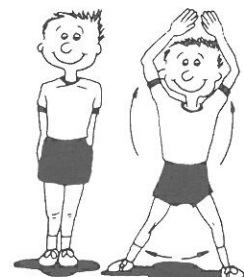
*Knee Lift*



*Calf Stretch*



*Arm Circles*



*Jumping Jacks*

## Skits

### Exercise

1. The athletic coach bounces into the gym. He calls out, "Time to Exercise!" and performs a few comical twists and turns while counting aloud, "one-two-three-four, one-two-three-four."
2. The class enters, walking slowly and with droopy posture. The class greets the coach without enthusiasm. He tells them sternly to go out and come back in with some energy. The class exits slowly, then returns a second later by zooming speedily on stage.
3. The coach informs the class that it is time for morning exercise. As they line up, he leads them in jumping up and down a few times.
4. The coach next calls for some running exercises, so the Cubs race around the stage. The coach calls out, "One-two-three-four, one-two -three-four."
5. The Cubs slow down as they get tired of running. The coach urges the on. Finally, as the class is about to collapse from exhaustion, the coach calls a halt.
6. As the class sags and puffs. The coach says, "All right, you can have a short rest." The Cubs collapse on the floor. A second later the coach yells, "Time to go! On your feet. Everybody up!"
7. They rise and exercise back and forth by bending sideways then straighten up and bend sideways to the other side. The coach counts aloud.
8. The coach yells into a wing, calling for a ball. A ball or balloon rolls on stage. The class kicks and knocks it around for a while. An off stage assistant sees that it stays on stage.
9. The coach announces that he is going out for a drink of water. He says that upon his return the class will do some more running exercises. He leaves them with the remark, "Get ready to run!"
10. While the coach is off stage, the Cubs rush together at center stage. They get their heads close together and whisper excitedly.
11. The coach returns and yells, "Everyone run! One-two-three-four!" The Cubs run around for a moment, then run off stage one by one, until the stage is empty. The coach remarks, "Well, I guess I DID tell them to run! I might as well run myself." He runs off stage while counting aloud.

## The Wrestlers

1. One of the wrestlers appears on stage from right wing. The other appears at left.
2. They eye each other, growl, and stir their feet around as they get ready to rush at each other.
3. They yell, rush at each other, miss completely pass by each other and crassh off stage.
4. They reappear, sway groggily about for a few seconds, again growl at each other.
5. Again they yell and speed toward each other. They hit head-on, bounce back violently and fly off stage with another crash.
6. They reappear, rush at each other, and wrestle.
7. One wrestler throws the other off stage. The other returns and throws his opponent offstage.
8. They wrestle furiously, shrieking and groaning.
9. With swift movements they repeat the action of rushing at each other, missing, and ending up in an off stage crash.
10. They rush at each other several times, knocking each other in various directions.
11. They wrestle some more, but both grow slow and tired. They fall together to the floor where they lie in silence for a moment or two.
12. They rise together. One invites the other, "Let's be friends." The other replies, "It's much better to be friends." Arm in arm they exit happily.

## Many Muscles

Characters: 6 Cubs, and one dressed as a beautiful curvy girl. All boys wear shorts over uniform pants to resemble sweat suits except one who is in full uniform.

Props: Dumbbell, barbells, and jump rope

Setting: Boys in shorts lined up across front.

Cub: (in full uniform comes in, looks at boys, asks first boy) "Why are you doing that?"

1st Boy: (lifting dumbbell) "Because I Like many muscles."

Cub: (walks over to next boy) "Why are you doing that?"

2nd Boy: (skipping rope) "Because I like many muscles."

Cub: (walks to next boy) "Why are you doing that?"

3rd Boy: (lifting Barbell) "Because I like many muscles."

Cub: (walks to next boy) "Why are you doing that?"

4th boy: (doing push-ups) "Because I like many muscles."

Cub: (walks to last boy) "And why are you doing that!"

5th Boy: (doing jumping jacks) "Because I like many muscles."

(Boy in wig and dress walks on in front of boys)  
Cub: Who are you"

Girl: (smiles - winks) "Why I'm Minnie Muscles!"

All boys: (whistle at her, take her by arms and escort her off the stage.)

## Title Holders

Characters: 6 boys in uniform, holding props as described below.

Scene: All boys come on stage and speak their lines.

All Together:

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

1st Boy (steps up):

I hold the title of strongest in my den,  
Do you suppose it's because of my friend?  
(Hold up toy skunk. Other boys hold noses)

2nd Boy (steps up):

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

3rd Boy (steps up):

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

4th Boy (steps up):

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

5th Boy (steps up):

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

6th Boy (steps up):

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

## Games

Remember that any fitness program will not be sustainable unless it is fun. Below are a few ideas for games to incorporate into your meetings. The How-to-book, Webelos activity book as well as your local library will also give you some ideas.

### Jump the Bean Bag

A small bean bag is tied on the end of a rope or heavy cord. The leader stands in the center of the circle made up of the players facing him. The leader swings the bean bag around the circle at ankle height. Once a player is hit he must leave the circle. The last player left is the winner.

### A. B. C.

Two players hold the end of a rope about 10 feet long. With rope laying flat on the ground each player jumps over the rope. The rope is then raised about four inches high which is "B" and every body jumps over. Continue raising the rope four inches with each letter of the alphabet until only one player is left.

### Shuttle Run

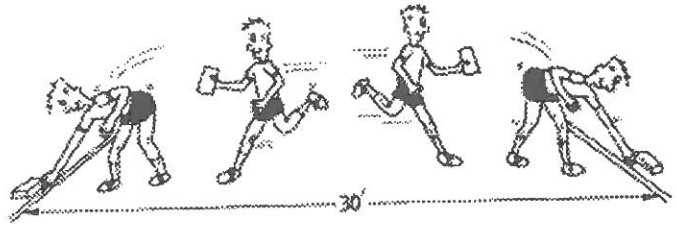
Area and Equipment: You'll need two blocks of wood, 2 inches by 2 inches by 4 inches and a stop watch.

Mark two parallel lines on the ground 30 feet apart. Then put the blocks of wood behind one of these lines. The child will start from behind the other line.

Procedure:

1. The time should raise his arm and say, "Get ready!"
2. Then the timer simultaneously says "Go!" lowers his arm, and starts the stopwatch.
3. The Webelos Scout runs from the starting line to the blocks, which have been placed just behind the second line. He picks up one of the blocks, runs back with it to the starting line, and places the block behind the line. The block must be placed, not thrown, on the ground.

- Then the Webelos Scout runs back to the other line, picks up the other block, and carries it back across the starting line.
- As the Webelos Scout crosses the starting line with the second block, the timer should stop the stopwatch. The child's time should be calculated to the nearest tenth of a second.
- The child should then be given a chance to do the event again. The better of the two times will become his time for the shuttle run.



## Diet and Drugs

- Explain to your Scouts that exercise is only one part of fitness. A balanced diet is also important to being physically fit.
- Let them make up a menu for a week using the 5 basic food groups. See if they can stick to it for the whole week.
- Explain drug abuse
- Plan a field trip to a drug abuse center.
- Have a nurse or doctor visit one of your meetings to explain the hazards of drug abuse.

## What Is Nicotine?

Nicotine is a substance that stimulates the nervous system, the heart, and other organs. It is found in the leaves of the tobacco plant, which are used to make cigarettes and cigars. Like many other drugs, nicotine is habit-forming. In addition, nicotine and other chemicals in tobacco smoke irritate the lungs and may damage them permanently.

The lungs consist primarily of airways, through which air travels, and of balloon-like sacs, in which oxygen is collected from the air so that it can be used by the body. Carbon dioxide is collected from the blood so that it can be removed from the body. To work efficiently, the lungs must be free of fluid so that there is plenty of room for air. They must be elastic so that they can expand to take air in and contract to force it out. And they must be clean.

Keeping the lungs clean is the job of tiny hairs called **cilia** and of the sticky **mucous membranes** that line the nose and airways. Together, these membranes and hairs trap much of the dust and dirt in the air you breathe so that it does not find its way into your lungs.

Most smokers inhale. When they do so, they draw smoke from burning tobacco into their bodies. The tars and other harsh chemicals in this smoke irritate the mucous membranes. The nicotine in this smoke paralyzes the cilia so that they are unable to brush mucous from the airways. As a result, mucous collects and the airways become clogged and irritated. It is this constant irritation that causes heavy smoker to develop smoker's cough.

The number of years a person smokes and the amount of smoke he or she inhales during these years determine the amount of damage that is done. But smoke damages the lungs vary quickly. People who have smoked for only a year may begin to develop **emphysema**, a condition in which breathing capacity is sharply reduced because some of the air sacs in the lungs fill with fluid. People who continue smoking may literally be suffocated by the fluid that accumulates in their own lungs. In addition, they run a high risk of developing coronary heart disease and of dying from lung cancer.

## What Are Drugs?

Drugs are chemical substances that cause changes in the human body.

Scientists have developed drugs to prevent serious illnesses, such as diphtheria, measles, poliomyelitis, and smallpox. Doctors use drugs to identify ailments and to control or cure them. When drugs are used to diagnose, treat, or prevent diseases, they are beneficial.

- Do research to discover what disease or condition each of the following drugs is used to treat. Write it on the line.
  - cortisone \_\_\_\_\_
  - digitalis \_\_\_\_\_
  - insulin \_\_\_\_\_
  - penicillin \_\_\_\_\_

2 How many drugs can you identify? Place a check mark on the line in front of each one of these substances that is a drug.

- |                        |                       |
|------------------------|-----------------------|
| ___ a. acne cream      | ___ m. LDS            |
| ___ b. alcohol         | ___ n. marijuana      |
| ___ c. antacid tablets | ___ o. mescaline      |
| ___ d. aspirin         | ___ p. morphine       |
| ___ e. caffeine        | ___ q. mouthwash      |
| ___ f. cod-liver oil   | ___ r. nicotine       |
| ___ g. cough syrup     | ___ s. nose drops     |
| ___ h. crack           | ___ t. novocaine      |
| ___ i. diet pills      | ___ u. opium          |
| ___ j. eye drops       | ___ v. sleeping pills |
| ___ k. heroin          | ___ w. sulfa          |
| ___ l. laxatives       | ___ x. vitamins       |

### Answer Key

#### What are drugs?

- rheumatoid arthritis and other inflammatory ailments
  - congestive heart failure
  - diabetes
  - bacterial and fungal infections.
- All of the substances listed are drugs, because all of them cause changes in the human body.

### How Can You Say "NO" To Drugs?

Drugs are *not* something new. They have been around for centuries and probably will always be available at school, on the playground, in the city, or in your neighborhood. *You* are responsible for making decisions about your own body. Only *you* can say "NO" to drugs for you. Here are some guideline that may help you.

Know and like yourself! Be aware of your strengths and feel good about them. People who feel good about who they are and what they can do are able to make their own decisions and don't need to go along with the crowd.

Select drug-free friends! Spend time with young people who share your values and enjoy the things you enjoy—young people who have better things to do than to abuse drugs.

Use time wisely! Everyone needs free time; but use your free time in ways that are beneficial. Volunteer some time in your community, take up a new hobby, learn to play a musical instrument, or join a team. Use your time to think, to learn, and to grow.

Care about your body and your health! Now that you know what drugs can do to you, don't be afraid to say "NO" to them. This body is the only one you will have. For it to last and work the way you want it to, you need to take good care of it and of yourself—starting today.

### Other Activities

- Have your den write a skit depicting ways to say "NO" to drugs.
- Have the den make a poster designed to encourage people to say "NO" to drugs.
- have a police officer involved with drug prevention attend a den meeting. Have the boys interview him and ask questions concerning drugs and alcohol.
- Have the boys find out what the policies in their school about drugs and what would happen to students with drugs in their lockers, etc.
- Collect newspaper and magazine articles about accidents and crimes that are drug or alcohol related.
- Find out what some organizations are doing to stop use and availability of drugs, especially to children.
- Check with the BSA council for a video, "Drugs: A Deadly Game."

For more information contact organizations in your area:

Alcoholics Anonymous  
American Cancer Society  
American Heart Association  
MADD (Mother's Against Drunk Driving)  
SADD (Student's Against Drunk Driving)

## How Much Do You Know About Drugs?

Fill in the blanks or circle the letter beside the best answer or the most appropriate response.

- Drugs are chemical substances that cause
  - growth of vital organs.
  - changes in the human body.
  - elevations in temperature.
  - decreases in blood pressure.
- Almost all drugs work by altering the \_\_\_\_\_ of cell activities.
  - number
  - shape
  - size
  - speed
- Which of the following is not a source of naturally occurring drugs?
  - animals
  - laboratories
  - minerals
  - plants
- In the United States, what government agency must approve every new drug before it can be sold?
  - American Medical Association (AMA)
  - Federal Trade Commission (FTC)
  - Federal Bureau of Investigation (FBI)
  - Food and Drug Administration (FDA)
- Drugs that can be sold lawfully with out a prescription are called
  - halucinogienic drugs.
  - illegal drugs.
  - over-the-counter drugs.
  - presecription drugs.
- Match each group of drugs with the primary effect these drugs have on the human body by writing the correct number on each line.

- \_\_\_\_\_ a. analgesics  
\_\_\_\_\_ b. anesthetics  
\_\_\_\_\_ c. barbiturates  
\_\_\_\_\_ d. depressants  
\_\_\_\_\_ e. stimulants

(1) slow down the activity of the central nervous system.

(2) speed up the activity of the central nervous system

(3) make a patient feel relaxed and fall asleep more easily.

(4) relieve pain without deadening other senses

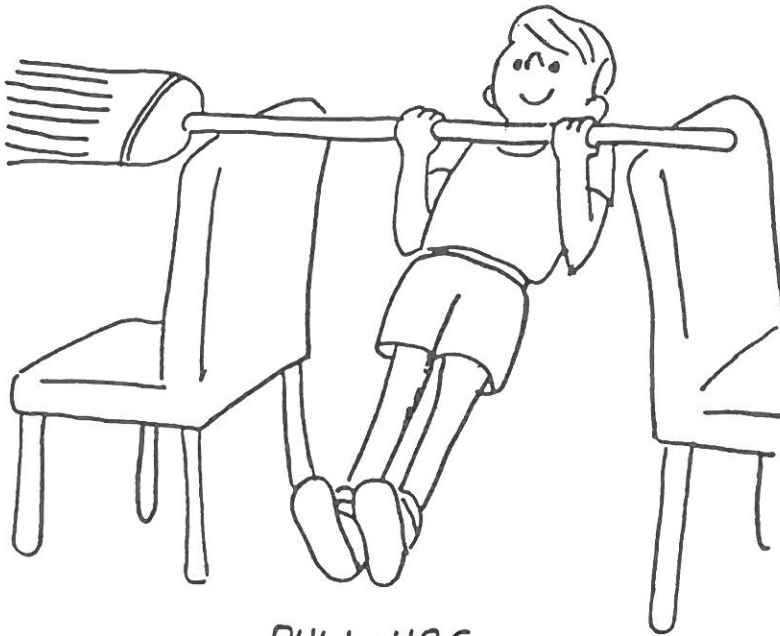
(5) produce loss of feeling and sometimes loss of consciousness

- Which drug is found in chocolate, coffee cola drinks, and tee?
  - alcohol
  - caffeine
  - cocaine
  - nicotine
- Which drug is a factor in at least half of all fatal traffic accidents?
  - alcohol
  - amphetamines
  - caffeine
  - nicotine

### Answer Key How Much Do You Know About Drugs?

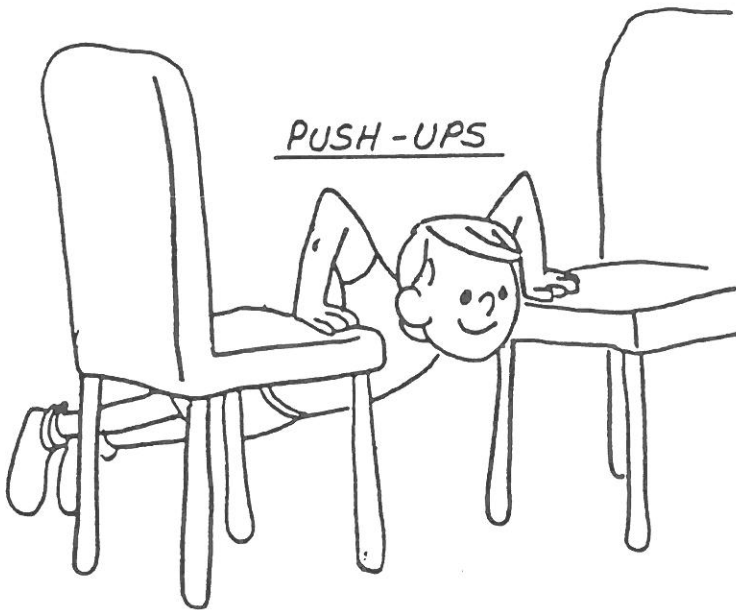
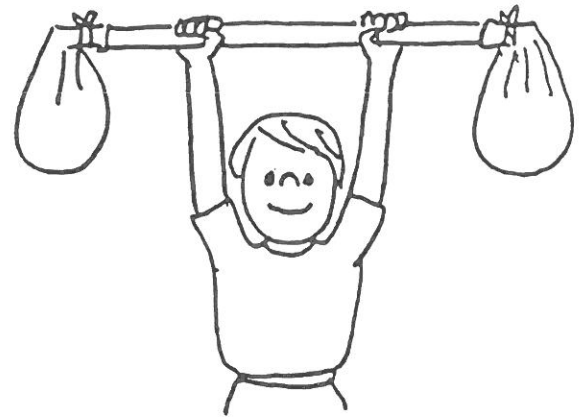
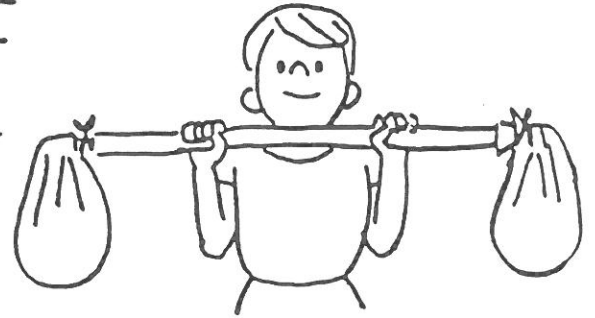
- |    |    |   |
|----|----|---|
| 1. | b  |   |
| 2. | d  |   |
| 3. | b  |   |
| 4. | d  |   |
| 5. | c  |   |
| 6. | a  | 4 |
|    | b. | 5 |
|    | c. | 3 |
|    | d  | 1 |
|    | e  | 2 |
| 7. | b  |   |
| 8  | a  |   |





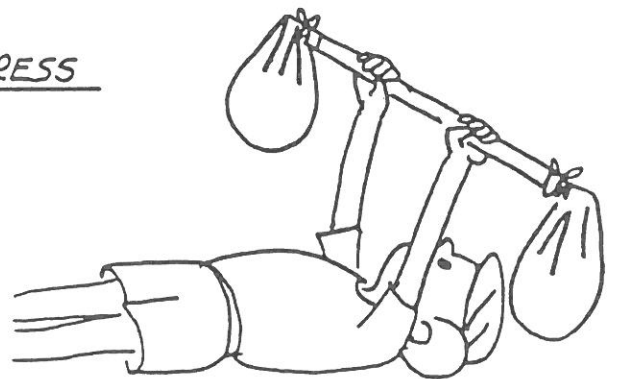
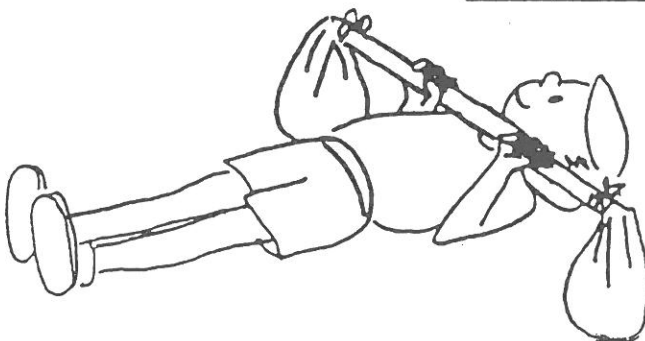
PULL-UPS

STANDING PRESS



PUSH-UPS

PRONE PRESS





Land of Make Believe



## 1994 Pow Wow Book

Greater St. Louis Area Council, Boy Scouts of America



# FEBRUARY 1995

## THE GREAT EVENTS

### OF SCOUTING

We have divided Great Events of Scouting into five categories. **Activities** such as Cub Olympics, Cub Field Day, Pinewood Derby, Space Derby, Raingutter Regatta, Scout-O-Rama, etc. are in the first category. The **Camping** category could include Day Camp, Mom and Me, Dad and Lad, Webelos Woods, and Family Camp. **Fund-raisers** should include Popcorn Sales, our national fund-raiser. **Service Projects** in the fourth category with Scouting For Food at the top of the list. The last category is **Bridging** which should include graduation to the troop. (For more ceremonies, see the back of the book)

## The Pack Meeting

### Ice Breaker

Find someone who had participated in or has helped organize the following:

Cub Olympics \_\_\_\_\_

Cub Field Day \_\_\_\_\_

Pinewood Derby \_\_\_\_\_

Space Derby \_\_\_\_\_

Raingutter Regatta \_\_\_\_\_

Scout-O-Rama \_\_\_\_\_

Cub Day Camp \_\_\_\_\_

Dad and Lad \_\_\_\_\_

Mom and Me \_\_\_\_\_

Webelos Woods \_\_\_\_\_

Cub Family Camp \_\_\_\_\_

Popcorn Sales \_\_\_\_\_

Scouting For Food \_\_\_\_\_

Tiger Bridging \_\_\_\_\_

Cub Bridging \_\_\_\_\_

Webelos Bridging \_\_\_\_\_

## Grand March Opening

Each den is responsible for one of the events. For example, Den 1 will have activities, such as Cub Olympics, Cub Field Day, Space Derby, Scout-O-Rama, etc. Den 2 will do camping with Day Camp, Mom and Me, Dad and Lad, Webelos Woods, and Family Camp. Den 3 has fund-raiser including Popcorn Sales. Den 4 could do Service Projects and include Scouting For Food. Den 5 will do bridging, which includes bridging from Tigers to Cubs and Webelos to Boy Scouts.

For the Grand March, have one Cub from each den be represented in the color Guard. Have all boys in each den follow carrying something to represent their event. Den 1 can carry a torch for Olympics, pinewood derby cars, boats, rockets, etc. Den 2 could choose to carry tents, sleeping bags, backpacks, flashlights, bows and arrows, etc. Den 3 may want to carry buckets, tins and boxes of popcorn. Den 4 needs Scouting For Food bags and various cans of food. Den 5 could have model bridges, neckerchiefs and handbooks for all ranks of Cub Scouts and the Boy Scout neckerchief and handbook.

Have all boys march around the room as the Color Guard take their place. When the boys reach their seats, have everyone stand for the pledge.

## Cub Olympics

Event 1 - Discuss Throw: Cub Scouts are requested to lie on their backs and throw a shoe over their heads with their two feet.

Event 2 - Standing Broad Grin: the width of the grins are measured by judges. Widest wins.

Event 3 - Discus Throw: A paper pie plate is thrown from a chalk line. Plate must be held flat in hand, and not sailed with thumb and fingers.

Event 4 - Sixteen-Pound Put: An inflated bag is "put" for distance, as though it were shot from the shoulder. A small balloon will do very nicely for this event.

Event 5 - Food Race: Each Cub Scout stands with one foot touching the other, heel and tow. The greatest aggregate length wins.

Event 6 - Running High Whistle: The Cub Scout who holds a whistled note the longest with one breath wins.

# Opening

## The Purpose of Cub Scouting

Personnel: Cubmaster, 7 parents (include 1 den leader and a couple of committee members) 2 Cub Scouts. Use parents of boys already in the pack.

Equipment: 7 large cards with one letter of the word "PURPOSE" on each. (Blue or write the lines to be read on the back of each card). 1 large card with the words "CUB SCOUTING" on it.

Arrangements: Parents stand in a semicircle around 2 Cub Scouts holding the Cub Scouting sign. As parents are introduced, they hold up their card and read their line.

Cubmaster: I have asked some of the parents of boys already in the pack to help with the opening ceremony tonight. We hope you new parents will better understand the purposes of Cub Scouting. (Introduce each adult with the following manner: "This is Jimmy Brown's father, John. This is David Smith's father, Harry, etc.)

After the introduction of the parents, they then read their letter and what it stands for. . . .

- P is to **provide** fun and exciting things for boys to do.
- U is to foster **understanding** within the family, an idea not new.
- R. Is to **respond** to good sportsmanship and prepare them for the Boy Scout program.
- P is for **pride** in growing strong in mind and body toward becoming a man.
- O is to **open** new areas where they can be helpful and do their best.
- 'S is to **strengthen** boys abilities to get along with others and be accepted by the rest.
- E. Is to **encourage** the development of habits and attitudes of good citizenship each day.

## Skit

### What is A Cub Scout?

Cub Scouts are found everywhere - on top of, underneath, inside of, climbing on, swinging from, running around, or jumping to. Mothers love them, little girls hate them, older sisters and brothers tolerate them, adult ignore them, and Heaven protects them. A Cub Scout is: Truth with dirt on his face, Beauty with a cut

on its finger, Wisdom with bubble gum in its hair, the Hope of the future with a frog in his pocket.

The narrator, the "Spirit of Lord Baden-Powell" is a den chief in full uniform wearing a campaign hat. He reads the script from a lectern, while Cub Scout in uniform come on stage one by one.

Narrator: I represent the spirit of Lord Baden-Powell, the founder of Scouting. I am also the spirit of Scouting past and present. Here is our future. . . the Cub Scouts of America.

(First boy approaches in complete uniform)

Narrator: The two colors of the Cub Scout uniform have a meaning. Blue stands for truth and loyalty; gold for good cheer and happiness.

(Second boy enters carrying Wolf Book and Kipling's Jungle Book.)

Narrator: Early Cub Scouting ceremonies were based on Kipling's Jungle Tales. When Cub Scouting was organized in America in 1939, Indian themes were used.

(Third boy enters with a craft project of wood.)

Narrator: Cub Scouting means fun. We have lots of fun, but most boys like making things. . .real boy projects. . .things they can play with or that follow the monthly theme.

(Fourth boy carries a nature collection.)

Narrator: Cub Scouts like to go on hikes and collect things for their nature collections or the den museum. They like the outdoors.

(Fifth boy carries a "buddy burner".)

Narrator: Most Cub Scouts like to go on picnics. All boys like to eat. It is even more fun when they can cook their own food.

(Sixth boy - the smallest Cub Scout - enters holding American flag.)

Narrator: Cub Scouts are proud to be Americans. They are proud of their flag. They are also proud of their pack flag (point to it) because it reminds them they are part of \_\_\_ year of Scouting. They belong!

Yes, I represent the past and the present. These boys, Cub scouts now, are the men of tomorrow. They will be the preservers of our American heritage. Please stand and join us in singing "God Bless America."

# Camping

## Song

### A Camping We Will Go

(Tune: The Farmer in the Dell)

Gather up the gear,  
Gather up the tents,  
High Ho the Cub Scouts,  
A camping we will go.

Set up the tent,  
Build up the fire,  
High Ho the Cub Scouts,  
A camping we will go.

Here comes the rain,  
Out goes the fire,  
High Ho the Cub Scouts,  
A camping we have gone!

## Skit

### Going Camping

A den of Cub Scouts are going camping. They were excited about going because it was their first over-nighter. Each Cub was responsible for bringing enough of one item for the whole group, such as tents, wood, food, etc. They get to the campsite, ready to set up.

Cub 1: Oh, no. I forgot the tents.

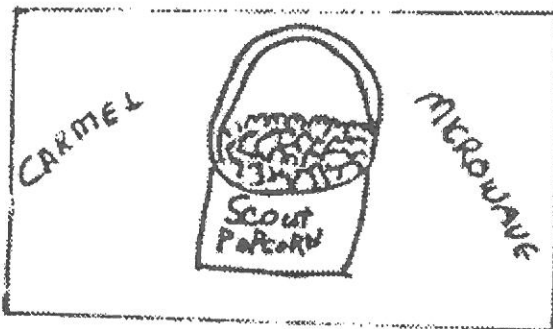
Cub 2: I forget the firewood.

Cub 3: What will we do, I forgot the food.

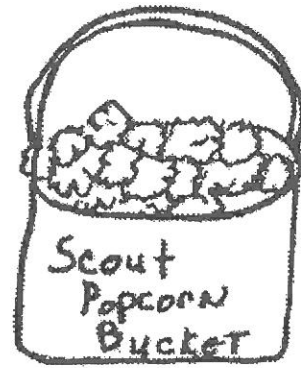
Cub 4: That's okay. I'm prepared! I have rope and blankets for tents. We don't need firewood. I've got the best food for camping. (He holds up a tin of Scout carmel corn.)

## Fund-raisers

### Crafts



Placemat



### Centerpiece

Use a bucket or tin of Scout popcorn. Pop some corn and glue to the top of the lid. Spray with clear enamel to keep popcorn fresh.

### Napkin Ring/Slide

Punch two holes in a film canister. Paint canister white with red stripes. Write popcorn across the middle. Fill it with popcorn and spray with clear enamel.



### Invitation



Cut on a fold from any color for bowl. Add popcorn cut out of white paper. Write your message in the center.

### Den-Family Treasure Hunt

Someone must prepare for this contest before the early arrivals appear. Hide the items listed in sight so they can be easily found. When the first group arrives, hand one of their number a self-explanatory small instruction sheet similar to the one below.

## Read This Side First

After reading this side of the card, start hunting. Do it as secretly as possible. Do not reveal any of the hiding places, and be absolutely sure to put everything back exactly where you find it.

All items are hidden nearby, and are clearly marked with numbered cards. Find them and write the average estimates of your group on the dotted lines.

(reverse side)

1. How many kernels of corn in jar? . . . . .  
(Winner gets the jar.)
2. How many peanuts in the carmel corn? . . . . .  
(Winner gets carmel corn.)
3. How much does it cost to buy a bucket of popcorn, a 5 pack microwave popcorn, and a 12 oz. carmel corn? . . . . .
4. How many kernels on corn cob? . . . . .  
(Winner gets the cob.)
5. Find a person with a white paper pinned on his or her back and write down number of boxes, buckets or tins of popcorn they bought last year. . . . .
6. How many words on a bucket of popcorn? . . . . .  
(Winner gets bucket of popcorn.)

## Skit

### An Embarrassing Sale

A Cub Scout is having good luck going door to door selling popcorn until he knocks on a door and a little boy answers. The Cub Scout asks to speak to the little boy's parents. The little boy says no and slams the door. The Cub Scout is not ready to give up and knocks again. The little boy answers again. Tells him he can't speak to his parents, throws a shoe at the Cub and slams the door. Still not ready to give up, the Cub Scout knocks again, this time getting squirted with a water gun. Now the Cub Scout wants to get even with the little boy. He runs off stage and comes back with a bucket. He knocks again expecting the little boy to answer. When the door opens he throws the contents of the bucket, which is popcorn, but instead o the little boy it is mom (or dad). The parent says after eating a piece of popcorn, "This is certainly a new way of selling popcorn."

## Song

### Gonna Sell That Popcorn

(Tune: Camptown Races)

Gonna sell that popcorn, do da do da.  
Gonna sell that popcorn now, oh, do da day.

(Chorus)

Gonna sell that popcorn,  
Gonna sell that popcorn,  
Boxes and buckets and tins, too, Oh, do da day.

Helps to buy our badges, do da, do da.  
Helps support our pack and troop, Oh, do da day.

## Service Projects

### Making Discoveries

Take your den on a hike around the neighborhood. While out walking, have the boys see what they could do as a service project. Remember to look in a park for things to be done. When back at the meeting, have the boys write down all the things they found to do. Let them decide on one or two service projects to do.

## Song

### He'll Be Scouting For Food

(Tune: She'll Be Coming Round the Mountain)

He'll be coming on Saturday when he comes.  
He'll be coming on Saturday when he comes.  
He'll be coming on Saturday,  
He'll be coming on Saturday,  
He'll be coming on Saturday when he comes.

He will leave a Scouting for Food bag on your door.  
He will leave a Scouting for Food bag on your door.  
He will leave a bag,  
He will leave a bag,  
He will leave a Scouting for Food bag on your door.

We hope you can help us and fill it up.  
We hope you can help us and fill it up.  
We hope you can help us,  
We hope you can help us,  
We hope you can help us and fill it up.

He'll be back to pick it up the next week.  
He'll be back to pick it up the next week.  
He'll be back to pick it up,  
He'll be back to pick it up,  
He'll be back to pick it up the next week.



Your contribution helps your community.  
Your contribution helps your community.  
Your contribution helps,  
Your contribution helps,  
Your contribution helps your community.

All the Scouts sure thank you, yes they do.  
All the Scouts sure thank you, yes they do.  
All the Scouts sure thank you,  
All the Scouts sure thank you,  
All the Scouts sure thank you, yes they do.

## Bridging

### Advancement Ceremony

Equipment: Puzzle Ceremonial board; easel; tape

Personnel: Cubmaster, den leaders, advancing Cub Scouts and their parents

To make an advancement puzzle board draw pictures of the different events such as a campfire, a bridge, picture of popcorn, car, boat, rocket, can goods, etc.. Cut the pictures into as many pieces as boys advancing.

Call forward all boys who are to receive awards, with their parents.

Cubmaster: "In a way, our pack is like this jigsaw puzzle we have on the table. The pack has many pieces - boys and parents - who work together to make the pack go and grow. As we present our advancement awards tonight, we will see how we work together to make the big picture of our pack and of Cub Scouting."

(Cubmaster and den leaders give the advancing boys their piece of the puzzle, each piece has the boy's awards taped to it. The parents remove the awards and pin them on their son's shirt. Boys and parents then work together to complete the puzzle.)

Cubmaster: "There, the puzzle is finished. Each cub Scout and parent contributed to make the big picture. That is the story of our pack and the Cub Scouting program—people working together!"

### Advancement Ceremony

Cubmaster: Scouting began in England in 1907 with a small group of boys. Lord Baden-Powell, our founder, took these boys to Brownsea Island, off the coast of England for 12 days of adventure in camping and pioneering. He was testing an idea for an organization for boys. That was how Scouting began.

Tonight, we have some boys who are beginning their adventure in Cub Scouting. (Call names of Bobcat

candidates and ask them to come forward with their parents.) Baden-Powell based his idea for Scouting on some principles which he had been taught as a boy. . .things like trust and loyalty, helpfulness and courtesy, cheerfulness. In Cub Scouting, we have these same principles encompassed in the cub Scout Promise and the Law of the Pack. Will you repeat with me the Cub Scout Promise? (They do.) Now, I;" ask all the Cub Scouts here tonight to stand, give the Cub sign and repeat with me the Law of the Pack. (They do.) (Cubmaster presents Bobcat badge to parents and congratulates boys and parents.) You boys have now started your Scouting adventure, Just like the boys on Brownsea Island.

A Chicago publisher, William Boyce, was lost in a London fog. A boy appeared and offered to take him to his destination. Mr. Boyce offered him a tip, but the boy said, "Scouts do not accept money for doing a good turn." Mr. Boyce was interested in Scouting and was responsible for starting it in America.

We have some boys here tonight who have been doing their daily good turns, and have been working hard on achievements and electives, so that they now have earned Wolf badges and Arrow points. (Call boys and parents forward to receive awards.) Your Wolf achievements and electives are helping you along the Scouting trail.

Scouting had been in America for only a few years when younger boys and their parents asked for a program of their own. That's when Cub Scouting started. The first year there were 5 thousand Cub Scouts, and now there are more than 2 million Cub Scouts. Scouting was really growing.

There are some boys in our pack who are really growing too. They have completed the requirements for Bear badges and Arrow points. (Call boys and parents forward to receive awards.) You are moving along the Scouting trail.

Baden-Powell left a message for Scouts before he died. In that message he said: "Try to leave this world a little better than you found it." We have some Webelos Scouts in our pack who are doing just that. They have been working hard in the different activity badge areas, exploring fields of knowledge which will be helpful to them all their lives. (Call boys and parents forward to receive awards.) Congratulations. Continue to do your best along the Scouting trail.

Scouting has spread to 104 countries of the world. Tonight, we're celebrating the \_\_\_ birthday of Scouting in America, and the \_\_\_ birthday of Cub Scouting. From that small group of 20 boys on Brownsea Island, Scouting has grown to more than 12 million boys and adults around the world. You can be proud to be a member of such a fine, world-wide organization.

## Webelos Badge Ceremony

Arrangements: Webelos leader, three Cub Scouts (one for each rank), and a Webelos Scout. Webelos candidate(s) and his parent(s).

Equipment: Webelos badge, ceremony board or log, and four candles.

Webelos leader or Cubmaster: Tonight we are recognizing Webelos Scout (name) from our pack who has earned the Webelos Badge. Would (name) and his parents come forward.

Let us go back and review the steps that have been taken to reach this rank. He started by earning his Bobcat badge. To do this he learned the Cub Scout Promise and the Law of the Pack. Will Bobcat Scout (name) come forward and light the Bobcat candle.

Next he worked on 12 achievements to earn the Wolf rank. Will Wolf Cub Scout (name) come forward and light the candle representing the rank of Wolf.

He acquired more Scouting skills as he worked on 12 increasingly harder achievements for the Bear rank. Will Bear Cub Scout (name) come forward and light the candle representing the rank of Bear.

To earn his Webelos badge, (name) joined our den \_\_\_ months ago. Now that he has completed the requirements to earn his Webelos badge, we are happy to present to him his Webelos badge. Will Webelos Scout (name) come forward and light the candle representing the rank of Webelos.

Present the badge to the parents who will present it to their son. Congratulations and good luck as you continue on the trail to earning the Arrow of Light.

## Test of Fire Ceremony

Equipment: Webelos neckerchief (must be free of any loose threads or holes) Acetone, water, long metal rod (slightly longer than the width of the neckerchief), 2 glass jars, 1 can, candle.

\*\* Use a 50-50 mixture of Acetone and water. Put each in a glass jar prior to ceremony.

Light the candle

Ceremony: The light of this candle represents the spirit of Cub Scouting. The highest rank in Cub Scouting is the Arrow of Light. You may ask, "How does a boy reach this high rank?"

First, as a Bobcat you must learn and abide by the Cub Scout Motto, the Cub Scout Promise, and the Law Of The Pack. (Continue with statements referenced the Bobcat rank.)

Then as a Wolf, you must complete 12 achievements. These require knowledge of the flag of the United States, of keeping strong, of his neighborhood, of books, and reading. He has mastered feats of skill, made a collection, and has shown his willingness to help in his home and take part in family fun.

As a Bear Cub Scout, you will complete 12 achievement that are increasingly difficult which show that you are growing in knowledge and skill. The Bear Cub Scout is halfway up the Cub Scout advancement ladder.

A Webelos Scout is the last step on the trail to becoming a Boy Scout. He works on 15 Activity Badge areas which will challenge him to many new things. He now begins to work on requirements for the Webelos badge and for the Arrow of Light, Cub Scouting's highest award.

I will now remove your neckerchief in preparation for the TEST OF FIRE to see if you have truly earned the Arrow of Light. If fire does not burn your neckerchief, you have passed. You have reached the end of the Cub Scout Trail.

\*\* mix the contents of the 2 glass jars into the can. Say that one ingredient is for the work the Scout has done and the other is for the support his parents have given him. Put the neckerchief into the 50-50 solution, squeeze out the excess, and with little time delay, put the neckerchief over the metal rod and set it on fire using the candle. After about 15 seconds the fire will go out and the neckerchief will be in the same condition as it was before you set it on fire.

Make a statement about the boy successfully passing the test. He has reached the top of the Ladder of Achievement. Continue with the new adventures he will experience when he becomes a boy Scout. Present the award to his parents to give to their son.

This is a very impressive ceremony that can be used indoors or outdoors. There is some danger in using this ceremony. You should practice the ceremony at home. Make sure the ceiling is high enough for the fire because with the 50-50 mixture the flames will go up about 15 to 20 inches above the neckerchief. You can use less Acetone to decrease the height of the flame but you will lose the full effect if you do this.

If you use this ceremony at a campfire, the neckerchief can be attached to two coat hangers that have been cut and straightened or with two sticks. Attach the ends of the neckerchief and use the campfire to set the neckerchief on fire.

This ceremony can be done for any advancement in rank.

Again, this is a very impressive ceremony and you MUST practice ahead of time.

## Arrow of Light Ceremony

Personal: Webelos den leader or Cubmaster, Arrow of Light candidate, and parents.

Equipment; Arrow of Light cutout with electric light, Arrow of Light award, certificate, and a straight pin.

Arrangements: The Arrow of Light cutout is the center of attraction. It is made by cutting out the Arrow of Light pattern from the side of a cardboard box and pasting tissue paper (colored if available) behind the cutout section. A light bulb is inserted in the box. (Be careful that the bulb does not come in contact with the sides of the box.) After the Arrow of Light candidate and parents are on the stage, dim the house lights.

Narrator: Tonight we honor a Webelos Scout who has completed the requirements for Cub Scouting's highest goal—the Arrow of Light. Will Webelos Scout (name) and his parents step to the display. You have been a faithful member of the Webelos den. You have learned the Scout requirements, visited the Scout troop of your choice, and secured a Boy Scout application. Tonight you receive the Arrow of Light award. Within a short time, you will be eligible to become a Boy Scout and start on a new adventure.

You have been guided in your progress through the ranks of Cub Scouting by the light of the arrow. (Point to the illuminated cutout). Let the Arrow of Light continue to light your way as you move onward along the Scouting Trail.

It is my pleasure to award you the Arrow of Light, which you will wear on the flap of your left shirt pocket of your Scout shirt. Because your parents helped you through the ranks of Cub Scouting, I will present this award to them so they can proudly pin the award on your shirt. (Give parents the award with the pin). Pause while this is done.

Congratulations for the fine work you have done.

## Skit

### The Bridge

A Webelos Scout who has earned his Webelos badge and is working on his Arrow of Light is excited about bridging to Boy Scouts. He is talking to the other boys in his den about crossing the bridge to Boy Scouts. The other boys tell him their pack does not have a bridge, so they won't actually get to cross a bridge. The first Webelos decides he is going to build a bridge for the pack. He needs one more project for his Craftsman Activity Pin. He builds the bridge and all the Webelos get to cross the bridge to Boy Scouts. The new Boy Scouts carry him on their shoulders off the stage.

## Games

### Hook-on

"We had a game called Hook-on that all the kids could play at once. It's a rough-house game all right, and pulls your cork, I'll tell the world. The way you play it is to pick out four kids and they go to the end of the gym. All the others line up at the other end."

"The physical director blows a whistle and all the kids rush at the four who are loose. You try to hook on to one of the four loose guys. When you hook on, that makes two. You try not to let any one else hook on, but if some one does, then he is part of your chain. When all the kids have hooked on, the line that has the fewest fellows on it wins and the first four of that line are picked to be the next loose ones."

"The trick of the game is to keep the back end of your line away from the kids trying to hook on, for then the back end of your line is far away. You have to move fast to do this. After you have played a few times you know you have been doing something for it takes your pep."

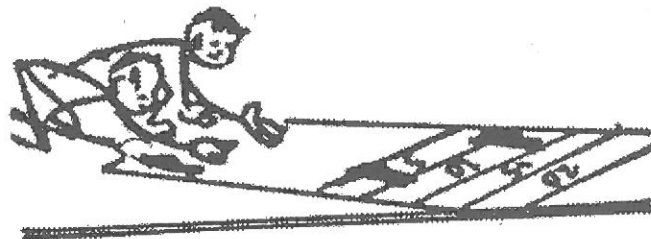
### Shere Khan (The Tiger Game)

Mark two parallel goals on opposite sides of a playing field. The tiger, "Shere Khan," who is "it" stands somewhere in the center of the field—and the other players at one goal. The tiger calls "Who's afraid of Shere Khan?" They answer "no one" and must start at once to run across the open space to the other goal. If tagged they become the tiger's helpers until all are caught.

With a big field the game may be played with two teams - half the players "tigers" and the other half "men."

### Indy 500

Make the track on a long piece of paper, marking off the scoring areas. Use toy cars, giving each boy a chance to see how far he can push his car down the track. The one that goes the farthest wins.



## Hand Slap

Two Cub Scouts face each other and stand with the right foot forward, touching and in line with the left one. In this position it is quite hard to keep your balance.

They slap each other's right hands, and thus each one does his best to overbalance his opponent. Sometimes a wide miss does more damage than a hand slap.

In order to keep the feet in a straight line, which is a rule that must be enforced, it is a good plan to make a chalk line on the floor. You will find this event popular for use in inter-den competition at your pack meetings; try getting the dads to compete against each other.

## Closing Thoughts

### Great Events in Scouting

When we think of Scouting and the trails that have been blazed from the beginning, one can't help but think of the "Great Events of Scouting: that have occurred along the trail.

We should remember that the biggest event in Scouting is the boy himself and his decision to be a Scout.

Tonight we spotlight a Cub Scout.

He's just 8 years old, made of noise, energy, imagination, curiosity, and hunger. He's the "cute little fellow down the street", that "spoiled imp next door" or "my son". . . depending on who you are.

He's something to be kept fed, clothed, healthy, happy, and out of trouble, but he's something else too. . . he is tomorrow. He is the future we've been fighting for.

He is part of the world's most important generation.

Our generation must win the peace. His generation must keep the peace. His generation will determine whether it was worth doing. He is one of the most important people in history.

So. . . anyone who influences his life is a MIGHTY IMPORTANT PERSON.

(This ceremony is done with the flag of USA and pack carried in by color guard. Lights are tuned down and a Cub stand s between the flags and spotlighted. Verse is read. Den leader and Cubmaster come to stand behind him with a hand on each shoulder when last line is read.)

## The Value of a Badge

A badge in Cub Scouting is a piece of embroidered cloth. If you were to try to sell one of these badges, you'd find it wouldn't bring much money. The real value of the badge is in what it represents. . .the things you learned to earn it. . .how to keep healthy, how to be a good citizen, good safety practices, conservation and many new skills. Does your badge truly represent all these things: Were you prepared to meet each test at the time you passed it, or did you try to get by? Maybe you were prepared when you passed the test, but through laziness and neglect, you have forgotten the skill by now. If this is true, then the badge you wear has little value. Don't wear a cheap badge. Wear one that has real value. . .one that represents what you can really do and know.

## Closing

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

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

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

Cub 3: I'm the show-off and athlete; I just can't stand to get beat.

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

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

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

(Audience and boys say the Cub Scout Promise.)

Den Leader: They're all these boys and even more. There are lots of surprises for you in store. So I love them, protect them, and try to understand. It's a very hard job growing up to be man.

## Anniversary Week Ideas

The Boy Scouts of America was founded on February 8, 1910, so this year marks our \_\_\_ birthday. Cub Scouting began in 1930, which makes our program \_\_\_ year old this year.

The birthdays will be observed during Scouting Anniversary Week in February. You pack can join in the celebration in these ways:

- Have a den open house for prospective new members and their families.
- Post invitations to join your pack on bulletin boards of schools and your chartered organization.
- Ask your cub Scouts to wear their uniforms to school one day during Anniversary Week.
- Attend church or temple in groups and in uniform on Scout Sunday, or Scout Sabbath
- Stage a live demonstration of Cub Scouting or have a window display showing some activities and projects,
- Stage a Cub Scout show for a school classroom or assembly.
- Raise and lower the U.S. flag at school each day with a Cub Scout color guard.
- Do a Good Turn for the school your boys attend.

## The Scouting Trail

Tis is the Trail that the Scout shall know  
Where knightly qualities thrive and grow;  
The trail of honor and truth and worth  
And the strength that springs from the good brown earth;

the Trail that Scouts, in their seeking, blaze  
Through the toughest tangle, the deepest maze,  
Till out of boyhood the Scout comes straight  
To manhood's splendid and high estate.

Norman Rockwell - 1939

## you Ask Me

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

This poem can be read with music in the background. The music can be patriotic, Cub Scouting, or anything you think would be appropriate. The song "America" is a good choice.

## Word Search

See if you can find these words:

Great Events  
Camp  
Bridging  
Food  
Day  
Dad  
Mom  
Love  
Fun  
Awards  
Pack  
Webelo  
Cubmaster  
Parents

Scout  
Activity  
Popcorn  
Scout-o-rama  
Family  
Lad  
Me  
Share  
Hikes  
Goodwill  
Den  
Arrows  
Boys

```

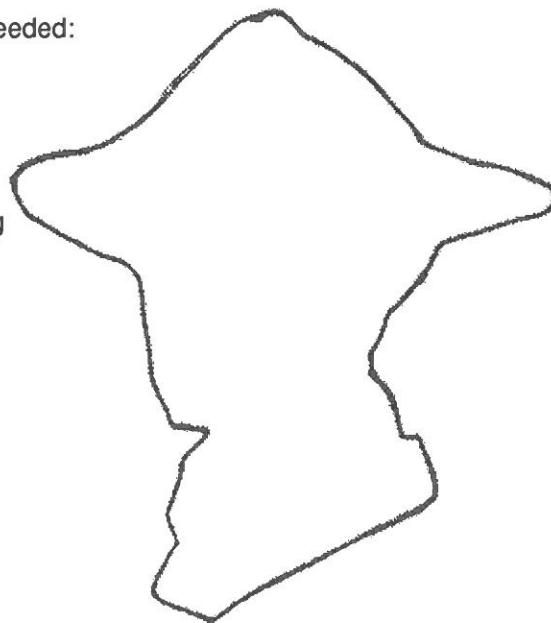
C B R I D G I N G T
U X J W P R P Q F V
B O Y S A E S R A E
M Y P C C A M P M G
A W O O K T O B I D
S F P U F E M C L P
T A C T I V I T Y A
E W O O S E M N Q R
R A R R G N L O V E
J R N A O T M F U N
A D F M O S C O U T
R S L A D R T O D S
R J X W W K D D A Y
O F N H I K E S D X
W E B E L O N C P Y
S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

## Crafts

### Lord Baden-Powell Neckerchief Slide

Materials needed:

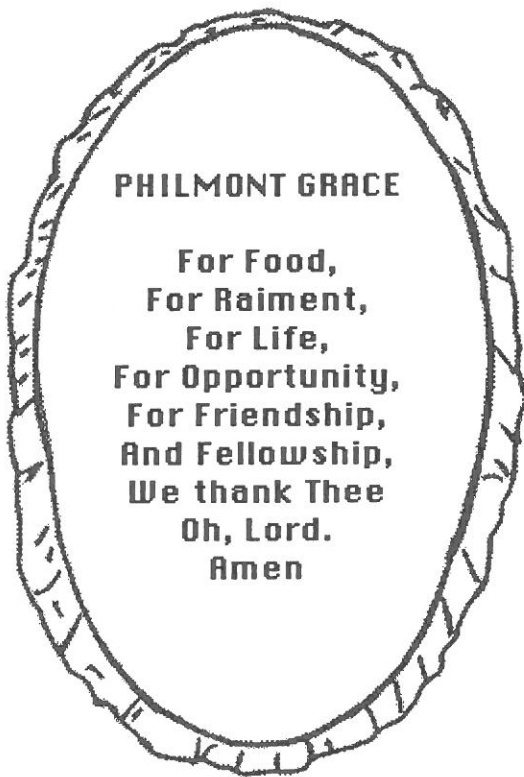
Cardboard  
Playdough  
Plaster  
Paint  
Pop top ring



Cut pattern from cardboard. Roll out playdough to 1/2 inch thick and make a negative cast in playdough. Pour plaster into mold. Insert pop top ring in back of cast. Paint. Optional - can add names and/or dates to hat.

## Philmont Grace Plaque

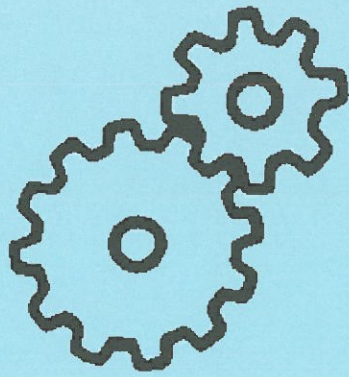
Cut a log on a slant to get about this size of cut, leaving the bark on. Paint on the wood the "Philmont Grace" using a pencil; then with a burning hook, burn it in the wood. Cover with several coats of varnish. Attach a hanger.



## Closing

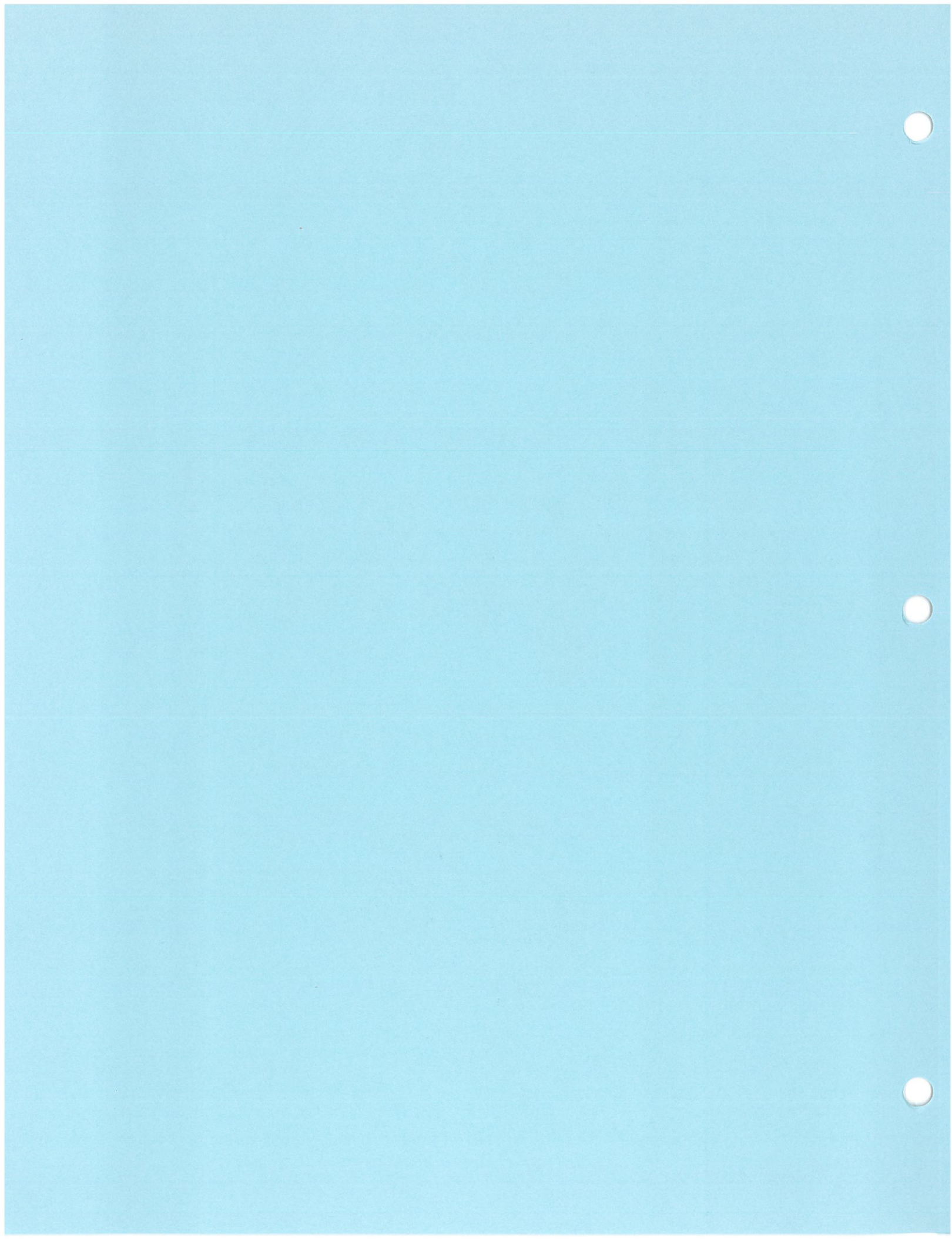
### Cub Parent's Prayer

Look down upon my son, Dear Lord,  
This smiling cub of mine.  
Please take his hand along the way  
So he may never stray.  
Bless my son tonight, Dear Lord,  
And help him walk with Thee.  
Give him comfort, warmth and love;  
He's all the world to me.  
Bless his daily effort,  
And make them stroping and true;  
For life's a heavy burden  
And we're all in need of you.  
Amen



# Engineer







# FEBRUARY 1995 ENGINEER ACTIVITY BADGE



## Resources

Webelos Scout Book  
Cub Scout and Webelos Scout Program Helps  
Webelos Den Activities  
Boy's Life Magazine  
Scouting Magazine  
Engineering - Merit Badge Series  
Force and Strength - Neil Ardley  
Making Things Move - Neil Ardley  
Growing Up With Science - H. S. Stuttman  
Mr. Wizard's Science - Don Herbert  
The World of Science - Cooper & Insley  
How Science Works - Judith Hann  
Wonder Book of Electricity - Notkin & Gulken  
Science Experiments - UNESCO  
Science - Changing Your World - National Geographic Society  
Bridges and Tunnels - David Jacobs  
Engineering Technicians - Walter Brooking

## Den Activities

- A. Arrange a visit to an architects office, American Institute of Architects - 621-3484
- B. Arrange to spend several hours with a building inspector from the Building Division of your community (St. Louis - 622-4671)
- C. Visit your municipal water works or sewage disposal plant
- D. Visit the surveyor's office in your community
- E. Have your Webelos Scout in teams of two or three, measure the property lines of the church, school or home you meet at - draw a plat showing measurements, name of the street
- F. Visit the Magic House, they have hands-on displays of mechanical, visual and audio engineering - 822-8900
- G. Visit the St. Louis Science Center on Oakland Avenue. Excellent engineering exhibits - Free - 289-4444
- H. Visit huge hands-on mechanical, visual and audio displays outside the Planetarium in Forest Park
- I. View the movie "Movement of the Dream", which chronicles the construction of the Gateway Arch. Jefferson National Expansion Memorial - 982-1410
- J. Visit a construction site in your neighborhood
- K. Have the members of your den prepare a notebook filled with simple mechanical tools as: pulleys, pliers, wheelbarrows, etc.
- L. Go to the St. Louis river front, walk and note the differences between the Poplar Street, Eads, King and railroad bridges.
- M. Give each Webelos a sheet of graph paper with a large rectangle drawn for the wall of a building. They are to design the floor plan for a cafeteria with no windows. It should include, back door for deliveries, front door with waiting area, serving line, kitchen, dining area and rest rooms.
- N. Take a field trip to Alton, Illinois over the old Louis Bridge and new Clark Bridge.

## Pack Activities

- A. Have each den make a scrap book of bridges with photographs or pictures from magazines for all to display at the pack meeting
- B. Invite a parent or a member of the sponsoring institution, who is an engineer, to tell what they do. A visual display would be helpful.
- C. Invite speakers from the local electric and gas companies.
- D. Have each den and Webelos Scouts design and make their own catapult. Demonstrate its efficiency before the start of the meeting.
- E. To keep the parents and Cub Scouts who come early occupied, distribute busy work such as a word search.
- F. Have each Cub prepare in the den, a floor plan of their residence and bring it to the pack meeting.
- G. Have Webelos Scouts build a construction crane as an example of how a lever operates and bring it to the pack meeting.

# Word Search

ENVIRONMENTAL ONMYHEO  
LNUORIWIELLIDOMYBCNE  
ESTCTLIVICGODOMYADGU  
CSTYLTOGOHHDANDPHYIC  
TTOUNETRTYAANDSTOONB  
RCEYTHAIESECNOOUTLEA  
TEWTOHNRERLPRIPOTUEE  
CTRPEGOPOLEEATCALLRT  
A I I M E S A N I T A T I O N A S T O K  
L H E E P M A Y N S E R L F P H L Y S I  
C C A L L U Y S D T R O O N G M A E N T  
A R L L T Y A W U A K L E A N D R M O R  
A A L I L D Y S S T R E A I C H U T A S  
C O C U T N I S T T R U U S T W T O R T  
H A Y O L U O Y R A L M H E L P C F U L  
L F R I U O E N T D L Y C O U R U T E O  
U S K I N S D O A B E D I E N T R C H E  
E R F U L T T H L R I F T Y B R T A V E  
C L E A N A N I S R O Y E V R U S D R E  
V L A C I M E H C E R E N T D O A G O O  
D T U R N D A I L A R U T L U C I R G A  
L Y S C O U T O A T L H L A W M O T T O

Acoustical  
Aeronautical  
Aerospace  
Agricultural  
Architects  
Chemical  
Civil

Electrical  
Engineer  
Environmental  
Industrial  
Lighting  
Mechanical  
Nuclear

Petroleum  
Sanitation  
Sound  
Structural  
Surveyors

When you have finished this Word Search, the remaining letters have a message, when read left to right.

## **Engineer**

Engineers plan, design and build things in everyday life. They design the water purification plants, the plumbing systems that carries it throughout the home and the electric power plants to the systems for lighting, air conditioning and stoves. They develop the sewage systems for our neighborhoods, businesses and disposal facilities. They develop our transportation, build the roads and design our school buildings.

While there were four main branches of engineering; Civil, Mechanical, Electrical and Chemical. Because of new applications of mathematics and scientific principles there are now numerous specialists in engineering.

### **Civil Engineer**

Plans, designs and constructs roads, bridges, tunnels, dams, power plants, water and sewer works.

### **Mechanical Engineer**

Designs and builds hand tools, nearly every type of machine, engines and all kinds of transportation. Some work on devices and materials to heat, ventilate or air condition buildings.

### **Chemical Engineer**

Work in applying chemical, physical, and engineering principles in the production and use of plastics, synthetics, pharmaceuticals, fuels and animal food. As an example; they took nylon from a sticky substance in the bottom of a test tube, through production steps to a finished bolt of cloth. They design systems that help make fertilizers, paints, gasoline, medicines and other every day products.

### **Electrical Engineer**

Work on electrical and electronic systems, communications, hydro power production, transmission and distribution. This includes computers, automation control systems and solid-state devices.

### **Sanitation Engineer**

Develops the technology of purification and waste removal.

### **Horticultural Engineer**

Designs the machinery for harvesting, processing, storing, refrigerating and delivery of food and fiber. They apply engineering techniques to soil and water conservation and erosion control.

## **Architects**

Are trained engineers who plan and design the buildings we live in, the schools we attend and the plants we work in.

### **Industrial Engineer**

Is concerned with both technology and people. The data is developed from observation, time and motion studies. They determine the efficient use of manpower, materials, and machines in making products. Their work includes plant layout, production, cost analysis and quality control.

### **Petroleum Engineer**

Searches for petroleum deposits, supervises the drilling of the wells, production and transportation. Works to achieve the maximum economic recovery.

### **Mining Engineer**

Searches for mineral deposits, using the seismograph, geophysical equipment and the Geiger counter. He is involved in bringing the minerals to the surface and transporting it to the refining plants for conversion into usable raw materials.

### **Aeronautical and Astronautical Engineer**

This is a sub-branch of mechanical engineering. They contribute in a specialized way to aviation and the space programs. They develop the rocket systems to deploy the satellite systems for global communications and surveying.

### **Nuclear Engineer**

Designs, builds and operates nuclear power plants and fuel processing facilities. Develop nuclear engines for ships and space vehicles, and the disposal of nuclear wastes.

### **Environmental Engineer**

Are involved with the clean-up of asbestos, dioxin and other hazardous waste products.

### **Ceramic Engineer**

Specialize in nonmetallic minerals. They are important in assisting in the development of laboratory equipment and in the glass industry.

## Structural Engineer

Determine the elasticity and strength of various materials and calculate the requirements of design in buildings, roads and bridges.

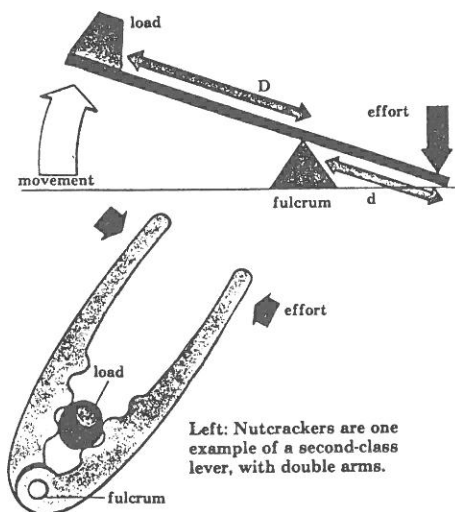
The **Lighting and Acoustical Engineers** assist the architect in designing and selecting the proper shape and material for theaters, work areas, arenas and business buildings. **Surveyors** are a branch of civil engineering who verify the boundaries of your property. They determine that your proposed new business building is well within your property line. They are important when you wish to purchase or sell.

## Engineer Requires a Team

It is important that the Cub Scout or Boy Scout be told that if he is interested in a particular field of engineering, but does not have the background or finances; he need not attend college as all need craftsmen. As the architect may outline the new office building; it is the **CRAFTSMAN** who directs the plumbing while still another person draws in the electrical lines. It is the **TECHNICIAN** using testing machines, compiling statistics, making cost estimates, selecting materials that the architect depends on. The graduate engineer may be the inventor, but success depends on the team. All young men should know that to be a vital part of this team, you need to understand mathematics, able to read blueprints and to verbalize thoughts and suggestions to others.

## Mechanical Engineer

Most of us think of a machine as complicated with hundreds of moving parts and powered by electricity or an engine. A machine is any object that allows us to do work with less effort than if we did the job with our own bodies. Even such simple tools as a screwdriver and a crowbar are machines. The most complicated machine is made up of a number of simple machines. To understand how mechanical things operate we must understand the basic concept of the lever, wheel, gears and cams, screw, pulley and the transfer of power.



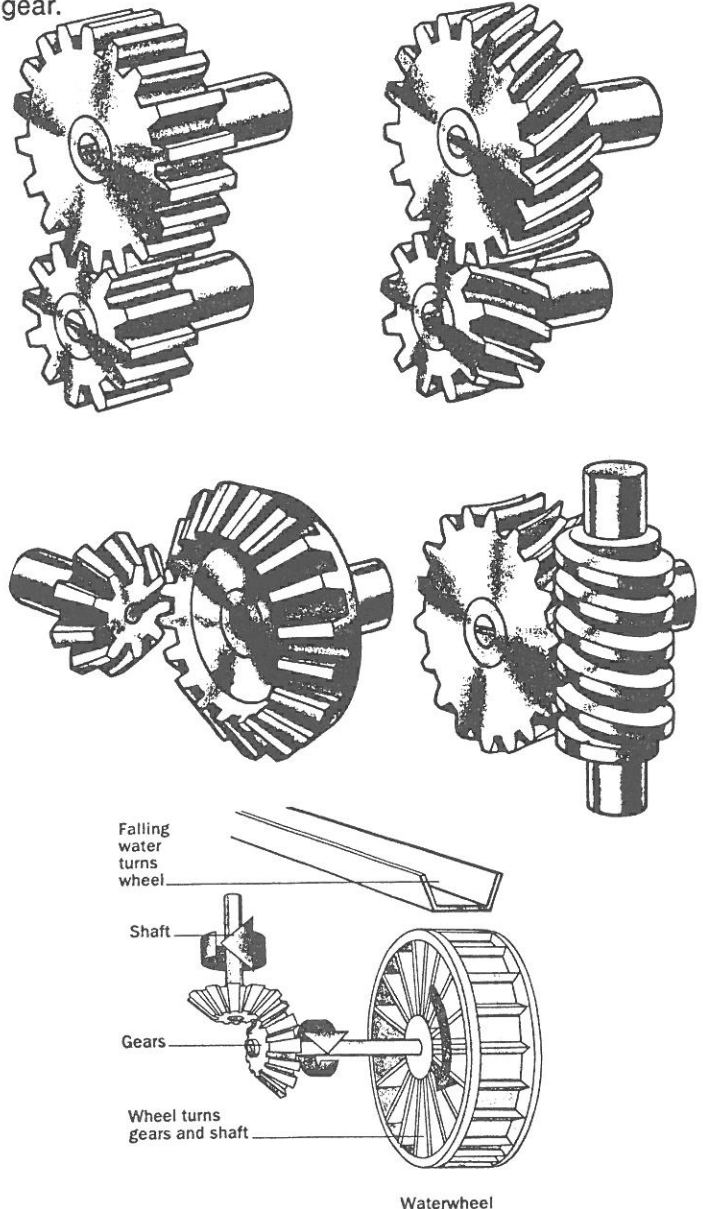
## Lever

The lever was one of the first simple machines ever used. Early people used sticks as levers to shift and lift heavy objects. They had discovered how levers increased their muscle power. Everyday examples of a lever would be a pair of pliers, scissors, crowbar, wheelbarrow, and the huge construction crane.

## Gears

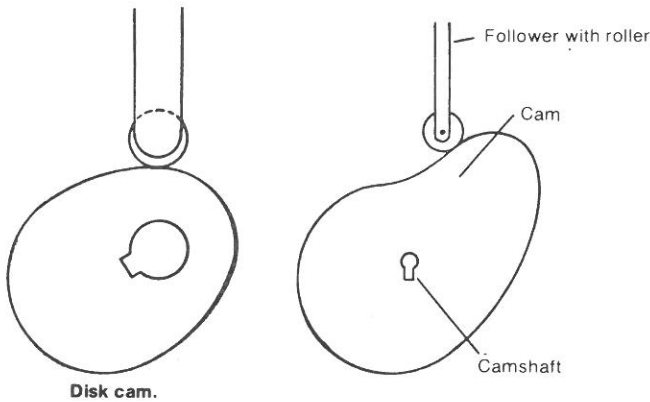
Automobiles, bicycles, clocks, drills and toys all have gears. Gears are toothed wheels that are used to transmit motion from one moving part of a machine to another. The teeth of one gear fit in-between the teeth of another. When two gears are of different size they can affect the speed of the machine. They also can change the direction of the motion.

The larger of a pair of gears is called the gear and the smaller the pinion. The gears below, left to right are spur gears, helical gears, bevel gears and a worm and gear.



## Cams

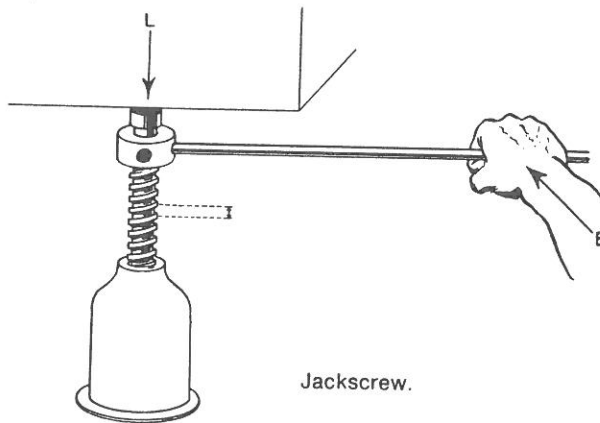
Cams transform a simple motion like the rotary motion of the shaft on a steam engine into an irregular motion. A cam mechanism has two parts, the cam and the follower. If gravity can not keep the follower in contact with the cam, a strong spring may be used. The follower usually has a roller on its end to reduce friction.



A child's pull toy with a figure on it that bobs up and down as the toy is pulled is an example of a cam, as shown above, on one of the wheel axles.

## Screw

It may seem strange to think of a screw as an INCLINE PLANE, but if you follow the thread of a screw, you will see that it is a plane constantly curving upward around a central shaft. Some car jacks use this machine to apply tremendous force with every little effort.

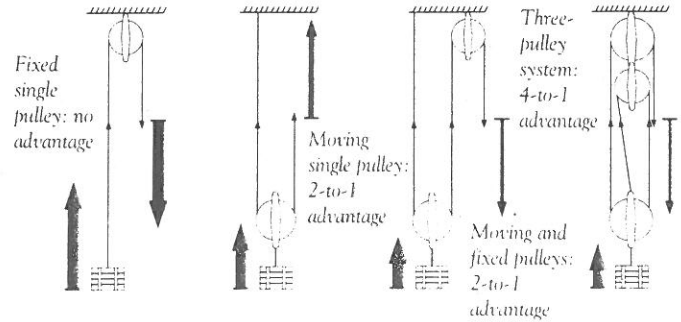


## Pulley Systems

A crane's lifting abilities, depend not only on the power of its motor but also on its pulley arrangement. Running the cable around extra pulleys in the right way works

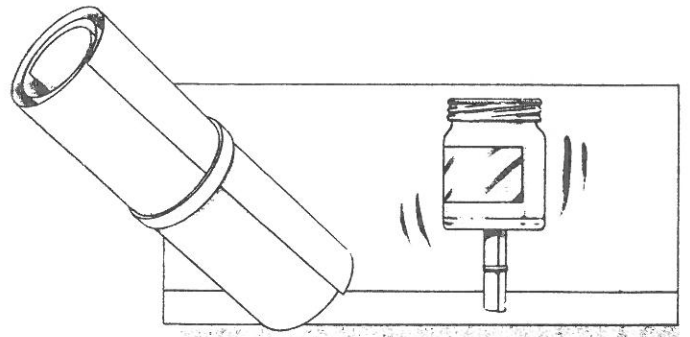
like lengthening a lever. The crane's motor can lift heavier loads for the same effort, but raises them shorter distances and so had to wind in more cable.

Multi-pulley systems have the benefit of reducing the strain on the cable—but adding more pulleys to the hook end will add to the load being lifted. Shown here are some basic pulley arrangements.

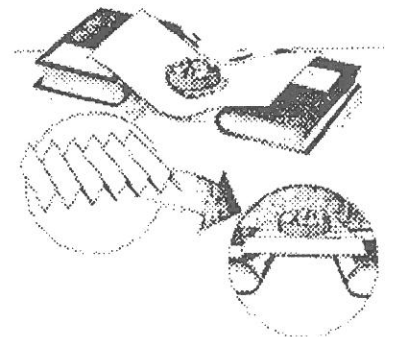


## Structural Engineer

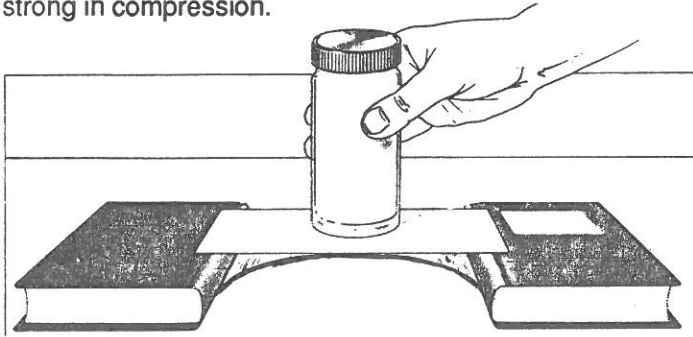
Architects and civil engineers have to know how strong each building materials are and what weights different shapes can hold. Building a structure in a certain shape can make it stronger. This can be demonstrated by taking a single sheet of paper, roll it into a tube and secure it with a rubber band. The Cub Scout can determine how heavy a weight it will now support. Now you know why oil rigs in the North Sea have tubular legs for strength.



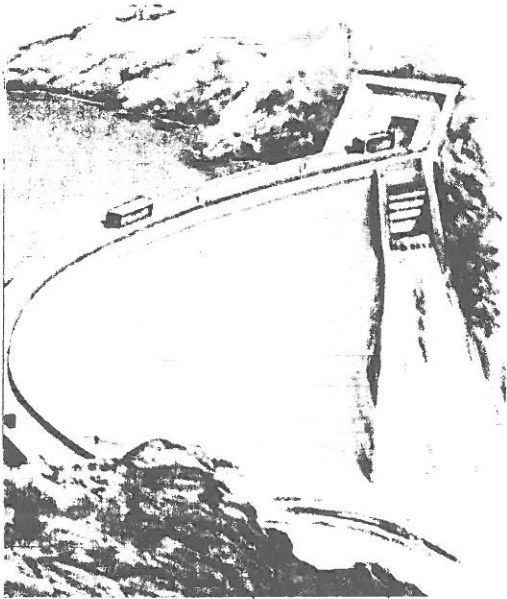
Make a model of a bridge by placing one piece of stiff paper across two books. Determine how many paper clips it will support. Now bend the paper in a zigzag shape and see how much weight it will support. You have made what is called a truss bridge.



Take a piece of paper, bend it into an arch and place it between the two books so that it will support the paper floor of the bridge. This model arch bridge will support a heavy object. This compresses the paper and paper is strong in compression.



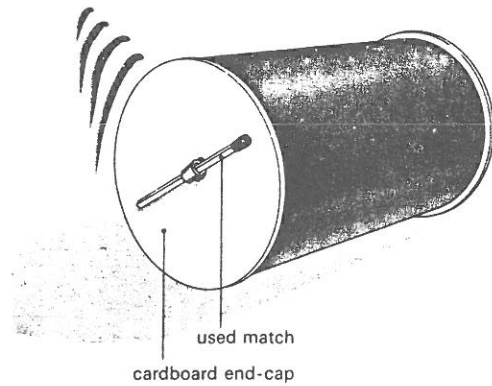
Arch dams can be built with high and thin walls because the arch shape is so strong. The pressure of the water behind the dam compresses the arch and the concrete is very strong in compression.



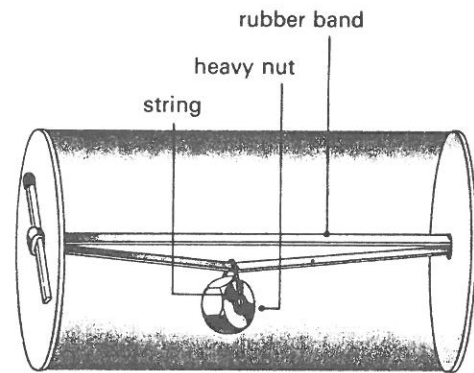
## Motors and Movement

Movement is a form of energy and it is produced by the action of force. Your first pop gun squeezed the air in a cylinder until the built up pressure forced the movement of the cork stopper, ejecting it with a pop. We have all experienced losing our grip on an inflated balloon and have it take off as it deflates. The air being forced out of the neck produces a reaction force that propels the balloon forward. Jet rockets work in a similar way.

We have all made a wood, rear paddle wheel boat using a rubber band as the source of the stored up energy. When large thread spools were available we could make our own vehicle. Today we can remove both ends of a tin can or detergent bottle to make a tube. Then cut two end circles with a small hole in their center. Attach a rubber band to one end-cap stopper. Attach a match to the other end for your own wind-up toy.

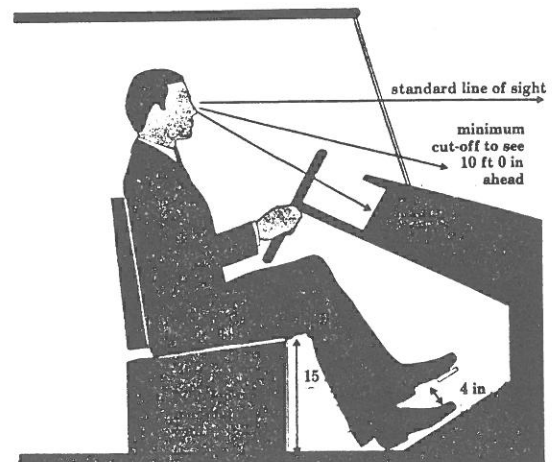


If you would like to entertain and mystify your friends, attach a weight to the strong band inside the tube as shown. Roll the tube across the floor and it will roll back to you. As the roller turns, the rubber band twists because the weight stops it from turning too. This twisting stores energy in the band, returning the vehicle to you.



## Ergonomic Design

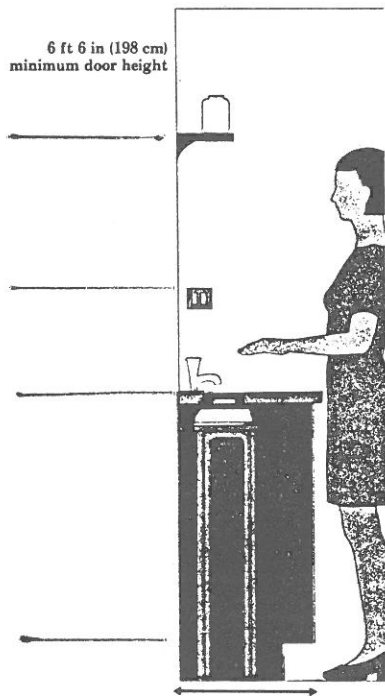
Is the skill of designing, tools, objects and buildings with the safety and comfort of people in mind. People experimented for years on their possessions until they discovered the most simple, effective and reliable design. Today the engineer, as he develops the machine, considers the design before the item is put into production.



Using the example on previous page, draw the exterior of a **race car** for yourself. Now place a picture or stick figure in the racer. Be sure you can easily see the road and the steering wheel does not obstruct the instrument panel. You should not have to reach too far for the steering wheel. Now place the clutch and brake peddles. You are now ready to take off to show your friends the race card designed just for you.

Design a **chair** for an adult or a child in your home. Secure ads from several furniture stores and decide the type of chair you will design. First determine the height of its back so it will be comfortable for that individual. Now measure the distance from the head of the foot to the inside of the knee to determine the length of the legs of your chair. Then measure from that point to the back of that person giving you the length of the seat. Be sure to consider the width of the seat. You are now ready to add individual details.

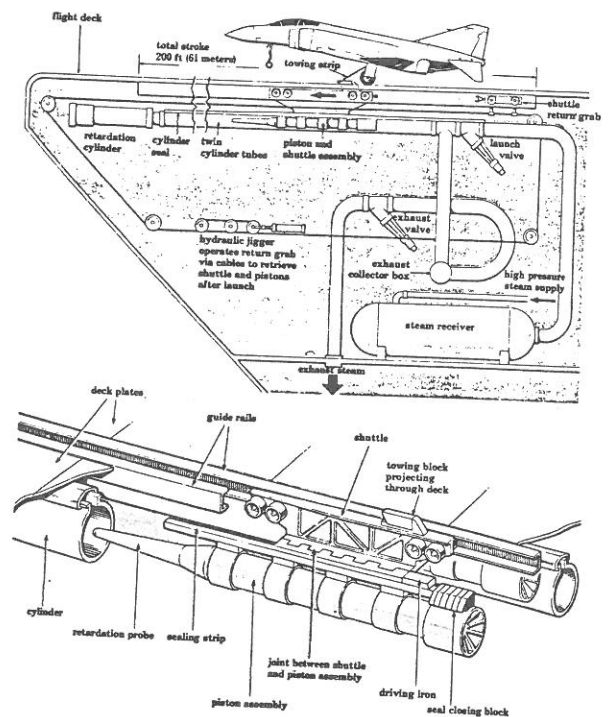
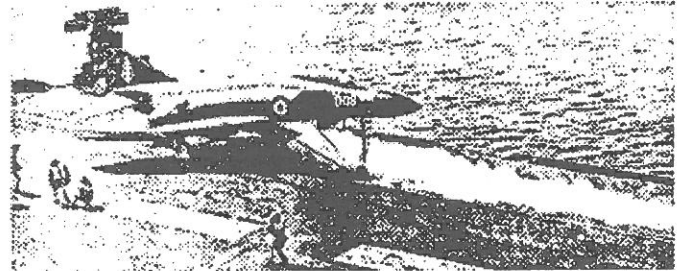
Using the picture of the woman at a work station, design a kitchen that would be comfortable for a member of your family. The height of the food preparation counter and the shelves will be determined by whether the person is short or tall.



## Catapult

Is a good example of the conversion of a stored potential with a lever using the moving kinetic energy. The ancient catapults, used as a weapon, were simply a bucket holding a rock on one end of a lever and activated by dropping a heavy rock on the shorter end. The amount of energy was increased by using a wench to tighten the spring. There are several example of building a catapult in the Webelos Handbook.

Launching a small model aircraft using a rubber sling-shot is a very basic catapult. A modern example of a catapult is when an airplane take off from an aircraft carrier. It must reach flying speed as soon as possible. Today carriers throw the planes into the air using a long cylinder below the flight deck that draws steam from the ships boilers to accelerate the shuttle; with a bridle connecting it to the aircraft and passing through a slot in the deck.

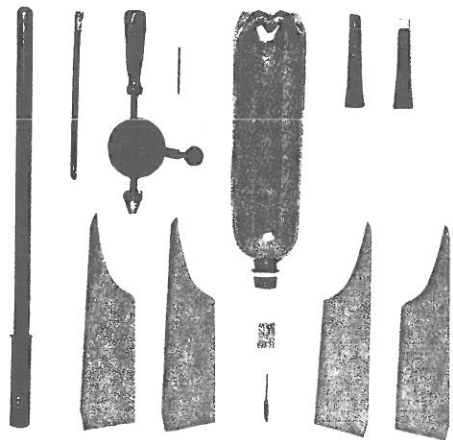


## Rocket

Rockets are propelled by the action and reaction between the rocket body and the burning fuel. A water rocket works on the same principals. It is propelled by the reaction between the water and the air you pump into the bottle.

This is what you need to make your own rocket.

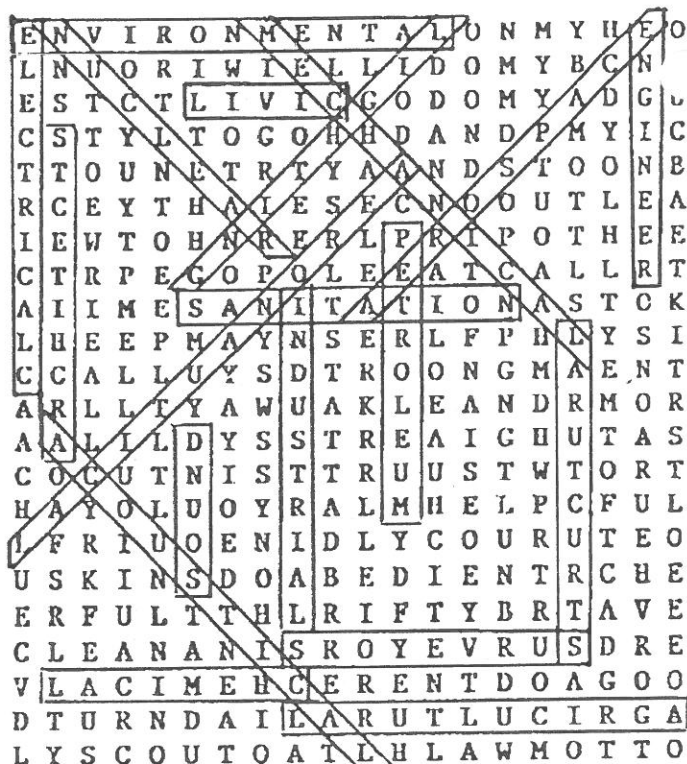
- bicycle pump and connector
- needle adaptor for inflating basketballs, footballs, etc.
- drill and bit
- plastic soft-drink bottle
- strong glue, such as epoxy (not polystyrene, since this melts plastic)
- balsa wood cut into fin shapes
- cork



Drill a hole in the cork, large enough for the needle inflator to make a tight fit. Push the needle in from the wide end. The fins you glue on will hold up the base while you pump and help the rocket fly straight. Quarter-fill the bottle with water, push the cork in firmly and connect the pump. Take the rocket to a large open space. Keeping your distance, pump air in. The pressure will continue to build up inside the bottle until the cork pops out. That action creates a reaction, with lift off.



## SOLUTIONS TO WORD SEARCH



ON MY HONOR I WILL DO MY BEST  
TO DO MY DUTY TO GOD AND MY  
COUNTRY AND TO OBEY THE SCOUT LAW.  
TO HELP OTHER PEOPLE AT ALL TIMES.  
TO KEEP MYSELF PHYSICALLY STRONG,  
MENTALLY AWAKE AND MORALLY STRAIGHT.

A SCOUT IS TRUSTWORTHY, LOYAL,  
HELPFUL, FRIENDLY, COURTEOUS, KIND,  
OBEDIENT, CHEERFUL, THRIFTY, BRAVE,  
CLEAN AND REVERENT.

DO A GOOD TURN DAILY.

SCOUT OATH, LAW, MOTTO



# MARCH 1995

## SEA ADVENTURES

### Ceremonies

#### Opening Ceremony

##### Gathering of the Fleet

Make name tags of ships and boats. Mix them so no two of the same is together. Have them gather by ship or boat name and say the pledge or sing the Star Spangled Banner.

#### Advancement Ceremony

Have pictures of ships and boats with advancement behind them. Have leader bring them to front of room.

Sample: Pirate ship with Bobcat awards, ocean liner with Wolf awards, battle ship with Bear awards, submarine with Webelos awards, and so on, or, you could use fish pictures.

#### Closing Ceremony

Gather by ships and boats and sing in rounds:

##### "Row, Row, Your Boat"

Row, row, row your boat  
Gently down the stream,  
Merrily, Merrily, Merrily, Merrily  
Life is but a dream.

#### Song

##### My Bonnie

My Bonnie lies over the ocean,  
My Bonnie lies over the sea.  
My Bonnie lies over the ocean.  
Oh, bring back my Bonnie to me.  
Bring back, bring back,  
Oh, bring back my Bonnie to me, to me.  
Bring back, bring back,  
Oh, bring back my Bonnie to me.

### A Fishing Derby

Assign parents to secure a site, arrange transportation, plan and secure funny prizes. Try special promotional gimmicks such as invitations in the shape of fish.

A sign making committee should get to work making identifying signs for each activity area. Use ropes, post, colored streamers, and colorful signs to mark each game area. You might consider a loud speaker with mike and record player to control the activities and provide lively music.

### Gathering Time Activities

#### Guessing Contest

How many fish eggs are in the jar? Use marbles for eggs. The winner gets the jar of marbles.

#### Japanese Fish Kite Contest

Each boy brings a kite he and his parents have made and decorated. Kites are attached to 6 foot sticks. Judge the entries and choose winners for the most beautiful, colorful, fantastic, etc.

#### Clothespin Fishery

Give each person a chance to catch a "fish" using a pole with a 5 foot string to which is tied a metal nut. Slide the string into the fork of the clothespin so the nut catches.

#### Gathering of the Schools

Give each person a cut out of a fish. Print the name of the fish on each cutout so that you have about 20 bass, 20 swordfish, tuna, trout, etc. Stack the cutouts in one pile, but with the "fish" scattered in the stack so that there won't be two fish of the same kind in a row. Cub Scouts and their families pin these on as name tags. To start the activity, tell everyone to find other "fish" of the same kind. See which "school" can assemble first.

### Special Contests

#### Fishing Relay

Dens line up in relay fashion, each with a fishing pole. On signal, the first Cub in each den runs to the fish pond and catches a fish. The fish's weight (written on it)

is recorded for his den. If the fish is below legal length, he must put it back and try again. The den with the greatest total weight of fish wins.

## Reeling Relay

On signal, the first member of the den places a fishing pole and reel on the ground in front of him, takes the plug, and runs to a line 25 feet away, unwinding the line as he goes. He then runs back, sits on the ground, and reels in the line. The next den member follows, and so forth, until all have played. First den through wins.

## Land That Fish

Each den member in turn runs to a line and picks up a landing net and rubber ball. He bounces the ball behind him and quickly turns around and nets the ball before it hits the ground the second time. He then places the net and ball on the ground and returns to touch off the next Cub Scout. First den through wins.

## Heave The Anchor Relay

Each den member in turn throws out 25 feet of rope, recoils it, and hands it to the next boy. First den through wins.

## Know your fish Relay

Each den has a stack of cards with the names of fresh water and saltwater fish. On signal, the first boy in each den runs to a bulletin board, takes the top card, and places it on the board under a sign reading "fresh" or "salt". First den through with all cards placed correctly wins.

## Casting Relay For Dads

Teams of fathers line up and each one in turn casts a plug at a target. As soon as he scores a hit, he gives the rod to the man behind him. First team through wins.

## Clean Up Detail

Recruit all fathers to help dismantle equipment and supervise Cub Scouts in a good clean up.

## Cubmaster's Closing Thought

Because clean water is so important we must be careful not to pollute or waste it. When water is polluted it is made dirty and unsafe to use or drink. Polluted water can also harm the plants and animals that live in or use the water. So please don't put trash in the water.

## Skits

### Been Fishing

Scene: Street corner, boy 1 is standing around as other approach him, one at a time.

Boy 1: Where did you go on vacation?

Boy 2: My family went fishing in the sea.

Boy 1: Can't catch nothin' there. The sea is very poor for fishing. (repeat this sequence for each boy)

Boy 2: Caught this sole. (hold up old shoe on line and exit)

Boy 3: Caught this snapper. (hold up rubber band)

Boy 4: Caught these shell fish (Shell oil cans in net)

Boy 5: Caught this skate. (roller or ice skate)

Boy 6: (enter, running, Hand pole to boy 1)

Boy 1: Wait a minute, what did you catch?

Boy 6: An old crab (runs off)

Enter Cubmaster or den leader with large foil hook attached to seat of pants.

### The Submarine Skit

Requires volunteer from the audience and some previous practice helps.

Get one volunteer from audience and the den lines up sitting in a straight line with volunteer at the end. The front man (Captain) look through his periscope and yells, "Enemy ship" which is repeated on down the line. The following set of commands goes down the line: "Fire torpedo one" — "We missed" — "Fire 2" — "Missed again" — "Fire torpedo 3" — "Missed, you blockhead" — "Enemy torpedo coming our way" — "We're hit". The last command is "We've sprung a leak", but the next to the last person has a cup of confetti and, as he repeats the last command he throws the confetti on the volunteer.

## Crafts

### Waterscope

With this device, Cub Scouts can see the wonders of the underwater world.

Use the following  
two or three small fruit juice cans  
Small dish or jar (plastic or glass)  
1-inch wide waterproof adhesive tape  
wire

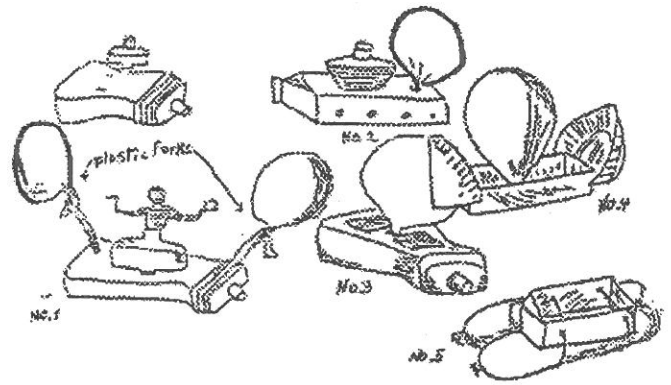
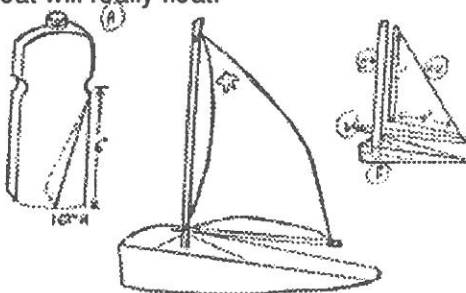
1. Remove both ends from cans. Punch holes near ends of cans so they can be wired together.
2. Align the seams of the cans, placing them end to end and fasten with wire and waterproof tape.
3. Inset this tin cylinder in a jar or glass and make the joint watertight by covering with waterproof tape.
4. Boys can watch the movements of fish or study underwater rocks or plants from the water's edge or a boat. The waterscope eliminates surface reflection and allows them to see directly under water.

### Sailboat

You will need: flat-type detergent bottle, plaster of Paris, 1/2" dowel, 12" long, fabric (small piece), paint or felt tip marker, wire, needle and thread.

Directions:

1. Cut bottle, diagonally.
2. Cut dowel into lengths of 7" and 5".
3. Mix plaster of Paris. Since the plastic bottle is non-porous, it should be scraped with the points of scissors and made rough before pouring the plaster. This makes it hold better. Pour into front of boat (dia. b). Prop boat so top stays level.
4. Push end of 7" piece of dowel into wet plaster to make the "mast" (c). Hold straight until plaster dries.
5. Cross "mast" near boat with 5" piece of dowel to form "boom". Secure with wire (d).
6. Cut sail from fabric (e). Fasten to mast and boom at corners with thread.
7. Paint and name the boat as desired. Finished sailboat will really float.



### Balloon Boats

These boats will really sail and are great for summer-time fun. All the balloons are inflated only partially, then knotted and inserted in slits cut in the boat. Decorations, such as glued-on cutouts or painted details, can be added to the balloons. Use enamel to paint the boats.

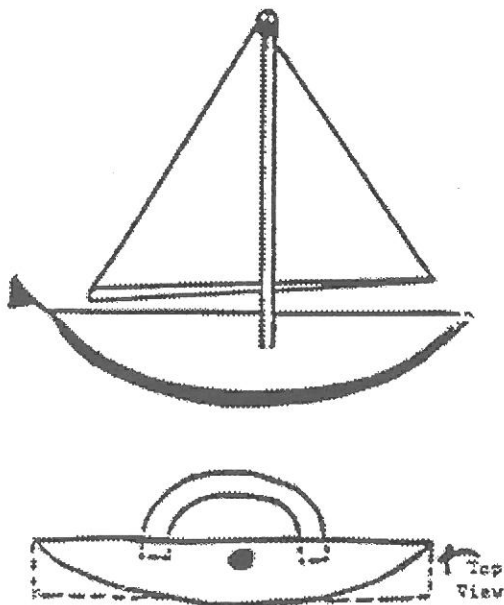
1. Use a flat-type detergent bottle for the hull. Keep cap in place. Cut off the top 3-1/2" section from a second plastic bottle, plus a tab on each side. Insert tabs in slits cut in hull. Insert the knotted ends of two partially inflated balloons between the prongs of two plastic forks. Insert the fork handles in slits cut at each end of the boat.
2. Cut a peaked-top half gallon milk carton in half, lengthwise. Use one of the halves for the boat. Top it with the other half from which the peaked portion has been cut. Again attach the top 3-1/2" portion of a plastic bottle atop your boat as with #1. Cut a slit in hull and insert balloon.
3. Use a capped flat-type plastic detergent bottle for the boat. Cut out two rectangular openings in one side of bottle (top of boat), leaving a strip 1-1/2" wide at center. Insert inflated, knotted balloon in a slit cut at center of this strip.
4. Use an oblong aluminum foil pan with sides about 2" high for the hull. Cut a round aluminum foil pie pan in half; bend each half through center and staple at bow and stern. Cut a small slit in center bottom of hull and insert balloon.
5. You will need two long sausage-type balloons for this boat. Cut a half-gallon milk carton in half, length wise. Punch two holes about 3" apart and 1/2" from edge of each side of milk carton. Place the balloons side by side with carton on top. Tie string around carton and balloons, then through holes. This boat carries quite a little weight.

For a realistic touch, man your boats with miniature people made of pipe cleaners.

## Yacht Neckerchief Slide

Here's a slide any Cub Scout can make—and the materials are easy to come by. The hull is whittled from white pine or balsa. The mast is a burned kitchen match. The boom is a toothpick. The sail is a triangle of white or red construction paper.

Whittle and sand hull. It is flat on back and curved on front. Drill three holes, one in top for match mast, two in back for plastic ring (cut in half). Glue mast in place. Glue boom to lower edge of sail. Glue sail and boom to mast., and let glue dry. Glue ring in place. While it is drying, make small flag for stern from construction paper triangle (tiny) glued to straight pin.



## Games

### Snapping Fish

You will need a fishing pole with a sinker and piece of rigid plastic foam attached to the end of the line and a mousetrap set to spring.

Object of the game is to set off the trap by hitting it with the plastic foam but without getting the line caught in the trap. Player stands about 10 feet from the trap

This can be played as a race if you have a pole and trap for each player.

### Bait Casting

Use a fishing pole with reel and a 2 inch piece of dowel or broomstick at the end of the line as a lure. Mark four or five targets each about three feet in diameter, about 10 feet apart. Give each player two casts per target. Score one point for each hit.

## "Ice" Fishing

Cut out small fish figures from cardboard and attach a paper clip to each one. Place them in a large plastic bucket. Cover the bucket with a piece of cardboard (the "ice") and cut a hole in the center slightly wider than the "fish". Players have a fishing pole with a magnet at the end of the line. In turn, they mount a box or stepladder next to the bucket and try to catch a fish through the hole.

## Rope Throw Rescue

Each den has a coil of rope or clothesline. Adults representing drowning persons are in the water. Each Cub Scout in turn throws the rope to a "drowning person", who grabs it and then lets go. The player recoils the rope and hands it to the next player. Repeat until all den members have cast successfully.

Variation: May be played on land, too.

## Power Boat

Materials: One hoop per boy

Players hold the hoops like steering wheels; rev-up and start zooming! The idea is to go as fast as possible without crashing into another boat.

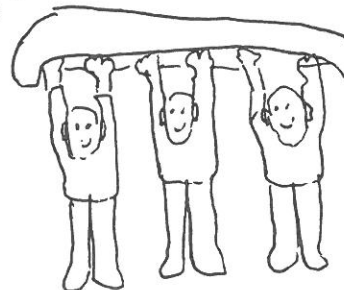


The smaller the space, the more the players learn the necessity of "finding the empty spaces" and moving into them. For a variation, Bus Ride, have the boys hook up with some of the others by flipping their hoops over the person in front of them. The front person holds the hoop flat like a steering wheel of a bus. Everyone stays together and goes for a drive.

## Canoe Racing

Materials: a cardboard canoe for each team.

Set up parallel courses for each team—use three to four "rocks" (make from chairs draped with blankets. On GO, the teams take their canoe through the course and back, hand the "canoe" to the next group on their team and they go through the course. First team finished with all the boys wins



## Fire Bucket Brigade

Have boys in a straight line. Have a bucket filled with water at the beginning of the line. Have an empty bucket at the end. Have the boys pass the bucket over their heads back to the end of the line. Boys must not turn around to pass the bucket. The last boy may then fill the bucket that is behind him. The line that finished first or the bucket with the most water wins. This can be varied with poking holes in the buckets or passing smaller buckets down the line and back until all water from the front bucket is empty. Then the line with the most water wins.

## Water Relay

Have boys in a straight line. Have a bucket with water at the front of the line and an empty bucket at the end. Have the boys pass a ladle of water down the line and fill the bucket. Do this for a limited amount of time or until bucket is full to a certain line.

## Varied Ideas

Have the boys take turns walking from one point to another with the ladle instead of a straight line.

Use a spoon instead of a ladle.

## Word Search

### Sea Adventures

Words to find: pirates, treasure, ship, parrot, gold hull, deck, captain, ahoy.



## Other Activities For Pack and Dens

visit an indoor or outdoor pool. Have various games and activities for both Cub Scouts and Webelos Scouts. Check on each rank for advancement opportunities.

Attend a swim meet.

Set up a water carnival with various water games.

## RAINGUTTER REGATTA

Ahoy mates! Weight the anchor and let's set sail for a very exciting and popular pack race. All you need is: two or more 10 foot sections of gutter material with the ends blocked so that they will hold water, saw horses or tables to support the gutters, sailboats made from the official kit purchased from the Scout shop, and Cub Scouts who have lots of lung power!

You can also make your own boats. Use sundae cups or banana split containers for your boat. Add a straw and a paper sail. Other materials are styrofoam cups, meat trays or small paper plates. Use a type of modeling clay to attach straw to the bottom of the boat.

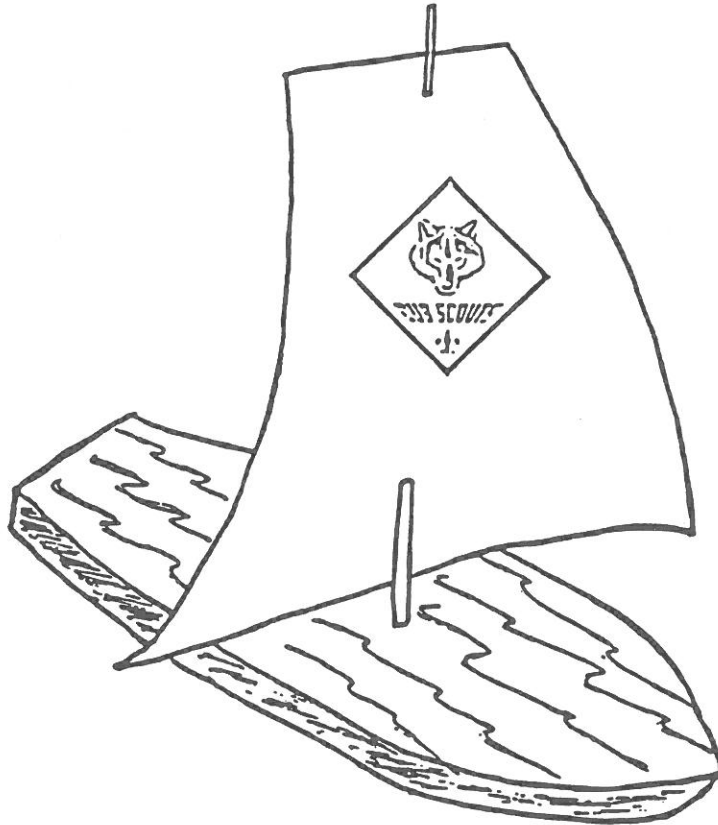
After the race, if you are brave enough, you could empty the water out of the gutters, line it with aluminum foil, and make giant banana splits!

### Ground Rules

- Boats must have been made for this race.\*
- Pushing the boat will not be permitted. Only lung-power will be used. If a boy pushes his boat, he will forfeit the heat.
- Occasionally, a boat will get hung up under the lip of the gutter. The boat may be nudged away, but the boy must be careful not to push the boat in a forward motion.

\* Determine if all boats will be made from the same materials or if you will allow any kind of boats.

# RAINGUTTER REGATTA



**This is to certify that** \_\_\_\_\_

**did his best at the Raingutter Regatta.**

**Cubmaster** \_\_\_\_\_

**Date** \_\_\_\_\_

# March 1995 Handyman Activity Badge



Handyman is one of the easiest and flexible activities in the Webelos program. There are fourteen requirements from which the den can choose a minimum of six and these can be selected on the basis of aptitude and availability. Also, the activity can be worked for the month allocated in the Webelos calendar, or it can be done in fewer meetings, if the den meetings are prepared and organized. Some of the requirements can be used for den meeting fillers, if you exhaust a topic early or some of the resources you need for another activity are unavailable.

However, though Handyman is an easy topic, the den leader should handle it with care and thoroughness. Handyman allows the Scout to learn new skills and gain self-reliance and confidence in helping with activities around the house. There are also several safety and environmental issues inherent to several of the requirements.

When preparing to do Handyman, review the requirements and assess what activities you are the most comfortable with or what would be of most interest. Review them with the assistant den leader or den chief and determine which activities should be tackled and what should be rehearsed. For several activities, it may be best to divide the den in groups and work on separate requirements simultaneously. For example; while you're working on bike air pressure with three Scouts, the den chief may be covering lawn mower safety with three others - make sure the den chief is familiar with the lawn mower used beforehand. Get additional help from the other den parents if needed and available.

Look over the resources you will use on the requirements. If you have two cars available, pick the one with the most accessible oil dip stick or tail light assembly. The value of the requirements is having the boys do the intended exercise, not overcoming unnecessary obstacles which they wouldn't encounter at home.

Plan on doing more than the minimum number of requirements. The added exposure adds value, and if a scout is shaky doing one activity, he'll have an opportunity to do other activities more confidently and feel better about earning Handyman.

## Den Activities/Field Trips

- Tour an auto repair shop.
- Watch a repairman in action at a bike shop.

- At a hardware store, visit the repair shop, and acquaint the Scouts with a few specific and varied sections in the store, like electrical supplies and hand tools
- Arrange a presentation at a well equipped home workshop.
- Visit a local bicycle shop and talk with the mechanic to see if he will show you how to do a safety check upon your bike and perform minor adjustments.
- Visit an auto dealership
- Build a sawhorse
- Arrange for a local mechanic to visit your den or visit his garage, perhaps he can show your den the safe way to change a tire, light bulb and to check the oil and transmission fluid.
- Put on a bicycle rodeo for your pack or den.
- Check with the local fire marshal or poison control center to find out how to store household cleaners and materials that will be safe from small children.
- Check the garage or storage shed in your house to ascertain the tools or implements are properly and safely stored.

## Leaking Faucet

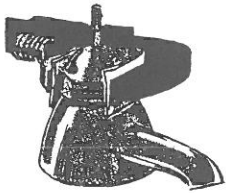
A leaking faucet is usually due to a defective washer and is a problem that can easily and quickly be resolved.

- Shut off the water! If there isn't a valve under or near the sink, turn off the main supply valve.



- Unscrew cap nut of faucet.





- Using a flat wrench, unscrew nut on faucet and pull out stem assembly. (Cloth or cardboard under wrench jaws prevents scratching.)



- Remove screw on stem assembly, pry out old, worn washer, wipe out grime and put in same size new washer.
- Replace screw and reassemble faucet. Turn water back on.

## Car Maintenance

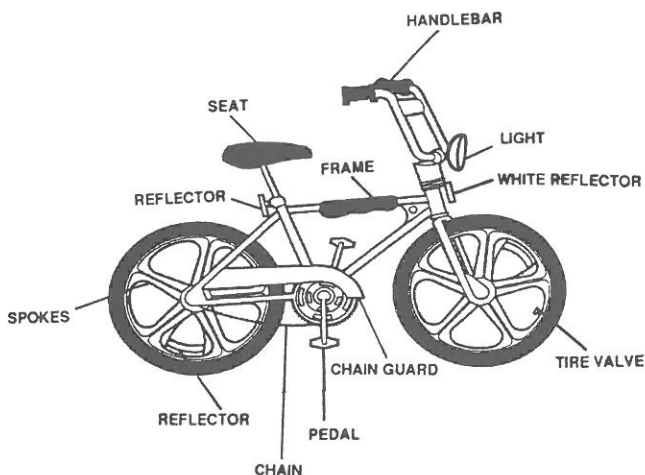
Inspect your car's lights prior to having the den meeting. If you find any defective light bulbs, keep them, have them in the car for the Scouts' inspection. Let the Scouts find the bad ones and replace them and test them - a small positive accomplishment can go a long way.

### A den may choose to run a car wash.

Arrange to meet at one of the den homes on a Saturday and have Scout parents drive their cars over. Work as a team, taking turns with the tar remover, brush, sponge, chamois and hose.

## Bicycle Maintenance

There are several requirements that apply to bike maintenance. The boys can bring their bikes to a den meeting and work on them together, or the den can setup a repair station at a pack bike rodeo. Have a bike tire gauge and pump available, and the Scout check tire pressure. Demonstrate how to repair a tire leak using a repair kit. Patch a good inner-tube if a bad one isn't



There once was Scout who loved biking  
But never found oil to his liking.  
Now the cost of repair  
Has him tearing his hair,  
And his shoe leather sizzles from hiking.

Start to repair something on an old bike, and you get drawn in to string of repairs. You have a back flat tire, say. Off comes the back wheel to dunk-test the tube. Now you can fix that rattling fender-better still, off it comes to take out the dents. Now that the tire is off you can replace that missing spokes-oh yes-and true up the wheel. And now it's easy to get into the brake; it was sluggish anyway. Oh, oh, what a mess! So you clean it up, and find a bad bearing. The chain - it's off, and it seems very dry - so it gets cleaned and oiled. Now you need to repair and replace that chain guard to keep the oil off your clothes. The crank bearing seems too loose and dry. So off it comes -more cleaning and greasing.

Let's see - this was to be a twenty minute job on fixing a flat. You did the right thing in fixing the rest. It certainly needed it, and now the bike is easier and safest to ride. Why did this happen to You? It happened because very few of us give our bikes any attention until something goes wrong. An annual overhaul saves a lot of trouble.

Make one of these overhauls a Webelos den project. Make one day a bicycle repair day. Get some of the parents to volunteer their time and tools. Have the boys bring up their bikes and do a maintenance overhaul under the watchful supervision of adults. Give them each a lubrication chart to take home. This will start them on the road to proper maintenance and help them keep their bikes running smoothly for a very long time.

### Maintenance Chart

#### Every Saturday

Give it the air!

Pump tires to the recommended pressure: Balloon 22-35 lbs.; lightweight 50 lbs; single tube 40 lbs.

#### Every Memorial Day and Labor Day

Is your chain a daisy?

It won't be unless you dunk it in oil, let it drain overnight, blot and apply graphite. Skip the dunk if you're lazy, and squirt oil on the chain without taking it off the sprockets. If it crackles and squeaks, oil it more often than twice a year. A good chain should be seen, not heard. Clean and re-grease the crank bearings.

Don't be a poor pedaler! Squirt oil into the inner ends of the pedals. Spin them now and then. If they don't spin quietly, oil them more often or repack with grease.



Do you go for extra gadgets? Kick stands, caliper brakes, speedometer cables, etc., need oil on working surfaces.

#### Every other memorial day

Old clothes, and roll up your sleeves!

Clean and re-grease the coaster brake, crank bearings, front wheel and front fork bearings, and pedal bearings. Grease there every year if you average more than five miles a day, or if you ride in hilly or dusty country. Changing a light bulb is easy enough, but there is a right way and a wrong way. Show the Scouts the wattage stencilled on the bulb and point out that a bulb with a higher wattage will draw more energy and produce more heat. And, let them know that light fixtures have a maximum wattage limit. You must not replace a burned out bulb with one with a higher wattage rating, unless you know that you are within the limit.

When changing a light bulb pull the plug, or turn off the circuit breaker. Make sure the old bulb is cold enough to handle. Replace the old bulb with the new one. Plug in the fixture or turn on the circuit breaker.

## Light Bulb Changer

This tool is easy to make and is very useful for mom and dad when changing those troublesome recessed light bulbs. This project can also be used for a craftsman activity.

#### Materials needed:

- 1 - 3/8" x 4" wooden dowel
- 1 - medium sized suction cup
- Super glue (one tube will complete 20 to 30 projects)
- 1 - 3-D box nail
- 1 - piece of string 5' long

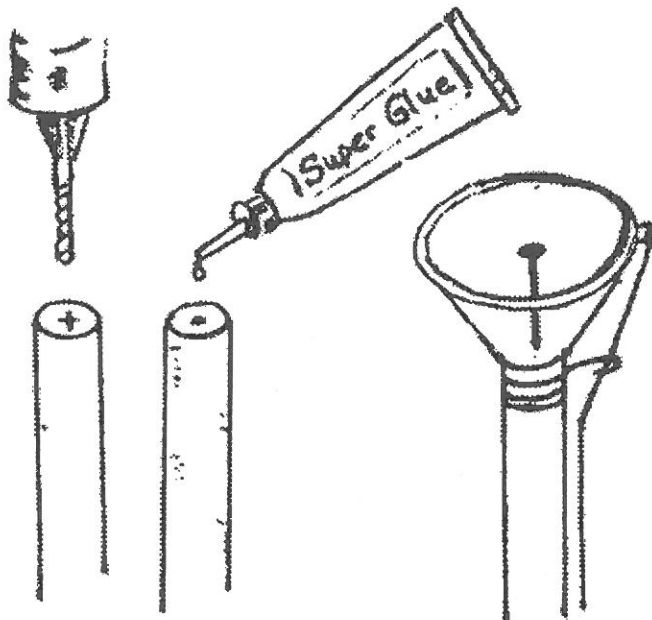
#### Tools needed:

- 1 - drill
- 1 - 1/16" drill bit
- 1 - hammer

#### Instructions:

1. Drill a hole 1/2" deep in the center of one end of the dowel rod. This will prevent the rod from splitting by the nail.
2. Place two small drops of super glue (jelled works the best) on the drilled end of the dowel rod.
3. Place the small flat end of the suction cup on the glued dowel.
4. Locate the center of the suction cup and align it with the drilled hold, hammer in the box nail.

5. Punch a small hole in the ear of the suction cup and attach the string. This string, when pulled, will release the suction.
6. Option: The dowel rod can be painted or decorated.



#### Instructions for using light bulb changer:

Push suction cup on center of recessed light bulb (do not wet suction cup) and turn dowel rod counter clockwise. Remove light bulb from the socket.

Release suction and dispose of burnt out light bulb in a safe manner. Push suction cup on new light bulb and screw the bulb into the socket clockwise. Pull string to release suction.

## House Cleaner Storage

Cover the need to have a house cleaners storage area. Show the den how yours is set up, and what it contains. Put together a list of the kinds of toxic cleaners and solvents typically found in a house which require safe storage, such as: brass cleaner, bleach, paint thinner, etc. You may be able to provide your den with poison warning labels through your local safety department. The den could use the labels while they work on storage areas at their own homes.

## Protect your Tools

It cannot be said too often that tools are no better than the condition in which they are kept. Assuming you have invested your hard-earned money in a collection of top quality tools, it is only good judgement to protect your investment by adequately and safely storing your

tools. In this way you not only insure the life of tools, but when you need one, you will know exactly where it is.

A portable tool box is a handy device for transporting tools wherever and whenever you need them. It can also take the place of a permanent cabinet when available storage space is limited. A tool cabinet is more desirable than a tool box when you have the space. As it is a fixed storage space, its weight is not a matter of consideration.

## Tool Cabinet

if you are so situated that a small workshop is not practical, you can still see that your tools are taken care of and are easily accessible by making a tool cabinet you can attach to a closet door. If you have space for a workshop, the same cabinet can be mounted over your workbench.

Since this project is not intended to be a show-piece, there is no need to make fancy joints. Stock lumber is used except for the back which is plywood. Glue is not absolutely essential, but as there are a number of end grain joints and considerable weight stresses, a stronger, more permanent job will result using glue. Since the screws are driven immediately after applying the glue, no clamps are necessary.

The dimensions are based on tools of average overall size. Even though you are not completely stocked with every tool the cabinet will hold, it would be wise while you are at it to make it large enough for future expansion of your collection.

(See directions on next page.)

## Nail, Bolt and Screw Organizer

This organizer will make finding screws, nails, and bolts easy. The number of containers used, is not limited to 4 but can be expanded.

Materials needed:

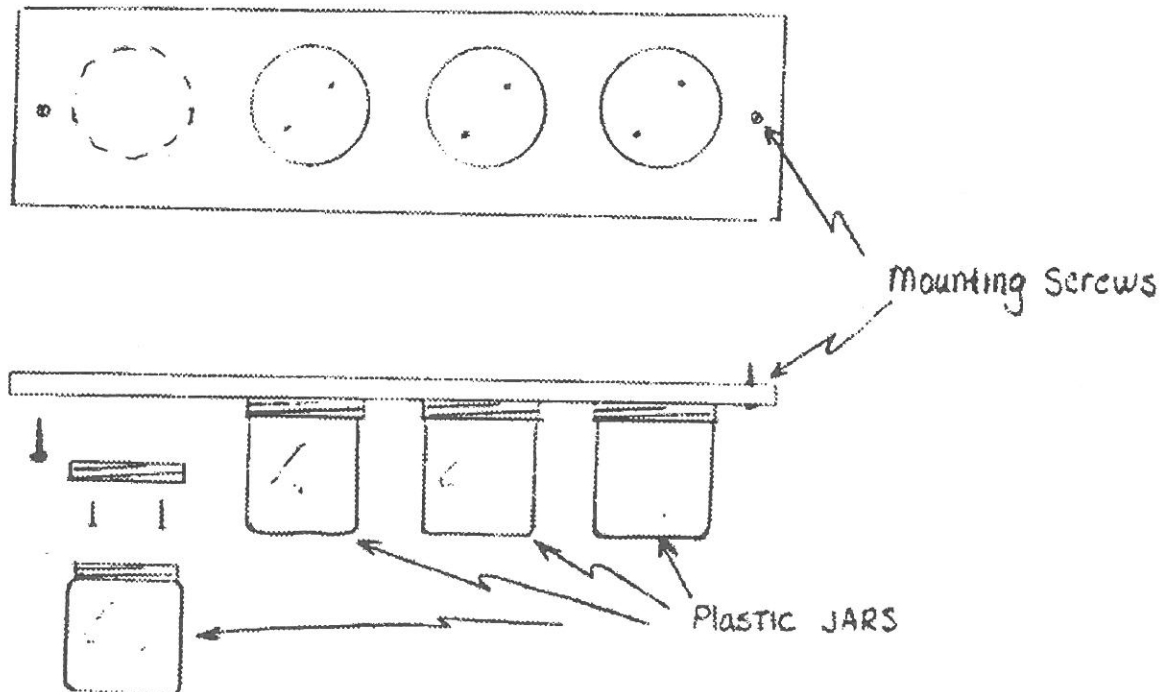
- 4 - plastic jars with screw-on lids (peanut butter jars will work well)
- 1 - 3/4"x4"x30" pine board
- 8 - 7/8" roofing nails
- 2 - 6x1/58" drywall screws

Tools needed:

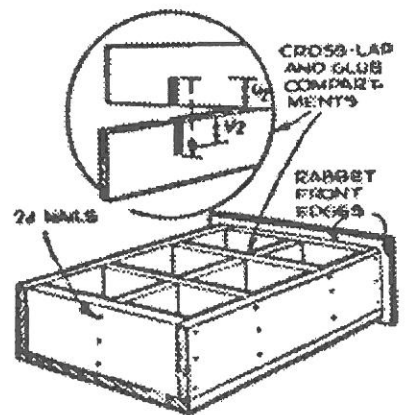
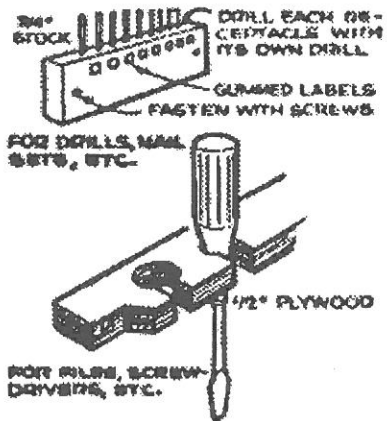
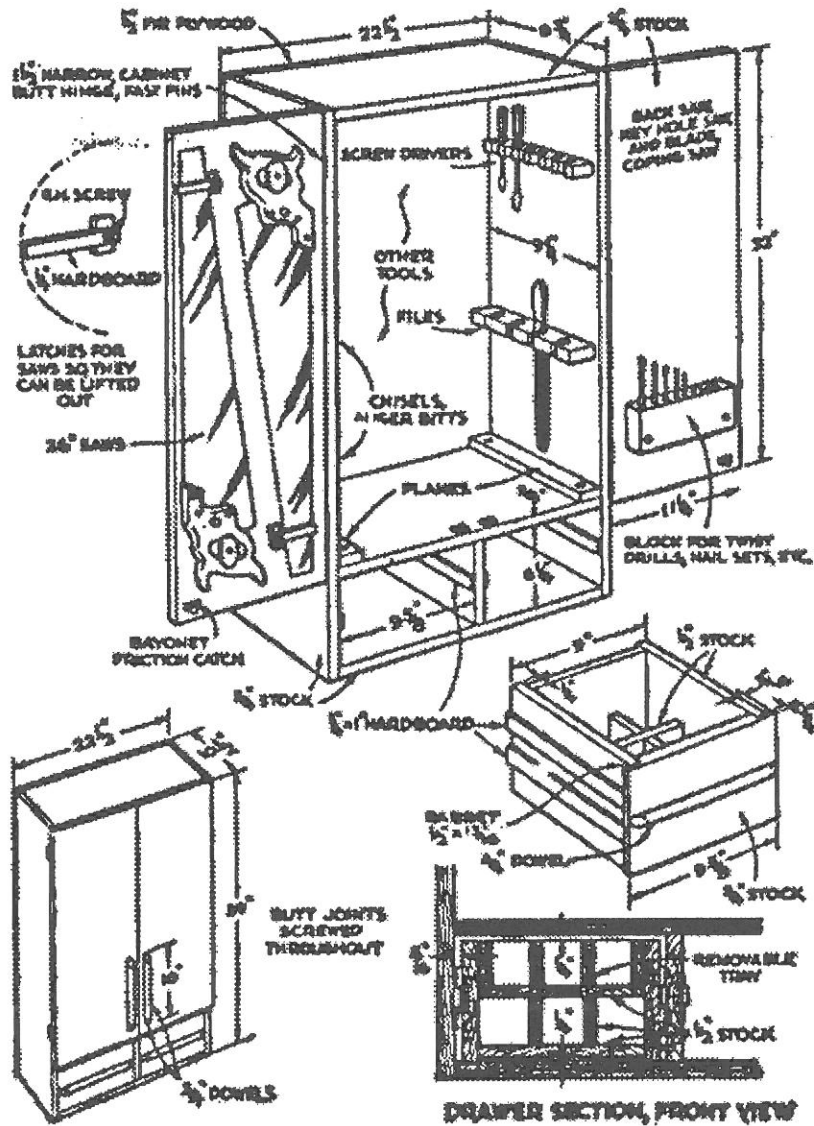
- 1 - drill
- 1 - 3/16" bit
- 1 - hammer

1. Lay out the lids to the jars on the board, leaving room at each end to drill a hole for the mounting screws
2. Nail the lids to the board with two nails. Two nails will prevent the lids from moving when the jars are screwed on and off.
3. Drill two holes in the board, one at each end. These holes will be for the mounting screws to hold the organizer to the bottom of a shelf or bench.
4. With the help of an adult, locate a spot to attach the organizer and mount the organizer with the screws.

**Safety Note:** do not use glass jars as they may break and someone may cut themselves.



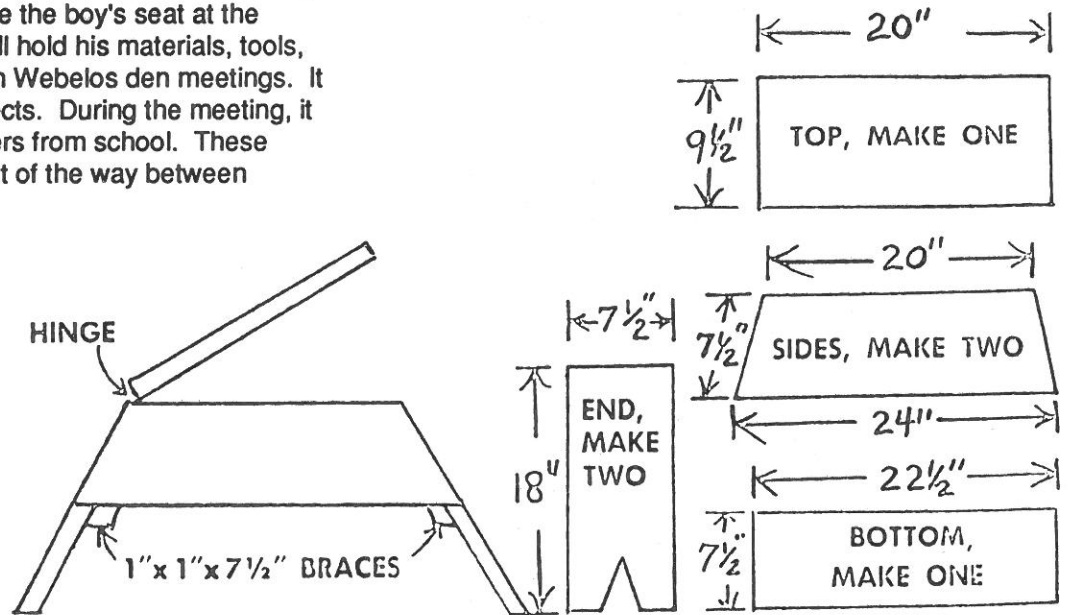
# TOOL CABINET



## Storage Benches

These stacking benches can be used in any Webelos den meeting room. Each Webelos should build one and decorate it in his own individual style (within in reason, that is!). This bench become the boy's seat at the Webelos den meeting. It will hold his materials, tools, and den equipment between Webelos den meetings. It will hold his unfinished projects. During the meeting, it will hold his books and papers from school. These benches will stack nearly out of the way between Webelos den meetings.

When the Webelos graduates, he has a lasting memento to take home to use in his room there. Every time he uses the bench, he will remember his Webelos den meetings and the good times he had as a Cub Scout.



## Seek and Find

Directions. Find the words listed below and circle them in the puzzle.

### Maintenance Check List

- |                   |                |
|-------------------|----------------|
| 1. SPOKES         | 9. GRIPS       |
| 2. TIRES          | 10. FRAME      |
| 3. PEDALS         | 11. SEAT       |
| 4. TIRE VALVES    | 12. HANDLEBARS |
| 5. CHAIN          | 13. MIRROR     |
| 6. BRAKES         | 14. REFLECTORS |
| 7. NUTS AND BOLTS | 15. LIGHTS     |
| 8. BEARINGS       | 16. HELMET     |



# Matching

Directions: Match the words on the left with the correct definition on the right

- |                                   |   |
|-----------------------------------|---|
| ___ 1. Pedestrian                 | A. A place where two or more roads cross  |
| ___ 2. Breaking distance          | B. An act in which damage, injury or death may occur  |
| ___ 3. Intersection               | C. Time needed to walk across a two-lane street   |
| ___ 4. Hand signal                | D. Signal which alerts you to check in all directions for traffic and proceed with caution. |
| ___ 5. Littering                  | E. Distance traveled from the time the brakes are applied until you stop                    |
| ___ 6. Traffic                    | F. Items that need periodical maintenance checks  |
| ___ 7. Stop sign                  | G., Movement of vehicles on streets, roads or highways                                      |
| ___ 8. Bicycle helmet             | H. A person who enforces laws of the road   |
| ___ 9. 8 to 10 seconds            | I. A designated place to cross streets  |
| ___ 10. Seat belt                 | J. A person on foot   |
| ___ 11. Policeman                 | K. Places, objects or situations that could cause accidents                                 |
| ___ 12. Accident                  | L. An electrical device that controls movement of traffic                                   |
| ___ 13. Traffic signal            | M. The side of road to be on when walking in traffic  |
| ___ 14. Yellow light              | N. Scattering trash in yards, streets and on the bus.                                       |
| ___ 15. Hazards                   | O. Regulations people live by   |
| ___ 16. Tires, brakes, handlebars | P. A sign that is red in color and has eight sides  |
| ___ 17. Crosswalk                 | Q. An area which normal field of vision fails to see  |
| ___ 18. Left                      | R. A safety device to be used by all occupants of a vehicle                                 |
| ___ 19. Laws                      | S. Use of left arm and hand to communicate your actions to other drivers                    |
| ___ 20. Blind spot                | T. A safety device that should be used by all bicyclist                                     |



# APRIL 1995

## CUB SCOUT MAGIC

### Activities

Practice a magic trick for the pack meeting  
Visit the Magic House  
Read the book Cub Scout Magic

For the pack meeting, ask each den to put on a special "magic act" for the evenings festivities.

### Opening

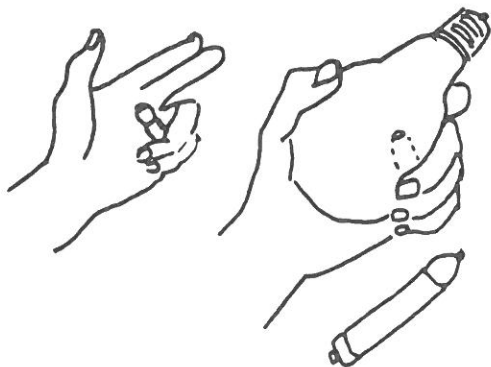
The Cubmaster waves his "magic wand" (wood dowel painted gold) and calls, "Welcome to the magic world of Cub Scouting" This is the signal for the den to march in the U.S. flag and pack flag and post the colors.

The Cubmaster should have a great illusion for everyone. Try the Disappearing Cub Scout Act!

For this illusion you will need a large appliance carton, big enough to hold a Cub Scout. Cut a flap in the back of the box. Cover the inside back of the box with black fabric, leaving the bottom of the fabric hanging free. Paint the rest of the inside black. Decorate the rest of the outside of the box in bright colors. The magician's assistant steps into the box and the magician says his "patter", opens the door and presto, the Cub Scout has disappeared! He did it by lifting the cloth and stepping through the flap in back and crouching behind the box. With a few more magic words, the magician can make the Cub Scout reappear in the box.

### The Electric Den Chief

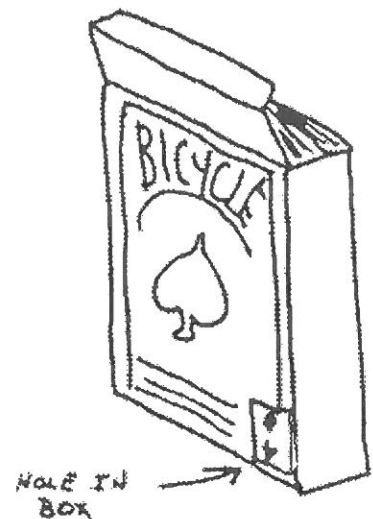
Here's a trick your den chief may master, if he's willing to practice. He will need a frosted light bulb and a small key ring flashlight. He tells the Cub Scouts he can light up the bulb with the electricity from his body. The secret is holding the flashlight as shown with the third and fourth fingers behind the light bulb. The fourth finger exerts twist to turn on the flashlight and make it appear that the bulb has lit. **IMPORTANT:** Use only a frosted bulb, otherwise, the Cub Scouts can see the flashlight.



### Card Trick

You'll need a deck of cards, still in the package. After you hand a deck of card over to the spectators to be shuffled, you replace the deck in its package. You tell your friends that you will prove you have x-ray eyes which can see right through the package. Holding the pack of cards in your outstretched hand, you announce the suit and number of each card as you (or one of your friends draws it up slowly) out of the package. Hand it over to your friends for inspection. You do seem to have x-ray eyes.

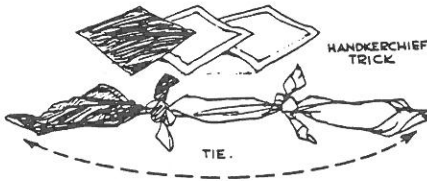
*How it is done:* Actually, you have a little squares "window" cut in the lower right corner of the back of the package. Don't make the window any larger than can be covered by your thumb, so you can show the back of the package to the audience. At the same time, make the window big enough so that you can see the suit and number which are found in the corners of all decks of cards. Remember to insert the cards into the package so that the face side appears through the hole. Another good thing to remember is that an upside down 6 looks like a 9, and vice-versa.



### Handkerchief Trick

You will need three handkerchiefs, two white and one any color. Or use two yellow Scout scarves and one blue Scout scarf. Place the handkerchiefs on the table with the single color handkerchief at one end. Tie the handkerchiefs together in a line. Now ask the Scouts to put the colored one between the two white ones without **untying** any knots.

*Answer.* Swing the two ends around, forming a "circle" and tie the two ends together. The colored handkerchief is now between the two white ones.



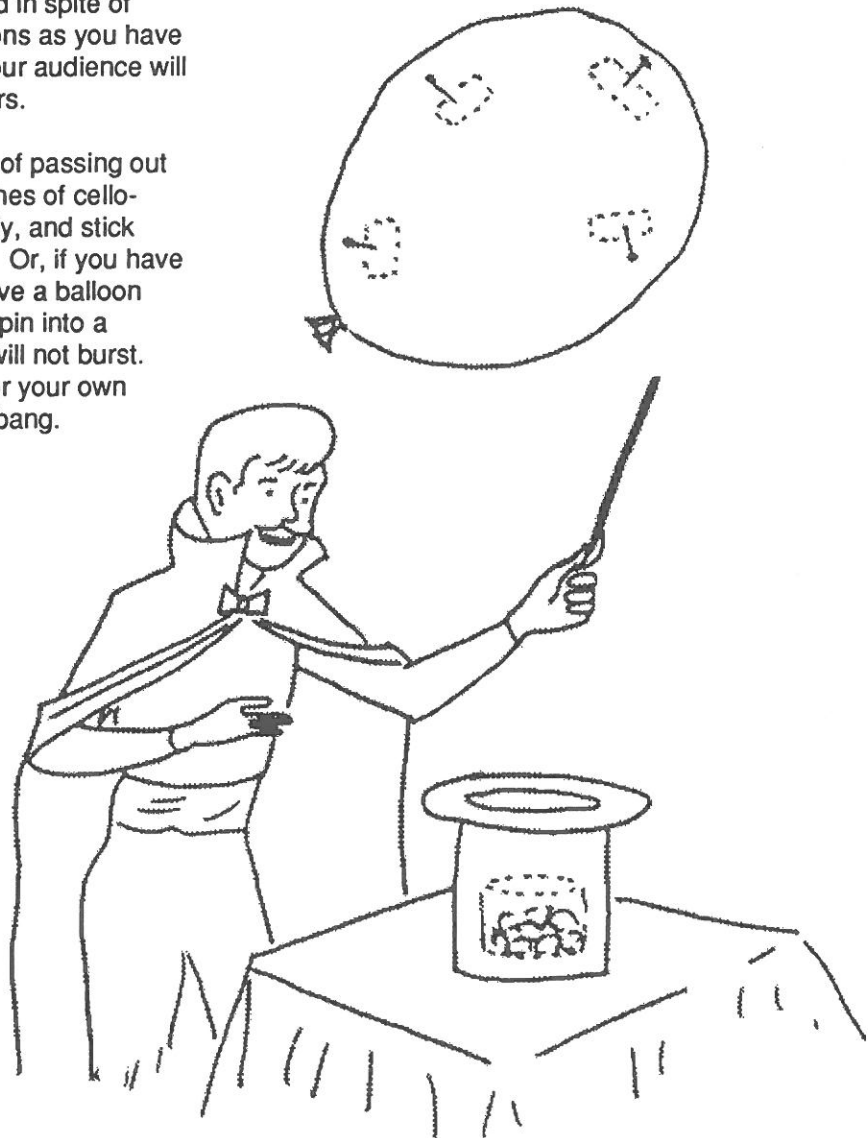
## Obedient Matches

Float five or six matches in a bowl of water, leaving a space between their ends of about the size of a quarter. Now take a bit of soap that is whittled to a point and touch the water at the center of the opening. The matches will run away to the side of the bowl. Now take away the soap and touch a lump of sugar to the water in the same place. Presto the matches will come back to the center.

## A Balloon That Will Not Burst

Blow up several balloons, and have someone hand out all but one to people in the audience. With each balloon, hand out a pin. Take the balloon left on the table and explain that your magic can make it indestructible. Pass your wand over your balloon as you say some magic words. Tell one person in the audience to stick the pin in his balloon. The balloon goes off with a BANG! You stick a pin into your balloon, and nothing happens. Another person in the audience bursts his balloon, but your balloon remains inflated in spite of another pin. Do this with as many balloons as you have passed out (perhaps four or five), and your audience will be convinced that you have magic powers.

The magic secret: During the confusion of passing out balloons and pins, take a few small patches of cellophane tape, which you should have ready, and stick them in different places on your balloon. Or, if you have a place to hide it, until the trick starts, have a balloon ready under your table. You can stick a pin into a balloon through cellophane tape, and it will not burst. Just be sure to hit the cellophane tape, or your own balloon will go off with an embarrassing bang.





## Mystic Orange

You display an orange. The orange is dropped into a hat which was previously shown to be empty. The magician reaches into the hat and brings out an apple. Carefully remove the peel from a thick skinned orange, so that there are two neat halves of peel. Make the apple pass as an orange by camouflaging it with the peeling. When you reach in for the apple, remove the peeling and hide under the sweat band of the hat.

## Song

### Magic Round

(Tune: Row, Row, Row Your Boat)

(Sing in a round, starting the second group after the first group sings the first two lines of the song)

Cub Scout Magic tricks,  
They're so fun to do  
The magic knot and card tricks too  
You never will be blue.

## Cub Scout Magic Advancement

Equipment: Magician's top hat (made from cardboard and painted black) or one can be purchased from a carnival supply store. Coffee can containing one or two pounds of dry ice (purchased from Baskin Robbins), two small clear baby food jars of colored water (blue and gold) and awards set inside the hat. Coffee can should set down inside the hat with awards around the side.

Cubmaster: "There's really nothing magical about Cub Scout advancement. It requires a boy to team up with his parents to achieve the next step on the Cub Scout trail." (Pours a bit of blue and gold water into the coffee can and a magical cloud of smoke will appear. The important part of any magician's act is his "patter", the things he says while doing the trick. Sometimes this is to purely to amuse the audience; sometimes it misdirects the audience's attention while doing a slight of hand.) He then pulls the awards out of the hat and calls parents and boys forward.

"As Cub Scout leaders and parents, we want to show the wonders of the world to our sons. In a child's eyes, there are not eight wonders of the world, but eight million. We want him to be able to look at the stars, sunrise, sunset, and feel their beauty. We want them to see a world of love, laughter and compassion. We want them to build strength within themselves of strong character and a sensitivity to the needs of others. We want them to be the best that they can be." Parents are presented the awards to present to their sons.

## Closing

Have the den chief put out the lights and bring in the magician's black box. An electric light and a piece of incense may be placed inside the box. A green bulb may be used so that a weird light and a puff of smoke may be seen when the cover is removed. As cover is removed, repeat the magic words of your choice. In the box will be found hard candy for those in attendance.

## Cubmaster Minute

"Unfortunately, no one can wave a magic wand over the Cubs in our pack. We as the leaders and the parents must set the example so they have the needed guidance and can see the way to accomplishment of all the things we so desperately want for them. As we leave this evening, let's be aware of our future actions so that we may set the proper examples for all mankind."

## Tricks

### Stack-of-Coins Trick

Make a neat stack of five or more pennies on a smooth table. Now, with finger and thumb, flick a dime along the table so that it hits the bottom penny of the stack. The bottom penny will fly out, leaving the rest of the pennies in the stack. You can repeat this, removing the bottom pennies one at a time.

How It Works: The moving dime hits only the bottom penny. Its momentum (energy or movement) is transferred to the bottom penny only. The rest of the pennies tend to stay right in place, and the stack just drops down. Notice that the dime bounced back a little. Notice that if you push the bottom penny slowly with the dime, the whole stack slides along. The bottom penny must be hit sharply.

### Bottoms Up

Stand three glasses in a row with the middle one upside down. With three moves, picking up only two glasses and turning them over with each move, end up with all three glasses "bottoms up" in the three moves. Solution: First move - turn over second and third glasses. Second move - Turn over first and third glasses. Third move - turn over second and third glasses again.

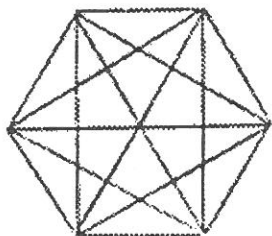
### The Expanding Hole

In the center of a piece of paper, cut a round hole, about the size of a dime. Give this paper and a quarter to a friend and ask him if he can pass the quarter through the hole without tearing the paper or touching the coin. When he is unable to do it. Show him how. Fold the

paper in half so the fold bisects the hole. Have him slip the quarter between the folds. Hold the extreme ends of the paper where the fold is. Raise them upward and toward each other. Shake the paper gently and the quarter will slip through the hole.

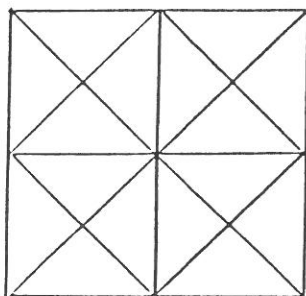
## 90 Triangles

Can you find 90 triangles in this figure? It takes work, but it can be done.



## Squares and Triangles

There are at least 10 squares and 44 triangles in this figure. Can you find them all?

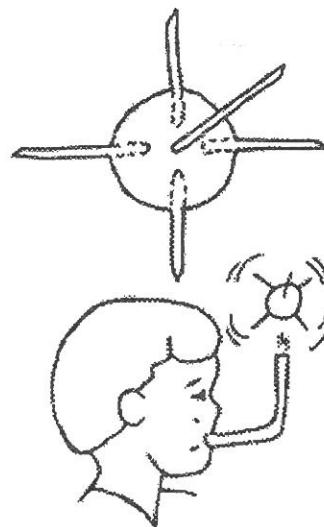


## Balance the Forks

In the drawing, you see two forks stuck across the handle of a spoon, with the spoon balanced across the edge of a drinking glass. It doesn't look possible, but it is.

Hold the spoon in the right hand in its position over the glass. Stick the left fork over the spoon handle. Now hold the spoon in your left hand and add the right fork. If the spoon doesn't balance, try moving the fork handles toward you or away from you. You can do it if you keep trying.

For any object there is a special point called its center of gravity. An object behaves as if all of its weight were at this one point. We lock the forks and spoon together so they act as a single object. Notice the fork handles point down a little. This makes the center of gravity low and makes them easier to balance.

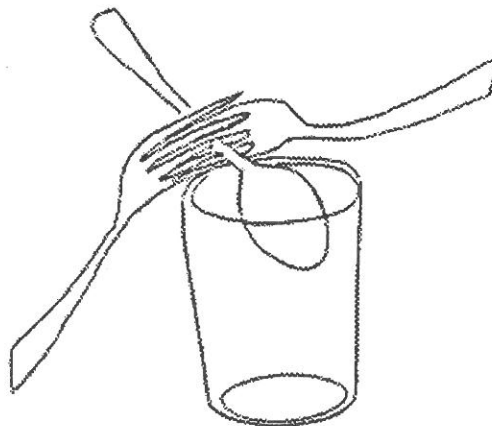


## Floating Ball

Materials Needed: Styrofoam ball about the size of a ping pong ball, 6 round toothpicks, fast-drying glue, 6" of plastic or rubber tubing - 3/8" in diameter.

Instructions: Using the toothpicks, make six sticks 3/4" long. Push the sticks at even intervals into the foam plastic ball.

To operate this magic trick, place it on the tube with one of the sticks inserted in the hole on the tube. Place the other end of the tube in mouth and blow a steady stream of air through it. (Don't blow too hard.) As the satellite slowly rises, increase the air pressure. After the ball is in the air, adjust the air stream to keep the ball afloat.



## Vanishing Loop

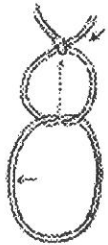
Ladies and Gentlemen. . .I will tie two loops into this string, turn around and presto! one of the loops will disappear.

Pull ends to show it is tight.

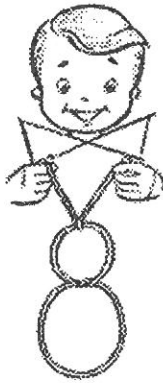
For this trick you need a length of string

Here is how. . . .

Make first loop with loose single twist knot.



Make second loop with tight double twist knot. As you turn around, hold the string in one hand. . .with the other hand, spread the bottom loop so the knot slides up into the top knot.



## Vanishing Knot

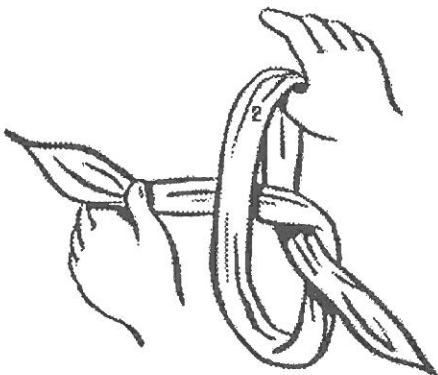
Watch! I'll tie a loose knot in a handkerchief. When I pull on both ends the knot disappears.

For this trick you need a large handkerchief, or a piece of cloth, or a rope. You need to practice this trick, too.

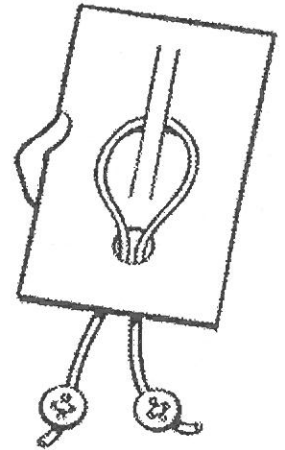


Here is how. . . .

With a fast motion grasp the knot at "2" and pull.



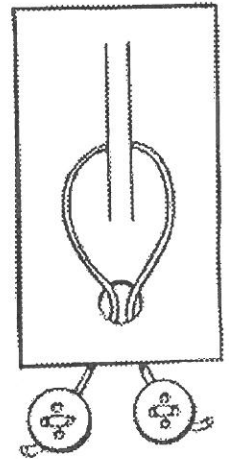
## Button Trick



Can you remove the string from the card without taking off the buttons or tearing the card? It's simple!

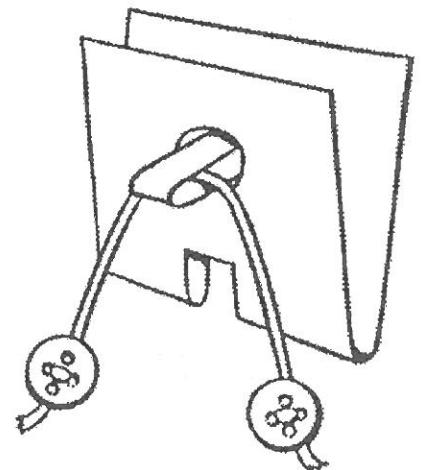
For this trick you need cardboard, string, and two large buttons.

1. Cut a piece of cardboard like this.
2. Thread a piece of string through the card as shown
3. Fasten two buttons, larger than the hole to the ends of the string.



Here is how. . .

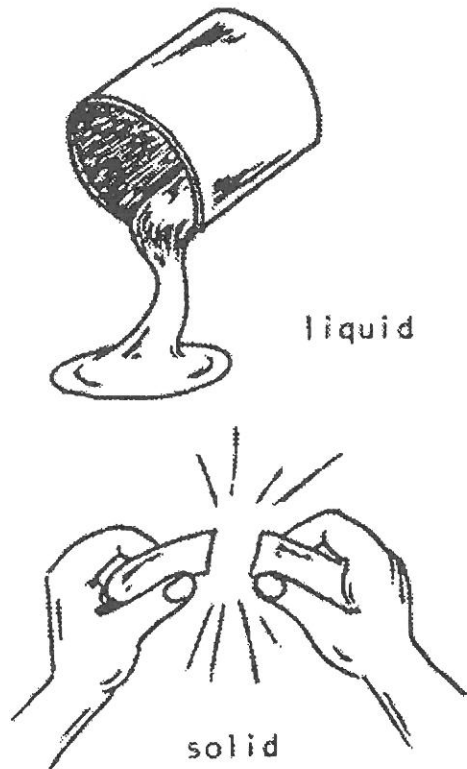
Bend the cardboard. . .  
Pull the center strip through the hole. . .  
Buttons will then pull through.



## Genius Gel

Materials needed; Cornstarch, water.

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



## Floating Egg

Put 1/4 cup of salt in a dish. Tell the audience it's magic powder which will make an egg float.

Half fill a glass with water. Place an egg in it and it will sink. Take the egg out and stir the magic powder into the water. Put the egg back in and it will float.

## Number Game

Distribute scrap paper and pencils. Rather as a group, or with a buddy, follow the following instructions.

1. Pick a number, this is your magic number. Concentrate.
2. Add 2 to your magic number.
3. Next, multiply by 1.

4. Then multiply by 5.

5. Now subtract 3

The boy's number will have a 7 in it. Drop the 7. Now subtract 1 from the number you have left.

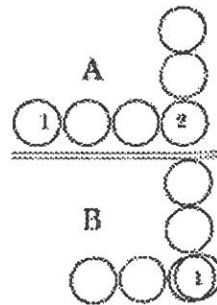
Now surprise your friend by guessing their magic number!

## Correct Age Trick

The Cub Scout magician asks for a volunteer, (one of the parents) and says he will tell him his correct age. The magician furnishes the volunteer a pencil and paper and asks the volunteer to multiply his correct age by three. Then he tells the volunteer to add six and divide the total by three. The magician asks the volunteer what the result is. The magician mentally subtracts two from that answer, and he has the correct age. Try it, it works every time.

## Coin Magic

Ask the Cub Scouts to lay six coins in the pattern shown in A. Then tell them to move only one coin to make four coins in each row. The solution is shown in B



## Word Find

### Cub Scout Magic

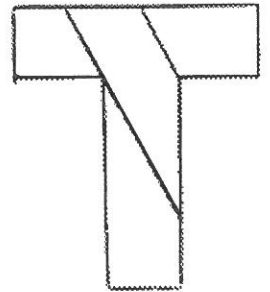
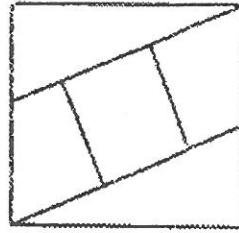
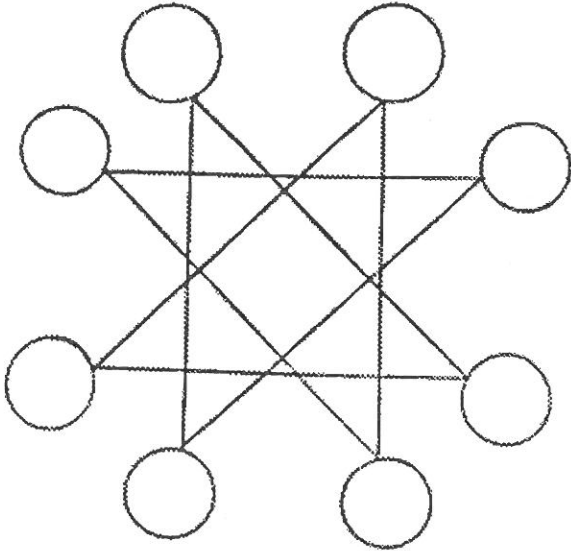
Words to find: tricks, wand, hat, cards, levitate, box, rabbit, disappear, abracadabra

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

## Puzzle

Make eight markers of paper or cardboard (square or round) of a size less than the circles.

**Problem:** Start with a marker in any circle. Move across the field along a straight line and cover another circle; continue these single moves of each marker from an uncovered circle to another uncovered circle. Try to cover all but the last circle which may be covered directly. All moves must start from uncovered circles.



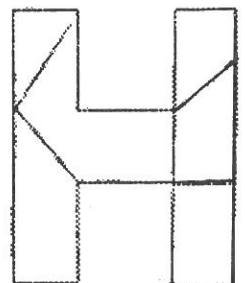
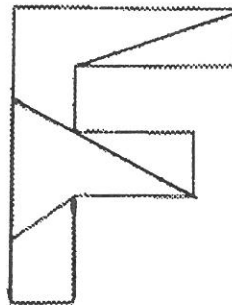
## More Puzzles

Cut these puzzles out of colored poster board. Put each puzzle in an envelope of its own.

Keep them handy to use as a quickie pre-opening activity for den meeting.

The boys like to work puzzles. Try them yourself. They are more difficult than they appear!

Then make up some of your own, using letters or numbers



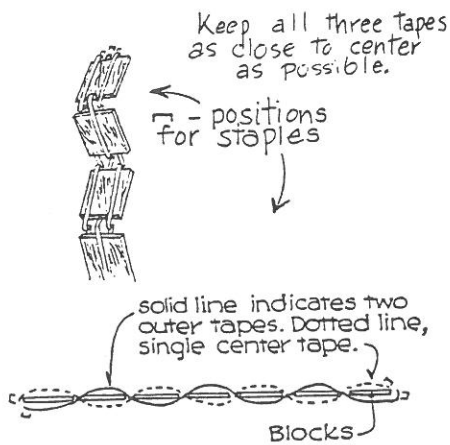
## Crafts

### Somersault Clatter Blocks

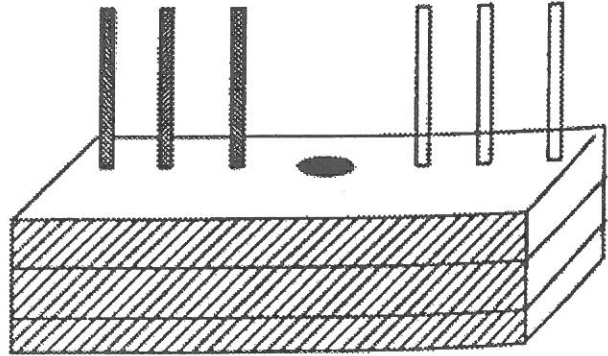
Materials: 7 sanded plywood blocks, approximately 1-1/2" square, twill tape or strong ribbon, stapler

Place the 7 blocks in a row on the table. Weave 3 lengths of ribbon as shown in the diagram. Fold over and staple the ends to the last block. When finished, hold top block, tilt it forward and back, and blocks somersault down the tapes. Remember the Arkansas Billfold" This is a longer version.

Be careful to not weave the tape too tightly. This seems tricky at first, but the first time the boys see the blocks somersault, they are truly amazed.



To play: Place the yellow men in three spaces at one end and the red men in three spaces at the other end. Leave the middle space empty. Try to reverse the positions of the red and yellow men. Move men forward only, never backward. A man may move into the neighboring space or if the space is occupied, he may jump over it.



### Magic Hat Tie Slide

Materials needed: Film cannister, black paper, tie wire, dowel rod 1/16" thick x 3" long, black and silver paint, glue.

Instructions: Make hat rim out of paper to fit film cannister. Make small hole in canister for tie wire to fit through. Paint dowel rod black then dip one end into silver. Let dry. Glue into bottom of hat.

### Bubble Wands

#### Magic bubble recipe

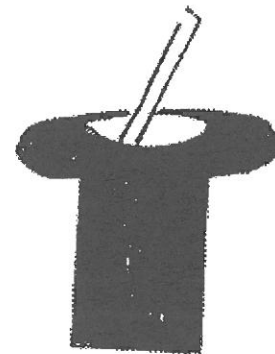
1 gallon water  
1/2 cup Joy dishwashing liquid  
1/4 cup Glycerin (Emollient)

Mix ingredients together. The longer the mixture sits, the better it gets. You can buy glycerin in the pharmacy section of your grocery store. The small bottle is 1/4 cup.

#### Three Men In A Boat

Materials needed: Tri-wall cardboard base 2"x8", 6 dowels - 2" long, nail, colored markers.

Mark off 7 evenly spaced dots in a row on the cardboard. Make a hole with the nail at each dot. Widen the holes with a pencil so that the dowels will fit into them easily. Color three dowels yellow and three dowels red. Decorate the base with colored markers.

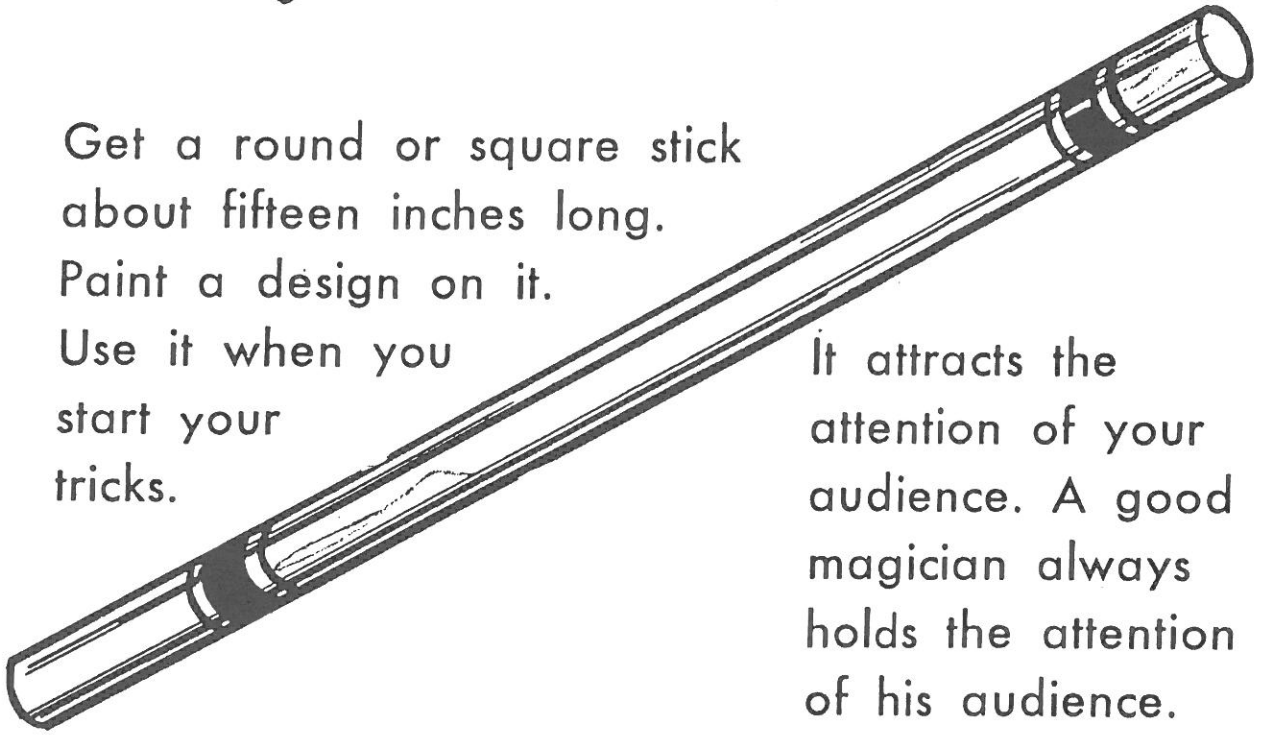


# Every magician needs a wand....

Get a round or square stick about fifteen inches long.

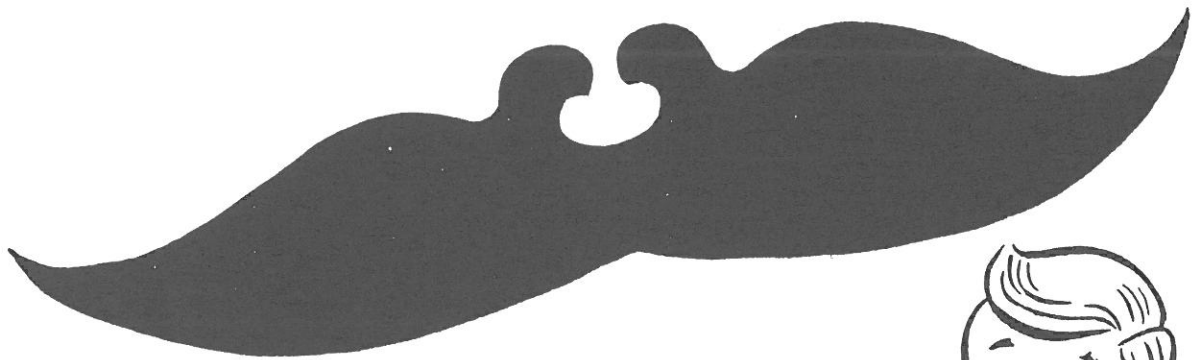
Paint a design on it.

Use it when you start your tricks.



It attracts the attention of your audience. A good magician always holds the attention of his audience.

## ....and a mustache



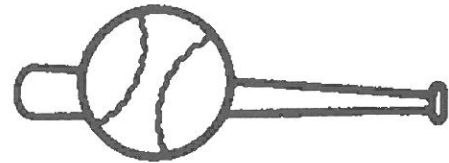
Trace this mustache on cardboard. Color and cut out. It will help you with your magic talk.







# APRIL 1995 SPORTSMAN ACTIVITY BADGE



## Objective

To teach boys good sportsmanship. To introduce boys to a variety of sports. To familiarize boys with the care and handling of sports equipment. To emphasize the need for safety in sports.

## Resources

YMCA Youths Sports associations  
Library  
Cub Scouts Sports program

## Where To Go and What To Do

- Go roller skating or ice skating.
- Visit an archery range and receive instruction on safety and procedures.
- Invite a referee or official to your den meeting to teach signals and talk about teamwork, fair play and sportsmanship.
- Hold a parent/son sports tournament, such as bowling, tennis, volleyball, archery, etc.
- Have a den board game marathon. Provide treats and boys bring their favorite board games to play. Allow time for rotation to different games.
- Teach a card game to the boys and set up a couple of stations for playing.
- Make it easy on yourself and use the ready-made Cub Scout Sports Program. The guides explain the rules, principles, and equipment for each sport, and the boys learn earning the belt loops and sports pins.
- Have a den outing to a sports event.
- Hike around golf course. Explain rules of etiquette and play to boys first so as not to disturb players.

## Background

Sports are high on the list of favorites of Webelos-age boys. Most members of your den will show real interest in the Sportsman badge. Chances are the boys spend much of their leisure time in organized sports and loosely organized neighborhood games. Some of them probably already know enough about rules, scoring, and techniques of play for several sports and can pass those requirements immediately.

But that's not really enough. One of the prime purposes of the Scouting program is "encouraging good sportsmanship and pride in growing strong in mind and body." If the boys learn all the skills and rules involved in every sport this month, but don't get an inkling of what good

sportsmanship means, then everyone has wasted their time, including the den leader.

Agree on the importance of learning sportsmanship. What does it mean in practice? It means the least skilled gets just as much instruction and encouragement as the best athlete. It means the better athletes learn not just to tolerate the awkward boy, but to help him. It means all boys can win and lose with grace and good sportsmanship.

The leader's example will help to achieve these goals. Put stress on the fun of the game, not on winning. During competition in the den, choose the teams so that ability is equally divided. If boys choose teammates, there is a good chance that most of the best players will wind up on one team. Encourage the less skillful players. Discourage others from belittling them. Sports in a Webelos den should be fun for all!

## Good Sportsmanship

You hear a lot of talk about being a "good sport", but just what does it mean? A "good sport" learns the rules so he will not break them. He competes with all his heart, striving to outclass his competitors. If he wins, he doesn't act smug, but instead compliments the losers for the fine job they did. If he loses, he should accept the fact and find out why. Maybe he can win the next time. A good sport takes pleasure in the game right to the end, even if he is not winning, for the purpose of the game is not merely to win but to find joy and strength in trying.

A real sportsman follows these rules in each game, but also in his life. Good sportsmanship is part of good citizenship. For example, to lose a class election gracefully. The following is the code of sportsmanship of the Sportsmanship Brotherhood.

1. Keep the rules.
2. Keep faith with your comrade.
3. Keep your temper.
4. Keep yourself physically fit.
5. Keep a stout heart in defeat.
6. Keep your pride under control in victory.
7. Keep a sound soul, a clean mind and a healthy body.
8. Play the game.

The "Spirit of Good Sportsmanship" means being modest in victory as well as accepting defeat gracefully after trying your best.

## Games

### Broom Hockey

Give each player an old household broom or similar stick. The puck is a small ball. Play on any size field. Goals are marked by rocks about six feet apart centered on the end lines of the playing field.

### Sidewalk Tennis

Played with a tennis ball on two squares of sidewalk or patch of level ground marked off in similar size. Ball is batted with the hands. Use regular tennis rules, except that there is no serving court.

### Frisbee Baseball - Ultimate belt loop

Played according to regular baseball rules. The pitcher throws the frisbee toward the "batter" who then catches it. If he misses it, it is a strike and if it is outside the strike zone, it is a ball. The "batter", who has made a good catch, then throws the frisbee and proceeds around the bases. If it is caught, the "batter" is out. The rest of the game follows baseball rules.

### Soccer Ten Kicks

Divide den into two teams. Each team tries to kick the ball between teammates 10 consecutive times while the opponents try to intercept and start their own sequence of 10 kicks. As he kicks the ball, each player calls out the appropriate number (1, 2, 3, etc.). Hands may not be used. The team making 10 kicks in a row without interception wins.

### Soccer Dodge Ball

This is played like Dodge Ball, except the players around the circle kick the ball instead of throwing it. (See *Webelos Den Leader's Book* for Dodge Ball.)

### Soccer Triangle

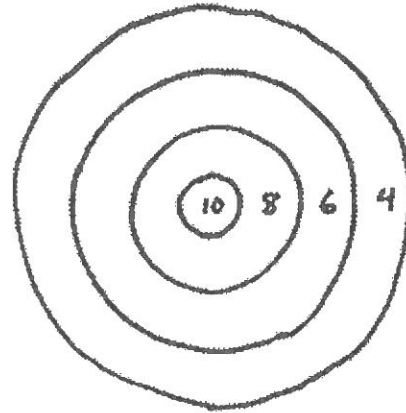
On a large field, mark off a lane about 10 yards wide and 50 yards deep, using twine or lime. Three players are on offense, one on defense. Starting at one end of the lane, the three offensive players try to advance the ball by kicking and heading it, while the defensive player tries to intercept. The offensive players should stay in a triangle formation not more than 10 yards deep.

### Potato Golf

Draw concentric circles on the floor, and label each circle with a number representing the number of points it is worth (10 in the center circle, decreasing outward).

From a distance of 6 to 10 feet, each player putts a potato with a cane or an old hockey stick.

Each player scores according to the numbers in the circles. No score is made if the potato stops on a line. Each boy gets 10 tries, adding the scores together to get a total score. In place of a potato, use any durable fruit or vegetable (apple, grapefruit, etc.)



### Barrel Basketball

Even the shortest guy in your den can dunk if you play barrel basketball. All you must do is place 520 50-gallon steel drums 40 feet apart. Any asphalt parking lot not in use can be turned into a barrel-basketball court. On this court, you can learn to pass, dribble, shoot block, and set up plays. What's important is that you'll be learning how to play. If you have no steel barrels, use a big plastic garbage can. Even a paste-board box will work if you put sand or dirt in the bottom to hold it down.

### Sports Cards

Make a set of 10x10 inch cards. On one side put a copy of the official signals for the game (football, basketball, hockey, baseball, soccer, etc.) of your choice. On the other side put an explanation of what the call means. The game can be played several ways.

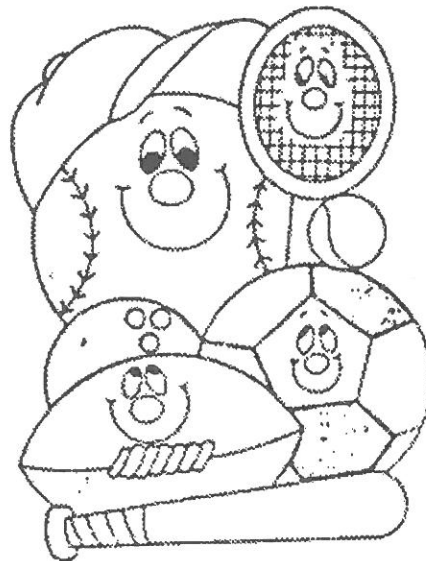
1. Hold up the picture and ask for the proper call.
2. Read the explanation of the call and ask for its name.
3. Execute the call and ask for its name
4. This game can be played as a competition:
  - a. Divide den(s) into two teams and give one point to the first person to guess the answer.
  - b. Divide den(s) into two teams and assign each team a sport and show each team a card for its sport. Each team will have a different sport. The first team to get the answer get a point.

## Brain Teasers

### Match Up

Match each sport with the appropriate term:

- |               |                   |
|---------------|-------------------|
| 1. Bowling    | a. Grand Slam     |
| 2. Ice Hockey | b. Right Hook     |
| 3. Archery    | c. Slalom         |
| 4. Baseball   | d. Gutter Ball    |
| 5. Golf       | e. Love           |
| 6. Basketball | f. Place Kick     |
| 7. Tennis     | g. Bull's-eye     |
| 8. Skiing     | h. Bogey          |
| 9. Football   | i. Icing the Puck |
| 10. Boxing    | j. Free Throw     |



### Baseball Terms

Each of the phrases listed below represents another meaning of a term used in baseball. Write the term next to the definition before you look at the answer column.

1. A summer pest
2. Hosiery tears
3. Refuse to work
4. Holiday dinner entree
5. Used for pancakes
6. A successful movie
7. Vessel four pouring
8. A good foundation
9. To take unlawfully
10. A brief visit
11. A dinner necessity
12. Not at home
13. A disguise
14. Twenty
15. What toast does
16. Proprietor of dog pound
17. A coveted jewel
18. Given for charity
19. Dangerous on highways
20. An offering
21. To multiply by two
22. It flies only at night
23. Unmarried
24. A famous Greek poet
25. Used to gain relief in hot weather

### Answers

1. Fly
2. Run
3. Strike
4. Foul
5. Batter
6. Hit
7. Pitcher
8. Base
9. Steal
10. Short-stop
11. Plate
12. Out
13. Mask
14. Score
15. Pop up
16. Catcher
17. Diamond
18. Ball
19. Curves
20. Sacrifice
21. Double
22. Bat
23. Single
24. Homer
25. Fan

### Football Quiz

Can you match each team with the crazy definitions?

1. Army insects
2. 7 squared
3. Streakers
4. 747's
5. Hostile attackers
6. Thieves
7. Suntanned bodies
8. Invoices
9. Relocation helpers
10. Miniature scuba gear

### Answers

1. Giants (GI ants)
2. 49ers
3. Bears (bares)
4. Jets
5. Raiders
6. Steelers
7. Browns
8. bills
9. Packers
10. Dolphins (doll fins)

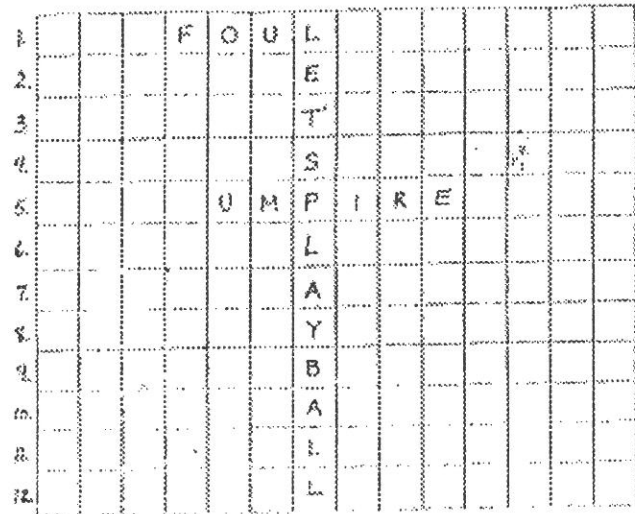
11. Birds trained to kill
12. Lubricators
13. Six rulers
14. Opposite of ewes
15. Class of Boy Scouts
16. American gauchos
17. Fundamental rules
18. Credit card users
19. Indian leaders
20. Kings of beasts
21. Used to be girls
22. A dollar for corn
23. Hot epidermis
24. View the predators
25. Louis Armstrong favorite
26. Rodeo horses
27. Six shooters
28. George Washington etc.

11. Falcons
12. Oilers
13. Vikings (Vi kings)
14. Rams
15. Eagles
16. Cowboys
17. Cardinals
18. Chargers
19. Chiefs
20. Lions
21. Bengals (Been gals)
22. Buccaneer (Buck an ear)
23. Redskins
24. Seahawks
25. Saints
26. Broncos
27. Colts
28. Patriots

## Let's Play Ball

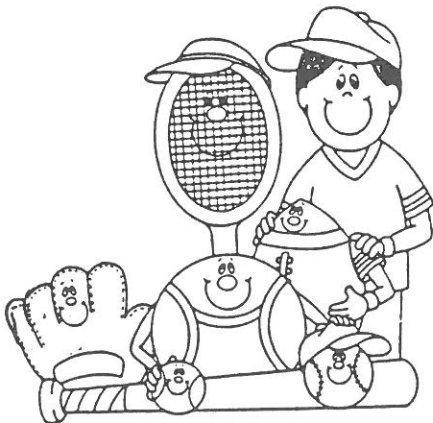
Using the clue sentence, fill in the blanks for baseball fun. The letters may fall at any point of the word.

1. A ball is hit out of bounds.
2. When a player makes every base.
3. One responsible for throwing the ball.
4. When a player fails to connect the bat with the ball
5. One in charge of calling plays
6. All leather and five fingers
7. Necessary piece of equipment other than the bat.
8. Long, skinny, hitting object.
10. There are four in every game.
11. Horizontal position for reaching base.
12. One who can catch a high ball that's hit past all bases.



### Answers

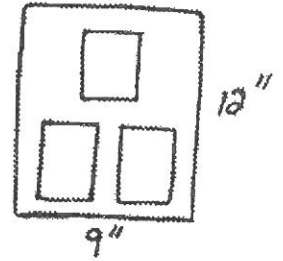
- |            |                |
|------------|----------------|
| 1. foul    | 7. ball        |
| 2. homerun | 8. yell        |
| 3. pitcher | 9. bat         |
| 4. strike  | 10. base       |
| 5. umpire  | 11. slide      |
| 6. glove   | 12. outfielder |



## Build A Baseball Catcher

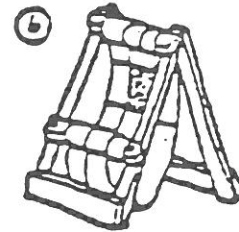
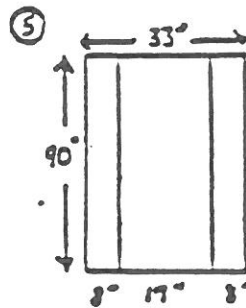
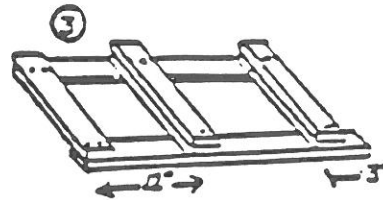
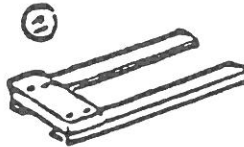
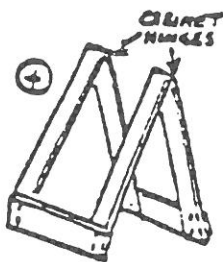
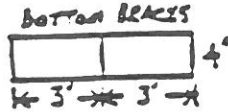
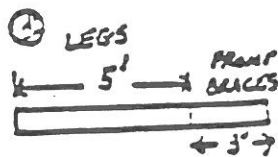
Materials: four 1"x2"x8' pine furring strips, one 1"x4"x6' white pine board, eight 1-1/4" wood screws, four 3/16"x3" stove bolts, eight 3/16" flat washers, four 3/16" wing nuts, two 1-1/2" cabinet hinges, one 33"x90" canvas or other heavy fabric, wood sealer, paint.

1. Cut furring strips and pine boards to measurements shown below.
2. Screw pine boards to legs at bottom braces.
3. Hold front braces in position on legs. Drill 1/2" hole through braces and legs at the same time.
4. Join front and back halves with cabinet hinges.
5. Cut fabric to size. Make strike zone on cloth with felt tip marking pen.
6. Clamp ends of fabric between the upper and lower front braces. Bolt braces to frame with stove bolts and wing nuts.



## Sports Plaque

1. Cut a piece of wood 9"x12"x12".
2. Bevel edges 1" outward
3. Sand, stain and varnish wood.
4. Go to a store that sells sports cards. Buy three plexiglass (hard) card holders 3-1/2"x5".
5. Screw these onto the plaque as shown.
6. Insert some favorite sports cards and tighten the screws.



-- from DuPage Council 1988 Pow Wow book



# May 1995

## Viking Discovery

### The Story of the Vikings

The Viking people lived in the northern part of Europe between 800 AD and 1100. They were also known as the Norsemen, Northmen, or Danes. They were famous and feared as pirates and raiders. In later years they came to be known as Vikings, a name which comes from the Norse word for pirate.

Even though the Vikings were great warriors, they are perhaps best known as remarkable explorers, settlers, traders and craftsmen. Their culture, stories, travels and influence can be found throughout most of Europe, Asia and parts of the middle east and Africa and North America.

The Viking world extended from America to Siberia, from the Arctic to the Mediterranean and they ruled these lands from 800 AD to 1450 AD. Although the power of the Vikings declined in later years, many of their descendants - the Rus in Russia, the Normans in Normandy - continue to flourish. Even now, more than 1500 years later, people still think some of their ideas about honor, law, democracy, women's equality, and individual freedom are important enough to fight for.

### Ceremonies

#### Opening Ceremony

Choose 6 Cub Scouts to stand in front of the pack. Each holds a large card with a letter on the front spelling V - I - K - I - N - G and the following meanings written on the back of the card. Have each of the boys read his card in turn.

V - "V:" is for valor, courage and bravery. Just as the brave Vikings faced many challenges in their daily lives, we as Cub Scout will face new challenges every day as we follow the trail of Akela.

I - "I" is for individual. A strong Cub Pack is made up of many different individuals and each is talented in his own way. Together we pool our talents, explore our world and help each other grow.

K - "K" is for kinship. Although we come from different families, Cub Scouts build special friendships that will last a lifetime.

I - "I" is for ideals and goals. The Vikings had a very strict code of ethics to guide their lives. Each Cub Scout learns the ideals of Scouting and works to

become a solid, moral citizen to love and honor his family, friends and his country.

N - "N" is for never ending. The friends we make as Cub Scouts never ending.

G - "G" is for goodness and truth that leads our lives and makes us better Scouts, better brothers, better friends and better citizens.

#### Flag Ceremony

Setup: Choose one boy from each den to carry his den flag, choose another boy to carry the pack flag, and choose another to carry the American flag. Choose four additional boys to read the opening remarks.

'Have the flag bearers assemble at the back of the room. Dim the lights to the room. Illuminate the American Flag with a spot light. Begin playing a patriotic song as background music.

Narrator: attention! Will the audience please rise. Color guard, present the colors!

(The color guard advances to the front of the room. The U.S. flag is on the marching right.)

Reader #1 - Tonight we celebrate our beginnings. Our ancestors came from many different lands and from all parts of Europe, even northern Europe, the land of the Vikings. For 300 years the Vikings lived and prospered in Europe. They were a very proud and brave people who lived by a strong code of ethics. They believed and fought for freedom. These same values of freedom, bravery and honor have lived through the centuries and have helped make our country, America, strong.

Reader #2 - America - land of the free - the early settlers that came to America were very much like the Vikings - they were explorers uncertain of the challenges before them in this strange land. But they knew America offered a new life and the chance to build a nation free from tyranny. Scouting offers each boy the chance to explore his world and build an even better world for himself, his family and his friends.

Reader #3 - America - land of the brave - life in a democratic society offers many opportunities to those who are brave enough to accept the challenge. Scouting helps each boy discover and strengthen his skills to be brave to meet the adventures which lie ahead.

Reader #4 - America - it is with honor that we the Boy Scouts and Leaders work to build a strong moral and ethical youth in order to maintain a strong America. Please join us as we salute the flag of our country.

Narrator: Hand salute! Please repeat with me the Pledge of Allegiance.

Narrator: Color guard, post your colors.

Narrator: Color guard, dismissed.

## Closing Ceremony

Cubmaster; 1000 years ago the Vikings traveled throughout Europe and established a civilization based on truth, freedom, equality, and integrity. We as American have built the finest nation on this earth believing in those same ideals. Our freedom is the result of courage and sacrifice. Scouting is without a doubt one of the finest and most well-rounded programs available to our youth. Through courage and sacrifice it will remain strong and prosper as it continues to build a great generation of Americans.

## Feasting and Storytelling

Feasting was a favorite Viking activity, especially during the long winter months. On the first day of the feast, tapestries were hung in the hall. Tables and benches were set out and straw was spread on the floor. Guests arrived wearing their best jewels and finest clothes. The guests of honor sat in the middle of the room. Vikings had to offer their guests their best food. Some favorites were meat, sausages and fish. Vikings ate very few vegetables but had plenty of bread and cheese. They drank ale and imported wine. The feasts lasted several days and was a great display of music, dance, and storytelling.

## Stories

This silly little story can easily be adopted into a short skit.

**The Norwegian Fisher Boys** - a not so serious fish tale.

Once upon a time, in an old Viking town, a group of fishermen met every day to catch fish for their families and other townsfolk. All the young boys in the village wanted to go along because they also liked to fish. But the men told them no. The boys insisted they could catch fish. But, still the men would not let the boys go with them.

Every day, the men would travel several miles to the edge of the sea. There they carefully traveled out onto the ice and set up their fishing site. They cut holes through the ice, prepared and baited their hooks and dropped them into the sea through the holes. Usually they caught enough to feed everyone, but sometimes they caught only a few small fish and occasionally not even that much.

One day, after a very bad catch, the men agreed to let the boys go with them the next day, thinking that they might catch some fish. The next day at dawn, the boys were eager and ready for their fishing trip. The boys traveled side by side with the men during the several mile hike to the sea. All along the way, the boys never said a word or even muttered a sound. When they arrived at the sea, the boys set up, just like the men did. The boys cut holes in the ice, just like the men did. However, much to the amazement of the men, the boys caught fish. And not only did they catch fish, they caught lots of fish, big fish. As a matter of fact, the boys caught twice the amount of fish needed to feed the entire village!

That night, back in the village, the boys happily told of their adventures, while the men scoffed and called it beginner's luck. However, the next day the same thing happened. And the next, and the next and the next until three weeks went by and the boys still out-fished the men, every day. The men even traded fishing spots with the boys, tried different bait and different hooks, and tried everything they could, but , the boys still out-fished the men.

Finally one day, the leader of the men, puzzled by the boys fishing skills and frustrated by the men's inability to catch fish, finally approached one boy to ask how they were able to catch so many fish. The boy looked at the man and mumbled a short answer. Although the man did not understand what the boy mumbled, he proudly nodded his head, thanked the boy and went back to his fishing spot.

The next day, the same man approached a different boy and asked him the same question he asked the first boy. Just like the day before, the boy turned to the man and mumbled a short answer. And again, although the man did not understand the boy, he accepted the boy's answer and went on his way. As the day went by, the man went to every boy, asking the same questions, hoping to learn the secret of their fishing success, and each boy mumbled the same short reply.

Frustrated and somewhat angered, when the man received the same mumbled answer from the last boy, he threw up his arms and insisted the boy speak up and stop mumbling. The boy cupped his hand over his mouth, spit out something and loudly and clearly said to the man: "You have to keep the worms warm."



## Feasts

Cookies are always a great favorite for kids. The following recipes are easy to make and require no special tools except clean hands and a little help from an adult. With a little practice, either of these recipes can be baked on a camping trip in a cardboard box oven.

### Jorvik Snickerdoodles

Snickerdoodles are generally considered to be Early American, however, many early recipes can be traced to European beginnings. These cookies are similar to some baked by the Vikings. They are easy to make and plain old-fashioned - thin, crisp, and crunchy. Makes about 54 cookies.

#### *The Cookie*

2 cups sifted all-purpose flour  
1 teaspoon baking soda  
1/2 teaspoon salt  
1 teaspoon cinnamon  
1/2 pound butter (2 sticks)  
1 teaspoon vanilla extract  
3/4 cup granulated sugar  
3/4 cup light brown sugar, firmly packed  
2 eggs  
1-1/2 cups old-fashioned or quick cooking oatmeal (not instant)

Adjust two racks to divide the oven into thirds and preheat to 400 degrees. Cut aluminum foil to fit cookie sheets.

Sift together the flour, baking soda, salt, and cinnamon and set aside. In the large bowl of an electric mixer cream the butter. Add the vanilla and both sugars and beat well. Add the eggs one at a time and beat well. On low speed gradually add the sifted dry ingredients, scraping the bowl with a rubber spatula and beating only until mixed. Stir in the oatmeal.

#### *The Topping*

2 tablespoons granulated sugar  
2 teaspoons cinnamon

Stir the sugar and cinnamon for the topping together well.

Place by rounded teaspoons 2 inches apart on the cut foil. Sprinkle the sugar and cinnamon topping generously over the cookies. Slide the cookie sheet under the foil. Bake for 10 to 12 minutes. Bake until the cookies are browned all over, including the centers. When finished, let the cookies stand on the sheets for a few seconds until firm then transfer to racks to cool.

## Pumpkin Rocks

Many old cookie recipes are called "rocks", not because they're as hard as rocks, but because of their shape. These are thick, soft, spicy and old-fashioned. Makes about 48 large cookies.

2-1/2 cups sifted all-purpose flour  
2 teaspoons double-acting baking powder  
1/2 teaspoon salt  
1 teaspoon cinnamon  
3/4 teaspoon nutmeg  
1/2 teaspoon ginger  
1/4 teaspoon powdered cloves  
1/4 teaspoon allspice  
1/4 pound butter (1 stick)  
1 cup granulated sugar  
1/2 cup dark brown sugar, firmly packed  
2 eggs  
1 pound (about 1-3/4 cups canned pumpkin (not pie filling))  
5 ounces (1 cup) raisins\*\*

\*\* Optional because not all kids like raisins or walnuts, for a different taste, try substituting other things.

Adjust two racks to divide the oven into thirds and preheat to 375 degrees. Cut aluminum foil to fit cookie sheets.

Sift together the flour, baking powder, baking soda, salt, cinnamon, nutmeg, ginger, cloves, and allspice and set aside. In the large bowl of an electric mixer cream the butter. Beat in both sugars. Add the eggs one at a time and beat well, then beat in the pumpkin. (The mixture may look curdled - that's OK.) On a low speed add the sifted dry ingredients, scraping the bowl with a rubber spatula and beating only until thoroughly mixed. Stir in the raisins and walnuts.

Use a rounded tablespoon of the dough (make these large) for each cookie and place them 1 to 1-1/2 inches apart (these don't run or change shape in baking) on the cut aluminum foil. Slide the cookie sheet under the foil.

Bake for about 18 minutes. The cookies are done when they are lightly browned and spring back if gently pressed with a finger.

#### *The Glaze*

2 tablespoons soft butter  
1-1/2 cups confectioners sugar  
Pinch of salt  
2 tablespoons lemon juice  
1 tablespoon milk

Place all the ingredients in the small bowl of an electric mixer and beat until completely smooth. The mixture

should have the consistency of soft whipped cream - it may be necessary to add more liquid or more sugar.

While the cookies are very hot, brush the glaze generously over the tops. It should be a rather heavy coating, which should run unevenly down the sides. Transfer the cookies to racks to cool and dry completely.

## Pirate's Pie

This is a simple recipe for a great dessert. It is baked in a Dutch oven and is an easy and tasty way to introduce Scouts to cooking in this very useful and versatile tool.

2 cups of your choice of fresh, canned or frozen fruit (cherries, apples, peaches, etc.)  
1 cup sugar  
1/4 pound butter (1 stick)  
2 teaspoon baking powder  
3/4 cup flour  
3/4 cup milk  
dash of salt  
(optional if available: 2 teaspoons cinnamon)

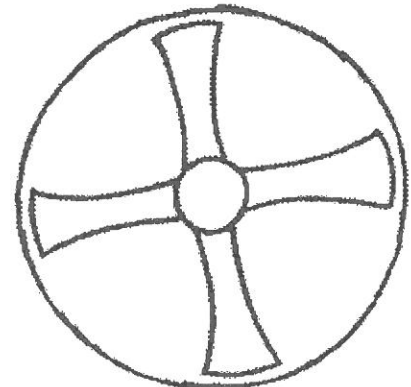
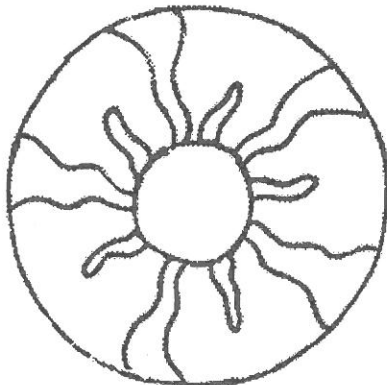
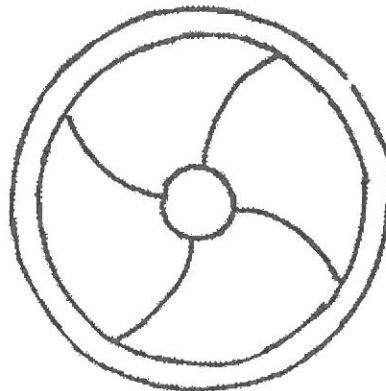
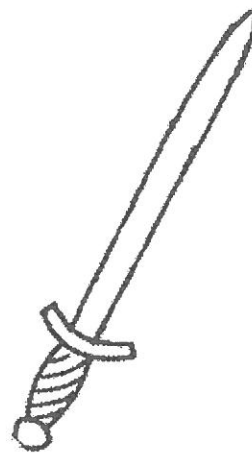
Melt the butter in the bottom of a 2-quart Dutch oven and set aside. Mix all the remaining ingredients (except the fruit) in a bowl and pour over the butter in the Dutch oven. Don't stir! Pour the fruit into the Dutch oven. Don't stir! Place the lid on the oven and bake until golden brown. (Note - can be baked over a wood fire but is best baked over a bed of coals.)

## Crafts

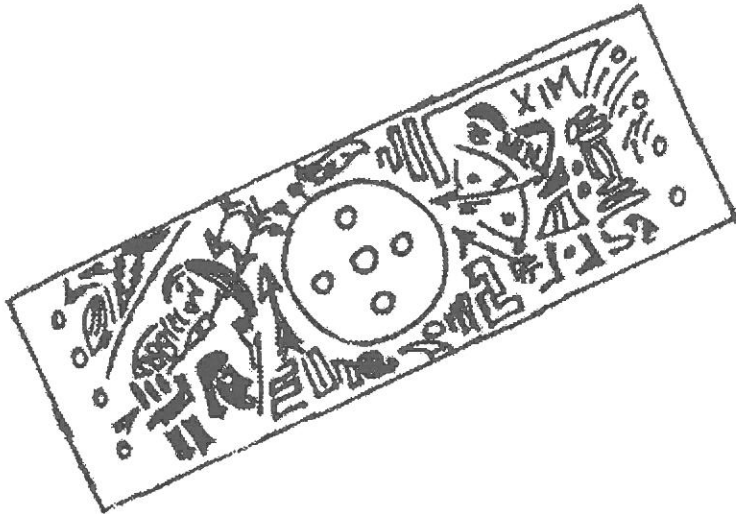
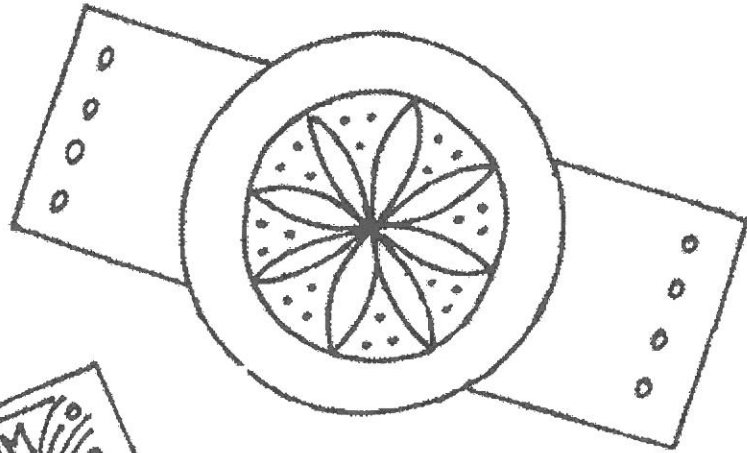
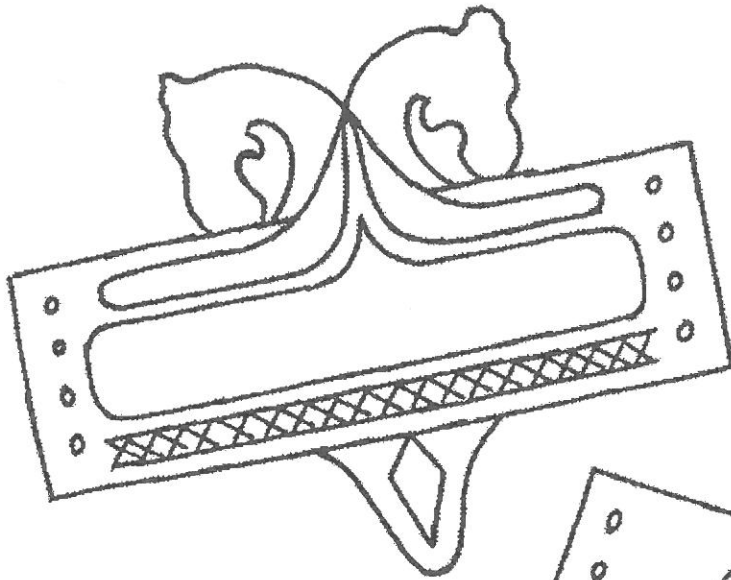
In towns there were many special craftspeople who made everything by hand in small workshops behind their houses. There were potters, coopers (barrel makers), cloth makers, tanners (leather workers), glass bead specialists, locksmiths, bone carvers (made skates, hairpins, coat toggles, and more). The most important craftspeople were the carpenters and carvers. They make spoons, bowls, chairs, beds, boats and all kinds of furniture. They decorated almost every surface with intricate carvings.

## Swords and Shields

Swords and shields were the main weapons the Viking used. They were usually made of wood, leather and steel. Designs were simple, often decorated with inscriptions in Runes and usually painted a variety of colors.



Neckerchief Slides

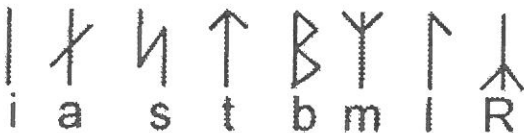


## Viking Alphabet

The Vikings shared a language called Old Norse and wrote in a language made up of letters called **runes**. Like wrestling, swimming and story telling, writing was considered by the Vikings to be a special skill. Their alphabet had 16 letters and was called the **futhark** after the first 6 letters of the alphabet.

Vikings did not have paper so they carved their runes on bone, wood, and stone. The tunes were made of straight lines so that they were easy to carve. Rune stone were often decorated with black, red, blue and white paint. These stones often told of great adventures. Runes were also used for everyday writing to label swords.

Below is the rune alphabet.



Use the futhark to label things, tell stories, send secret messages to friends or make special signs telling of great adventures.

### Viking Words

Following is a list of some Viking words and their meanings:

*baer* - a farm  
*bondis* - freemen, farmers or merchants  
*bryti* - farm steward  
*deigja* - housekeeper  
*danegeld* - tribute  
*gothis* - Viking priests  
*hnefatafl* - a game similar to chess  
*jarls* - chieftains, military leaders and sometimes priests  
*knattleikr* - a ball game  
*knorrs* - cargo ships  
*ljori* - a small hole in the roof to let smoke out the house, also a convenient escape hatch  
*logman* - lawman  
*logretta* - law court  
*Long Serpent* - ship  
*merils* - a game similar to checkers  
*nabjargir* - a burial ceremony for a warrior  
*nith* - mockery and insults

*runes* - letters

*shieling* - small mountain summer home

*skapkers* - beer barrels

*skjar* - openings in their houses similar to windows

*thegn* - a war leader

*thralls* - slaves

Try to tell a story using the Viking words in the list above. Have a contest to see how many words people can guess.

## Games

In Viking times, the winters were harsh. Though the Viking women worked year round, the winter for the men was usually a time for leisure, a time to repair tools and weapons and a time to practice their battle skills. Men learned to shoot arrows, ride horses, hunt with hounds, brandish swords and practice swimming. They climbed rocks, wrestled, and juggled to maintain their fitness and readiness. They also played board games such as merils (similar to checkers) and Hnefatafl (similar to chess). Using wooden swords, boys prepared for battle by practicing swordplay.

### Vikingopoly

A Viking's wealth and [power was measured by the amount of land, jewelry and money his family possessed. Even leisure games became very competitive. Host a Viking-opoly. Set up a life-size version of monopoly centered around Viking games. One area can compete with simple wrestling matches, another boat water races, another with sword duels where the boys balance on one leg attempting to knock the other boy down. Set up a game area with a checkers tournament. Build an obstacle course for the boys to maneuver. At each event, award the teams beads, gold coins, deed to land, etc. The team to have acquired the most treasure is the winner.

### The Sea Monster and the Ships

For this game you need at least 4 people and an area about 20 to 30 feet long. One person is designated the Sea Monster, all others are ships. Mark a "waterway" on the ground with chalk or tape, etc. which is about 8 to 10 feet wide and 20 to 30 feet long (these are the boundaries). Depending on the age of the boys, you may want to adjust the size accordingly. At the halfway point of the "waterway" mark an "X". This is where the Sea Monster lives. Divide the ships into 2 groups. Have 1 group stand at each end of the "waterway".

The Sea Monster stands in the center of the "waterway" and tries to capture the ships as they pass (run) by (staying within the boundaries). Once a ship is captured, he sits outside the play area and watches the

game. Play continues until the last ship is captured. If a ship goes out of the boundaries, he is considered 'lost at sea' and is out of the game and must sit and watch until the game is over. The last ship then becomes the new sea monster.

### Viking Leg Wrestling

Have two Scouts lie on their backs, side-by-side in opposite directions. On the count of three, have the Scouts raise their leg quickly and lock legs with their opponent and twist him over.

### Pole Wrestling

For this game you need a pole about 5 feet long. Two players face each other. Spread their feet in a wide stance. Each player grabs the staff firmly with both hands, left hand on the inside of their opponents right. On the count of three, each player tries to force the tip of the staff on his right side to the ground. The first player to force the tip to the ground is the winner.

### Viking Word Search

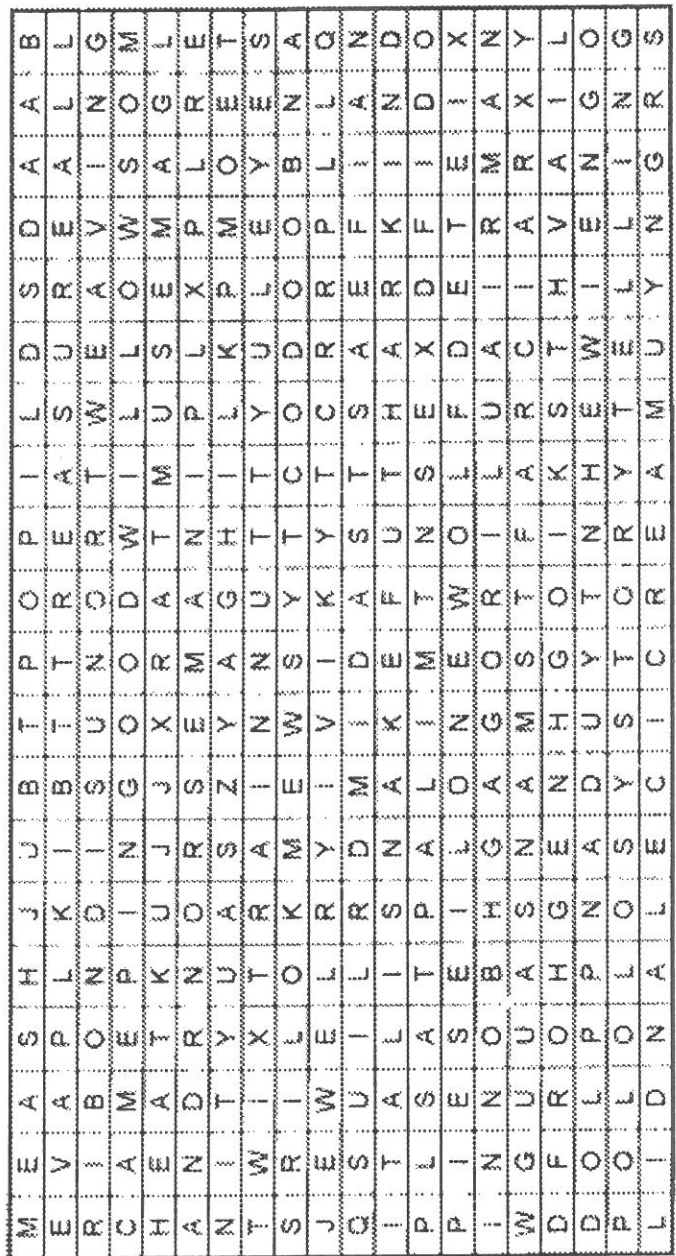
Below is a list of words which describe the Viking people. See if you can find them in the puzzle. See how many other words you can find?

- |           |               |
|-----------|---------------|
| Alphabet  | Longships     |
| Bondis    | Merchants     |
| Craftsman | Normans       |
| Duels     | Norseman      |
| England   | Ore           |
| Explorer  | Poetry        |
| Feasts    | Runes         |
| Furs      | Story telling |
| Futhark   | Travel        |
| Games     | Treasure      |
| Greenland | Viking        |
| Iceland   | Weaving       |
| Longships | Wrestling     |

### Additional Reading

If you are interested in learning more about the Vikings, look for the following books in the library:

*The Vikings - Fact and Fiction* by Robin Place  
*Viking Longboats* by Margaret Mulvihill  
*Harald Hardrada* by Peter Speed  
*The Vikings* by John Clare  
*What Do We Know About The Vikings?* by Hazel Mary Martell





# May 1995 Outdoorsman Activity Badge



## Ideas for Webelos Den Meetings and Activities

1. Make a tent and practice pitching it. See the following pages for the plans for a simple tent.
2. Make a den first aid kit.
3. Discuss first aid and practice what to do in the "hurry cases."
4. Plan and prepare for the father-son overnight. See the following pages for help in planning this campout.
5. With the help of your den chief practice the basic knots found in the following pages.
6. Use the Webelos Scout Book as a guide, show the boys how to make an improvised sleeping bag.
7. Demonstrate the proper way to pack, put on and carry a backpack.
8. Teach fire safety principles. Practice laying and building different types of fires. Have a string burning contest.
9. Have a den cook-out.
10. Go on a hike. Discuss the different types of hikes you can take for fun.
11. Discuss knife safety and basic whittling techniques.
12. Go on your father-son overnight. You may wish to do this at a local Scout camp to fulfill the requirements this activity badge.
13. Learn to tie basic knots and make knot boards.



## Personal Equipment Checklist

- Sleeping bag or bedroll
- Ground cloth
- Flashlight and extra batteries
- Poncho or rain gear
- Comfortable footwear, preferably boots
- Coat and hat that covers ears
- Warm clothes - at least one complete change
- Extra socks
- Soap
- Washcloth and towel
- Toothbrush and toothpaste
- Toilet paper
- Sack lunch for Saturday
- Water bottle or canteen
- Eating utensils (plate, cup, knife, fork, spoon\_
- Webelos Scouts should wear uniform and bring Webelos book
- Fishing gear
- Tent

Add to this list anything else you need each person to bring. Some optional items like cameras and suntan lotion may be suggested, or other equipment may be needed depending on what activities you have planned.

### Sample Letter to Parents

Dear Fathers of Webelos Scouts,

Our den is planning a father-son overnight for (dates). As you know, attendance at such an outing is a requirement for the Arrow of Light rank, so we hope you all can plan to attend.

We will meet at (rendezvous place) at (time) on (date) and go to (camp site location). We plan to return at about (time on (date)). This promises to be a real fun-filled adventure.

There will be a meeting at (time on (date)) at (location) for all those planning to join us on the overnight. Enclosed is a personal equipment check list for your and your son. If you have any problems with any of these items, we will discuss finding them for you at the meeting.

Hope you can come,

Webelos Den Leader

## Skits

### Knot-Sense

Cast: 6 Webelos Scouts and a leader  
Props: 6 pieces of rope and an empty bowling ball bag

Leader: Alright, boys, who remembers how to do the square knot? (No one answers.) Come on, you know. . . Right over left. . .

Cub #1 No one wants to tie a knot for squares, Mr. Johnson.

Leader: Tying a square knot doesn't mean you're square, Paul. Boy Scouts use square knots all the time when they practice first aid.

Cub #2 No Kidding?

Leader: That's right. Knowing the square knot could help you save someone's life.

Cub #2: That's not square—that's awesome!

Leaders: OK, so let's all tie a square knot. (All do.) I think we're ready to try a clove hitch, now.

Cub #3 Aw come one. Who wants to tie up a bunch of cloves. They stink. P U!

Leader: You don't use a clove hitch on cloves, Aaron. You use it when you want to lash something together—like a table or a raft.

Cub #4: Cool. Show us how to do that one!

(All boys work on tying clove hitches.)

Cub #5 I wonder where Brian is tonight?

Leaders: He's just a little late. He may come yet.

(Lots of noise offstage. Cub enters carrying a bowling bag.)

Cub #6: Sorry I'm late, Mr. Johnson, but the zipper broke on my bowling bag and I kept dropping the ball out of it.

Leader: Sorry you had trouble with it Brian. But why did you bring your bowling things?

Cub #6: You said we were going to work on the bowling this week.

Leader: That's bowline, Brian. The bowline knot. It's a rescue knot.

Cub #6: Oh. Well, could we use it to rescue by ball? It fell out of the bag on the stairs and it's stuck in the wall.

All: Oh, No! (Everyone runs off stage.)

### Welcome

Cub #1 Spring has sprung and we've begun

Cub #2 To prepare for lots of outdoor fun.

Cub #3 We're Cub scouts and we do like

Cub #4 To cook outdoors and go on hikes.

Cub #5 We've talked about knots and what they do

Cub #6 And even learned to tie a few.

Cub #7 We want to welcome you now and heartily say:

Cub #8 We're glad you're here. . .

All: Hip, Hip, Hooray!

### Closings

#### Strength in Numbers.

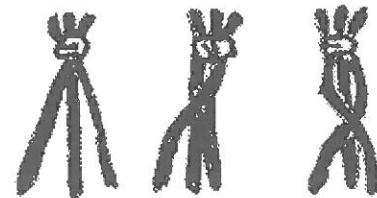
Materials: A 2-3' length of rope or heavy cord for each Cub.

We have seen tonight that we all have something to be proud about. We should all be proud of our accomplishments and abilities. We should never forget, though, that we all depend on other people and our greatness does not come out until we can be great with and for other people.

Would all Cub Scouts come and make a circle? Take a piece of rope, each of you, and tie it to the tope of the person on your left with a square knot. (Give the boys time and assistance to do this.) Joining with other people makes you a better and stronger person.

### Crafts

#### Braided Belt

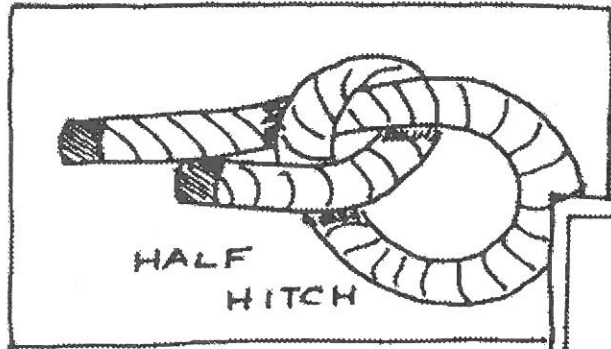


Materials Needed: 1 2 3  
Smooth, medium weight string, scissors, ruler

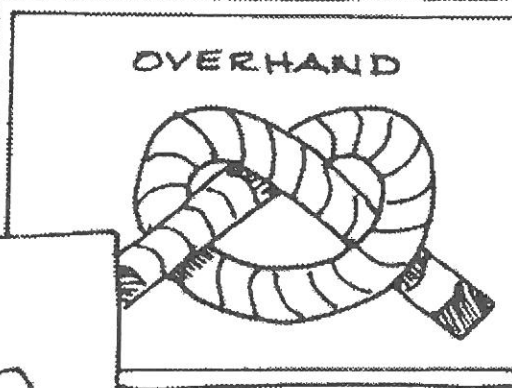
Measure a piece of string loosely around your waist so that the ends extend below your knees. Cut 18 pieces of the same length. Holding the ends together, make a knot 9 inches from one end.

Divide the string into 3 sections, each section containing 6 strands. Make a braid by laying strand 1 over strand 2, and strand 3 over 1. Then lay strand 2 over strand 3. Repeat this until you get close to the end of the string. Make a knot and trip the edges evenly.

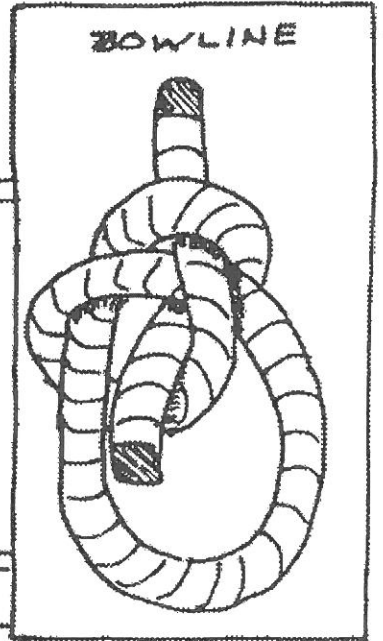




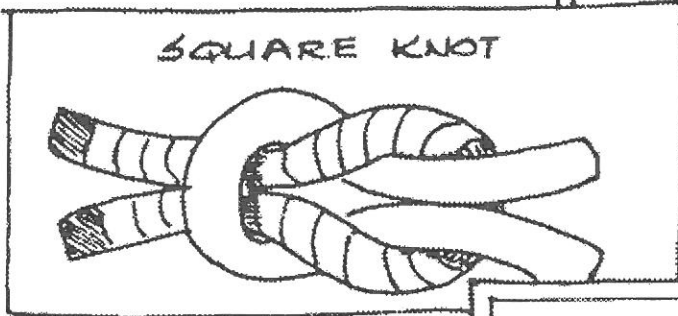
HALF  
HITCH



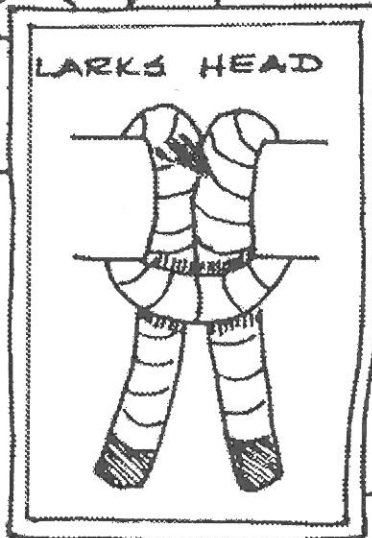
OVERHAND



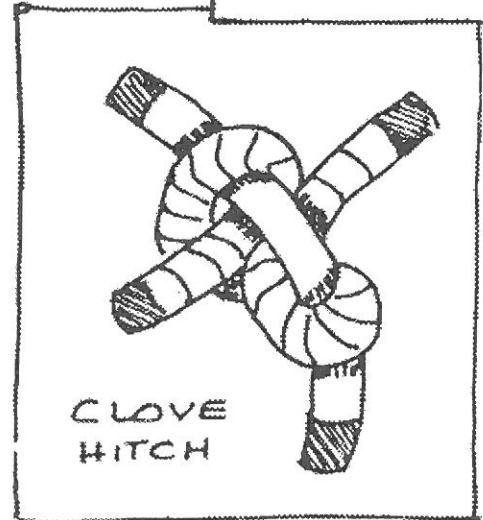
BOWLINE



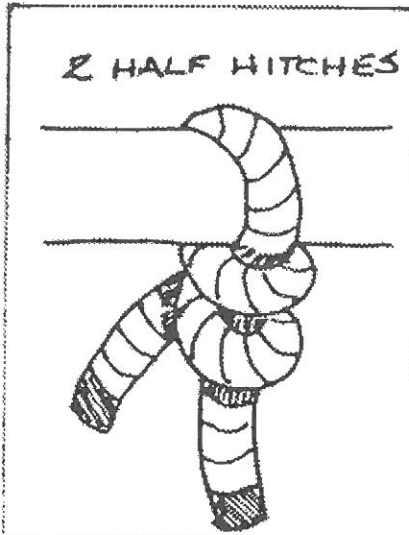
SQUARE KNOT



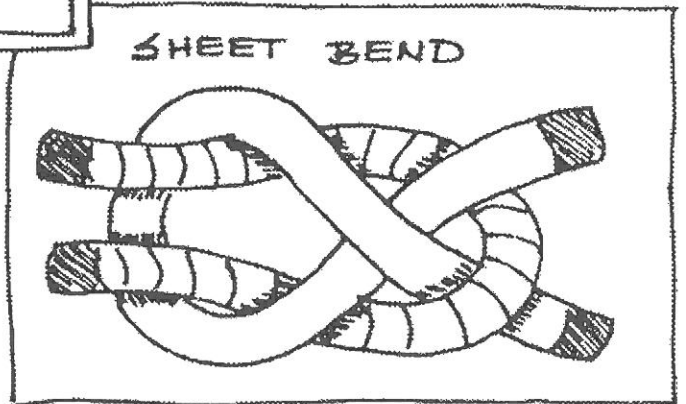
LARKS HEAD



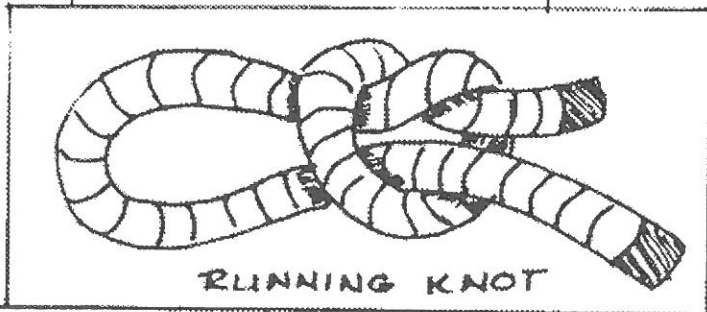
CLOVE  
HITCH



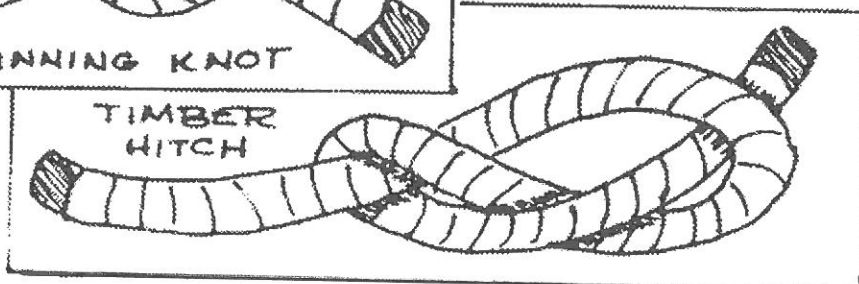
2 HALF HITCHES



SHEET BEND



RUNNING KNOT



TIMBER  
HITCH

## Knot Board

if the boys have been learning how to tie knots this month, have them make up a knot board. This is made from pieces of rope stapled or glued to a piece of plywood that has been painted or stained. The ropes are arranged to show the steps in tying the various knots they have learned. This finished they could give it to a Cub den to help them learn how to tie few simple knots.

## Your Campfire

The flames and embers of a warming campfire could be the highlight of your overnight. A little planning can help to ensure the success of your campfire so everyone can enjoy the fun and fellowship there.

Include some of the following elements in your campfire program:

**Opening** - a formal opening can be built around an impressive fire lighting ceremony. Have the campfire laid ahead of time, maybe by a father-son team, so it can be lit simply and quickly.

**Active Songs** - Start with songs everyone will know, then have the Webelos Scouts teach their dads some of their own Scout favorites.

**Run-Ons and Skits** - Your den chief can probably help with run-ons. Have him involve some of the participants by meeting with them ahead of time to tell them what he wants them to do. Have the dads and the Webelos responsible for a skit. You may want to take the dads aside during your campfire preparation time and help them with skit ideas and allow them time to practice so they will be prepared. Have your assistant leader or den chief do the same with the boys. Alternate skits with songs to provide interesting and varied entertainment.

**Cheers and Yells** - Applause stunts gives the audience a chance to participate and provides appropriate recognition for performances. These can be either spontaneous or directed.

**Stores** - These can be either inspirational or entertaining. Be careful with ghost stories - you want the boys to get a good night's sleep.

**Quiet Songs** - These can be used to slow down the program and instill a serious or reflective mood.

**Closing** - Quiet songs and a den leader's minute are effective in a closing ceremony. Sending the audience back to their tents in silence prolongs the mood created by the campfire.

## Campout Games

### Casting Relay

Divide the boys and dads into two relay teams. It may be fun to have boys on one team and dads on the other. Each player takes turns casting a plug at a target. As soon as he scores a hit, he gives the rod to the player behind him and goes to the end of the line. The first team back in its original order is the winner.

### Tent Up and Tent Down

Equipment: One tent for each team.

This is a good father-son or three to four boys for each team game. Object of the game is to see which team can set up their tent in the fastest time. (The tent has to stay up!)

### Rescue Practice

Divide the den into groups of two. Have them stand about 15 feet apart. If the boys have learned how to tie the bowline knot, have one of each of the pairs tie this in the end of a long piece of rope at the starting signal. (If they haven't yet learned the bowline, they could throw the rope without a loop.) After the loop is tied (or after the starting signal if they are not tying a loop) the Cubs try to throw the rope to their partner and pull them over a line that has been drawn between the pairs. The first team to have made a successful rescue is the winner.

### Knot Relay

Divide the den into two teams and give each player a piece of rope. Line them up one behind the other across from two posts or trees. Assign each player in both lines a knot to tie. The first player must tie two half hitches with their ropes to fasten them to the trees. (Webelos Scouts could tie clove or timber hitches.) The next players in line could tie sheet bends or square knots to attach their ropes to the ropes of the boys in front of them. The winner of the relay is the first team to have correctly attached all their ropes together.

### Flashlight Tag

This is a great game for after dark. It combines fun from the games of Hide-and-Go-Seek and Tag.

Select an "It." He hides his eyes and counts to 50 or 100, depending on the size of the playing area. The rest go hide. When "It" finished counting, he goes looking for the rest of layers with a flashlight. When he sees someone, he shines the flashlight on the victim and shouts, "Caught! Caught! Caught! The last person caught is "It" for next game.

## Camping Crafts

### Handwasher

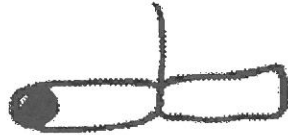
Poke a small hole in the side of a bleach bottle or plastic milk jug near the bottom. Plug it with a golf tee or small stick whittled to a point. Attach a bar of soap on a rope or in a women's nylon stocking. Fill with water and hang from a tree.

### Firestarters

Fill an egg carton cup three-quarters full and add enough melted paraffin to saturate it. Insert a string for a wick.

Tie a half dozen matches together with a string and dip in melted paraffin.

Cut several thicknesses of newspaper in 4" strips. Roll together and tie with string. Leaving one end of the string long enough to serve as a wick. Dip in melted paraffin.



## Hikes

### Rainbow Hikes

Object - to find and list as many colors in nature as possible. Good at any time but especially after a rain. May be used as a contest.

### Baby Hike

Object - to be used in early spring to find the first signs (babies) of spring.

### Hansel and Grettel Hike

Object - to see how many wild plants you can find that are edible.

### Picture Hike

Object - for use in the city, to find the most interesting picture in the block. This may be a tree, garden, public building, etc.

### In the City Hike

Within the city one may find numerous possibilities for an out-of-doors or hiking club program. There are parks, gardens, greenhouses, markets, stores and

museums in almost every large city. Visits can be made to historical sites. In planning such a hike, previous arrangements should always be made for the visit.

## Exploring or Adventure Hike

A journey leading to many points of interest, the discovery of unusual things in the nooks and byways of the trail. The group may be divided, each taking a different route in the search of adventure. All may return to a final "stomping ground" and report their findings around a glowing council fire.

## Song

### Strap Your Pack

Stamp your pack, to your back with a sandwich for a snack;

And we'll take to the road with a song.

Thru the brush, thru the creek, when the day is first awake;

Oh the Webelos go hiking along.

Then it's HI-HI-HEE, come along and sing with me.

Shout out the chorus loud and strong.

So where we go, folks will always know;

That the Webelos are hiking along.

That the Webelos are hiking along.

## Campfire Creations

You can make your campfire burn in rainbow colors by throwing various chemicals into the fire. For a rainbow fire, you may use any of the following chemicals in powdered form, which can be purchased from pharmaceutical suppliers or drug stores in small quantities.

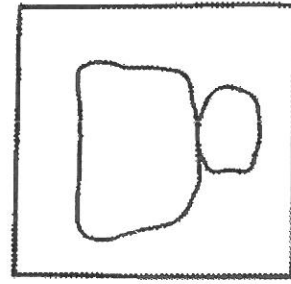
Borax .....	burns green
Barium Nitrate .....	burns apple green
Lithium Chloride .....	burns purple
Potassium Permanganate .....	burns purple
Copper Sulphate .....	burns blue
Sodium Chloride (salt) .....	burns yellow
Calcium Chloride .....	burns orange
Strontium nitrate .....	burns red

Everyone loves a campfire. This idea will make the evening more enjoyable and will amaze the boys.

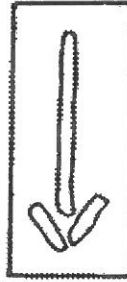
Purpose of a campfire: FUN, ACTION, FELLOWSHIP, ENTERTAINING, INSPIRATION, AND HONORS.

Ingredients of a Campfire: SONGS, STORIES, SKITS, AND SHOWMAN, JOKES

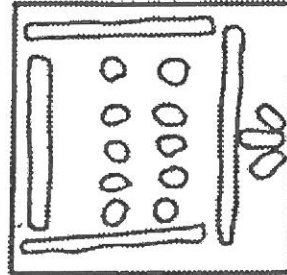
Use the campfire program planner. Make sure everyone knows their part. Start off with the "Crackle" of the fire. Continue building up to the flame. Conclude as the fire goes down.



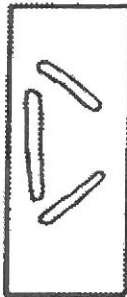
KEEP GOING



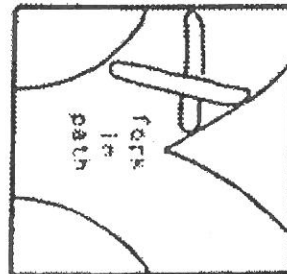
GO THIS WAY



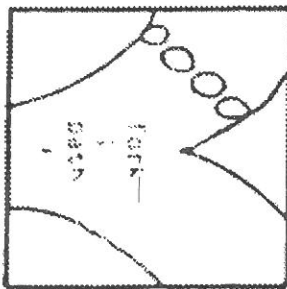
GO TEN STEPS  
THIS WAY



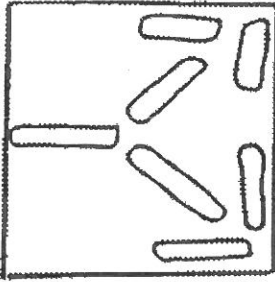
DANGER



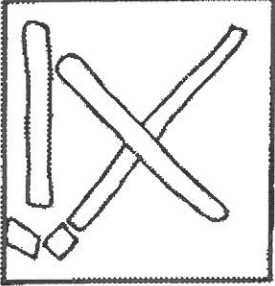
STOP-GO THE OTHER WAY



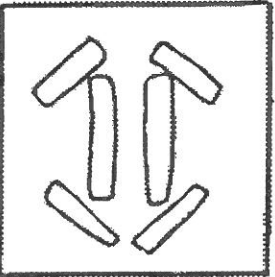
# TRAIL SIGNS



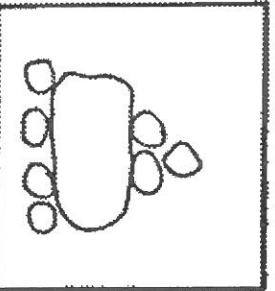
SPLIT YOUR GROUP  
GO LEFT, HALF RIGHT



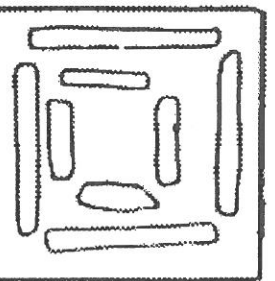
CAMP IS  
THIS WAY



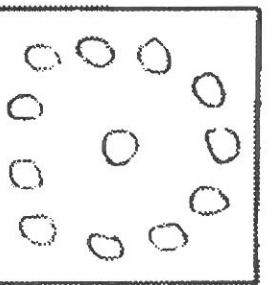
TURN AROUND AND  
GO BACK



WAIT HERE FOR NEXT DIRECTION



END OF THE TRAIL  
I HAVE COME HERE

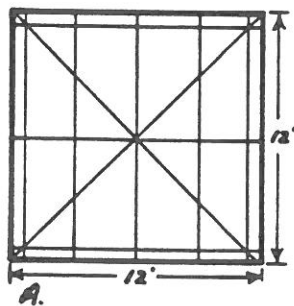


## The Polytarp

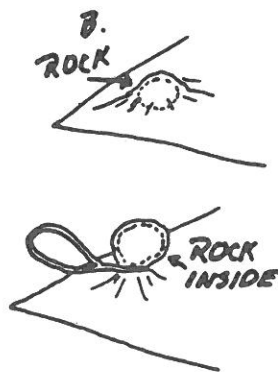
The shelter illustrated is called a polytarp. It can be rigged in many different ways. It weighs only about 4 pounds and sleeps two boys comfortably. You can buy polyethylene sheets at a hardware store. It is also possible to salvage discarded sheets from farm suppliers or building contractors. The plastic is available in colors or transparent. The following materials are needed:

12x12 foot-square, 4 or 6 mil-thick polyethylene  
 150 feet of 1/2 inch-wide adhesive filament tape  
 30 to 40 feet of No. 36 nylon twine (260-pound test)  
 26 feet of nylon braided rope for ridgeline  
 20 feet of string (chalkline)  
 Scissors, yardstick, chalk

1. Lay out polyethylene sheet on a flat, clean, dry surface. Be careful not to punch any holes in it. (Holes can be patched with filament tape or plastic adhesive tape).
2. The polyethylene must be clean and dry when applying the filament tape for reinforcing. With the yardstick, chalk, and chalkline, mark the lines along which the filament tape must be attached. Stick on the tape as shown in the illustration. The side of the polyethylene sheet with the filament tape is the inner side of the tent.
3. To pitch the polytarp, you will need to attach ropes for guy lines, tent pegs, etc. (See illustration.) Using two half hitches, tie a wad of leaves or a smooth rock the size of a walnut in the plastic where you want the guy line or peg to be attached. Then loop the twine around the plastic enclosed rock.
4. Tie down tightly the ridgeline, all corners, and at several points where the tent meets the ground. Be sure to allow for ventilation, since air does not pass through polyethylene.



Place filament tape horizontally, vertically, and diagonally, as shown. The taped side will be the inner side of the tent.



## Litepac Sleeping Bag

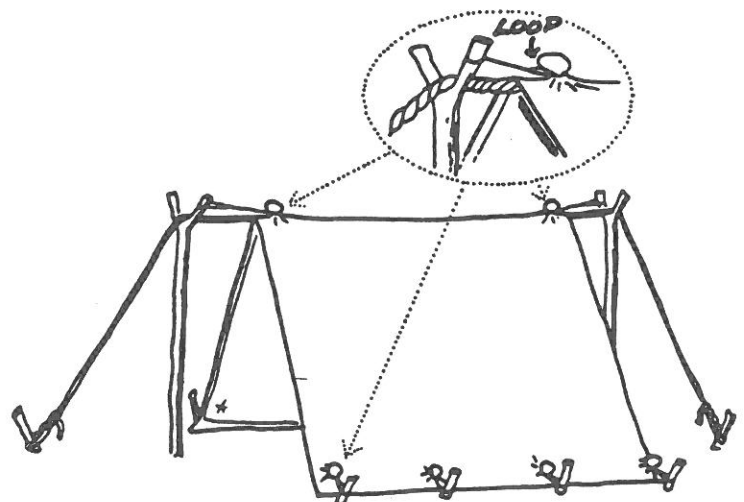
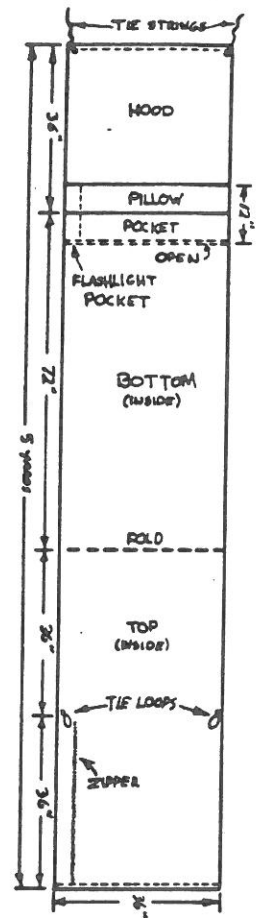
The litepac sleeping bag protects blankets and keeps bugs, dirt, and moisture where they belong—on the outside. The pillow pocket covers the blanket ends by day and keeps your clothing dry and clean at night. An emergency will not catch you fumbling for your flashlight, for there is a handy pocket for it.

This bag is good for summer nights and with a couple of wool blankets added it will also keep you warm on freezing nights. Waterproof the hood and bottom of the sleeping bag, but never the top. You lose almost a quart of water through your lungs and skin every night, and that water must get out! Good campers give their blankets daily airing to keep them dry.

A good grade of muslin will do, but poplin or light canvas is best for making this sleeping bag. It will weigh about 5 pounds (with one blanket), and the total cost is very reasonable. The following materials are needed:

5-1/3 yards of poplin or light canvas  
 Zipper, 36 inches long  
 4 feet of twill rope  
 Waterproofing

- 1 Lay out material and hem ends.
- 2 Sew in zipper



# Recipes for Campout Cooking

## Garbage

### Ingredients:

1 lb bacon  
1 lb sausage  
1 package frozen diced or hash brown potatoes  
1 dozen eggs  
diced onion or green pepper if desired.

In a dutch oven, start browning the bacon, then add the sausage. When these are about half-cooked, add the potatoes and onions or green pepper. Stir often. When the potatoes are just about done, add the eggs and stir until the eggs are cooked. Salt and pepper to taste.

Serves 8-10

## Buckaroos

### Ingredients:

minute or cubed steaks  
dill pickle wedges  
mustard

Spread steak with mustard and wrap around dill pickle wedge. Fasten with toothpicks. Cook over hot coals, turning often, until done.

## Quick Pizzas

### Ingredients:

English muffins  
canned pizza sauce  
mozzarella cheese  
slices of bologna or salami  
ripe olive slices  
butter

Butter halves of English muffins and spread with pizza sauce. Cover with meat slices, cheese and olives. Place in a covered pan in glowing coals and heat until the cheese melts.

## Jerky

### Ingredients:

1 flank steak (about 1-1/2 lbs.) with fat cut off  
1 tsp liquid smoke  
1/2 tsp garlic powder  
1/2 tsp black pepper  
1 tsp Accent  
1 tsp onion powder  
1/4 cup Worcestershire sauce  
1/4 cup soy sauce

Semi-freeze meet so you can slice it into 1/8" slices, with the grain. Marinate overnight in a glass dish of sauce made with a combination of all the other ingredients above. Lay strips on oven rack with foil underneath to catch the drippings. With the oven door open slightly, roast at 125 degrees for 8-12 hours. Makes 1/2 lb of jerky.

## Campfire Cinnamon Rolls

Can of crescent rolls  
Sticks  
Cinnamon to taste  
Brown sugar  
Butter

Open crescent to flat shape, spread with butter. Sprinkle with brown sugar and cinnamon (as much as desired). Roll crescent around green stick. Hold over fire to bake. Do not hold too close to fire as inside cooks slower than outside.

## Mock Angel Food Cake

trim crusts of day-old bread and cut into strips 3/4" wide and about 2" long. Dip bread strips into Eagle Brand milk and roll in dry shredded coconut. Pierce with a thin stick and toast over coals. Tastes like Angel Food Cake.

## Angel Halos

Stick marshmallow in the hole of a glazed doughnut. Run a stick through doughnut and marshmallow. Toast carefully and enjoy.

## Banana Boats

use one banana per person along with small marshmallows, chocolate chips, nuts and raisins (may substitute other items if you wish). Peel back one strip of peeling, but do not remove. Scoop out a hole, and fill with whatever is desired. Bring peeling back up, wrap in foil, and place on hot coals 5-10 minutes.

## Gorp Recipe

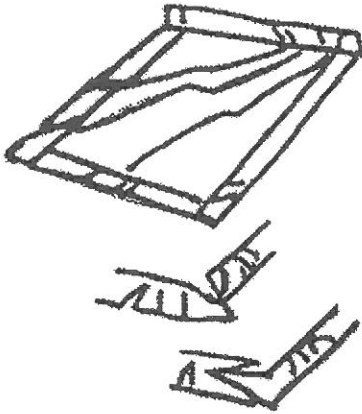
Cheerios  
Fruit Loops  
M & M's  
Peanuts  
Chocolate Chips  
Raisins  
Pretzel Sticks  
Shelled Sunflower Seeds

Add as much or little as you want to. Put in individual ziploc baggies for each boy. Try your own ideas.

## Camping the Foil Wrap Way

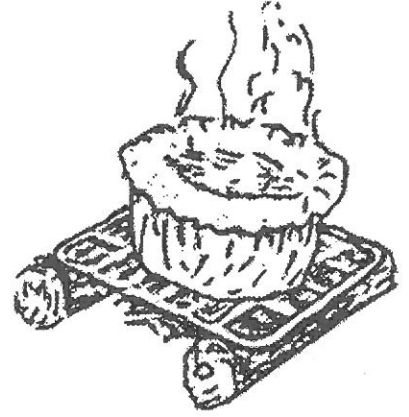
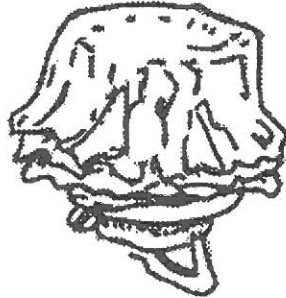
### Baking Pan

1. Tear off 2 layers of 18-inch wide Heavy Duty Reynolds Wrap and 1 layer of Extra Heavy Reynolds Wrap large enough to make the size pan you need.
2. Fold up the sides approximately 1-1/2 to 2 inches; miter the corners for strength.



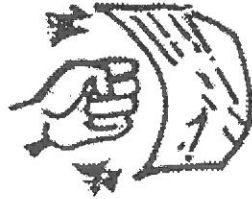
### How To Make A Saucepan

1. Mold 3 layers of heavy aluminum foil around the end of a log or a round one-gallon container.
2. Remove, crimp down edges to form a tight rim.
3. To use, place on metal rack over hot embers.



### Cup

1. Mold a short length of Heavy Duty Reynolds Wrap or Extra Heavy Reynolds Wrap around your fist; remove
2. Turn under ray edges of foil around opening to form a smooth lip.

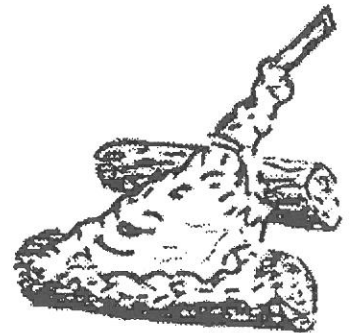
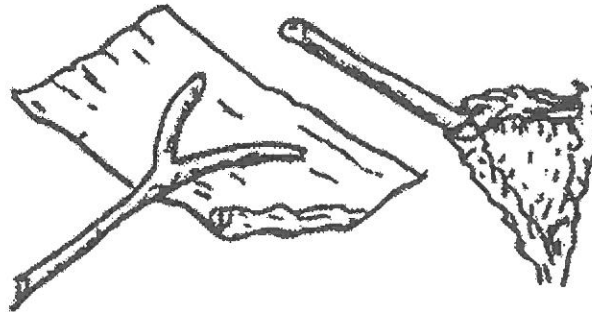


### How To Make A Frying Pan

1. Use a forked stick with prongs wide enough to contain food. Center stick on 2 sheets of heavy aluminum foil as shown.
2. Starting at bottom corners, roll foil diagonally toward fork; crimp securely around each side of fork. Roll top edge down.
3. Turn stick over and depress center slightly to form a well to hold food.
4. Roll aluminium foil around neck of panhandle to protect stick from fire.
5. Prop frying pan over hot embers.

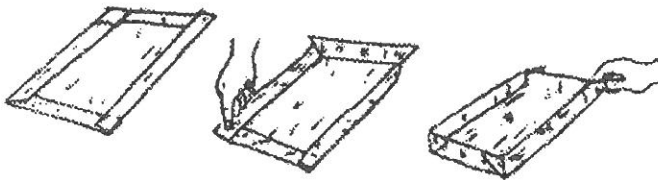
### Strainer

1. Follow directions for cup.
2. Punch small holes in bottom of cup



## How To Make A Baking Sheet

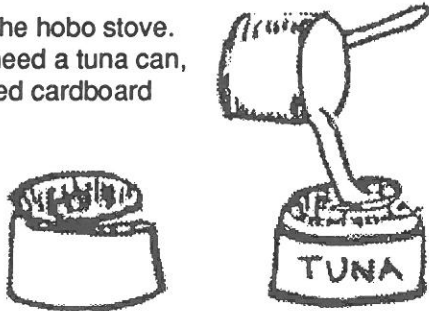
1. Use 2 sheets of heavy aluminum foil 6 inches longer and 6 inches wider than the desired size of pan. Fold in all edges 1-1/2 inches to 2 inches.
2. Score corners.
3. Fold again forming 1-1/2 to 2 inches sides and miter corners against side of pan.
4. Use 3 sheets to make a pan for cakes, brownies, or cornbread.
5. For added stability, place pan on metal grill before filling with batter.



## Cooking Gadgets

### Buddy Burner

To be used with the hobo stove. For this you will need a tuna can, strips of corrugated cardboard from a box, a double boiler to melt wax, string for the wick, candle wax or paraffin.



1. Cut the cardboard into strips the same height as the tuna can.
2. Cut the string a little longer than the tuna can.
3. Roll the cardboard strips and put them into the can. Try to put the wick in the center. The tighter the cardboard the longer it burns.
4. Melt the wax in a double boiler and slowly pour it over the cardboard. Make sure the can is full and the wick is out. Let the wax harden before using.
5. After using the buddy burner, do not throw water on it or turn it over. Smother the flame with bottom of hobo stove to extinguish

## Hobo Stove

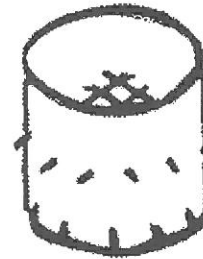
3 lb. coffee can (or #10 can). Punch out with triangular can opener 5 or 6 punches at the top of can, 5 or 6 punches on the opposite side at bottom.

To use with hobo stove, light buddy burner and make sure it is burning well. Then place hobo stove on top. This make an excellent stove for eggs, pancakes, hamburgers, etc.



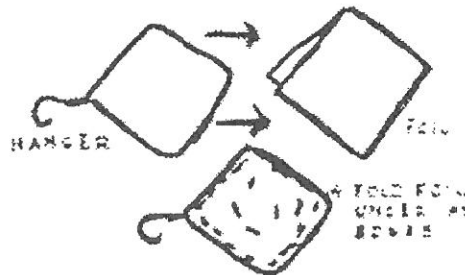
## Tin Can Charcoal Stove

use coat hanger wire through holes punched about 4" from bottom of a 3 lb coffee can. punch holes around bottom of can with a triangular beverage can opener. To use place charcoal in top of can and one sheet of wadded newspaper in bottom. When charcoal pieces are burning evenly, remove chimney with pliers and spread coals on ground.



## Disposable Coat Hanger Frying Pan

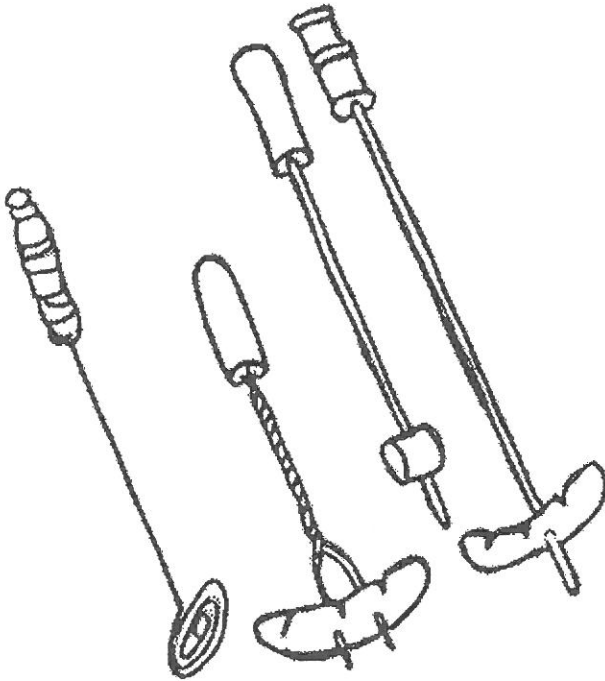
Pull the bottom of a coat hanger into a square. Bend the hook around so it points downward to make a handle. Fold a length of heavy duty foil into a double square and slip the wire between. Fold and crimp the edges under the rim. When cooking, the center will depress slightly, preventing liquid from running off. If one is made for each person it can be used as a plate.





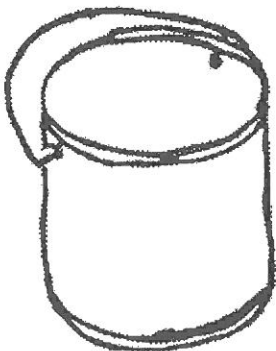
## Roasting Tools

Weiner, hamburger or marshmallow roasting utensils are made from wire coat hangers which have had the paint sanded or burned off. Handles are either pieces of wooden dowel, clothes pins or spools glued together. The boys can add their names to the handles.



## Large Pot

Use a 2 lb. coffee can. Hammer, pliers and a large nail. Pouch two holes directly opposite each other, near the top rim of the can with a nail. Make wire handle from the coat hanger. If you desire, bend a pouring spout for pouring. Your large pot is ideal for heating water or stew. It fits inside your hobo stove for traveling. For added convenience make a pot from a 1 lb can too. Now you have a complete cook kit.



## Mini Frying Pan

A mini frying pan made from a small can (such as from tuna) and a coat hanger is ideal for cookouts. The long handle keeps you at a nice safe distance from the heat. To make the frying pan, simply twist a coat hanger wire around the edge of a washed and label free can.



## Film Can Salt and Pepper Shakers

Film cans make good personal salt and pepper shakers. Close the top with tape-stick it on the side when in use.

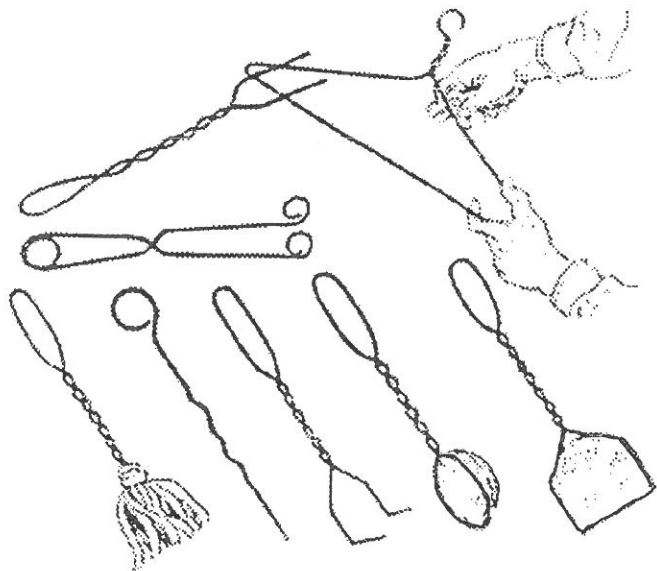


## Match Box

A film can make a good water-proof match box if you cut the matches down to fit. Be sure to put a piece of sand paper inside for striking matches.

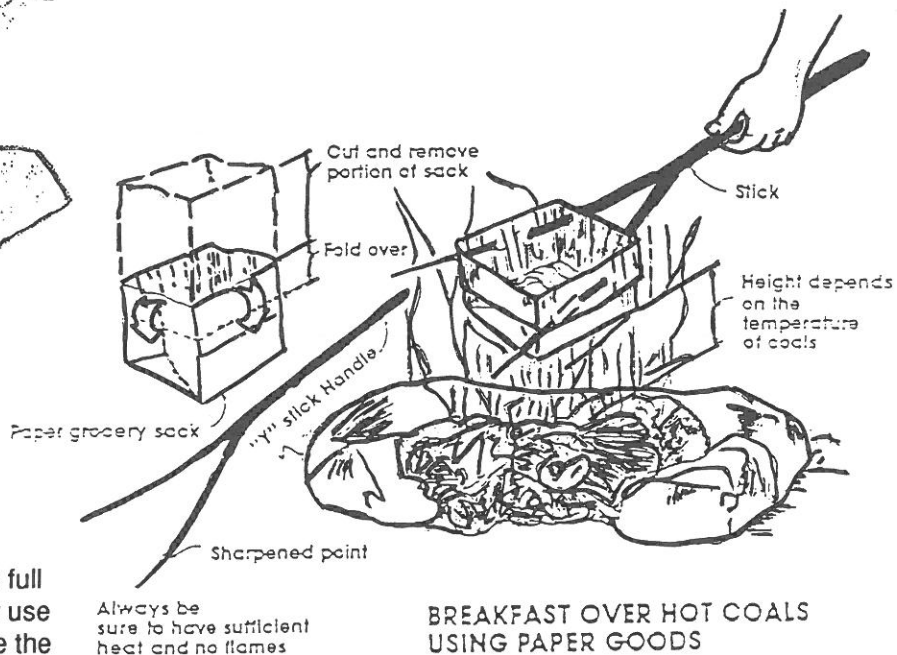


Wire coat hangers can be bent and shaped into many helpful implements with wire-cutting pliers, as the sketch shows. Here illustrated are a fork, tongs, basting brush, skewer, rake, laddle, spatula. The last two are lined with heavy duty aluminum foil. When going family camping, make these tools and see how practical they are. (See next page.)



## Grocery Sack Bacon and Egg

Prepare and fold the brown-grocery sack as shown. Be sure the sack is clean and empty. Find a suitable "handle" and make a pan as shown. Place the bacon in the sack first. Cook the bacon and then place your egg. Cooking time depends on the heat of the prepared coals. Be sure to have sufficient heat without flames.



## Paper Cup Hard-Boiled Egg

Fill unlined unwaxed hot paper cup with water 1/2 full. Allow water to boil. Place egg into cup. You may use aluminum foil to cover cup but be sure to puncture the foil to vent steam. Use caution when removing egg. A pair of metal tongs should be ready.

## Paper Plate Bacon and Eggs

Using an unlined unwaxed paper dining plate, place bacon in first. If the heat is sufficient the bacon should start simmering immediately. After the bacon is cooked, crack the egg directly over the bacon. Having sufficient heat without flames, the paper plate will not burn. The underside of the plate will be charred.

BREAKFAST OVER HOT COALS  
USING PAPER GOODS



# JUNE 1995

## BUGS AND THINGS

### Ideas for Den Activities

- Take a puddle hike
- Make an insect cage
- Plant a terrarium
- Visit a nature center
- \* Learn the Outdoor Code
- Bug scavenger hunt
- Clean-up hike for the community near den meeting or near where one or more of the den members live.

### Ceremonies

#### Conservation Pledge Opening

(Provide copies of the Conservation Pledge below to each person in audience and ask them to repeat it together. Follow by Pledge of Allegiance.)

"I give my pledge as an American to save and faithfully to defend from waste the natural resources of my country, its soil and minerals, its forests, waters and wildlife."

#### Nature Opening

Arrangement - 6 uniformed cub Scouts, each holding sign with a letter to spell the word N-A-T-U-R-E-, read the lines which have been written on back of signs.

- Cub #1 N - stands for all the nests in the trees.
- Cub #2 A - stands for all the acorns to be.
- Cub #3 T - stands for the trunks so firm and high.
- Cub #4 U - is for under the stars in the sky.
- Cub #5 R - stands for the rain that makes things grow.
- Cub #6 E - is for the earth that we all love so.

#### Opening

Personnel 6 Cub Scouts.

Equipment: None

Setting: Cub Scouts looking around stage.

1st Cub: What's that up in the sky - a dragon, a plane, a cloud?

2nd Cub: I've seen lots of bugs, but never one like this, have you?

3rd Cub: That's a pretty bird up in that tall tree. I wish I knew what kind it was.

4th Cub: I wonder if we could play ball or may be even have a picnic out here.

5th Cub: Let's ask our den leader or our parents. I'm sure they will let us.

6th Cub: Boy, you guys have really opened my eyes to all the fun we can have in a backyard.

All: Please stand and join us in the Pledge of Allegiance.

#### Wildlife Pledge Closing

(Provide copies of the Wildlife Pledge below to each person in audience, and ask them to repeat it together.)

"I pledge to use my eyes to see the beauty of all outdoors.

I pledge to train my mind to learn the importance of nature.

I pledge to use my hands to help protect our soil, water, woods, and wildlife

And by my good example, show others how to respect, Properly use, and enjoy our natural resources."

#### Closing Thought

(Provide copies of the closing thought so audience can read it together.)

This is my country, I will use my eyes the beauty of this land.

I will use my ears to hear its sounds.

I will use my mind to think what I can do to help keep it beautiful.

I will use my hands to serve it well.

And with my heart, I will honor it.

#### Closing Thought #2

If a child lives with criticism, he doesn't learn responsibility.

He learns to condemn himself and find fault with others.

He learns to doubt his own judgement.

When a child lives with parents who believe in him,  
He instinctively holds a higher view of himself and his  
brothers and sisters, as well.  
Everybody's sense of worth is enhanced.

## Applause Stunt

### Giant Beehive Applause

Buzz like a hive of bees. When you raise your hand,  
volume increases. When you lower hand, volume  
decreases.

### Ice Breaker

#### Buzzer Bee

Have the group pair off. On signal, each person is to  
look his partner in the eye and start buzzing. Continue  
until one laughs or has to take a breath. Each winner  
finds another winner until one person is the "Champion  
Bee."

## Advancement Ceremony

Setting - A large tree, cut from cardboard and set firmly  
in a stand. A large green construction paper leaf for  
each boy who will receive an award. If desired, names  
can be written on the leaves. As each person receives  
his award, he tapes his leaf on the tree.

Cubmaster:

What do we plant when we plant a tree?  
A thousand things that we daily see!  
The paper for books from which we learn,  
Tools to help us do a good turn,  
The wood for a pinewood derby car,  
For model planes that we can fly far,  
We plant the staff for the flag of the free,  
Yes, we plant all these when we plant a tree.

But what do we plant when we plant a lad?  
With the help of his mother and his dad,  
We plant a Cub who'll become a Scout,  
We plant ideas that will round him out,  
The skills, the games, the joy to be had,  
We plant a Scout when we plant a lad.

(Cubmaster calls boys and parents forward to receive  
awards. As awards are presented, each boy tapes his  
leaf on the tree.)

You have all helped make this tree more beautiful, and  
it is a part of you, Just as mother nature's trees endure  
for many years, you have learned many things from  
your achievements, electives, and activity badges that  
will last you a lifetime. May you always stand straight

and tall like a tree, and be a worthwhile resource for our  
country.

What do we do when we plant a lad?  
We plant a Scout when we plant a lad.  
Congratulations to all of you.

## Games

### Grasshopper Relay

Relay teams line up single file. The first player in each  
team holds a bean bag or ball firmly between his knees.  
At signal, he hops to goal line and back to the starting  
line where he hands the bag to the next "grasshopper"  
in line. If a player drops the bean bag, he goes back to  
the starting line. Team to finish first wins.

### Centipede Race

It is best to run this race outdoors on soft ground. If you  
try it on a hard floor, it will be hard on hands and knees.  
Divide the group into teams of two players each. The  
players on each team get down on their hand and  
knees, one behind the other. The one in back grasps  
both ankles of his partner in front of him. So that each  
pair forms something resembling a centipede. On  
signal, the centipedes move away from the starting line,  
and creep toward the finish line.

## Neckerchief Slide

Sweetgum ball (head)  
Acorn cap (hat)  
Green construction paper (hat brim)  
Piece of pinecone (mouth)  
Two pepper corns (eyes)  
Pipe cleaner (slide holder)  
glue



Choose a large acorn top; paint green. When dry, glue  
to top of sweetgum ball. To make brim, cut a circle of  
green paper, removing center to fit over acorn, glue  
securely. Break piece of pine cone and glue on front for  
mouth. Glue the two pepper corns on for eyes. Glue  
the ends of pipe cleaner and push into back of  
sweetgum ball.

## Skit

### The Ant

Actors: 6 to 8 persons.

Costumes: None

Props: Paper sacks.

Skit opens with boys standing together.

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

2nd boy: Yeah, I know!

3rd boy: Hey, let's have a picnic

All: Yeah!

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

1st boy: I don't think so, I'll bring the potato chips and we'll eat in the house.

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 boys: I'll bring something real special.

All walk off stage and come back carrying sacks.

1st boy: Here's the chips.

2nd boy: Here's the drinks.

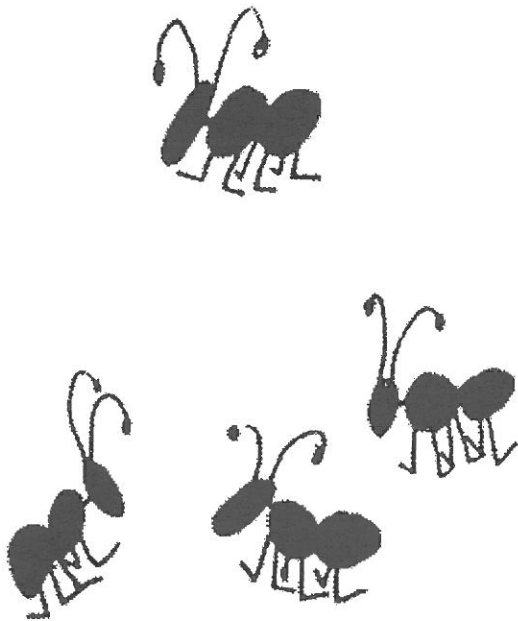
3rd boy: Here's the hot dogs.

4th boy: Here's the buns.

5th boy: (drops his sack) OH NO!

6th boy: What's wrong?

5th boy: I brought the ants



## Song

### Tongue Twister

(Tune: Battle Hymn of the Republic)

A busily buzzing bumble bee was busily buzzing by.  
A busily buzzing bumble bee was busily buzzing by.  
A busily buzzing bumble bee was busily buzzing by.  
A busily buzzing bumble bee was busily buzzing by.

Chorus:

They were only playing leap frog.

They were only playing leap frog.

They were only playing leap frog.

As a busily buzzing bumble bee was busily buzzing by.

Variations:

A speedy spider spied a spider on a spindly spider's back. (Chorus - same as above)

One hedgehog edged up on the hedge while another hedgehog edged down. (Chorus - They were only playing hedge hop)

One fleet fly flew up the flue while another fleet fly flew down. (Chorus - They were only playing flu fly)

One sly snake slid up the stake while another sly snake slid down. (Chorus - They were only playing serpent)

One big black bear backed into a bush while another big black bear backed down. (Chorus - They were only playing bear back)

One tiny turtle tumbled into the tank while another tiny turtle tumbles out. (Chorus - They were only playing tip tank)

One tall turkey tore up the tre while another tall turkey tore down. (Chorus - They were only playing tree tag)

One fat frog flopped on the float while another fat frog flopped down. (Chorus - They were only playing frog float)

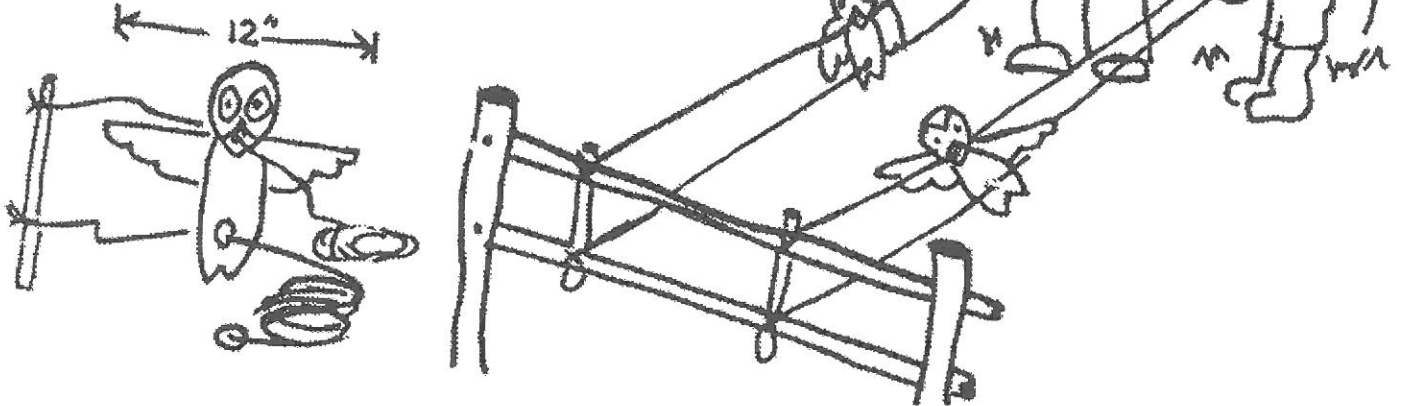
One speedy fat bear tumbled into the stake while another sly fleet turkey flopped down. (Chorus - That's the way we sing in Cub Scouts)

## Crafts

### The Flewump Bird

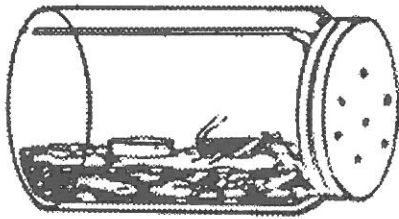
Each Cub Scout makes his own bird, painting it to suit his fancy. Thread 2 - 12 foot cords through holes in bird. Tie buttons on one end of the cord - tie the other end to a dowel.

For the race tie sticks to a tree, a pole or a fence. Hold lower string level and work top string to make bird fly.

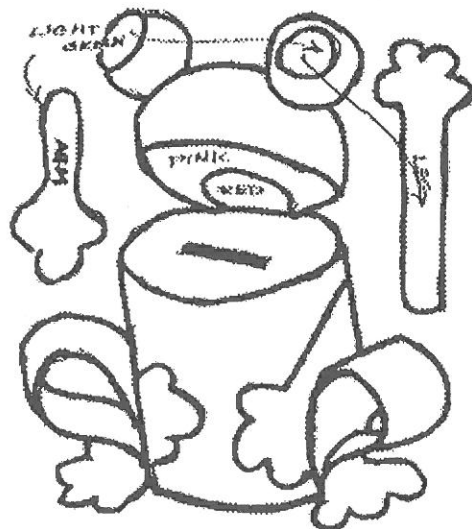


### Field Cricket Pet

Field crickets are nocturnal insects that make good pets. Look for them under rotting logs and in the rich humus on the forest floor. For a cage, set a wide-mouthed jar on its side and put in two inches of rich soil. Set a bottle cap in the soil for a water hole. Punch holes in the lid for ventilation. Feed the cricket moistened bread, mashed potatoes, lettuce, and peanut butter. If you have two or more crickets together, give them bits of ground meat twice a week or they may eat each other.



Cut can down to 3" and replace lid. Using screwdriver and hammer, cut out slot in bottom of can. Paint can and "dome" of 3" ball dark green. Cut a 3" circle with tab from pink felt; 1" circle from red felt, 2 arms, 2 legs, (as shown) and 2-1/2" circles from light green felt. Glue pink circle to bottom of foam ball, tab to back of can. Glue red circle to pink where the tab meets the can. Add arms and legs as shown. Glue 1/2" of light green felt to small halves as shown and attach to head for eyes.



### Froggy Bank

Materials:  
Potato chip can  
Scissors  
Screwdriver and hammer  
1/2 of a 3" foam ball  
Dark green paint and brushes  
Felt: light green, pink, red  
1-1/2: foam ball cut in half

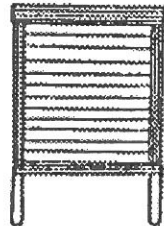
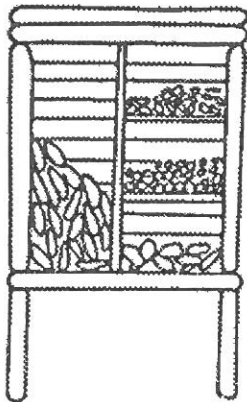
## Mini Washboard Ecology Box

You'll need about 60 draft sticks and a piece of clear acetate, 4-1/4" x 5" (such as the lid of a greeting card box), plus dried seeds and beans such as sunflower seeds, corn, split peas and kidney beans. For the back of the box, glue 14 sticks together, side by side. For each side and the bottom of the frame, stack and glue three sticks together. Stack and glue eight sticks together for the top. Glue the stacks around the edge of the back to form the frame, making sure you glue them on their edge.

To make the dividers for the compartments, glue a whole stick on edge vertically, and two pieces of sticks horizontally. Place some seeds and beans in the various compartments, and glue a piece of clear acetate over the front of the box.

Next, add the legs on the washboard. Glue a whole stick to the back of the box on each side, letting it extend 1-1/4" long. Make two stacks of 6 pieces each. Glue each stack on top of a leg.

For the finished edge on the front of the frame, glue a whole stick, flat, across the bottom, and another whole stick, over each side of the frame. Glue two more sticks, side by side, across the top of the frame for the sign. Add printing on the sign with a crayon or a felt marker. Glue a string loop to the back for a hanger.



## Showy Giant Insects

These insects are fun to make. Suspend from thread to put in flight.

Use wooden clothespins for bodies, and colored tissue for transparent wing. For each insect, draw wings on tissue. The, add markings unique to each insect. Next, spray with clear lacquer. While wet, cover with another sheet of tissue. For strength and transparency, spray both sides of doubled tissue. Let dry. Cut out wings. For legs, shape six pipe cleaners. Glue leg and wings to clothespin. Add sequins or beads for eyes. Make antennae by gluing strands of thread together. Spray with lacquer.

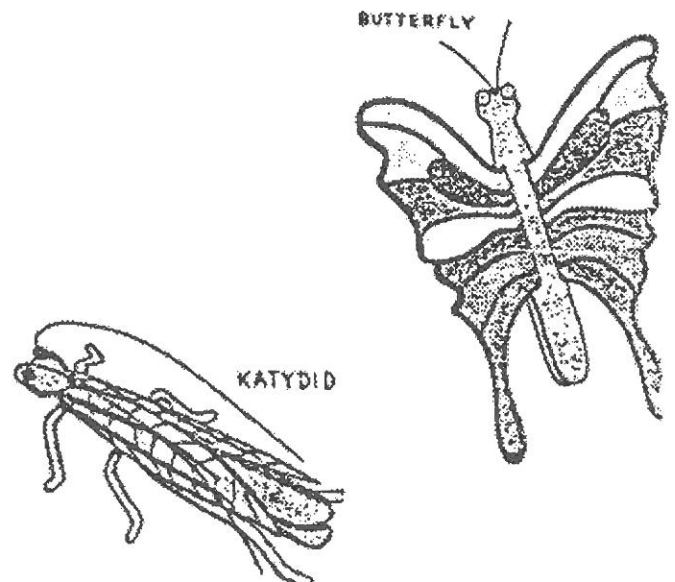
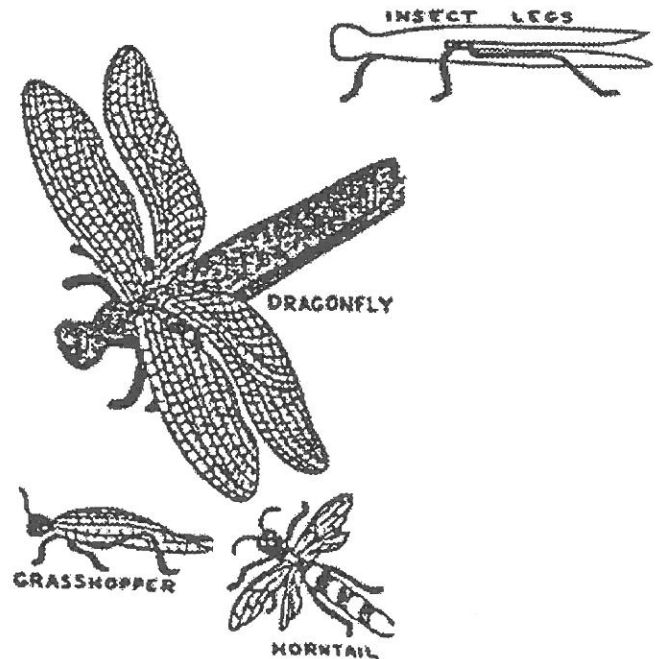
**Katydid:** Paint clothespin green and use green tissue paper, making wings almost as long as body. Use a ballpoint pen to dry on veins.

**Butterfly:** paint clothespin brightly and use white tissue. Draw wide separations with ballpoint pen or tempera. Color with vivid chalk.

**Dragonfly:** Paint clothespin a dark color. Draw veins on white tissue, about 3" long for each wing.

**Grasshopper:** paint clothespin brown. Use either white or yellow tissue for wings and draw on veins.

**Horntail:** Paint clothespin a dark color and add yellow stripes. Use yellow tissue for wings, with back wings shorter than front wings. Paint on brown markings.



## Bug Box Cage

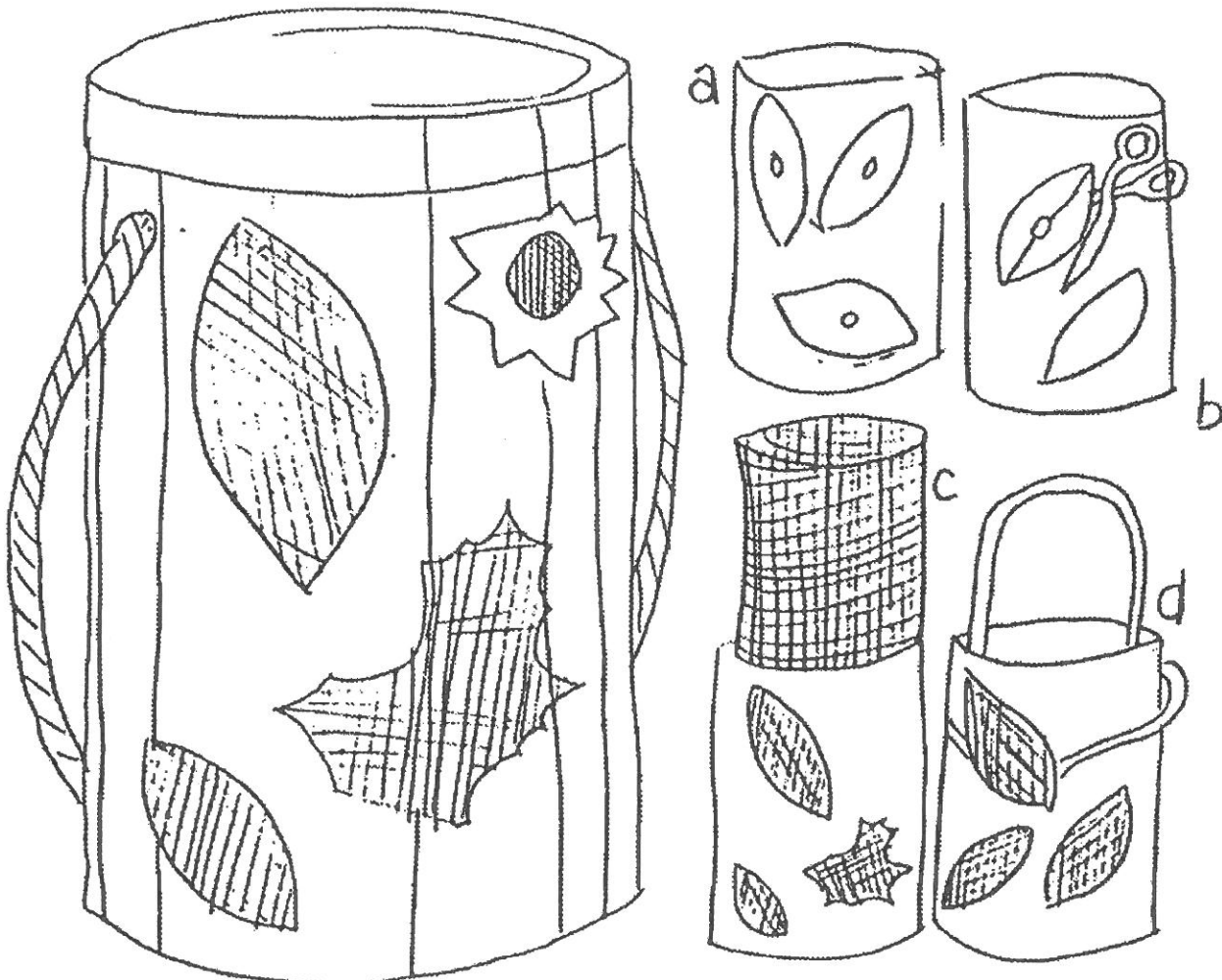
Most boys of all ages like to like at bugs and there is even requirements that can be earned while your Scouts enjoy themselves n making and using a bug cage.

Things you need:

- 1 round box (like an oatmeal box or snack food can)
- Piece of screening,
- Pencil
- Scissors
- Yarn or cord
- Crayons or colored felt tip markers
- Poster paints

Let's begin

1. Paint an empty round shaped box a light color with poster paints. Let the box dry.
2. Draw leaf shapes on the box with a pencil.
3. Poke a hole in the center of each leaf with a pencil, Fig. A
4. Put one blade of a pair of scissors into each hole, and cut out the leaves from the box, Fig. B
5. Cut a piece of screening. Plastic is best. It should be as tall as the box and long enough to fit around the inside.
6. Roll the screening, and fit it into the box, Fig. C.
7. Poke a hole on both sides of the box near the top. use a pencil.
8. Thread a long piece of cord or yarn through both holes.
9. Tie both ends together, fig. D.
- 10 Pull the cord so you can put the cover on the box.
11. Draw a sun, or clouds on the box with crayons or colored felt-tipped markers. Don't forget to keep the lid on the box when bugs are inside.



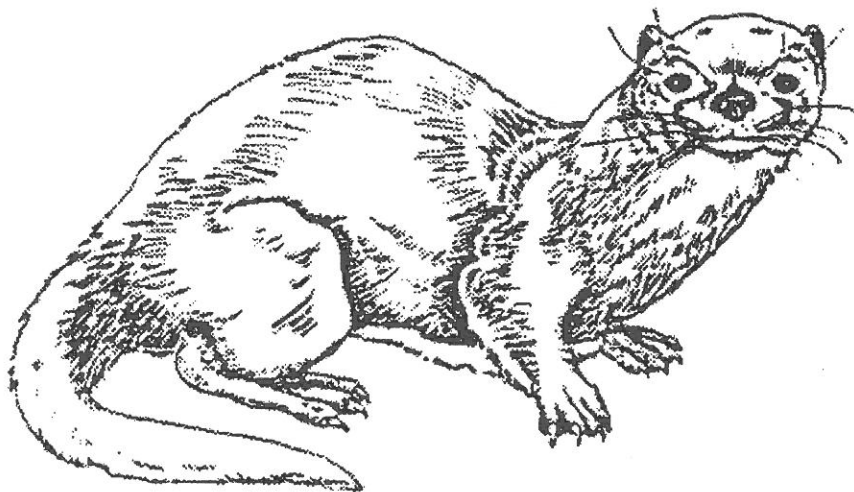


# Word Search

## Endangered and Threatened Species

Words in parentheses do not appear in puzzle

- Bald Eagle
- Bittern (American)
- Bobcat
- Creeper (Brown)
- Darter (Bluebreast)
- Falcon (Peregrine)
- Gallinule (Purple)
- Gar (Alligator)
- Gray Bat
- Illinois Mud Turtle
- Kite (Mississippi)
- Lake Sturgeon
- Lamprey (Brook)
- Loggerhead Shrike
- Minnow (Cyress)
- Mouse (Golden)
- Osprey
- Otter (River)
- Owl (Barn)
- Rabbit (Jack)
- Rainbow (Mussel)
- Rice Rat
- Sandhill Crane
- Sandpiper (Upland)
- Shiner (Bluehead)
- Silvery Salamander
- Slider
- Slippershell (Mussel)
- Snake (Coachwhip)
- Sunfish (Bantam)
- Wood Rat
- Veery



## Honeybee Puzzle

The answer in this puzzle are facts from the book Honeybee. Can you buzz through all the clue?

Queen  
Pupa  
Drones  
Swarm  
Cells

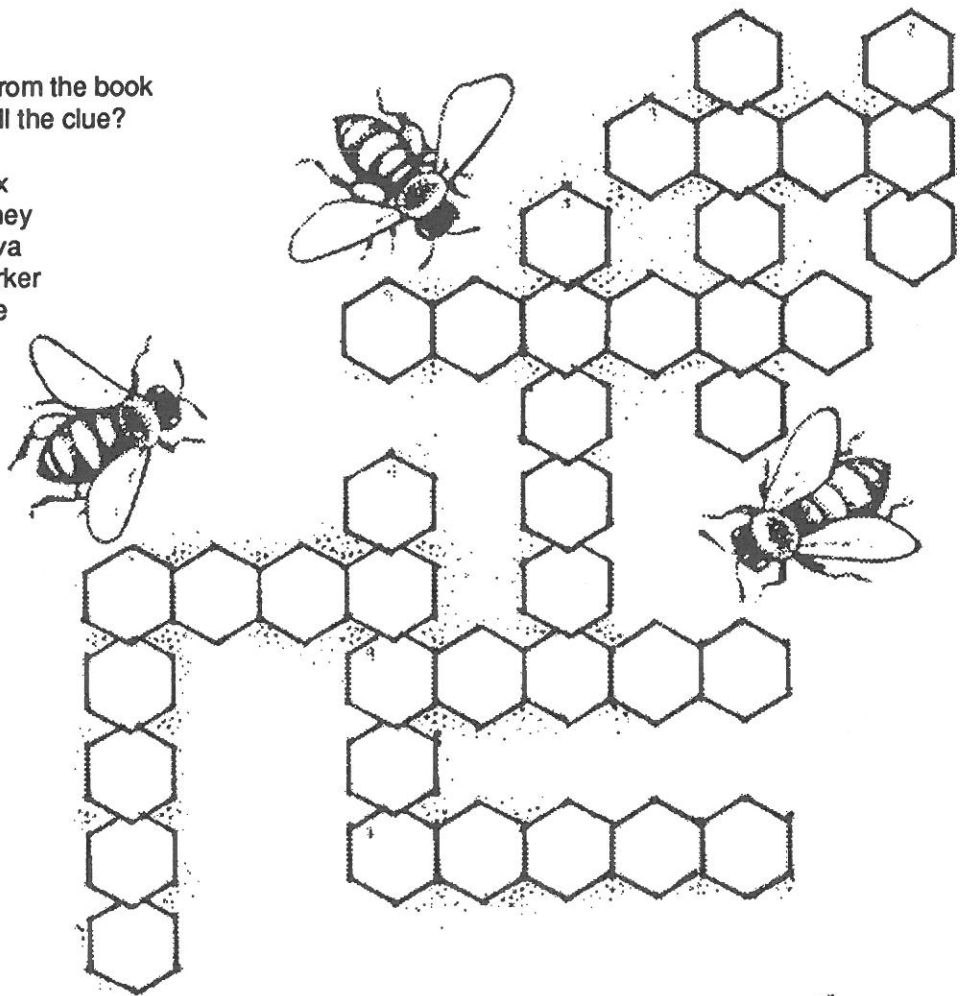
Wax  
Honey  
Larva  
Worker  
Hive

### Across

3. A \_\_\_\_\_ is young bee that is almost full-grown.
5. Male bees re called \_\_\_\_\_.
7. Honeybees live in a \_\_\_\_\_.
8. The \_\_\_\_\_ of a honeybee looks like a soft white worm.
9. A large group of geese is called a \_\_\_\_\_

### Down

1. The \_\_\_\_\_ bee lays all the eggs.
2. The honeycomb is made of \_\_\_\_\_.
4. A \_\_\_\_\_ bee is female but she cannot lay eggs.
6. Eggs are laid inside holes called \_\_\_\_\_.
7. Bees make nectar into \_\_\_\_\_.

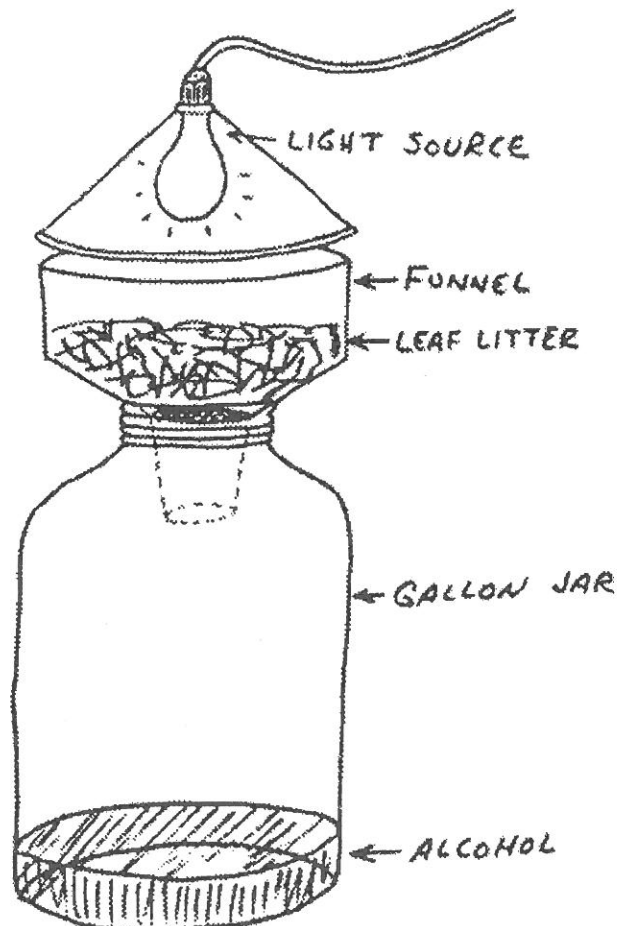


## Using a Burlese Funnel

A Burlese Funnel is a scientific device used to collect tiny animals (such as insects) living in leaf litter, soil, bird nests, or any other similar matter. it consists of a large funnel, a light source, and bottle with small amount of alcohol (or some other preservative).

Collect an amount of material to half fill funnel. Set up as shown (or i a similar manner).

As the soil (or other material) dries out, animals are driven downward until they fall through the funnel and into the preservative. The bulb can be lighted 24 hours or during the day (whichever is safest and most appropriate). Depending on the amount of moisture in the material, it will take from 2 to 5 days to dry it out and force animals through the funnel.



the animals in the preservative can be looked at through a hand lens or microscope. Some will be extremely small and often transparent.

Use the Burllese Funnel to test several samples such as:

1. Soil samples from different areas of the school yard.
2. Matter from a decaying log.
3. Leaf litter.
4. Abandoned bird nests.
5. Samples from a barnyard.
6. Samples from a compost pile. Compare what is found from different areas.

## Bug Talk

have you ever been "busy as a bee?" That means you are working hard. People use insects in many other sayings, too. Write the correct meaning for each of these insect sayings.

You'll get sick.  
Go Away.  
Don't bother me.  
You are restless.  
Head straight for the food.

Buzz off.

1. \_\_\_\_\_

Make a beeline for the food.

2. \_\_\_\_\_

You'll catch a bug.

3. \_\_\_\_\_

You've got ant in your pants.

4. \_\_\_\_\_

Don't bug me.

5. \_\_\_\_\_

## Hikes

Hikes are simple and informal activities and usually don't require a lot of advance preparation. but simple as they may seem, there are certain safety precautions that have to be followed whenever Cub Scouts or Webelos Scouts explore the outdoors as a den or pack activity.

### Hiking Safety Rules:

- Avoid heavily traveled highways.

- When walking along any road, have the group walk single file, as far to the left as possible, facing oncoming traffic. The leader should be first in line with the den chief or an adult at the end.
- Keep the hike speed consistent with the short steps of the boys. (Sometimes it is helpful to keep the slower boys to the front of the line.)
- Exhaustion is a common complaint on hikes. Some boys can go on endlessly while others tire easily. Take frequent rest stops and use the time to talk about nature or play quiet games. A snack is a good pick-me-up.
- Never drink untreated water. The safest water supply is a canteen of water brought from home.
- Stay off private property unless permission is obtained.
- Stay away from railroad tracks.
- Avoid natural hazards such as fast moving streams, steep cliffs, and areas of loose rock.
- Plan all hikes to start and end during daylight hours.
- Don't hike in storms.
- Never remove anything from nature!

**Baby Hike**- look for nature babies (birds, fern, leaf, snails, rabbits, etc. "Don't Disturb" That's nature in action.

**Indian Hike** - Hike silently, single file. Boys could wear headbands, hear in Indian Story. Always look and listen.

**String Hike** - Follow a string, laid out in advance. Have nature objects along the way.

**Alphabet Hike** - Look for things starting with all the letters of the alphabet. To make it harder, look for the alphabet in order.

**Rain Hike** - Boys must be properly prepared to go hiking in the rain with raincoats, hats, boots, etc.

**Puddle Hike** - As long as the Cub Scouts have proper rain gear, go on a hike. Note how animals and insects take cover from the elements.

**Non-nature Hike** - Find things that do not belong in nature and see how many things you can find. (cans, paper, etc.) Tell whether or not they will return to nature or if they are not biodegradable. Do not remove anything from nature.



# JUNE 1995 NATURALIST ACTIVITY BADGE



The goal of the Naturalist Badge is to help the Webelos Scouts learn more about plants and animals. A Naturalist is a person who studies plants or animals

A Naturalist has sharp eyes and hearing sensitive to the noises of nature. He sees and enjoys things in nature that others not as knowledgeable might miss.

A Naturalist can practice his skills in backyards, fields, packs, woods, or even while camping.

The requirements for the badge are completion of four of the following:

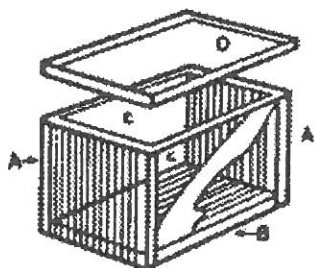
- Keep an "insect zoo" that you have collected.. You might have crickets, ants, grasshoppers or praying mantises.
- Set up an aquarium or terrarium. Put plants and animals that you have collected in it. Keep it for a month.
- Visit a museum of natural history, nature center, or zoo with your family, den, or pack. Tell what you saw.
- Watch for birds in your yard, neighborhood, or town for 1 week. Identify the birds you see and write down where and when you saw them.
- Learn about bird flyways closest to your home. Find out what birds use these flyways.
- Learn to identify poisonous plants and reptiles found in your area.
- Watch six wild animals (snakes, turtles, fish, birds, frogs, or mammals) in the wild. Describe the kind of place (forest, field, marsh, yard, or park) where you saw them. Tell what they were doing.

## Keep an Insect Zoo

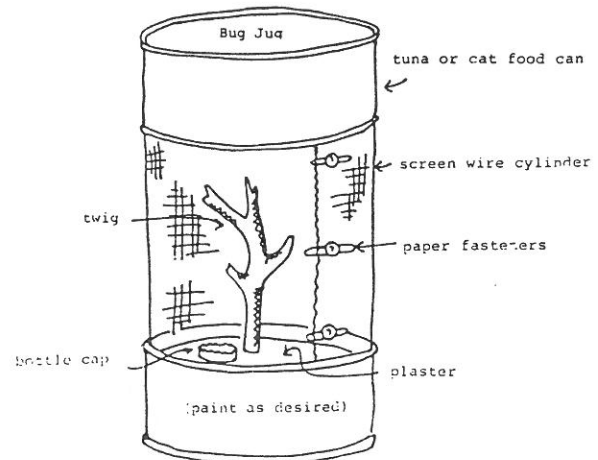
A cage for insects can be made from a variety of materials. It can be a wood cage with a glass front and a screened lid.

### MATERIALS

- A—Wood  $\frac{1}{2}$ " x  $5\frac{1}{2}$ " x 6"
- B—Wood  $\frac{3}{4}$ " x  $5\frac{3}{4}$ " x 8"
- C—Glass 6" x  $9\frac{1}{2}$ "
- D—Screen 6" x  $8\frac{1}{2}$ "

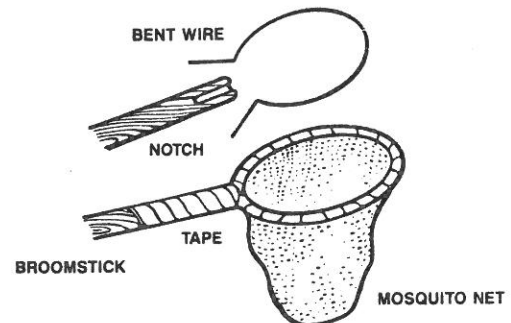


Another great insect cage is a tuna can base with screen mesh rolled slightly smaller than the can opening. Plaster of Paris is poured into the bottom can holding mesh in place. The seam of the mesh is wired closed. Another tuna can serves as a lid. A twig is placed vertically in the bottom can as a climbing devise.

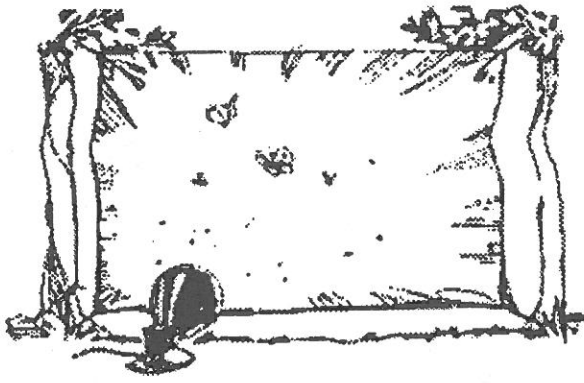


Remember to fit the cage to the size of insect you plan to keep.

Insects can be gathered using various techniques. A collecting net can be made using wire, a wood handle, and mosquito net. See example.



Other insects can be captured by picking them up with your fingers. Moths and other night flying insects can be captured by hanging a sheet and shining a bright light on the sheet at night. In a short time there will be plenty of insects to collect. See example on next page.



After placing your pet insect in the cage, remember to properly care for you insect.

Crickets eat water soaked bread, corn meal, mashed potatoes, lettuce and peanut butter and a bottle cap of water.

Praying mantis eat flies, small insects, bits of raw liver, and chopped meat, plus fresh water. Praying mantis prefer live insects as food.

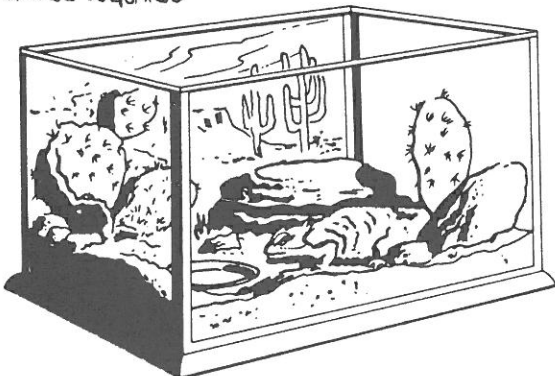
Grasshoppers and Walking sticks eat water and grass.

Butterfly and Moth Caterpillars need to be kept in a larger cage or a large wide mouth jar with air holes in the lid. Put in a branch or twig and some leaves from the tree where the caterpillar was found. Make sure a fresh supply of the same leaves are placed in the jar until the caterpillar stops eating. The Caterpillar will then enter the cocoon stage and will emerge as a Butterfly or Moth in about 20 days.

## Set Up An Aquarium or Terrarium

Terrariums or Aquariums can be created from purchased containers, gallon jars, liter soda bottles or other clear plastic jugs.

A Terrarium is a small garden of plants in a big bottle or other container. Small plants can be purchased at a nursery or florist, or maybe found wild in the woods. Once plants are placed in soil and watered; terrarium should be placed in area of indirect sun light. Plants will grow and survive for several months with out further attention. If container is not air tight more frequent watering will be required



An aquarium is a small container holding water or rocks with some water. Tropical fish can be purchased at a pet store. Fresh creek water might be used with crawdads, tadpoles, lizards, snakes, or turtles. Constant feeding of fish food or live insects will be required by the Webelos Scout. Animals or fish should be kept alive for at least one month

## Visit A Zoo Or Nature Center

St. Louis abounds with places to go to observe nature. The following are a few placed to consider visiting.

St. Louis Zoo, City of St. Louis, MO	781-0900
Missouri Botanical Garden, St. Louis, MO	577-5140
Missouri Botanical Garden Arboretum, Gray Summit, MO	742-3512
Lone Elk County Park, St. Louis County	225-4390
Wild Bird Sanctuary at Lone Elk Park	225-4390
Power Valley Nature Center, Kirkwood, MO	821-8427
August Busch Wild life Area, Weldon Springs, MO	441-4554
Rockwood Reservation, St. Louis County	458-5006
Beaumont Scout Reservation, St. Louis County, MO	938-5444
Onondaga State Park & Cavern, Leesburg, MO	245-6600

Many of the above offer specific education or demonstration programs that assist with the Naturalist, or Forester Programs.

The Missouri Department of Conservation offers a wealth of pamphlets, posters and other publications that are outstanding and extremely helpful for Naturalist Badge Activities.

## Become A Bird Watcher

Watch for birds outside in their natural environment for one week. Identify the birds you see and write down where and when you saw them. The study of birds is called ORNITHOLOGY.

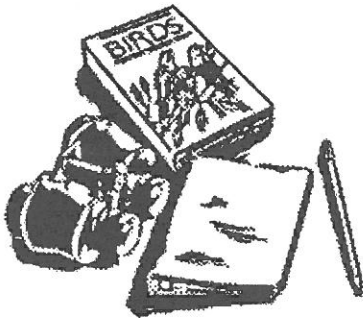
One thing you can always remember - a bird is the only animal that has feathers! There are others that lay eggs, such as turtles, flies and toads. Other animals such as bats can fly; but only birds have feathers.

You must learn to be a good observer when studying birds, because the birds move around so much. It is necessary to take in as much as possible in a few minutes or in just a few seconds.

Most of all, remember the Golden Rule of Bird Watching "The Birds come first, never harm or disturb them." Get to know the birds in your yard and neighborhood first and then expand your search to a lake, river or open country side.

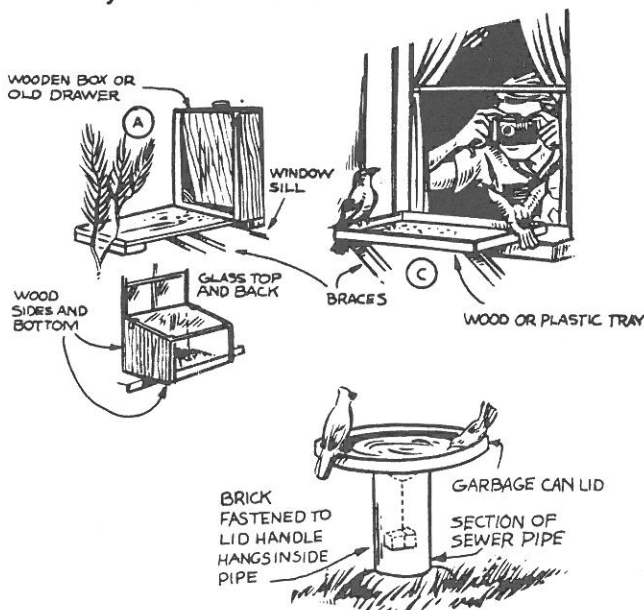
Some equipment is helpful in watching birds. The only essential is a good pair of eyes and good ears for listening. It is helpful if you wear dark clothes, keep quiet, and try to blend with the environment. A good field guide on birds is important as you acquire experience.

A pocket notebook and pencil for keeping records. A bottle of insect repellent helps to protect the observer, field glasses or binoculars can be an important item for the serious minded people who study birds.



## Bird Feeding Project

Birds are probably the easiest wildlife to observe since they are so plentiful and so easily attracted. The den might make and maintain a birdfeeder and birdbath to offer hospitality to birds and to encourage the boys to look closely at wild creatures.



A birdbath can be made from an old trash can lid, turned upside down on a tree stump or other base. The water should be 12 to 3 inches deep.

Make a bird feeder and stock it with wild bird seed. Keep a list of the species attracted to your feeder. Are they male or female? What food do they like best.

## Learn About Bird Flyways

Learn about the bird flyways closest to your home and find out what fly ways they use. See page 224 of the Webelos Scout Book. A good bird hand book will help in mapping the flyways and listing the birds such as ducks and geese that use them.

## Learn About Poisonous Plants, Insects, and Reptiles

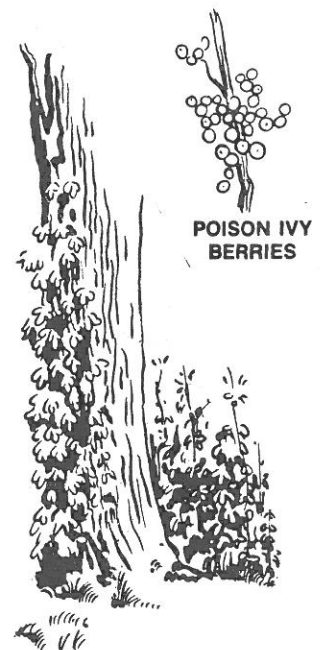
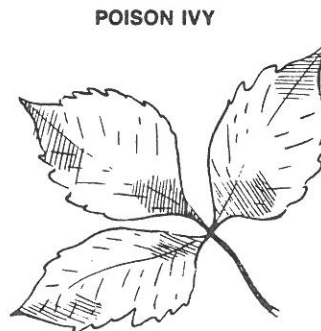
Learn to identify poisonous plants and reptiles found in Missouri and Illinois. One should also include insects in this area and categorize the whole area as "Outdoor Hazards."

Venomous snakes of Missouri and Illinois area as follows:

- Osage Copperhead
- Western Cottonmouth
- Eastern Massaugauga Rattlesnake
- Western Pygmy Rattlesnake
- Timber Rattlesnake

Poisonous plants of this area are:

- Poison Ivy
- Little Brow Mushrooms
- Green-Spored Mushrooms
- Jack O'Lantern Mushrooms
- False Morel Mushrooms
- Amanitas Mushrooms



Generally, there does not exist in this area poison oak or poison sumac. A good rule of thumb on mushrooms is do not eat them unless you are extremely knowledgeable. Wild berries should be avoided also unless you

are familiar with them.

Poisonous insects found in this area are:

- Black Widow Spider - Extremely dangerous
- Brown Recluse Spider - Dangerous
- Bees - Can be dangerous
- Mosquitoes - Annoying
- Chiggers - Annoying

See "Outdoor Hazards" page.

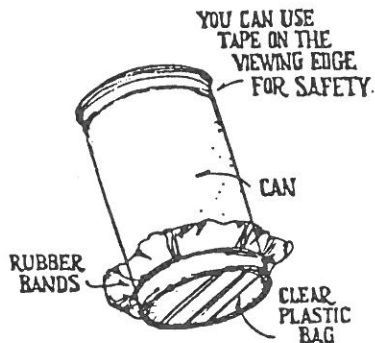


### Observe Animals In The Wild

Observe six wild animals in the wild. Describe where you saw them, Describe what they were doing. Examples to find are snakes, turtles, fish, birds or mammals.

Fish Tadpoles, craw dads, frogs and minnows can readily be seen in most any river, lake, pond or creek. The Scout can make a water scope to see into deeper water.

#### WATERSCOPE



Use to look under water.

Deer, Buffalo, Elk, Turkeys, Geese and Ducks can be observed most any day at lone Elk Park in St. Louis County.

See "Wild Life Homes" attached.

### Games

#### Fun & Nature

##### Square Foot Claim

Each Webelos Scout "stakes a claim" on a square piece of ground. He studies it carefully for signs of life; grass, weeds, adult insects, larvae, feathers, worms, etc. How many kinds of life can you find?

### Food Chain

(Note: Game requires a leader and some knowledge of plants and animals). Find an insect nest or hive. Tell the boys to observe the insects and report what is above and below them in the food chain, ie, what the animal eats and what eats the animal. This contest should last until the boys have found several types of things.

### Whiffle Poof Hunt

One Scout is the "Whiffle who takes off dragging a "whifflepoof". The den follows five minutes later. They must trail down the whiffle before he reaches his goal (a pre-determined distance.) The "Whifflepoof" is a log at least 3 inches thick and 15 inches long, hammered full of nails and a screw eye for attaching a rope.

### Duplication

Before gathering the Webelos in a group, secretly gather 10-15 common items; leaves, rocks, seeds cone, etc. Place objects on a tray and cover with a napkin or handkerchief. Now ask the Webelos to take a good look at the tray when you lift the cloth (about 20 seconds). Then direct them to spread out and find one each of all the items they remember. Allow about 5 minutes to search. Then reassemble the group and pull out each object one at a time. Did they find all the items?

### Meeting Opening

#### Wilderness Pledge

"Through good camping and hiking practices, I pledge myself to preserve the beauty and splendor of America's wilderness, primitive, and back country areas.

I commit myself to: Set a personal example in following the outdoor code.

Train those I lead in the skills and attitudes needed to protect and preserve wilderness for future generations.

Assure that parties of which I am a part observe the hiking and camping standards that will leave no trace of our passing.

### Leader's Minute

#### Little Things

The other day in Colorado a great Stalwart tree fell. It was nearly 800 years old, a mere sapling when Columbus landed at San Salvador.



It had been struck by lightning 14 times. It had braved the storms of almost five centuries. It had laughed in scorn at the winter's blasts and blizzards.

But in the end, tiny beetles killed it. They bored under the bark, dug into its heart, and one day down came this mighty king of the forest. It is the little things that make or break us - in our business - our profession - our homes - our lives - and in Scouting

## Scavenger Hunt

You must hunt the woods like an Indian Brave. Try to find all the items below and make it back to camp before dinner

- Worm
- Maple Leaf
- Pine Cone
- Flower
- Mushroom
- Forked stick
- Flat rock
- Live bug (to be released later)
- Arrowhead
- Lady Bug
- 4 Leaf Clover
- Moss (usually found on a tree)
- \*Landshark

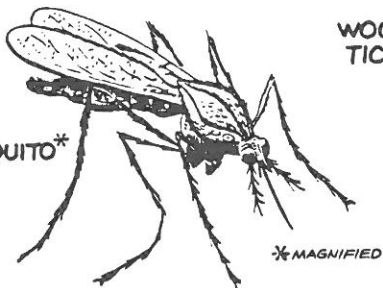
\*Check the Maze, the Pirate Ship or maybe the Tower of Doom!!

GOOD LUCK, AND MAY THE FORCE BE WITH YOU!

NATURE OBSERVATION CALENDAR						
SUN	MON	TUES	WED	THURS	FRI	SAT
			1. FOUND A SUNSHINE LIZARD	2. SAW A BIRD IN THE TREE	3. A PINE CONES WAS FOUND	4. MET A LADYBUG
5. FOUND A WORM	6. FOUND A MAPLE LEAF	7. FOUND A FLOWER IN THE WOODS	8. FOUND A FORKED STICK	9. FOUND A FLAT ROCK	10. FOUND A LIVE BUG	11. FOUND A 4-LEAF CLOVER
12. FOUND A PINE CONE	13. FOUND A MUSHROOM	14. FOUND A FORKED STICK	15. FOUND A FLAT ROCK	16. FOUND A LIVE BUG	17. FOUND A 4-LEAF CLOVER	18. FOUND A PINE CONE
19. FOUND A MUSHROOM	20. FOUND A FLOWER IN THE WOODS	21. FOUND A FORKED STICK	22. FOUND A FLAT ROCK	23. FOUND A LIVE BUG	24. FOUND A 4-LEAF CLOVER	25. FOUND A PINE CONE
26. FOUND A MUSHROOM	27. FOUND A FLOWER IN THE WOODS	28. FOUND A FORKED STICK	29. FOUND A FLAT ROCK	30. FOUND A LIVE BUG		

# OUTDOOR HAZARDS

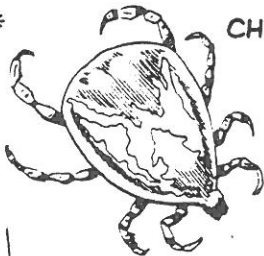
MOSQUITO\*



\*MAGNIFIED

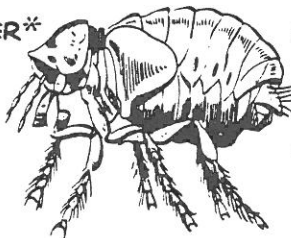
IF IT'S ANY CONSOLATION TO YOU WHEN YOU'RE SLAPPING AT THESE PESTS—REMEMBER, WHEN YOU BOP ONE IT'S BOUND TO BE A FEMALE BECAUSE ONLY "LADY" MOSQUITOES BUZZ AND BITE...SO FOR EACH ONE SOCKED, YOU'RE CUTTING DOWN THEIR UNWELCOME POPULATION.

WOOD\*  
TICK

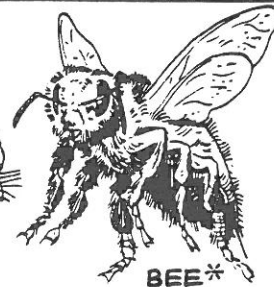


WATCH YOU DON'T CARRY A FEW BACK HOME AFTER A HIKE IN THE WOODS OR FIELDS.

CHIGGER\*



ALSO CALLED A JIGGER, HARVEST MITE OR CHIGOE. BUT, BY WHATEVER NAME IT'S CALLED, IT'S A FLEA AND A PEST!

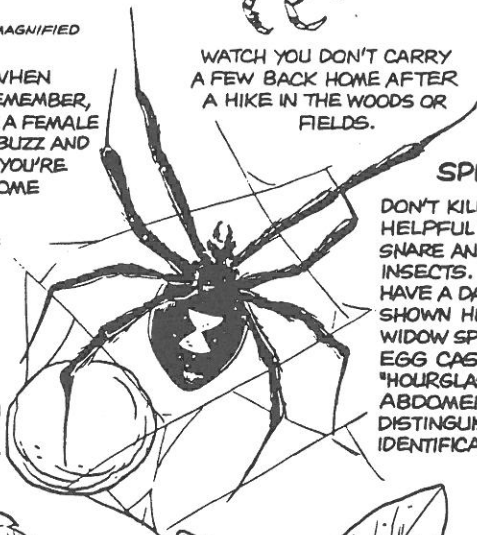


BEE\*

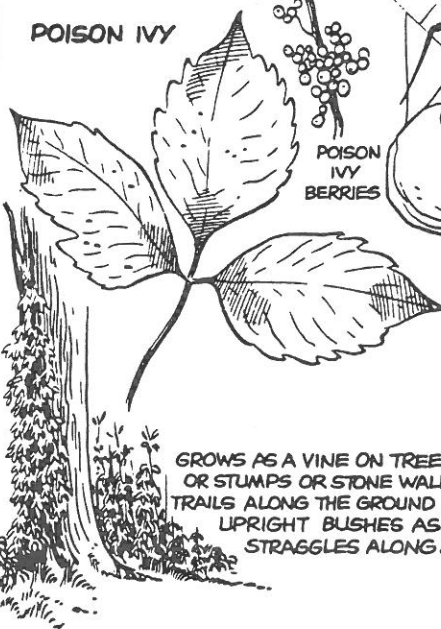
A HARD WORKING, BUSY, LITTLE WORKER WHO DOESN'T LIKE TO BE DISTURBED OR ROBBED OF HIS PRODUCT. HONEY BEE OR BUMBLE BEE... LET 'EM ALONE AND THEY'LL LET YOU ALONE.

SPIDER

DON'T KILL ALL SPIDERS...THEY'RE HELPFUL TO MAN BECAUSE THEY SNARE AND EAT MANY HARMFUL INSECTS. ONLY A VERY FEW HAVE A DANGEROUS BITE. SHOWN HERE IS A BLACK WIDOW SPIDER WITH HER EGG CASE. NOTE THE "HOURGLASS" ON HER ABDOMEN—HER DISTINGUISHING IDENTIFICATION.



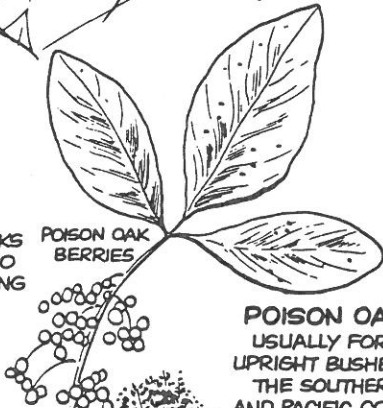
POISON IVY



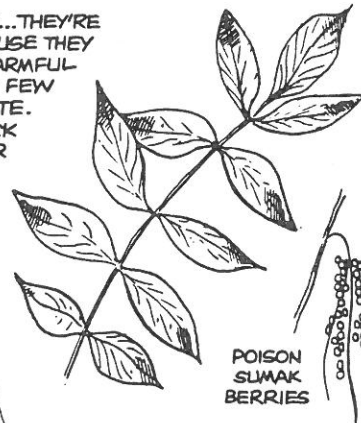
POISON IVY BERRIES

GROWS AS A VINE ON TREE TRUNKS OR STUMPS OR STONE WALLS, ALSO TRAILS ALONG THE GROUND FORMING UPRIGHT BUSHES AS IT STRAGGLES ALONG.

POISON OAK BERRIES



POISON OAK USUALLY FORM UPRIGHT BUSHES IN THE SOUTHERN AND PACIFIC COAST AREAS.

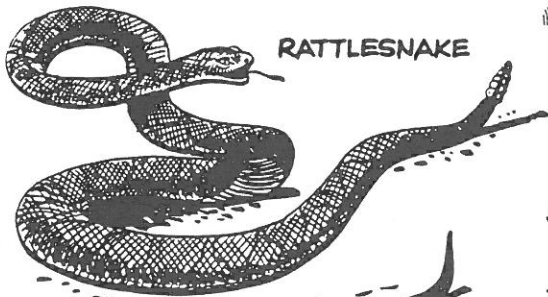


POISON SUMAC BERRIES

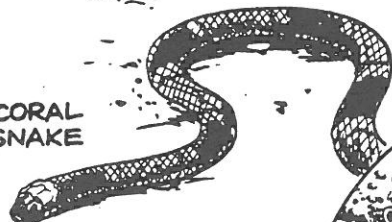
POISON SUMAC IS A COARSE, SCRUBBY TREE FIVE TO TWENTY FEET TALL

"LEAFLETS THREE, LET IT BE"

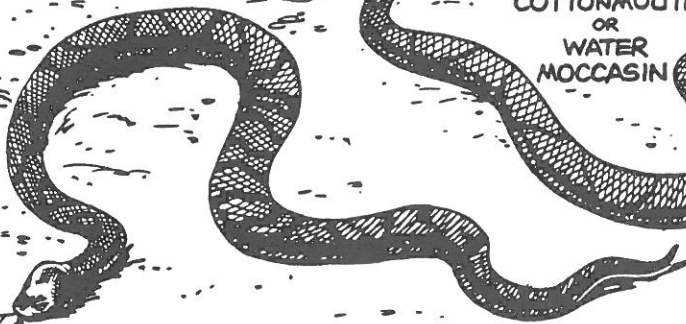
RATTLESNAKE



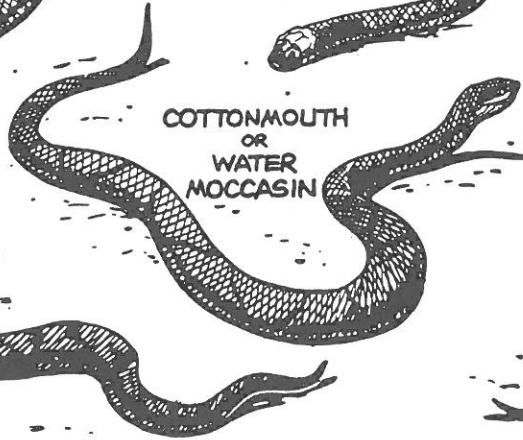
CORAL SNAKE



COPPERHEAD



COTTONMOUTH OR WATER MOCCASIN



LEAVING FOOD OR CANDY BARS UNCOVERED AT CAMP MIGHT WELL ATTRACT UNUSUAL VISITORS...



# WILDLIFE HOMES

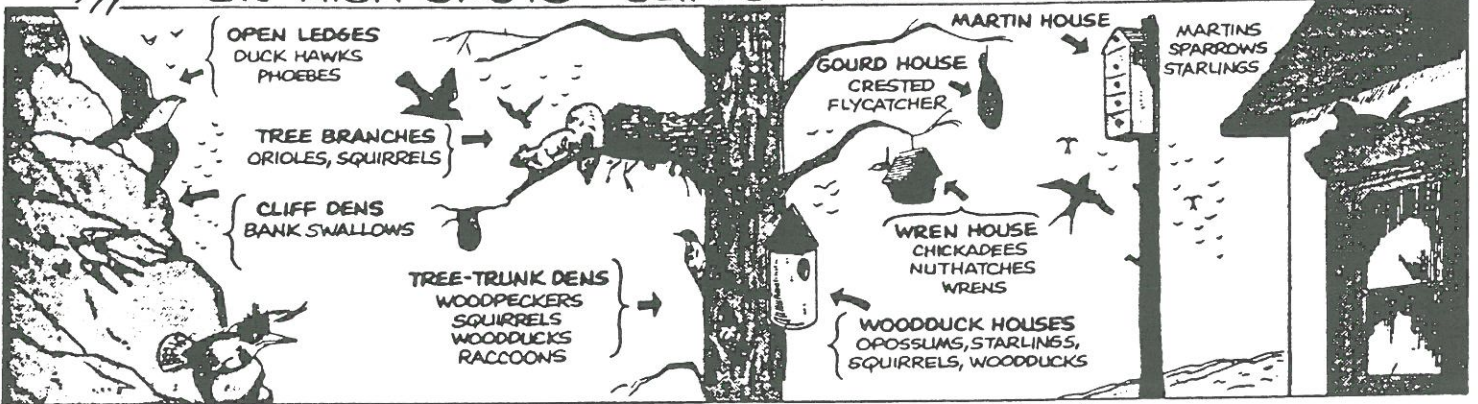
“THERE'S NO PLACE LIKE HOME” IS AS TRUE TO WILD CREATURES AS IT IS TO US. WHETHER IT BE A DEN, A NEST, OR A BURROW, IT PROVIDES SHELTER FROM ENEMIES AND ELEMENTS...IT PROVIDES COMFORT IN WINTER AND SUMMER BOTH NIGHT AND DAY. WILD CREATURES CHOOSE THEIR HOMES WHERE FOOD AND WATER ARE AVAILABLE AND WHERE THEY CAN REAR THEIR YOUNG IN SAFETY. YOU CAN HELP THE WILDLIFE IN YOUR LOCALITY BY PROTECTING THEIR NATURAL HOMES AND BY PROVIDING THEM WITH ARTIFICIAL HOMES.

## NATURAL HOMES

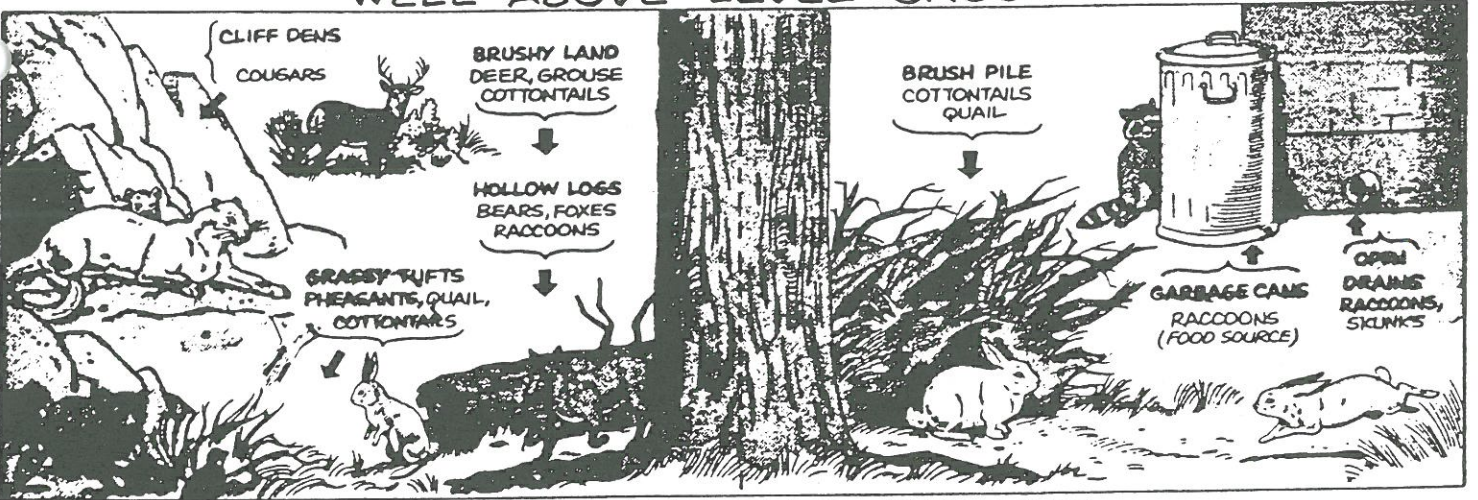
## ARTIFICIAL HOMES



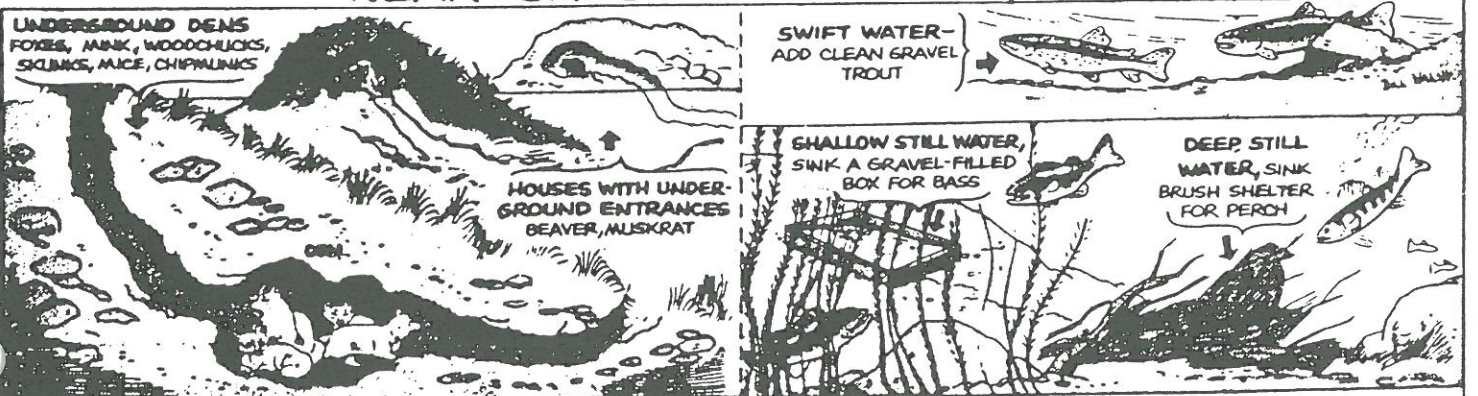
## ON HIGH SPOTS - CLIFFS - TREETOPS - ROOFS



## WELL ABOVE LEVEL GROUND

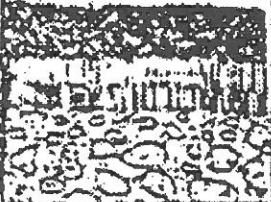
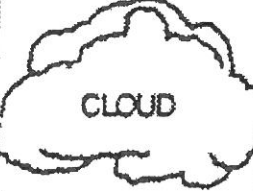
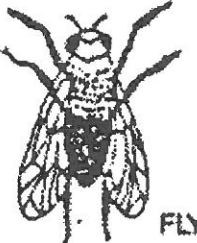



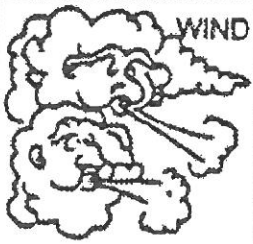
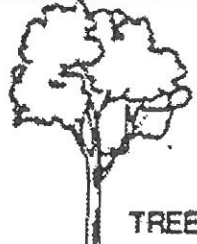



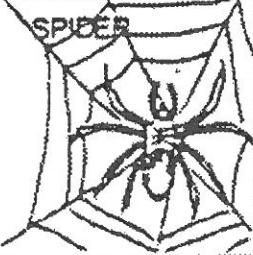
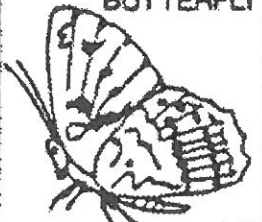





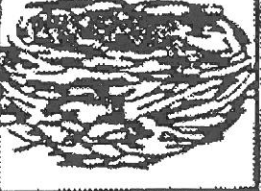



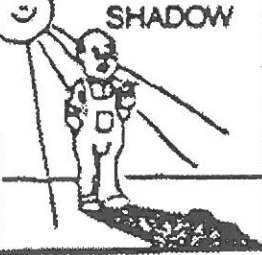



## NEAR OR ON LEVEL GROUND



## UNDER GROUND OR UNDER WATER

# B I N G O

SOIL 	CLOUD 	FLY 	BIRD SINGING 	LEAF 
PRAIRIE 	WIND 	TREE 	SEEDS 	AN ANIMAL MOVING 
AN ANIMAL EATING 	SPIDER 	<b>free</b>	BUTTERFLY 	FLOWER 
FISH 	GRASS 	HOLLOW LOG 	HILL 	NEST 
LAKE, STREAM OR RIVER 	RAIN OR DEW 	MUSHROOM 	SHADOW 	PINE CONE 

CHECK OFF WHAT YOU SEE. YOU DO NOT NEED TO PICK ANYTHING.

# JULY 1995 WATER CARNIVAL

## Aquatics Safety

Taken from *Guide to Safe Scouting*  
BSA-Policies and Procedures  
Greater St. Louis Area Council

### Safe Swim Defense

All swimming activity in Scouting is conducted according to the Safe Swim Defense. The proven procedures in this water-safety plan have given Scouting what is believed to be one of the best water safety records of any youth organization. Previously known as the Eight Defense Plan, the concept was first developed more than forty-five years ago.

One of the best opportunities for Safe Swim Defense training is in summer camp. The eight defenses are:

#### 1. Qualified Supervision

A responsible adult (at least 21 years old) must supervise all swimming. He or she must be qualified in water-safety training (BSA Lifeguard, or lifeguard or lifesaver certification by a recognized agency) or must use assistants so qualified.

#### 2. Physical Fitness

Require evidence of fitness for swimming activity with a complete health history from physician, parent, or legal guardian.

#### 3 Safe Area

Have lifeguards and swimmers systematically examine the bottom of the swimming area to determine varying depths, deep holes, rocks, and stumps. Mark off the area for three groups: not more than 3-1/2 feet deep for nonswimmers; from shallow water to just over the head for beginners; deep water not over 12 feet for swimmers.

#### 4. Lifeguards on Duty

Designate as lifeguards two persons who are capable swimmers.

#### 5. Lookout

Station a lookout on the shore where it is possible to see and hear everything in all areas. The lookout may be the adult in charge of the swim and may give the buddy signals.

#### 6. Ability Groups

Tests to determine swimming ability should be renewed each year at the beginning of the season.

#### 7. Buddy System

Pair every youth with another in the same ability group.

#### 8. Discipline

Be sure everyone understands and agrees that swimming is allowed only with proper supervision and use of the complete Safe Swim Defense.

For more information complete guide.

## Activities for Pack and Dens

Visit an indoor or outdoor pool. Have various games and activities for both Cub Scouts and Webelos Scouts. Check on each rank for advancement opportunities.

Attend a swim meet.

Set up a water carnival with various water games.

Great time for a Summer Pack Activity!

## Ceremonies

### Water Fun

Personnel: Cubmaster, various adults in costume

Equipment; Various items used in the water: mask, snorkel, fins, ski tube, and/or skis. Have leaders wearing these items. Cubmaster needs a fishing hat and a vest available. Enough dowel rods with string attached to badges in plastic sealed bags. Awards for boys

Arrangement: Cubmaster in front of audience

Cubmaster: Water fun is something that is enjoyed by nearly everyone. We have some special people here tonight to show you ways to have fun in the water. (The following are fun ways to show the items.) **1. Maskman** - The person who does not want to get water on his face. The person who does not want to be seen. **2. Snorkeler** - The next person thinks he/she is a shark. They think they are a part of the great white shark family and are a member of the JAWS fan club. **3. Finner** - The person only walks on the beach and leaves big prints in the sand thinking that everyone will think Big Foot has reappeared. **4. Tuber** - Someone who thinks they can swim but really can't. Someone who has always wanted to drive on water but has not yet figured out how to do it. **5. Skier** - This person is ready for water and snow. Or does this person like big shoes that make a lot of noise.

These are just a few items that can be used to have fun in water. Another thing that is very popular in water is fishing. (Put on a fishing hat and jacket if available). In this fish tank I have caught some badges for Cub Scouts who have advanced in rank. (Pull out badges and call boy forward with his parents.)

## Learning to Swim

Personnel: Cubmaster

Equipment: Safe swim card with awards attached

Arrangement: Cubmaster in front of the audience.

Cubmaster: This month our theme has been water carnival. This is an important topic for us to cover so that we can impress upon our boys and their families the importance of water safety while being able to enjoy the water too. As beginning swimmers, we must pick a safe area to begin our lessons. One of the first things we must learn to do is to put our faces in the water and blow bubbles. Next we learn to hold our breath with our faces in the water. All of these things help us to get used to the water so we will feel comfortable in it. Tonight we have some beginning Cub Scouts who are just getting used to the Cub Scout program. (Call forward the boys who are to receive their Bobcat badges. Present the badges.)

The next thing we learn in swimming is to relax and learn to float. This is helpful not only in learning to swim but also in learning to protect ourselves from drowning. As we learn to float we always have proper supervision so that we are taught the right way to accomplish our tasks. Several Cub Scouts have advanced to the point of being able to float on their own in the Cub scout program. (Call forward the boys who are to receive their Wolf badges. Present the badges.)

You can not get very far in the water if the only things you know how to do are to float and to blow bubbles in

the water. It is important that we learn the proper way to kick so we can be propelled through the water. We learn to kick by holding on to the side of the pool. It is also important to have a life guard on duty to help give a safe place to practice our kicks. Tonight we have several boys who have mastered the kick that will propel them through the Cub Scout program. (Call forward the boys who are to receive their Bear badge. Present the badge.)

With knowing how to kick there still remains the arm strokes to learn. By standing in the water we can bend at the waist and practice our breathing with our arm strokes. With the added upper body strength provided by our arms we will be able to speed through the water. It is not an easy feat to accomplish the arm strokes in coordination with proper breathing, but it can be done. The effort it takes to coordinate different accomplishments is evident tonight since we are able to award the rank of Webelos to some boys who have worked hard to achieve it. (Call forward the boys and their parents. Present the badges.)

Now that we have learned to be relaxed in the water, to float, to kick and to use our arm strokes we have to put all of these skills together. The result after some practice is that we are able to swim. We have worked long and hard to learn each thing it takes to be a good swimmer. We have reached the top. Tonight we have some Webelos Scouts who have reached the top, they are to receive their Arrow of Light Award. They have shown that they can learn new skills and combine them to accomplish even greater heights. (Call forward the boys who are to receive the Arrow of Light award and their parents. Present the badges.)

The learning has not stopped with just learning to swim, but it has opened up a whole new world to these boys. The boy Scouting program will be able to improve on these skills and teach them many new ones.

## Audience Participation

### Fisherman's Luck

Divide audience into three groups:

Fisherman - "Great Day for Fishing"

Fish - "Bubble, bubble"

Worm - "Wiggle, wiggle:"

Reel - (Everyone pantomime reeling in a fish)

Once there was a FISHERMAN who went fishing on a sunny day in July. He was hoping to catch a big FISH. He found a nice spot on the bank of the river.

The FISHERMAN put the REEL on his rod, and a WORM from a can on his hook and started to FISH. He patiently waited and waited, but no FISH came to eat

the WORM on his hook. The FISHERMAN decided to leave his hook in the water and prop up his rod with a stick and take a walk. When he came back, the rod was bending over, and he was sure he had caught a big FISH.

The FISHERMAN wound in the REEL and he found only a stick on his hook, but the WORM was gone. So the FISHERMAN put another WORM from the can on the hook and left his rod propped up on a stick again. This time when he came back, the FISHERMAN found the rod was bent over again and he was sure he had caught a big FISH. But when he wound in the REEL he found a tin can on his hook, and the WORM was gone.

The FISHERMAN put another WORM on his hook, propped up the rod on a stick, and closed his eyes and went to sleep. He dreamed of big, big FISH. . . hundreds of FISH, jumping out of the river. When he awoke, his rod was bending over again, but he said to himself, "it's probably just another stick or tin can." But when he wound in the REEL there was a beautiful big FISH on the hook. Just what the FISHERMAN wanted!

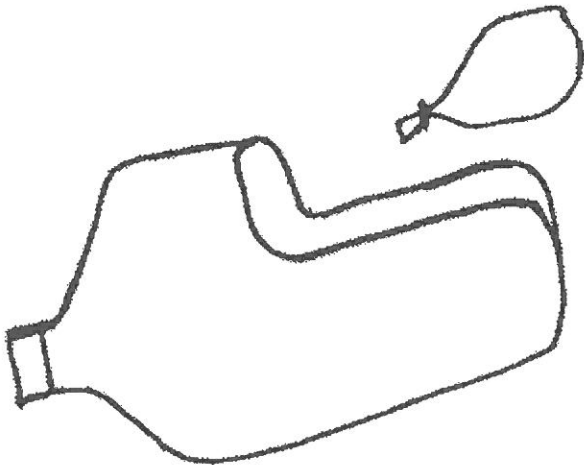
## Games

### Water Balloon Toss

In filling balloons with water, do not fill too much. The more water, the heavier the balloon and the more likely it will burst before the game is over. The thicker balloons work better.

With a partner, line up across from each other. To start each group will be close together. One person will toss the balloon to the other. After each toss, take a step back. The last group to toss balloon to each other without balloon bursting, wins.

Varies - use a scoop instead of just tossing the balloon. (See picture.)



### Water Balloon Volleyball

Play with teams like volleyball. Toss the balloon to each player and then over the net. Each time the balloon comes over the net, each side must pass it once before sending it back across the net. If balloon burst, the person receiving the balloon is out. Play continues until one team has no more than one player on a side, then the other team with the most players wins.

### Water Balloon Dart Game

Fill balloons and place on a large board. Have boys take turns throwing darts at balloons. Make it a little more challenging and use a dart board type circle. Fill each balloon in the different pint areas, with less water than the others. This will make a smaller target.

### Water Balloon Dodge Ball

Have one or more people lined up either in a circle or up against a wall. Fill balloons with water. If the balloon or the water touches anyone, they are out of the game. This continues until only one boy is left.

### Water Balloon Musical Chairs

This plays like regular musical chairs. When the music stops the person with the balloon is out. The only difference is the leader "pops" the balloon while the boy is holding it. (Another thing that can be done is the person can get squirted with a water gun instead of popping the balloon.)

### Fire Bucket Brigade

Have boys in a straight line. Have a bucket filled with water at the beginning of the line. Have an empty bucket at the end. Have the boys pass the bucket over their heads back to the end of the line. Boys must not turn around to pass the bucket. The last boy may then fill the bucket that is behind him. The line that finished first or the bucket with the most water, wins. This can be varied with poking holes in the buckets or passing smaller buckets down the line and back until all water from the front bucket is empty. Then the line with the most water wins.

## **Water Relay**

Have boys in a straight line. Have a bucket with water at the front of the line and an empty bucket at the end. Have the boys pass a ladle of water down the line and fill the bucket. Do this for a limited amount of time or until bucket is full to a certain line.

### **Varied Ideas**

Have the boys take turns walking from one point to another with the ladle instead of a straight line.

Use a spoon instead of a ladle.



# JULY 1995 AQUANAUT ACTIVITY BADGE

Assembled by Tom Hood, Jr.

Aquanauts are people who are at home in and around the water. They respect the water, master it, and enjoy it. Aquanauts know that water can be dangerous. They never take foolish chances or break safety rules. They know that rules protect everyone. Aquanauts develop water skills. They know they are safe in and on the water. They know how to help others be safe and have fun, too. Swimming, floating, snorkeling, water rescue, and boating are all skills of Aquanauts, the better they become, the more fun they have.

HAVE FUN, BE SAFE, NEVER SWIM ALONE, ALWAYS USE THE BUDDY SYSTEM.



## Safe Swim Defence

### Essential Defenses

#### 1. Qualified Supervision

Have a responsible adult (at least 21 years old) supervise all swimming. He must be qualified in water-safety training.

#### 2. Physical Fitness

Request a physical examination for every boy once a year.

#### 3. Safe Area

Have lifeguards and swimmers examine the bottom of the swimming area to determine if the area is safe. (This is to be used if you are swimming in an area other than a swimming pool.)



#### 4. Lookout

Station a lookout on the shore where he can see and hear everything in all areas.

#### 5. Lifeguards on Duty

Designate as lifeguards two adults who are capable swimmers.

#### 6. Ability Groups

Divide the boys into three ability groups - non-swimmers, beginners, and swimmers. Keep each group in its own area.

#### 7. Buddy Plan

Pair every boy with another in his own ability group. Buddies check in and out of the swimming area together at all times.

#### 8. Discipline

Be sure all Cub Scouts understand and agree that swimming is allowed only with proper supervision and use of the complete safe swim defense. Advise their parents of this policy. When boys know the reason for rules and procedures, they are more likely to follow them. Be strict and fair, showing no favoritism.

## Water Carnival

Summer time is swim time and a water carnival is certain to be a popular pack outing.

### Water Carnival Program Games and Races

#### Penny Hunt

Equipment - at least five pennies for each boy. The pennies are scattered in shallow water and Cub scouts line up along the edge of the pool. On signal, boys jump into water duck under and pick up one penny at a time and return penny to home base. Boy with most pennies wins game.

#### Bubbling Contest

Cub Scouts are in chest-deep water. On signal, all submerge their faces and exhale slowly but steadily.

The last one to raise his face out of the water wins. Determine den champions and then the pack champion.

## Up and Under

Equipment: One rubber ball for each den (the larger the ball, the more the fun, but balls should be the same size.) Dens line up in relay formation in waist-deep water. A ball is given to the first Cub Scout in each line. On signal, he passes the ball over-head to the second boy, who passes it between his legs to third, who passes it overhead to the fourth to the end of the line. The last Cub runs to the head of the line and passes it as before. First team back in its original order is the winner.

## Nail-Driving Underwater

Equipment: One hammer, 5 nails, and a piece of 2x4 for each contestant. Winner is one who drives most nails.

## Safety and Rescue Demonstration

Have several fathers demonstrate elementary rescues, described in *Cub Scout Water Fun*.

## Always Swim With a Buddy

Swimming with a buddy is good common sense for people of all ages. You and your buddy can help each other, if either of you gets into trouble in the water.

## Do's and Don't's of Safe Swimming

Don't show off in the water.  
Don't dive into strange or shallow water.  
Don't go in swimming right after eating.

Do have your family physician tell you of any problems found in your fitness checkup. You can then swim with confidence.

**NEVER SWIM ALONE! ALWAYS USE THE BUDDY SYSTEM.**

## Aquanauts Know Water Rescue Methods

Webelos Scouts are not expected to do the rescue work of a trained adult. Still, they should know some simple rescues. You might save a person in trouble when no one else is around.

The order of methods to choose is

**REACH!      THROW!      GO!**

1. **REACH**      with whatever is available or at hand.

2. **THROW** a line, a buoy, a floating object to provide support.
3. **GO** with support. The best support is a row boat, canoe, or surfboard. Swimming rescues are for trained older people. They are dangerous for the rescuer unless he is a strong swimmer and knows what to do.

## Boat Safety

1. Know your boat - don't overload it.
2. Each person should wear a life jacket.
3. Balance your load. Divide weight evenly from side to side and bow to stern.
4. Step into the center of the boat when boarding or changing seats and always keep low.
5. If your boat tips over, hang on don't leave it. Let help come to you.
6. Watch the weather. Head for shore when it looks bad.
7. Keep a sharp lookout for other boats and swimmers.

**AQUANAUTS ARE SAFE BOATERS**

**HAVE FUN - BE SAFE**

**ALWAYS REMEMBER**

**USE THE BUDDY SYSTEM**

**BETTER SAFE THAN SORRY**

# AUGUST 1995

## FIESTA

### Ceremonies

#### Opening Ceremony (Parade)

*Arrangement:* Boys in fiesta costume form a parade outside of the room. The den chief is at the head of the parade, carrying the pack flag. On signal, they enter the room and dance around the audience. After going around the room once, they take their seats as the pack flag is posted. (The American flag is already posted on the stage).

**Cubmaster:** Ladies and gentlemen and children of all ages. Tonight you will see a fiesta of unparalleled magnificence. The most startling and unusual features are assembled from the far corners of the Spanish-speaking globe, in a super spectacle with all the color of fireworks and the majesty of Mt. Pico de Orizaba. A gigantic fiesta will be unraveled before your very eyes. Welcome to Pack \_\_\_ Fiesta.

(The parade enters and dances around the room with mariachi music playing in the background. After they are seated, the music is switched to the Star Spangled Banner and the audience stands. A Cub Scout leads the audience in reciting the Pledge of Allegiance after the National Anthem has been sung.)

#### Opening Ceremony (Fiesta)

*Arrangement:* 6 Cub Scouts enter one by one, carrying large cards with letter painted on them. Each one recites his lines and lines up to ultimately spell the word FIESTA.

**F** is for Fun; discovering friends throughout the world.  
**I** is for Ideas; customs and traditions from many lands.  
**E** is for Excitement; celebrating Scouting everywhere!  
**S** is for Scouting; uniting boys throughout the world.  
**T** is for Teamwork; reaching out to help each other.  
**A** is for Action; Scouts working to make the world a better place for everyone.

#### Fiesta Achievement Parade

**Personnel:** Cubmaster

**Equipment:** Posters of the following Mexican foods: Tostadas, burritos, enchilladas, chimichangas, and tacos. Mariachi or Mexican music. Cubmaster dresses in a poncho and sombrero. Awards for the boys.

**Arrangement:** Cubmaster in front of audience

**Cubmaster:** Everyone loves a food fiesta (play music low enough for the audience to hear the music and you.) Tonight we have a special fiesta for you. We have some Cub Scouts who have advanced in rank and will be featured in our fiesta. (Tiger Cubs enter with two boys displaying the Tostada poster). First, we have our Tostada Tikes. Will the parents of the Tiger cubs please come forward. These Tigers and their partner have worked on the Big Ideas and have successfully completed the Tiger Cub program and are now ready to start on the Cub Scout trail. (Present appropriate award to parents to give to their Scout.)

(Bobcat Scouts enter with two boys displaying the Burrito poster.) Mira! I see the Bigger Burritos. Will the parents of the Bobcat Scouts please come forward. These cub Scouts have completed the 7 steps in the Bobcat Trail and will receive the first rank in Cub Scouting. (Present badges.)

(Wolf Scouts enter with two boys displaying the Enchillada poster.) Ole! Here come the Energized Enchillada! Twelve different achievements have been completed by the following Scouts (recite names). Would the parents of these Wolf Scouts come forward. These Scouts have discussed citizenship and they have grown physically and mentally. This completes the second rank in Cub Scouting and puts them another step closer as they climb the Cub Scout ladder. (Present badges.)

(Bear Scout enter with two boys displaying the Chimichanga poster.) Que Rico! the choice chimichangas are coming! These Bear Scouts also had 12 achievements to complete that were a little harder and more challenging. These Scouts are preparing to be Webelos and have completed the third rank in Cub Scouting. Will their parents please come forward. (Present badges.)

Webelos Scouts enter with two boys displaying the Taco poster.) Ole! It looks like our fiesta parade is about to end. I can hear the Big Tacos coming. There weren't achievements on their route. The Webelos had activities to complete that will prepare them for Boy Scouting and will put them closer to earning the Arrow of Light. Will the parents of the Webelos Scouts please come forward. (Present badges.)

# Closing Ceremony

## Fiesta Stick

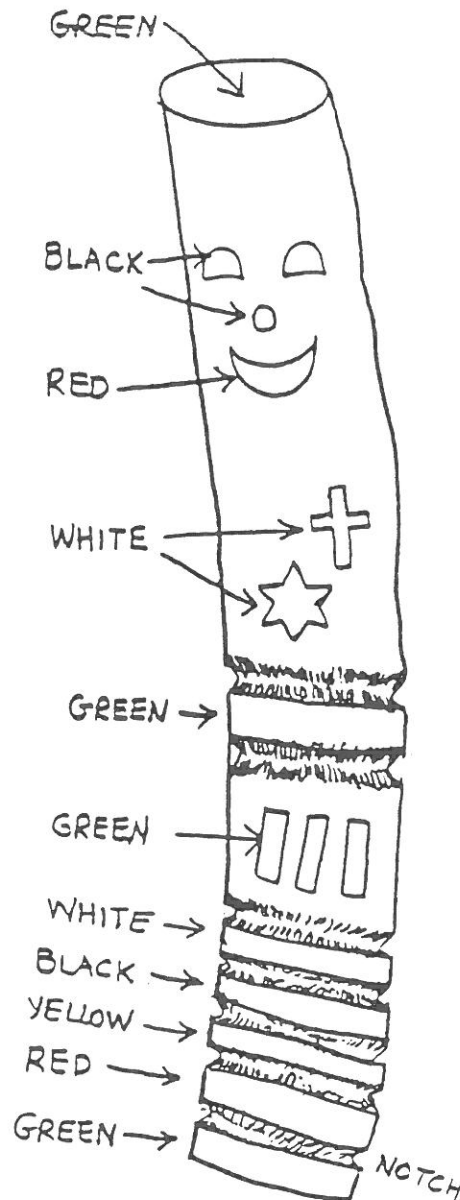
The Fiesta Stick is made of green wood and is a symbol of friendship. It is carved to fit the curve of the earth, symbolizing that friendship can grow just as the trees in the forest grow.

1. The green circle at the bottom is for Faith in God and one another. It is the first ring on the stick because it is the basis of a happy, meaningful life.
2. The next four circles represent the races of the world: red, yellow, white and black.
3. The green of Hope is above the races. This is the hope of the future - that everywhere people will try to overcome any difference of opinion and human failing.
4. Thus the four races are bound by Faith and Hope, the path leading toward a central goal signifying the attachment of this unity.
5. The Cross and Star of David are symbols of the way for all races to come together and work for world peace.
6. The smiling face is the result of Friendship based on Faith, Hope and Unity. To be greeted by the smiling face of a friend is one of the greatest joys which can be experienced.
7. The face is crowned with green of the forest, symbolizing the wonderful outdoors, and the friendships developed therein.

A fiesta stick must be carved by the giver. It shows time, thought, and effort.

Prepare a fiesta stick for each boy in the den. When you present the sticks, read the symbolism to them.

Furnish each boy with a green stick, uncarved, and ask him to carve his own story in the stick. He can paint the symbols which he feels are appropriate to the story. When he is finished, he can show his stick to the den and tell what the symbols represent.



## Thank Your Parents

Personnel: 8 Cub Scouts

Equipment: Large poster divided into 8 pieces; when put together has a heart on it with the word GRACIAS in it.

Setting: Each boy has a piece of the heart. After all lines have been read, the first four stand in a line and hold their cards while the second four kneel in front and hold up their cards so that the heart is formed.

- #1 Our leaders are grand, the best in the land.
- #2 They deserve a thank you, and a big hand, too.
- #3 This celebration's the time and the place, to tell them we think so, right to their face.
- #4 So thanks to the den leaders, committee and Cubmaster, at making Scouting fun, they're truly the masters.
- #5 But there's someone special we don't want to leave out, after all, they're a big part of what Scouting's about.

#6 We want to say thank you, Mom and dad, and tell you that we are really glad,

#7 To have you as parents, yes it's true, because of your help and all that you do,

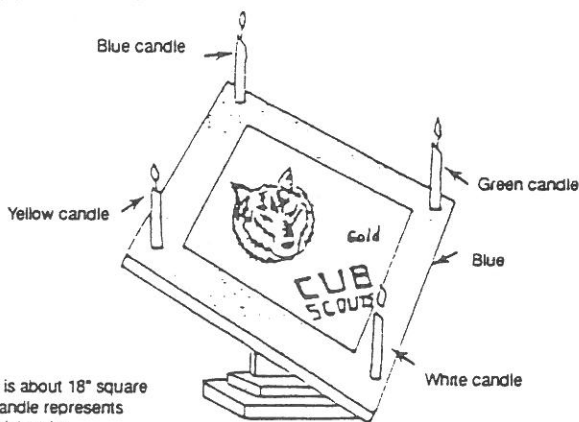
#8 To help us through Scouting's achievements and ranks, you truly deserve our heartfelt thanks.

## Fiesta Ceremony Board

### Materials:

- 1 - 18" square board
- 1 - 1"x4"x6" base mounted on a 1"x6"x10" support.
- 4 candles, 1 each - white, green, blue and yellow

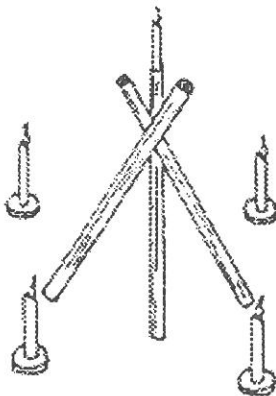
Support is hinged to the center of the back.



Base is a 1" x 4" x 6" mounted on a 1" x 6" x 10".

## Fiesta Ceremonial Tripod

Tripod is made of sticks lashed together with a candle mounted in the center. Small candle holders are slices cut from a log with holes drilled for candles.



## Fiesta Entertainment ideas

### Pack developed entertainment:

1. Each den prepares a skit, song, stunt or dance.
2. Parent and child talent show.
3. Cubmaster and den leaders or committee persons prepare a skit using adults present.
4. Scout talent demonstrations.

### Outside entertainment:

Outside entertainment may cost very little and sometimes nothing. Be sure and check for special arrangements that may be needed.)

1. Animal demonstrations by the country park associations, by the zoo, by the Police Canine group, by dog obedience schools.
2. Bicycle clubs
3. Clowns
4. Dance demonstrations: Dance schools in your area, university or high school Spanish clubs
5. Magic acts
6. Music - Cub Scouts from the pack, school bands, university or high school Spanish clubs.
7. Miscellaneous ideas - short play (local theater group), entertaining films about a fiesta (ask your high school Spanish teacher or check with the school or public library).

## Fiesta Foods

### Tacos Con Carne (Tacos with meat)

#### Ingredients:

- 12 packaged taco shells
- 1 pound ground beef
- 1 medium onion, chopped
- 1 clove garlic, minces
- 1 teaspoon chili powder
- 3/4 teaspoon salt
- 2 tomatoes, chopped and drained
- shredded lettuce
- 2 cups shredded sharp cheddar cheese
- canned taco sauce

#### Directions:

Arrange taco shells on a baking sheet lined with paper toweling. Warm in a 250 degree oven while preparing meat mixture.

In a skillet cook beef, onion, and garlic till meat is brown and onion is tender. Drain off fat. Season meat mixture with chili powder and salt. Fill each of the taco shells with some of the meat mixture, tomatoes, lettuce, and cheese; pass taco sauce. Makes 6 servings.

## Mexican Pizza

### Ingredients:

1 package flour tortilla shells  
1 large can refried beans, warmed  
1 pound ground beef  
1 package taco seasoning  
1 bunch green onions, chopped  
1 can black olives, sliced  
2-3 tomatoes chopped  
3 cups cheddar cheese, grated  
3 cups monterrey jack cheese, grated  
canned salsa sauce

### Directions:

Place a single layer of tortillas on oven rack; heat until lightly browned in moderate oven.

In a skillet brown ground beef and prepare according to directions on taco seasoning package. Cook until all liquid has evaporated.

Lightly spread a tortilla with refried beans; sprinkle meat mixture on top. Lightly spread another tortilla with salsa sauce; sprinkle cheese on top. Place both tortillas directly on oven rack in moderate oven until cheese melts.

Place cheese tortilla on top of bet/bean tortilla. Top with black olives, green onions, and tomatoes. Cut into wedges; serve.

## Tortilla Appetizers

### Ingredients:

1 package flour tortillas  
3 cups cheddar cheese, grated

### Directions:

Sprinkle tortilla with cheese; microwave at full power for 30-45 seconds or until cheese melts. Cut into wedges; serve while warm.

## Cinnamon/Sugar Tortillas

### Ingredients:

1 package flour tortillas, cut into strips  
oil for frying  
sugar and cinnamon mixture

### Directions:

Fry a tortilla strips in hot oil until lightly browned and puffy. Drain on paper toweling. Sprinkle with sugar and cinnamon mixture while warm. Serve.

## Party Favors

### Fiesta Snappers

#### Materials:

Cardboard rolls  
colored crepe paper  
colored ribbons  
tape  
assorted wrapped candies.



#### Directions:

Fill a 5-6" length of cardboard with wrapped candy. Cover the roll with colored crepe paper (6"x8"). Tape or glue it to the cardboard roll. Tie ends with narrow ribbon. Add decorations as desired.

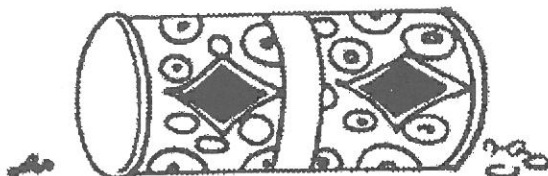
### Maracas #1

#### Materials:

2 clean, empty soup cans  
dried peas  
kernels of uncooked rice  
assortment of nails, small screws, paper clips and bottle caps

#### Directions:

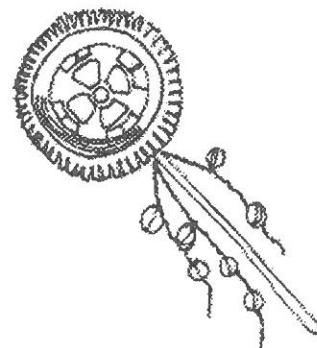
Open the tops of the soup cans just enough to empty the cans. Put a few split peas or a few kernels of rice in one can and an assortment of nails, small screws, paper clips or bottle cap in the second can. Reseal each can with tape. Fasten the two cans together with adhesive tape. Decorate with colorful patterns.



### Maracas #2

#### Materials

2 paper plates, decorated per maraca  
several small stones or dried beans  
1/4" dowel (8-10" long per maraca)  
assorted colored paper  
assorted colored yarn



#### Directions:

For each maraca, place several small stones or dried beans between two paper plates. Staple the edges together; fasten to a dowel handle with hot glue or tape. Add whirling color by stapling paper circles to yarn fastened to the handle.

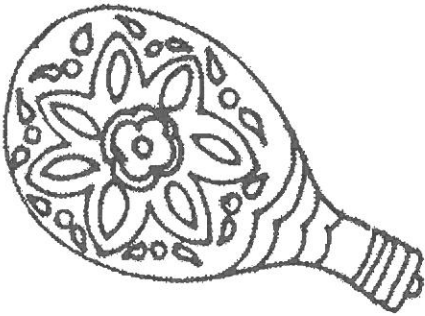
### Maracas #3

#### Materials:

burned out incandescent light bulbs  
paper mache  
paint and brushes

#### Directions:

Apply the paper mache to the light bulbs until the bulb is well coated. Let the paper mache dry until it is semi-dry (the outside is dry but not the interior). As gently as possible, hit the coated bulb against a hard surface to break the bulb without damaging the paper mache coating. Let the paper mache dry overnight or until completely dry. Paint and decorate.



### Birthday Howl

Personnel: Birthday boy, denner, den chief

Equipment: Pinata, cake and candles

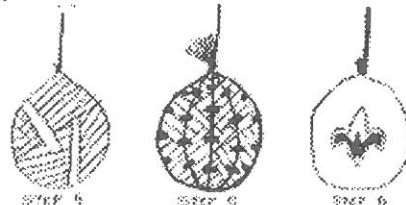
Arrangement: Form the den in a circle.

Have the denner lead the birthday boy into the center of the circle. As the denner rejoins the circle, he leads the den in the "Grand Howl". At the end of the Grand Howl, the boys take turns being blindfolded and swinging at the Pinata until it breaks and the candies and gifts inside are divided among them. The den chief enters with the cake, candles lighted and leads the den in singing "Feliz Campleanos". the birthday boy blows out the candles and gets the first piece of cake.

### How to Make A Pinata

Making a pinata is simple, fun, and inexpensive. All you need is one large balloon about 12 inches in diameter, some Elmer's glue, newspaper, flour, water, paint and some heavy string.

1. Cut newspaper into strips one inch by twelve inches.
2. Mix four ounces Elmer's glue with 1/2 cup flour and one cup water and stir till smooth. If the mixture is too thin add flour, or if the mixture is too thick add water.
3. Blow up your balloon to desired size and tie a knot in the end. Next tie a piece of string to the balloon and hang the balloon in an area where you can easily work on it.
4. Take strips of newspaper one at a time and dip into the paste mixture and wipe off excess with your fingers. Apply strips to the balloon overlapping them until the balloon is covered. Let dry completely before applying the next layer of strips. Apply four or five layers of strips.
5. For added strength, you can add string between the second and third layers. Use string or twine that is fairly strong such as kite string. Cut eight pieces of string that are 12 inches longer than the diameter of the balloon. Take each string and wrap one at a time around the balloon from top to bottom so that 6 inches of string remains at each end of the string. Take short pieces of scotch tape or masking tape and tape the string to the balloon so that the string will stay in place. Space the strings equally around the balloon. Once all eight of the strings are in place, take all the loose ends and tie them in a knot as close to the balloon as possible. Now you can apply two to three more layers on top of the strings. Remember that the more layers you put on, the stronger the pinata will be.
6. Once you have all the layers put on the balloon you can paint your balloon with one solid color. It takes two coats to cover up the print on the newspaper. A good paint to use is Red Devil Acrylic Latex Gloss Enamel. It dries quickly. Next you can paint on your favorite Scout design.
7. Pop the balloon and cut a small hole at the top of the balloon and put your favorite candies and treats in the pinata.
8. Now it's party time. Take a rope and tie one end of it through the strings at the top of the pinata and suspend the pinata from the ceiling or a tree limb. Take a short stick or piece of an old broom handle and cut to three feet length. Now take a Scout, blindfold him, spin him three times, put the stick in his hands telling him to hold on to it with both hands and point him in the direction of the pinata. Tell him to start and stop swinging at your command. Make sure everyone stands back when a Scout is swinging at the pinata. You can have someone pull on the rope, making the pinata swing sideways and move up and down, while a Scout is swinging at it.

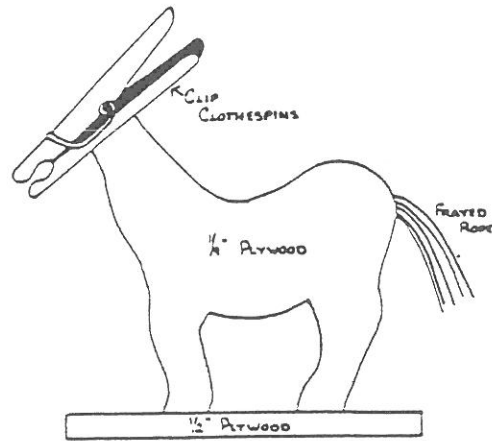


## Kitchen Caddy

### Materials:

1/4" plywood  
1/2" plywood or pine base  
coping saw  
glue and paint  
snap clothespin  
rope

Enlarge burro pattern, trace on plywood.  
Cut using coping saw. Sand edges  
Glue clothespin on neck, blue burro at base.  
Paint. Add tail.



## Pottery

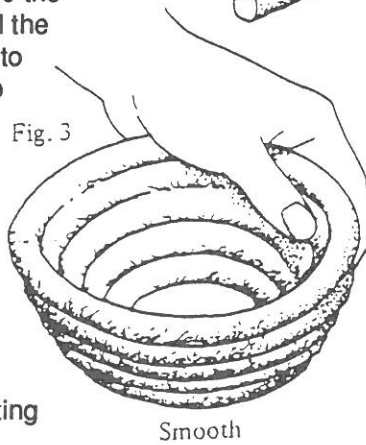
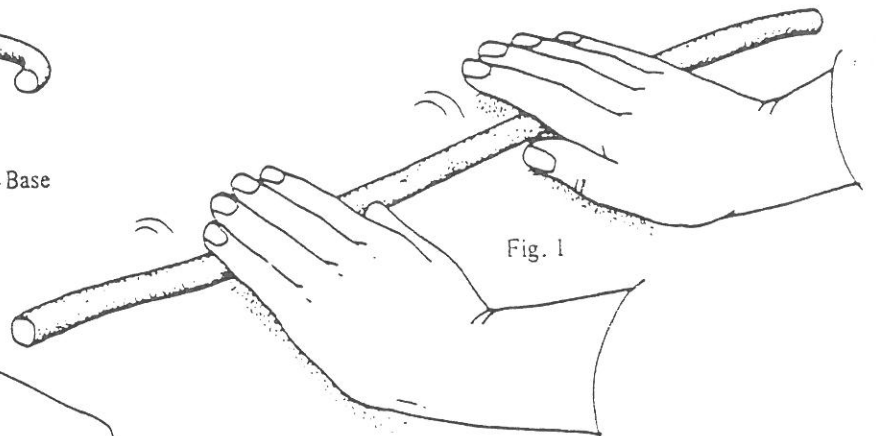
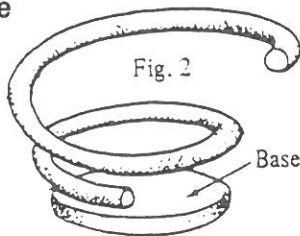
### Materials

Potters clay or plasticine, paints and paint brushes

The Southwest Indians made their dishes and pots from the clay that was readily available in the desert and mesa terrain. They drew traditional designs with yucca-leaf brushes. Colors made from different clays and soils were painted in the designs.

### Method:

1. Shape or cut a flat, round piece of clay about 4 inches in diameter. This is the base of your bowl.
2. Roll out clay into round, long pieces for coiling. Make sure that each coil is about the same width throughout its length.
3. Attach the coil of clay to the base and start to spiral the coil around. Continue to build the coiled clay up and out to the desired shape.
4. Wet your fingers and blend the coils together to make a smooth surface.
5. When the bowl is shaped, allow it to dry thoroughly.
6. finish the bowl by painting on a design or pattern.





## EAGLE JIGSAW PUZZLE

Materials:

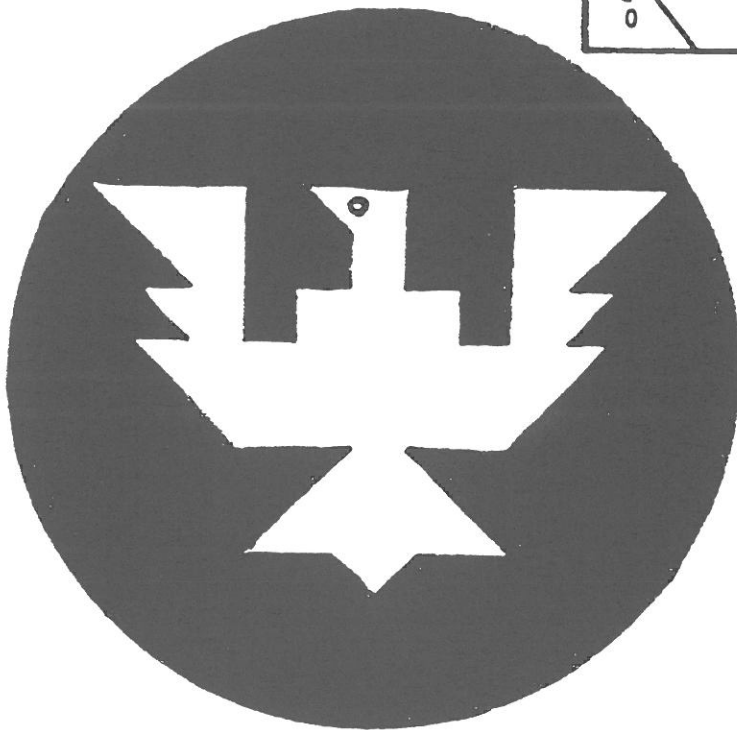
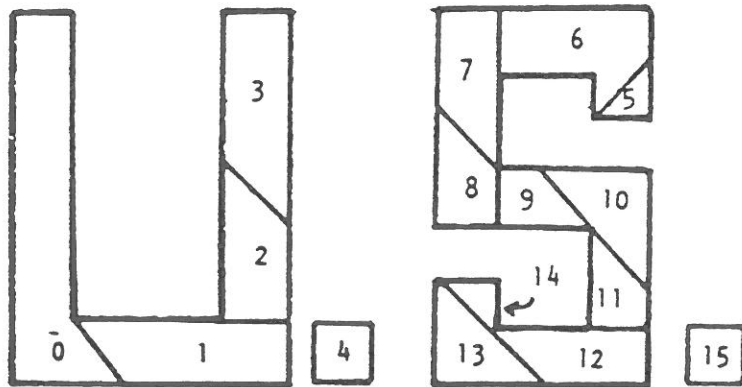
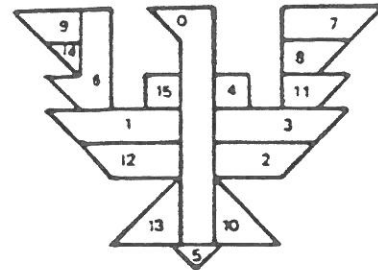
Lightweight cardboard

Scissors

Below is the emblem of the United States, the eagle; and the letters U.S. The letters are divided into 16 parts numbered from 0 to 15.

Paste the letters US on a piece of cardboard, cut them along the dividing lines to get the 16 pieces for the jigsaw puzzle.

The trick is to place the 16 pieces on the eagle picture below in such a way the eagle's silhouette is completely covered. The solution is also included.



## Songs

### Feliz Cumpleanos

Feliz Cumpleanos a ti  
Feliz Cumpleanos a ti,  
Feliz Cumpleanos, (name),  
Feliz Cumpleanos a ti.

¿Cuantos anos tienes tu?  
¿Cuantos anos tienes tu?  
¿cuantos anos tienes tu, (name)?  
¿Cuantos anos tienes tu?

Feliz Cumpeanos a ti,  
Feliz Cumpleanos a ti.  
Feliz Cumpleanos, (name),  
Felis Cumpleanos a ti!

### Mexian Hat Dance

Ole, ole, ole,  
The boys way down south they say.  
Ole, ole, ole,  
What it means I just can't say.

Down in Mexico they do the hat dance.  
I saw it one day only by chance.  
Then they danced on my brand new sombrero,  
Now it's flat as a hot tortilla.

Ole, ole, ole.  
The boys way down south they say.  
Ole, ole, ole.  
Eat peppers all night and day.

So I bought me another sombrero.  
It's as big as my father's wheelbarrow.  
It's a home for a family of sparrows.  
And I think I'm a little bird brained.

Ole, ole, ole.  
The boys way down south they say.  
Ole, ole, ole.  
How long are we going to stay.

All the Mexican Cub Scout speak Spanish  
When I ask them why, they just vanish.  
But they come back and show me the Scout sign.  
Yes, in Spanish it still means the same.

Ole, ole, ole.  
The boys way down south they say.  
Ole, ole, ole.  
We're going to Monterrey.

The Cub Scouts down south of the border.  
Are friends of the same Scouting order.  
But if they dance on my new sombrero,  
They won't be my friends anymore.

Ole, ole, ole.  
The boys way down south they say.  
Ole, ole, ole.  
This heartburn won't go away.

### Cub Cucaracha

La Cucaracha, La Cucaracha.  
We are happy, young senors;  
La Cucaracha, La cucaracha.  
Guitar music we adore.

La Cucaracha, La Cucaracha.  
The bullfight we love to see  
La Cucaracha, La cucaracha.  
We siesta until three.

La Cucaracha, La Cucaracha.  
Senorita we admire.  
La Cucaracha, La cucaracha.  
Our food sets your mouth afire.

La Cucaracha, La Cucaracha.  
Brilliant clothing is our rule.  
La Cucaracha, La cucaracha.  
Our sombreros make us cool.

### Siesta or Fiesta

(Tune: Home On the Range)

Down Mexico way,  
They have parties so gay.  
And during each day,  
They take time from their play,  
To take relaxing siestas.

South, south of the border,  
Where relaxing is part of the order.  
They don't seem to worry,  
Or rush in a hurry.  
We should all be more of that sort.

During each day,  
Down Mexico way,  
They take a rest called siesta.  
Then there's lots of fun for everyone,  
When the Mexicans hold fiesta.

## **Mexico**

(Tune: Dixie)

Oh, I wish I was down in old Mexico  
Good times there eatin' hot burritos  
Take me back, take me back,  
Take me back, Mexico.

In Mexico the weather's warmer  
Just south of the U.S. border,  
Take me back, take me back,  
Take me back, Mexico.

Oh, I wish I was in Mexico  
Ole! Ole!  
In Mexico out on the sand  
The beach in Acapulco  
Ole, ole, ole, in old Mexico.  
Ole, ole, ole, in old Mexico.

## **Deep In The Heart Of Mexico**

(Tune: Deep In The Heart Of Texas)

The sun burns hot, don't rain a lot.  
Deep in the heart of Mexico.  
The tourists tan, out on the sand.  
Deep in the heart of Mexico.

The food is nice, with lots of spice.  
Deep in the heart of Mexico.  
The peppers there, will curl your hair,  
Deep in the heart of Mexico.

Pinatas there, swinging in the air.  
Deep in the heart of Mexico.  
With one good swing, neat gifts it brings.  
Deep in the heart of Mexico.

To Mexico, we'll have to go.  
Deep in the heart of Mexico.  
We'll eat tacos, and burritos.  
Deep in the heart of Mexico.

## **Yes, We Have No Burritos**

(Tune: Yes, We have No Bananas)

Yes, we have no burritos,  
We have no burritos today.  
We have tacos and nachos,  
And waiters so macho,  
But one thing we don't have.  
Yes, we have no burritos.  
We have no burritos today.

Yes, we have guacamole,  
We have guacamole today.  
It looks like a squashed lime,  
And feels like some green slime,  
But eat it anyway.

Yes, we have guacamole,  
We have guacamole today.

Yes, we have no hot peppers,  
We have no hot peppers today.  
Cause one boy burned his tongue,  
Then set fire to his lungs  
While eating one today.  
Yes we have no hot peppers.  
We have no hot peppers today.

## **Acapulco, Here I Come**

(Tune: California, Here I come)

Acapulco, here I come.  
Gong to burn out in the sun.  
Mexico, here we go, down south to stay.  
Castanets, and guitars starting to play.

Brought my pesos, going to spend  
Cash on gifts for all my friends.  
Where fiesta never ends,  
Acapulco, here, I come.

Montezuma, here I go.  
South to where the life is slow.  
The party pinatas swing in the breeze.  
The temperature's always a hundred degrees.

I can't wait till I arrive.  
Sure hope I don't get the hives.  
Gee, it's great to be alive  
In Acapulco, Mexico.

## **Games**

### **Swat the Sombrero**

Select two Cub Scouts. Put a paper hat or a sombrero on each one head and give each boy a rolled-up newspaper. Winner in the first one to knock the hat from his opponent's head. Eliminate to select a den champ.

### **Catch the Bull's Tail**

You'll need a good-sized area for this event. Have 8 to 10 boys line up, one behind the other. Each boy puts their arms around the waist of the boy in front of him. The last boy in line tucks a bandanna (the bull's tail) in the back of his belt. The bull lets out a loud "Mooooo" and begins chasing his own tail. The object is for the boy at the head of the line to grab the bandanna. However, the boys at the in front and at the end are competing but the boys in the middle aren't sure which way to go. When the head finally catches the tail, switch places and start again. A variation is to have two bulls try to catch each other's tails.

## El Arbol De Los Numeros (the tree of numbers)

### Equipment:

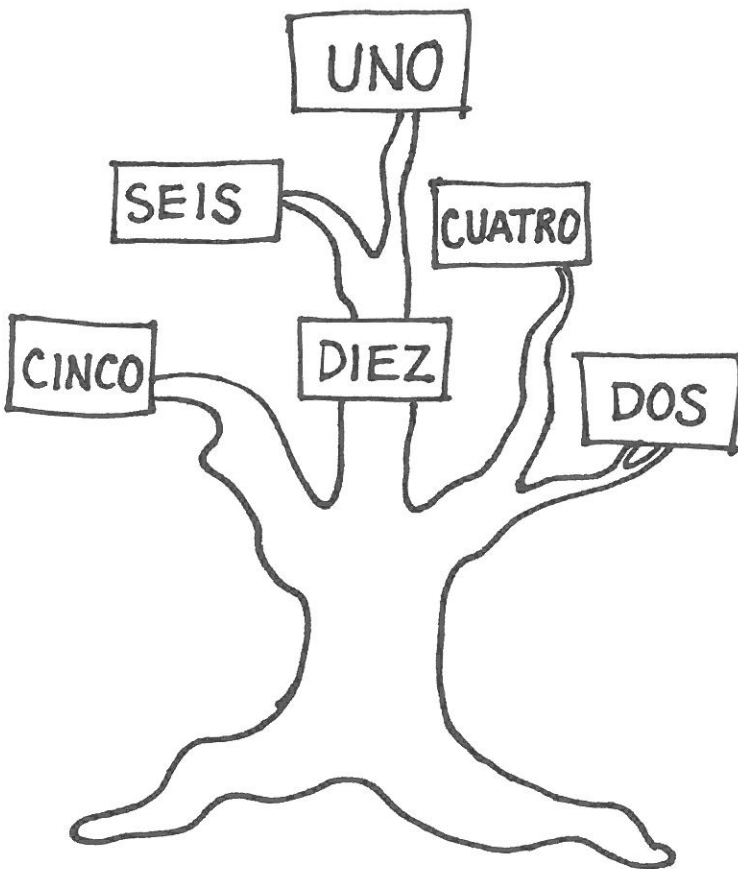
A large tree drawn on poster board.

Several 3"x5" note cards with the numbers 1-10 written in Spanish

### Procedure:

Before beginning the game, review the Spanish name of each number. It may be helpful to provide each Scout with a "cheat sheet".

The object of the game is to see who can add the total of the leaves most quickly and accurately. The pack may be divided into teams for a contest for the best mathematician in the pack. The Cubmaster changes the numbers of the leaves as the game proceeds, to see who can reach the new total first.



## Holiday Matching

### Equipment:

1 activity sheet per Scout  
pencils or pens

### Procedure:

Distribute one sheet to each Cub Scout. Instruct them to match the fiesta day written in Spanish to its English translation. Encourage Scouts to look for similar word clues and to help each other.

la Navidad  
el Año Nuevo  
el Domingo de Resurreccion  
el Día de San Valentín  
el Día Dedicado a la Memoria  
de los Heroes  
el Día de las Madres  
el Día de los Padres  
el Día de la Independencia  
el Día del Trabajo  
el Día de Acción de Gracias  
el Cumpleaños

Birthday  
Father's Day  
Labor Day  
Thanksgiving Day  
Independence Day  
  
Valentine's Day  
New Year's  
Christmas  
Easter Sunday  
Memorial Day  
Mother's Day

### Key:

la Navidad  
el Año Nuevo  
el Día de San Valentín  
el Día Dedicado a la Memoria  
de los Heroes  
el Día de las Madres  
el Día de los Padres  
el Día de la Independencia  
el Día del Trabajo  
el Día de Acción de Gracias  
el Cumpleaños

Christmas  
New Year's  
Valentine's Day  
  
Memorial Day  
Mother's Day  
Father's Day  
Independence Day  
Labor Day  
Thanksgiving Day  
Birthday

## Arroba El Peso!

(Lift up the Peso!)

### Equipment:

A long bare table and a Mexican peso or a quarter

Procedure: Scouts are divided equally into two teams and face each other on opposite sides of the table. One side takes the coin and passes it from one hand to another beneath the table, as the leader of the other team counts:

*Uno, dos, tres, cuatro, cinco, seis, siete, ocho, nueve, diez. Arriba! . . . Up!*

At the last word, each Scout on the other side raises his hands above the table, with fists clenched. The leader then calls: *Abajo! . . . Down!*

Scouts slap hands down against the table, open, so that the coin is heard as it strikes the table. The leader of the other team asks his men: *Who has the coin?*

They indicate the one they suspect of having the coin and their leader order him: *Raise your hands.*

If he does not have the coin, another suspect is indicated and the order is repeated until the coin is revealed. If the coin appears before all the Cub Scouts on the side have been ordered to raise their hands, the coin goes over to the other side to hide and the game continues in the same way.

If the piece of money is not discovered until the last hand has been raised, the first team has the privilege of hiding it again.

## **Mexican Bean Game**

Equipment (per player):

5 dried beans

1 paper clip

1 saucer or paper plate

Procedure:

Each Scout tries to be the first to get the beans one at a time on the saucer with the paper clip. Cubs should be encouraged to give each other hints and help.

# Fiesta Day

*Gaily*  
*mf* G D<sup>7</sup> D<sup>7</sup> G

On the day of *f* - *e* - *s* - *t*a, Wake to see the bright sun,

G D<sup>7</sup> D<sup>7</sup> G

Hear the ring-ing of church bells; Now *f* - *e* - *s* - *t*a's be - gun.

D<sup>7</sup> G D<sup>7</sup> G

"¡Bue-nos dí-as!" we will say, "What a hap-py hol-i-day!

D<sup>7</sup> G D<sup>7</sup> G

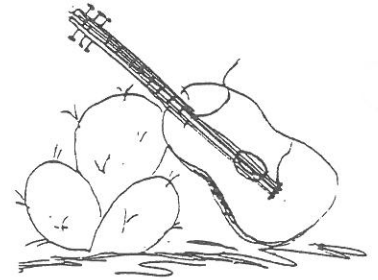
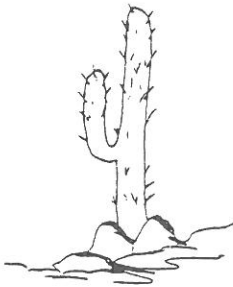
Come, *a* - *m* - *i* - *g*o-s, let's be gay On *f* - *e* - *s* - *t*a day."

## Fiesta Day (Instruments)

Bells (1)  
*p*

Bells (2)  
*p*

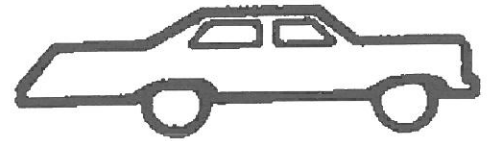
Play the bell parts throughout the song.



Maracas  
or  
Tambourine

Wood Block  
or  
Small Drum

# AUGUST 1995 TRAVELER ACTIVITY BADGE



## Den Activities

1. Visit county, state or national parks.
2. Take a bus or train trip.
3. Visit historic sites nearby.
4. Visit a travel agency or automobile club office and find out what they do.
5. Calculate cost and speed of a plane trip.
6. Make car first aid kits.
7. Visit a train depot, bus terminal, or airport, to see inside operations.
8. Discuss timetables and how to read them.
9. Have a speed contest of locating specific destinations and how to get there, using maps and timetables.
10. Teach proper packing of suitcase. Afterwards, have speed contest stressing neatness as well as speed.
11. Locate points of interest on city and state highway maps.
12. Prepare a list of travel agencies and transportation media available in your area.
13. Make tie slides.

## Discover the U.S.A.

Write to a state. Ask for information. Each state will send you something.

### Alaska

Division of Tourism  
State of Alaska  
Pouch E  
Juneau, AK 99811

### California

Office of Tourism  
1121 L Street  
Suite 103  
Sacramento, CA 95814

### Colorado

Travel Marketing Section  
Colorado Division of Commerce and Development  
1212 Sherman St., Room 500  
Denver, CO 80203

### District of Columbia

Washington Area Convention and Visitor's Association  
1120 20th Street, N.W.  
Washington, D.C. 20036

### Florida

Division of Tourism  
Florida Department of Commerce  
107 West Gaines Street  
Tallahassee, FL 32304

### Hawaii

Hawaii Visitor's Bureau  
P.O. Box 8527  
Honolulu, HI 96815

### Kansas

Tourist Division  
Kansas Department of Economic Development  
503 Kansas Avenue  
Topeka, KS 66603

### Missouri

Missouri Division of Tourism  
P.O. Box 1055  
Jefferson City, MO 65101

### Nebraska

Division of Travel and Tourism  
Nebraska Department of Economic Development  
P.O. Box 94666  
Lincoln, NB 68509

### New Jersey

Office of Tourism and Promotion  
Department of Labor and Industry  
P.O. Box 400  
Trenton, NJ 08625

### New York

Travel Bureau  
New York State Department of Commerce  
99 Washington Avenue  
Albany, NY 12245

## Oklahoma

Tourism Promotion Division  
Oklahoma Tourism and Recreation Department  
500 Will Rogers Building  
Oklahoma City, OK 73105

## Texas

Texas Tourist Development Agency  
Box 12008, Capitol Station  
Austin, TX 78711

## Virginia

Virginia State Travel Service  
6 North Sixth Street  
Richmond, VA 23219

## Washington

Travel Development Division  
Department of Commerce and Economic  
Development  
General Administration Building  
Olympia, WA 98504

## Train Information

Amtrak  
Intercity Rail Passenger Service  
General Information & Reservations  
1 800 872-7245  
St. Louis Passenger Station  
331-3300  
Kirkwood Passenger Station  
966-6475

(See Yellow Pages - page 1289 for additional  
information on railroads)

## Bus Information

Bi-State Development Agency  
Metro Link and Buss schedule Information -  
In Missouri Call 231=2345

Greyhound Bus Line  
Terminal/District Office  
801 N. Broadway  
231-8232

(For more information on bus companies, see  
Yellow Pages 333 - 335)

## Airport Information

Lambert-St. Louis International Airport  
General Information 426-8000

(See Yellow Pages - pages 44 - 46 for information  
on airlines and pages 46-47 for additional airports.)

# Planning a Trip in the U.S.A.

The United States is full of exciting things to see and do. There are natural wonders and man-made wonders. Almost every section of the country hold a special site or activity. You may already know the answers to some of the following questions. If not, use the clues and a map to find them.

1. In what state is Old Faithful? (It is south of Montana and north of Colorado.)  
1. \_\_\_\_\_
2. Where would you find Niagara Falls? (It is know as the "Empire State".)  
2. \_\_\_\_\_
3. Carlsbad Caverns, the largest caves ever discovered, are in what state? (It borders Mexico and is just west of Texas.)  
3. \_\_\_\_\_
4. Where is Hershey Chocolate World? (It is between Ohio and New Jersey.)  
4. \_\_\_\_\_
5. Where would you go to visit Pearl Harbor? (It's an island state.)  
5. \_\_\_\_\_
6. In what state would you find the Painted Desert? (It's in the same state as Phoenix.)  
6. \_\_\_\_\_
7. Where would you be able to see Mt. Rushmore? (This state is north of Nebraska, east of Wyoming.)  
7. \_\_\_\_\_
8. Glacier National Park is an icy wonderland. (It's in a state that borders Canada and is just west of North Dakota.)  
8. \_\_\_\_\_



9. They say the Pilgrims landed at Plymouth Rock. (It's in the same state as Boston.)
9. \_\_\_\_\_
10. Mount St. Helens is a lively volcano in what state? (It is found in the northwest corner of the U.S.)
10. \_\_\_\_\_
11. Disney World is a major attraction in this state. (This state has lots of beaches.)
11. \_\_\_\_\_
12. In what state would you find Pike's Peak? (It's west of Kansas.)
12. \_\_\_\_\_
13. Where will you find the Golden Gate Bridge? (Home of the 49'ers.)
13. \_\_\_\_\_

Answers: 1. Wyoming 2. New York 3. New Mexico 4. Pennsylvania 5. Hawaii 6. Arizona 7. South Dakota 8. Montana 9. Massachusetts 10. Washington 11. Florida 12. Colorado 13. California

## Traveler Den Meeting

### Stay at Home Travel

Brighten up the den meeting place with travel posters during your month on the Traveler Badge. You can get them from a travel agency and perhaps also at the nearest bus terminal, railroad depot, or airline office. Be sure to include something—photos perhaps—of a place near home that the boys might have a chance to visit soon.

Invite a travel agency representative to a den meeting to answer questions about using timetables and how a long trip is planned.

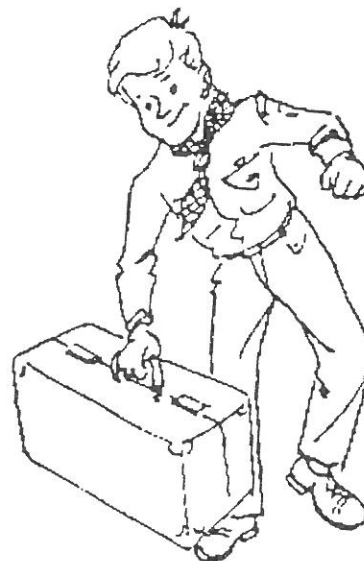
### Plan a Trip

If there is a real attraction not far from your community that is served by public transportation, plan a trip to it. (There is another "if" here, of course; if the boys' parents or the den treasury can stand the expense.)

Your goal might be a historic site, a national park, a zoo, a sports event. But the main point would be the planning. Let the boys, so far as possible, do the planning, making reservations, buying tickets, scheduling a lunch stop and time for arriving home, etc.

### Packing Race

Run a competition for speed and neatness in packing a suitcase. Have enough boys' clothing, shoes, and toilet gear so that when properly packed the suitcase will be full, let each Webelos Scout try his skill at packing. Award 10 points for speed, 20 points for neatness.



### Scrambled Rivers

This game is a little test for travelers. Write on a blackboard or large sheet of paper the names of some well-known American rivers. But write them this way.

1. HOOI
2. SIMSSSPIIP
3. SOURIIMS
4. NODSUH
5. DRE
6. CAPMOTO
7. MUBCIOLAA
8. AOODRLC
9. WARDALEE
10. AABHSW

The answers:

1. Ohio
2. Mississippi
3. Missouri
4. Hudson
5. Red
6. Potomac
7. Colorado
9. Delaware
10. Wabash

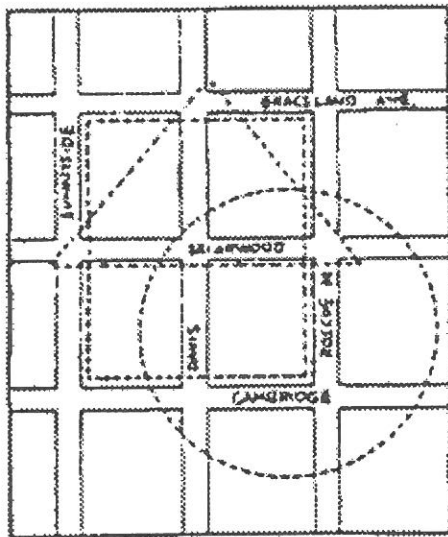
## Pack Meeting Demonstration

Exhibit your travel posters, timetables, and any literature on exotic spots.

Demonstrate proper packing of a suitcase.

Tell about the highlights of a trip your den took.

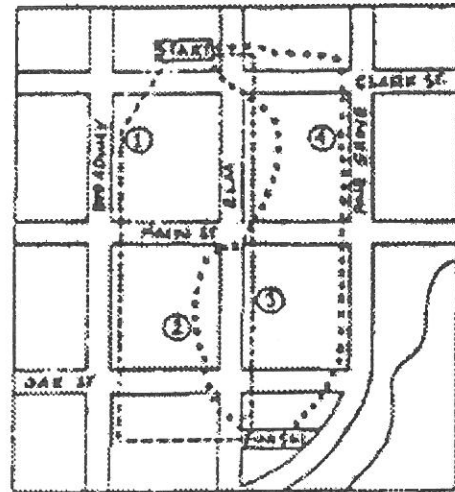
## Geometric Map



On a grid of your neighborhood, chart different geometric shapes. Make each shape with a different color. Then travel every geometric route you've drawn. Sometimes it'll be easier to ride your bike along a route and sometimes that will be impossible! To keep on your route, you may have to cut across a field or make a sharp turn in the middle of a florist's shop! Have fun with this one, but do be aware of traffic, as always!

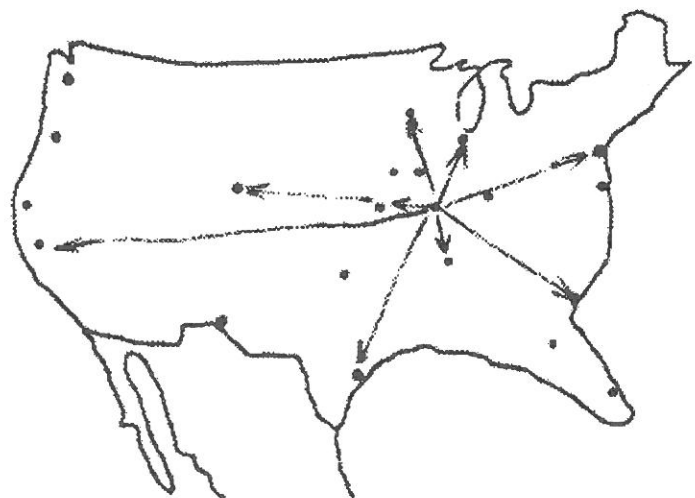
## Fastest Map

Have you ever wondered which is the fastest way to get to school, or church or park? To figure out the fastest way to get from one place to another, make several identical maps of the area. Chart different routes to get to the finish. Give each friend a different route to follow. Make sure everyone walks at the same pace, and see who arrives at the finish first. You'll know which is the fastest (not necessarily the shortest) way.



## Sphere of Influence Map

On a United States map, mark (with tack or pencil) your home town. Draw an arrow from your town to: cities where relatives live, cities where friends live, cities you've visited, cities you know at least one fact about. Make arrows for each group in different color. You can see how many towns play a part in your life. You'll probably be surprised to find out how far your influence reaches.



## Traveling Activity

Our fabulously wealthy Cubmaster has offered each of you \$1,000 on the condition that you spend it on a trip in the U.S.A. You are limited to two weeks and must spend at least \$900 of your gift. You may spend no more than \$1,000.

Ask the boys where they would like to go and make a list of activities. Take this list and assign a cost to each item. (Make sure to include some activities that are free!) Enter the activities on the itinerary sheet.

Rates for travel expenses, accommodations, and food are given. Use a map to determine distances. Then, using the tables, choose your means of transportation, and calculate your travel time and expense. Enter this information on the itinerary sheet. Travel time must be taken into account. For example, if you spend all day on the train going from Boston to Miami, you will not be able to plan any activities for that day. If you spend the night on a train or a bus, you do not have to pay for accommodations that night. You may not drive all-night or spend the night in your car, and, for the purposes of this game, there are no all-night airplane flights. You must make arrangements to return to your starting point by the end of the last day of your trip.

You must make arrangements for sleeping accommodations every night. See the tables for different possibilities and costs. Enter your choices on the itinerary sheet.

You must eat three meals a day on your trip. A snack may be substituted for one, and only one, meal per day. Calculate eating expenses and enter them on the itinerary sheet.

Enter total daily expenses in the far right-hand column of the itinerary sheet. When you have finished planning your trip, add the daily totals to determine the cost of your entire trip.

After you have planned your trip, have your boys prepare a suitcase, determined by the kind of trip planned.

### Activities List

Item	Cost	Item	Cost
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

### Tables

#### Travel:

Mode	Cost per 100 miles	Time per 100 miles
air	\$12.00	15 minutes
train	\$10.00	1-1/2 hours
rented car	\$10.00 (per day & \$.10 per mile)	2 hours
bus	\$6.00 (or a two week pass for \$200)	2-1/2 hours

#### Food Expenses:

formal restaurant	\$10.00
inexpensive restaurant	\$ 2.00
cooking while camping out	\$ 1.50
Snack	\$ .75

#### Accommodations:

#### Rates per day

hotel*	\$15.00
inexpensive motel*	\$10.00
camping out	\$ 5.00 (covers renting equipment)

**\* You must check in after noon on the day you arrive, and check out before noon on the day you leave.)**

# ITINERARY SHEET (one week)

Starting Point: \_\_\_\_\_

DAY	MEANS OF TRAVEL	TRAVEL TIME	TYPE OF ACCOMMODATIONS	MEALS		DESTINATION AND/OR ACTIVITIES	TOTAL EXPENSES FOR DAY	
					COST			COST
\$				Breakfast	\$			
				Lunch	\$			
				Dinner	\$			
				Snack	\$			
\$				Breakfast	\$			
				Lunch	\$			
				Dinner	\$			
				Snack	\$			
\$				Breakfast	\$			
				Lunch	\$			
				Dinner	\$			
				Snack	\$			
\$				Breakfast	\$			
				Lunch	\$			
				Dinner	\$			
				Snack	\$			
\$				Breakfast	\$			
				Lunch	\$			
				Dinner	\$			
				Snack	\$			

Follow the Signs

Signs have different uses. some give orders. These signs are usually in circles. A line across a symbol on these signs means "no" or "not allowed." Other signs give warnings. These signs are usually in diamonds or triangles. Study these signs. Write what each means.



1. \_\_\_\_\_



2. \_\_\_\_\_



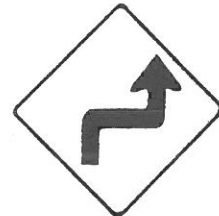
3. \_\_\_\_\_



4. \_\_\_\_\_



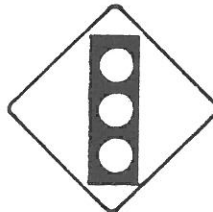
5. \_\_\_\_\_



6. \_\_\_\_\_



7. \_\_\_\_\_



8. \_\_\_\_\_



9. \_\_\_\_\_



# SEPTEMBER 1995

## DIAL 911

### Pack Activities

1. Call police department to assist with bike rodeo. Build simple course testing riding, control, braking, etc. Give prizes based on age groups. Learn what laws of the road apply to kids (and adults) riding bikes.
2. Teach Cub Scouts campfire safety. Combine with a campfire pack meeting with skits, songs, etc.
3. Go on pack hike. Follow outdoor safety rules (like using the buddy system, what to do if you get lost, etc.). Read the Outdoor Code to all involved.
4. Go to animal sanctuary (the Wolf Sanctuary) or wildlife area. Learn about threats to endangered species of plants/animals and what preventative measures can be taken.
5. Hold a pack safe swim at nearby pool or pond. Use the buddy system. Have 1 or 2 buddy checks.
6. Invite police department to pack meeting and set up I-Dent-A Kid program, i.e., register all youths with fingerprints, pictures, address etc. and give summary to parents

### Den Activities

1. Visit local fire department for hands-on visit (if possible) of trucks and other firefighting equipment. Include role of firefighters/paramedics as primary first aid givers.
2. Teach Webelos and/or Bears knife safety (at leaders' discretion). Contact local Boy Scout troop for assistance.
3. Visit local police department and/or 911 emergency call center. Learn about police roles in public safety.
4. Invite paramedic team to den meeting. Learn about simple first aid, important phone numbers (such as poison control center).

### Opening and Closing Ceremonies

Give simple but appreciated awards to involved people in the pack, such as:

#### The Life Saver Award

"For the person who saved you."  
(Mount a lifesaver on base)

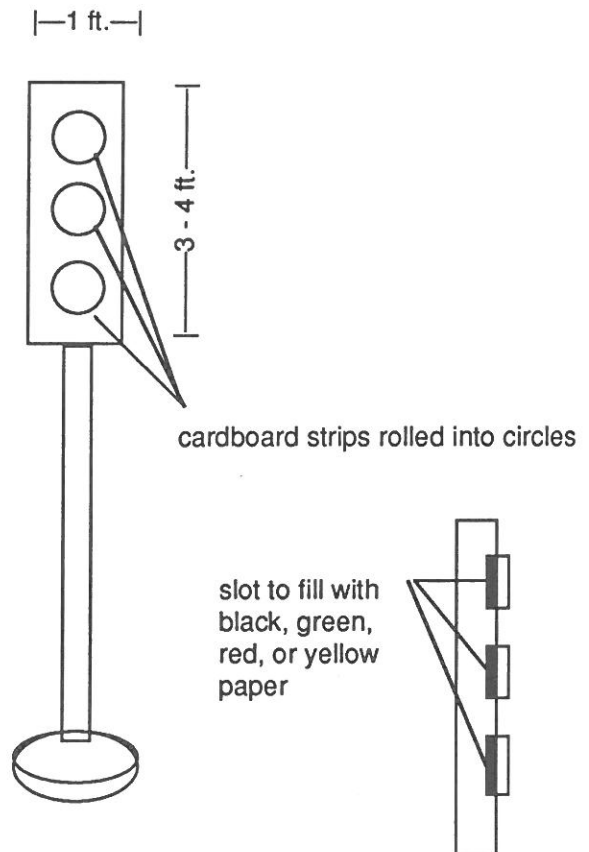
#### The Firehat Award

"For the person who came to your rescue."  
(Mount small firehat on board)

#### The First Aid Award

"For the person who gave you aid when you needed it."  
(Mount bandaid on board or paint a red cross)

Build traffic signal form cardboard or wood. "Change" the light to green when the meeting is opened. "Change" the light back to red when the meeting is closed. See design below



## Skits and Songs

(A Scout standing on a chair with flashlight representing light pole - a Scout under a light pole looking for something)

A new Scout approaches. The Scout looking for something asks the new Scout: "I lost a dollar. Will you help me look for it?"

(Repeat until last Scout arrives.)

Last Scout arrives and responds to above question with "Where did you lose your dollar?"

The first Scout replies, "I lost it over there but the light's over here!"

## The Secret Papers

An angry general (use boy's name) paces and yells, "Where are my secret papers!"

A Scout runs in and salutes. The general asks loudly, "Do you have the secret paper?"

The Scout responds, "No General \_\_\_\_\_ and is promptly shot by the general. Repeat until last Scout arrives running carrying a roll of toilet paper high in the air yelling, "I have the secret paper!"

## Audience Participation

### Johnny Takes Action

JOHNNY	Call 911
LITTLE AMY	Fire, Help!
FIREMAN JOE	Stop, Drop, Roll
FIRE TRUCK	Siren sound

One day when JOHNNY was walking home from school, he noticed a strange smell of smoke. JOHNNY had just learned about fire safety in his Cub Scout handbook and talked to FIREMAN JOE about the dangers of a fire at home. JOHNNY'S den along with LITTLE AMY, his friends sister, had visited FIREMAN JOE at the fire station just last week and JOHNNY was interested in how FIREMAN JOE explained all the equipment on his FIRE TRUCK. The children had gotten to sit on the FIRE TRUCK and LITTLE AMY had even clanged the bell.

As JOHNNY get nearer to his friends house, he saw smoke coming from the upstairs where LITTLE AMY played. JOHNNY heard LITTLE AMY'S cry out and saw flames near. LITTLE AMY'S mother ran outside and her clothes were on fire. JOHNNY took action, and remembering what FIREMAN JOE had taught them, JOHNNY told LITTLE AMY'S mother to Stop, Drop and

Roll, Then he told her to remain calm and outside the house like FIREMAN JOE had told him. Then, JOHNNY ran next door and called FIREMAN JOE. Next he waited at the corner by LITTLE AMY'S house for the FIRE TRUCK to come. Soon the FIRE TRUCK clanged its bell as it saw JOHNNY waving it on , FIREMAN JOE and the others pulled the huge hose and the ladder from the FIRE TRUCK. JOHNNY showed them where LITTLE AMY'S room was and the huge ladder from he FIRE TRUCK was raised. Within minutes FIREMAN JOE had climbed the ladder and rescued LITTLE AMY who was not injured, only frightened. LITTLE AMY'S mother had only minor burns thanks to JOHNNY'S quick reaction. FIREMAN JOE presented JOHNNY with a hero award and a ride on the FIRE TRUCK. LITTLE AMY and her mother treated JOHNNY to pizza and all the other Cub Scouts gave JOHNNY a big hand at the next pack meeting.

## Games

Pin the bandage on the arm. (Like Pine the Tail on the Donkey).

### "Red Light - Green Light"

Platy Red Light-Green Light in large group. (One person turns their back from a short distance the group and says "Green Light". ) The group runs/walks and attempts to touch the leader (thereby becoming the leader). When the leader says "Red Light" and turns around, any player still moving at all are out.

### Road Signs

Hand out summary of road signs at beginning of meeting. During game time, divide the group into several teams. Quiz them on what each sign means. (Have each sign drawn on cardboard.)

### Word Game

How many words of at least three letter in length can you form from the phrase "EMERGENCY CENTER". Use different key words such as "FIRST AID" or "SAFETY IN NUMBERS", etc.

### Relay Race

1. Form lines facing each other; half of each team facing the other. First player begins with neckerchief/bandage on their arm. When they "Tag" the next player they must untie the bandage (no knots, please) and re-tie the bandage on the next player.
2. Make/get several sets of the following props:
  - 1 pill bottle
  - 1 sling



- 1 bandaid
- 1 stethoscope
- safety pins pinned together.
- bottle of "iodine"
- etc.

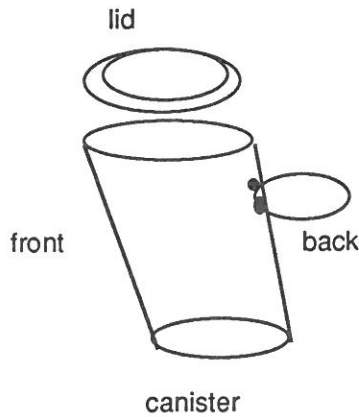
Form lines (each team all in one line) facing piles of the above. Each player runs down and grabs one item and returns, tagging the next in line.

## Crafts

### First Aid Kit Slide

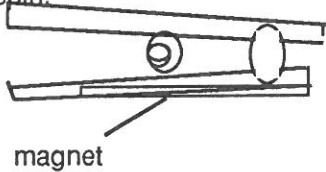
Materials: 35 mm film canister, bandaids, safety pins, etc. Piece of wire or garbage tie.

Drill holes in back. Fasten wire/garbage tie to go around neckerchief. Paint red cross on front. Fill with first aid kit materials.



### Message Holder

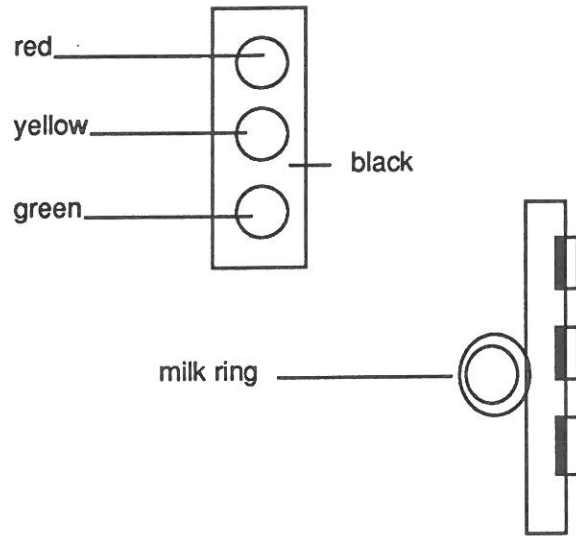
1 magnet, large (or several small magnets) Glue magnet(s) to one side of clip type clothespin. Paint clothespin red. Clip important messages on the refrigerator with clothespin.



### Traffic Signal Slide

Materials:

Thin wood or cardboard, milk jug ring, paint, hot glue gun or glue



### Family First Aid Kit

A small plastic, wooden, metal, or cardboard box containing:

- |                              |                   |
|------------------------------|-------------------|
| roll of 2-inch gauze bandage | soap              |
| sterile gauze dressing       | hydrogen peroxide |
| baking soda                  | bandaids          |
| cravat bandage               | medical tape      |
| tweezers                     | antiseptic        |
| small scissors               | Neosporin         |
| insect repellent             | bug bite lotion   |
| jack knife                   | latex gloves      |

### Get Help Sign

From sturdy cardboard or posterboard, cut a rectangle 1 foot by 4 foot. Using markers, cutouts from colored construction paper, make sign to put in car window when help is needed.



## Road Sign Quiz

Early in one of the den meetings, talk about the importance of car drivers knowing and obeying road signs. Make up a set of flash cards with fairly large pictures of the road signs shown here. On the reverse of each card print in large letters the meaning of the sign. Flash the picture first, then show the meaning to teach the boys.

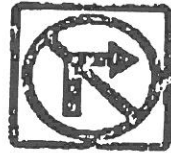
Later in the meeting, to test the boys' recall of the road signs, distribute previously photocopied sheets showing the display of signs but without the meaning shown here. Give the Scouts five minutes to write in the meaning of each sign. As a prize to the winner, give a road map of the local area.



**DEER  
CROSSING**



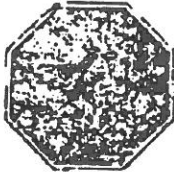
**SCHOOL  
CROSSING**



**NO RIGHT  
TURN**



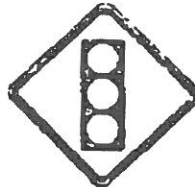
**RAILROAD  
CROSSING**



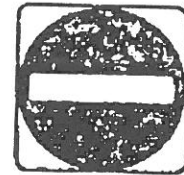
**STOP**



**CROSSROAD  
AHEAD**



**SIGNALS  
AHEAD**



**DO NOT  
ENTER**



**PEDESTRIAN  
CROSSING**



**SLIPPERY  
WHEN WET**



**TWO-WAY  
TRAFFIC**



**YIELD  
RIGHT-OF-WAY**

# Metropolitan Police Department - City of St. Louis

## Child Information Record for Parents

**INSTRUCTIONS:** Parents should complete the following information **IN PENCIL** and update the information at least once each year. It is a good idea to make recording the current information a part of the child's birthday celebration, so that the data remains current and correct in case you need to report it to the police. It also helps to make sure that you, the parent, know where this information is if you need to refer to it.

**NOTE:** To insure confidentiality, the Police Department **DOES NOT** keep a copy of this record.

Today's date: \_\_\_\_\_ Information recorded by: \_\_\_\_\_

Child's name: \_\_\_\_\_

Date of Birth: \_\_\_\_\_ Sex: \_\_\_\_\_

Social Security #: \_\_\_\_\_

Height: \_\_\_\_\_

Weight: \_\_\_\_\_

Hair Color: \_\_\_\_\_

Eye Color: \_\_\_\_\_

Scars, Marks, Missing Teeth, etc.: \_\_\_\_\_

School Name: \_\_\_\_\_

School Address: \_\_\_\_\_

Glue or staple a current photo of your child here. Be sure to replace it with a new picture every time you have your child's photo taken.

### FINGERPRINTS

**INSTRUCTIONS:** Place your child's fingerprints into the boxes as marked. Press the child's fingers straight down onto a stamp pad, then straight down onto the card, one at a time. If any fingers are missing, write the word "MISSING" in the box for that finger.

#### RIGHT HAND

THUMB

INDEX FINGER

MIDDLE FINGER

RING FINGER

PINKIE FINGER

#### LEFT HAND

THUMB

INDEX FINGER

MIDDLE FINGER

RING FINGER

PINKIE FINGER



# SEPTEMBER 1995 COMMUNICATOR ACTIVITY BADGE



We are all communicators. What does it mean to communicate? Communication is the art of transmitting and receiving information. And how do we as human beings go about this exchange of information? We communicate with words, facial expression and body language.

As the human race developed so did our communicative skills. Early man drew pictures on the walls of caves. With the development of language came a better way to keep records and tell stories. . . writing!

With the discovery of electricity came the telegraph, telephone, radio, television, computers, micro-wave transmission, optical fibers, lasers, and on and on and on.

Who makes a good communicator?

We do of course!

With all of the modern technology at our fingertips today it is still important for us to learn basic communication skills. Skills that will be with us throughout our entire lives. Things like how to talk to one another with respect, how to listen to one another. Silly things like saying please and thank you. Things like learning good telephone manners and practicing being polite and courteous to others.

## Den Activities

1. Visit library - talk to librarian, learn how books are indexed.
2. Visit radio station - see how it operates.
3. Visit television station
4. Visit police station or 911 dispatcher - learn how 911 calls are processed and prioritized.
5. Visit school for the deaf and/or blind.
6. Use a computer to talk to other people
7. Visit a newspaper office - see how a newspaper is put together. Watch the printing presses run.

## Good Turns

At a school or church function, create and post directional signs.

Read to a visually impaired person.

## The Braille System

The Braille System is a method of printing books for use by the blind, consisting of a series of raised dots on paper that can be read by touch. Each letter, number and punctuation mark is indicated by the arrangement of one to six dots in a letter space, two dots wide and three dots wide.

Acquire some thing written in Braille and let the boys try to read it.

Possible resources:

Public Library  
Missouri Council of the Blind  
St. Louis Society for the Blind

Invite someone who teaches the blind to a den meeting to show the boys the Braille system or to show them sign language.

## Communication Games

### Who's Who History of Communication.

Match the following inventions to their inventors.

- |                         |                                      |
|-------------------------|--------------------------------------|
| 1. Telephone            | ___ Johann Gutenberg                 |
| 2. Phonograph           | ___ Guglielmo Marconi                |
| 3. Telegraph            | ___ Louis Jacques<br>Madre' Daquerre |
| 4. Printing Press       | ___ Alexander Graham Bell            |
| 5. Photography          | ___ Thomas Alva Edison               |
| 6. Typewriter           | ___ Howard Aiken                     |
| 7. Radio                | ___ Samuel Morse                     |
| 8. Computing Machine    | ___ Xavier Progin                    |
| 9. 1st Digital Computer | ___ Charles Babbage                  |

Answers:

1. Bell, 2. Edison, 3. Morse, 4. Gutenberg, 5. Daquerre, 6. Progin, 7 Marconi, 8. Babbage, 9. Aiken

We talk and we listen, but some of us are not that fortunate.

Play a game of Charades.

What you are doing is communicating with a deaf person.

How would you go about describing something to a blind person? An animal for instance, one they have never seen. Try this exercise; blindfold your den, give them each a pencil and a piece of paper, then describe to them an animal and have them draw what they think they hear. Remove the blindfolds and see if they can guess what animal they have drawn. Hint: Don't use any key words. Example: if you are describing an elephant don't use the word trunk for his nose.

Here is another game to demonstrate communication with the blind:

Have your den form a large circle. In the center place an empty coffee can. Blindfold one of the boys and supply him with a broomstick. The object of the game is to have the den direct the blind Scout to the can and have him pick it up with the broomstick.

Was it easy? Does it work better with one boy giving directions or all of them?

### Codes

Secret messages may be hidden or disguised in many ways. Encrypting, or coding, a message means changing it from words everyone can see and understand into a special set of particular order of symbols known only to a few. Although they are hard to break, codes are easy to use because all of the words and symbols are predetermined. In substitution ciphers, messages are completely rewritten. A set of new letters or numbers is assigned to the alphabet or the numerical value of letters may be used with a repeating key word. Concealment is a simple kind of coding, because the message is written normally and is merely hidden.

A hidden message can be written using invisible ink. Milk or lemon juice works well for the ink. Use a tooth pick as a pen. When dry, the message will appear by applying heat to the back of the paper from a light bulb or a lit candle. Don't get the candle to close.

### Morse Code

The International Morse Code is a system of dots and dashes that can be used to send messages by a flash lamp, telegraph key, or other rhythmic device such as a tapping finger. In the Morse Code each letter and number is represented by a combination of dashes and dots. A dash is equal to three dots in duration. A famous Morse Code signal signifies distress:

...-...-... (SOS)

For more information see the Webelos Scout Book page 110.

### Substitution Ciphers

Simple:

A	B	C	D	E	F	G	H	I	J	K	L	M	N
1	2	3	4	5	6	7	8	9	10	11	12	13	14
O	P	Q	R	S	T	U	V	W	X	Y	Z		
15	16	17	18	19	20	21	22	23	24	25	26		

19 3 15 21 20 = Scout

OR

A	B	C	D	E	F	G	H	I	J	K	L	M	N
d	e	f	g	h	i	j	k	l	m	n	o	p	q
O	P	Q	E	S	T	U	V	W	X	Y	Z		
r	s	t	u	v	w	x	y	z	a	b	c		

vfrxw = Scout

or you can pick letters and numbers at random,

A	B	C	D	E	F	G	H	I	J	K	L	M	N
m	f	w	9	z	a	c	t	b	d	o	h	7	u
O	P	Q	R	S	T	U	V	W	X	Y	Z		
j	k	e	1	v	i	s	3	q	p	n	r		

vwjsi = Scout

Multiple:

Multiple substitution ciphers are difficult to break because they use a key word, particularly if the key word is changed frequently.

To encode the message, match up the letters of the key word with the letters of the message.

Key Word: Cub

I a m a W e b e l o s  
c u b c u b c u b c u  
S c o u t  
c u b c

I = 9th letter in the alphabet  
c = 3rd letter

$9 + 3 = 12$ , so the first letter of your coded message is the 12th letter in the alphabet, the letter L. If your addition is over 26, subtract 26 from your number and use the remainder as your letter.

L v o d Rgezrn Ufjww = I am a Webelos Scout

To decode just do the process in reverse.







# OCTOBER 1995

## LAND OF MAKE BELIEVE

### Ceremonies

#### Starship (pack number)

Cubmaster: Captain  
Assistant Cubmaster: 1st officer  
Webelos: Lieutenant Commanders  
Bear: Lieutenants  
Wolf: Ensigns  
Bobcat: Cadets

Pack awards should be put on ribbon (with card) to be placed around neck.

Captain: 1st Officer would you please see me in the ready room. (1st Officer goes to side table, this will represent ready room).

1st Officer: You wanted to see me Captain?

Captain: Yes Number One. Please ask the Cadets to see me in the ready room with their families.

1st Officer: Would the Cadets and their families please see the Captain in the ready room.

Captain: To the brave Cadets of the Starship (pack number), I present to you this ancient wild animal native to earth—the Bobcat Award. Thank you Cadets for a job well done. You may return to your duties.

Captain: Number One, please ask the Ensigns to see me in the ready room with their families.

1st Officer: Would the Ensigns and their families see the Captain in the ready room.

Captain: To the brave Ensigns of the Starship (pack number), I present to you this ancient wild animal native to earth—the Wolf Award. Thank you Ensigns for a job well done. You may return to your duties.

Captain: Number One, please ask the Lieutenants to see me in the ready room with their families.

1st Officer: Would the Lieutenants and their families please see the Captain in the ready room.

Captain: To the brave Lieutenants of the Starship (pack number), I present to you this ancient wild animal native to earth—the Bear Award. Thank you lieutenants for a job well done. You may return to your duties.

Captain: Number One, please ask the Lieutenant Commanders to see me in the ready room with their families.

1st Officer: Would the Lieutenant Commanders and their families please see the Captain in the ready room.

Captain: To the brave Lieutenant Commanders of the Starship (pack number), I give to you these ancient words native to earth, "WE'LL BE LOYAL SCOUTS" and present to you the Webelos Award. Thank you Lieutenant Commanders for a job well done. You may return to your duties.

Captain: Thank you Number One.

This is the voyage of the Starship (pack number). It's continuing mission, to explore strange new things, to seek out new life, and new civilizations, to boldly go where all have gone before.

### Opening

Props: Microphone and television camera (made by Cub Scouts, if possible)

Cubmaster: Tonight TV station (pack number) is proud to present Cub Scouts on parade. Land of Make Believe is our theme for tonight and among all the talent and flag waving as sponsors of the truly great show we would like to introduce Den \_\_\_\_\_. (Cubs of Den \_\_\_\_\_ present flags and lead group in Pledge of Allegiance.)

### Advancement

Cub master: Now, on with the show! First on stage tonight we would like you to focus your eyes on one of the greatest acts to come to the stage.! It is the Bobcat. As you all know, the Bobcat is the first badge to be earned in Cub Scouting. (names of boys to receive badges are called.)

This act is followed by yet more great acts which come in the form of the Wolf! (Cubs to receive Wolf are called forward)

Next to perform on this stage is the Bear! Now don't be scared, their trainers have complete control of them. Will \_\_\_\_\_ please come forward?

As one of the final performances tonight, we would like to present the following Webelos with their activity badges.

## Closing

Cubmaster: As we bring our shoe to a close, I would like to remind our Cub Scouts to always do their best and join me as we repeat the Cub Scout Oath.

This is Cub Scout Station \_\_\_\_ saying good night, Cub Scouts.

## Song

### Grand Old Captain Kirk

The Grand Old Captain Kirk  
He had 10 thousand men  
He beamed them down to earth  
And beamed them up again  
And when you're up you're up  
And when you're down you're down  
And when you're only half way up  
You're neither up or down

### The Ghost Is Here To Play

(Tune: Farmer In The Dell)

The ghost is here to play,  
The ghost is here to play,  
Hi, Ho, It's Halloween,  
The Ghost is here to play!

The ghost picks a witch,  
The ghost picks a witch,  
Hi, Ho! It's Halloween,  
The Ghost picks a witch.

Additional Verses. . .

The witch picks a bat. . .  
The bat picks a skeleton. . .  
The skeleton picks a cat. . .  
The cat picks a child. . .  
The child picks a pumpkin. . .  
The pumpkin stands along. . .

### I'm A Jack-o'-lantern

(Tune I'm A Little Teapot)

I'm a jack-o'-lantern,  
Fat and fine,  
They picked me off a pumpkin vine.

Halloween is coming,  
Don't you know.  
Just light my candle and watch me glow.



## Audience Participation

### Peg Leg Pete's Predicament

Divide audience into four groups for sound effects.

Pirates: "yo-ho-ho!"

Peg Leg Pete: "Clomp, clomp"

Treasure: "Gold, Gold!"

Map: "It's that-a-way!"



Back in the swashbuckling days of PIRATES bold, there lived a certain one named PEG LEG PETE. His only goal in life was to find a hidden TREASURE which could only be found by following a MAP. Only one copy of the MAP existed among all the PIRATES, and it happened that PEG LEG PETE had possession of the MAP.

One fine day, PEG LEG PETE and his PIRATES set sail to find the TREASURE. After carefully studying the MAP they began their journey. Each one was dreaming of all the riches he would find when they finally located the TREASURE. PEG LEG PETE followed the MAP day by day, using his spyglass as they came closer and closer to the spot where the TREASURE was buried.

Finally they spotted land and eagerly went ashore. As they approached the spot where the MAP showed the TREASURE buried, PEG LEG PETE suddenly threw the MAP down in a mad rage while the other PIRATES rushed to pick it up and see what had enraged their leader. In his haste to get to the TREASURE, PEG LEG PETE had been reading the MAP upside down. The TREASURE was really buried right in the spot where they began their journey.

In a rage, the PIRATES took out their swords and killed PEG LEG PETE, tore the MAP into shreds fighting over it, and then fought until all were killed. So the TREASURE is still buried right where it always had been. . . . at the end of the rainbow!

## The Ghost Who Could Not Groan

Father Ghost: moan loudly  
 Mother Ghost: moan with a high pitch  
 Little Ghost: moan softly  
 Ghost(s): everyone moans together

Once upon a time there was a house on a hill, and in that house lived a family of GHOSTS. There was a MOTHER GHOST, a FATHER GHOST, and a LITTLE GHOST. The LITTLE GHOST's name was Horace. Horace could do just about anything spooky, but he could not groan and he could not moan.

People sleep at night and stay awake during the day, but GHOSTS sleep all day and stay awake at night. One night the GHOSTS had a midnight tea visitor. The MOTHER GHOST asked her what they could do about Horace, the LITTLE GHOST. But she did not know.

Then, early one night (it was about six o'clock) the FATHER GHOST said: "We had better put on clean sheets. It looks like we're going to have a party. There is a wonderful smell in the air." When they got downstairs, they found that someone was baking doughnuts. Now you know that doughnut holes are GHOSTS favorite food! The FATHER GHOST ate 24 holes the MOTHER GHOST ate 15 holes. And Horace, the LITTLE GHOST, ate 75 holes.

When they had finished eating, they went upstairs and they found Horace, the LITTLE GHOST lying on the bed. Horace groaned and said: "Oh, I have a terrible pain in my stomach!" The LITTLE GHOST just lay there moaning and groaning. MOTHER GHOST ran over to him and said: "Oh, Horace! You have learned to moan and groan."

So, after that night, anytime Horace, the LITTLE GHOST, wanted to groan, all he had to do was think of the time he ate too many doughnut holes!

## Crafts

### Ghostly Groaner

Put a hole in the bottom of a tin can and put a strong string inside the hole. Tie a knot on the inside. Coat the string rather heavily with rosin. Hold the open end of the can against a window pane and pull on the string so it slides through the fingers. This makes an eerie, ghostly, groaning sound.

### TIC-TAC-BOO!

Materials:  
 6"x6" piece of cardboard  
 6-1/2"x14" piece of white felt

scrap orange, black and green felt  
 Needle and thread  
 scissors, glue, marker, ruler

Place cardboard on center of felt (fig. 1). Fold top edge of felt down over cardboard. Fold bottom edge up over cardboard, overlapping top piece of felt. Stitch or glue along sides to form back pocket (Fig. 2). With a ruler and marker, draw the tic-tac-toe squares (each measures 2"x2") on front. Trace the patterns on felt and cut out. Store game pieces in back pocket. This game can be used for other holidays. Just use your imagination! See Fig. 3 for other holiday patterns.

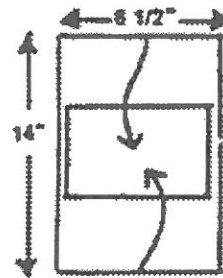


Fig. 1



Fig. 2



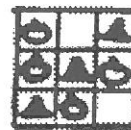
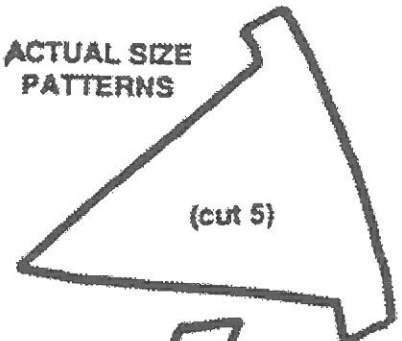
Fig. 3

Easter



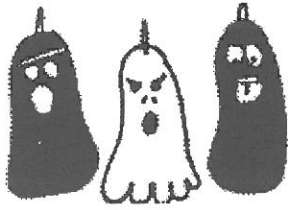
Christmas

ACTUAL SIZE PATTERNS



## Foot Ghosts

Remove socks and shoes and step onto white construction paper. Trace around one bare foot, then the other. This will make a pair of ghosts. The heel will be the head. With a marker, draw on face. Cut out, and poke a hole at the top of the foot ghost. Tie on yarn and hang.



You can also leave your shoes on, and trace around the shoe to make a different looking ghost.

## Broom Sucker Favor

For a mini Witch!

For the broom, turn a lollipop upside down. For the straw, cut 1-1/2"x5" strips of yellow paper or tissue. Tie the strips around the lollipop.

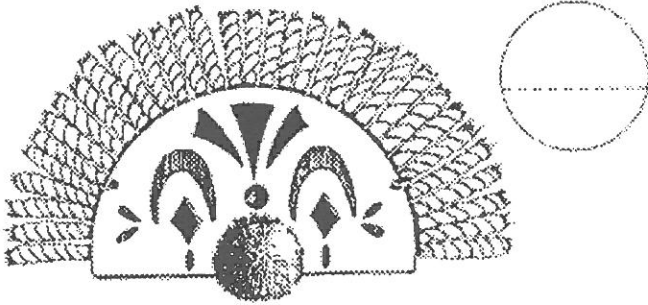


## Paper Plate Masks

Supplies: paper plates (the cheap ones will do, but the chinet one will work better.), construction paper, yarn, string, pipe cleaners, glue, scissors, tape, markers, crayons.

### Clown Mask

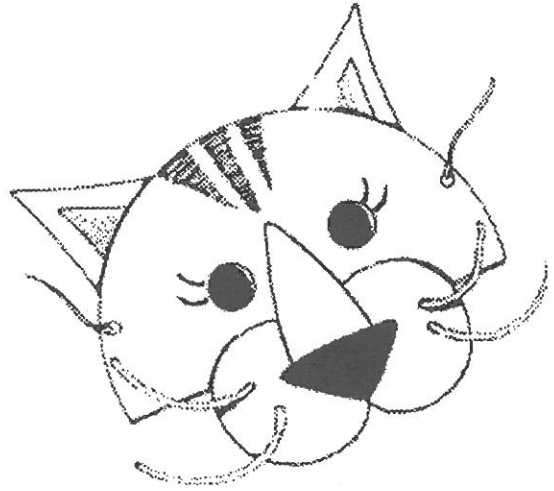
Procedure: Cut a little less than half off of the paper plate. Tape brightly colored, heavy yarn pieces to the back for hair. Cut diamond shaped holes for eyes and decorate the face with markers or crayons. Use a yarn pompon or a big red circle for a nose. Punch holes about halfway to the top for strings.



### Cat

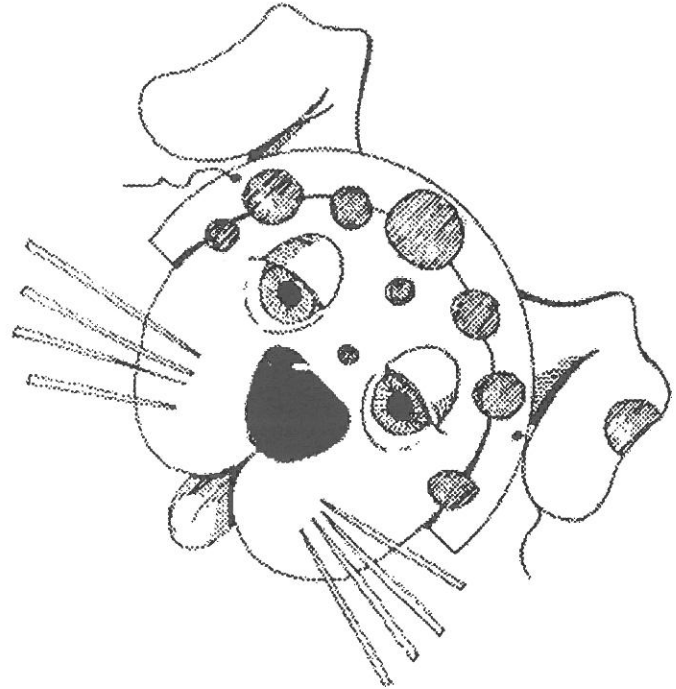
Procedure: Cut a paper plate for same size as for the clown mask. Cut two triangles for each ear and glue them to the back of the plate. Use colored construction paper to cut circles for the cheeks and triangle for the

nose. Assembler and glue them together as shown, then glue them to the paper plate. Glue pipe cleaners onto the cheeks for whiskers. Cut circular holes for eyes and color the face. Put the stripes and eyelashes on with marker or paint.



### Dog

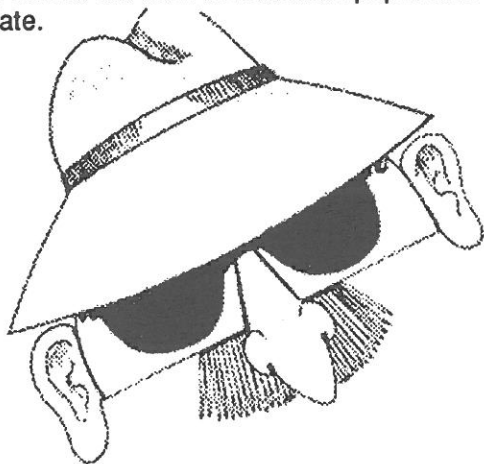
Cut the paper plate the same size that you cut the others. Make the ears, face and tongue from poster board or another paper plate. Tape the ears to the back of the plate and glue the face onto it. The tongue can be glued to the back of the face. Color or paint the eyes, face and ears. Make the spots and nose from dark colored construction paper and glue them on. The whiskers can be cut from construction paper.



### Man's Face

Cut the paper plate as shown on previous page. Cut the nose from poster board or another paper plate and glue it onto the plate. Make the ears from construction paper and glue them onto the back of the plate. Now draw on the sunglasses and color the face, nose and ears,

Make the mustache from yarn taped to the back of the plate. The hat can be cut from construction paper and glued to the plate.



## Games

### Follow In My Monsterprints

Materials: Paper, a shoe, a pen, tape, scissors.

This game is a test of skill and balance (and it's loads of fun as well). Trace the sole of a child's shoe on a piece of paper and cut it out in order to make monsterprints. You will need about thirty.

Tape the monsterprints on the floor at various angles so that two circles are formed (one for each team).

Ask the Cub Scouts to form two lines. At a signal, the First Cub Scout in each line must dash around the team's circle and then tag the next person in line. As each Cub Scout runs, he must try to fit his foot as closely as possible into each monsterprint.

Each player races around the circle and tags the next player until everyone has had a turn. The team that finishes first wins!

### Witches Bells

Materials: One bell

In order to play this game, the Cub Scouts should stand in a circle with their hands behind their backs. One player is given a bell. Another player stands in the center of the circle and closes his eyes. As this player counts aloud from 1 - 10, the other players pass the bell behind them. They must be sure that it is ringing loudly. On the count of 10, all motion stops and the player in the circle opens their eyes. The player in the center now has three chances to guess who has the bell. If the guess is correct, the player holding the bell becomes the next person to stand in the middle of the circle. If the guess is incorrect, the same player remains in the center and must try again.

## Monster Fun

Materials: Several squares of paper in orange, yellow, black and white (other colors may be substituted, but the same number of colors must be used).

When your Cub Scouts are not watching, hide the colored squares of paper around the room. These papers will be the monster food.

Divide the Cub Scouts into groups of monsters (about 5-6 per group). Assign a color to each group (i.e. - white for ghosts, yellow for goblins, orange for witches, black for vampires). Pick one leader from each group.

Next, set the monsters out to hunt for food. When a monster finds any color square, they must make the sound of that monster until the leader comes (i.e. - "witches" would "laugh"). If the color of the paper matches the team's color, the leader collects it. If it is enemy food (a different color square), the leader rips it up.

After 10 minutes, the squares are counted. The group with the most squares (of the right color) is the winner.

## Scavenger Hunt

Materials: Several Halloween items (pumpkins, skull rings, spider rings, etc., or household items may be used).

Before the Cub Scouts arrive, write a list of items that you are going to hide around the room (i.e. - white skull ring, black spider ring, small pumpkin). Then hide these objects behind the curtains, in a picture frame, under the plants, etc. It will be up to your Cub Scouts to discover their hiding places.

Give each Cub Scout a copy of the list and a pencil. Ask them to write down where they found the items. No item should be moved during the game and their locations cannot be revealed to other players.

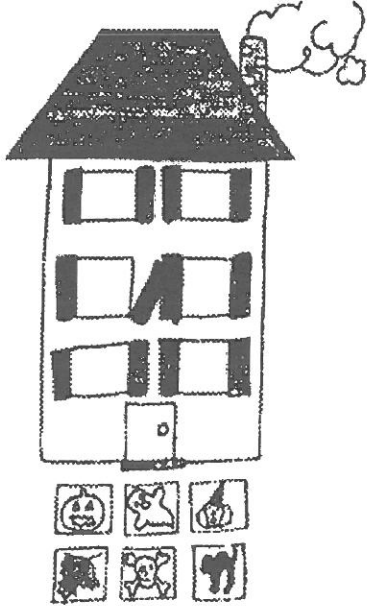
The Cub Scout who has listed the right location of the most hidden items in 10-15 minutes is the winner.

## Haunted House Game

Prepare a haunted house and a set of six symbols for each player. Make the houses from long pieces of shelf paper. Add black construction paper roofs, and draw six windows on each house with a marker.

Copy the symbols from the illustration. Draw each on a piece of paper about the size of the windows on the houses. Be sure to make a set of six for each person who will be playing.

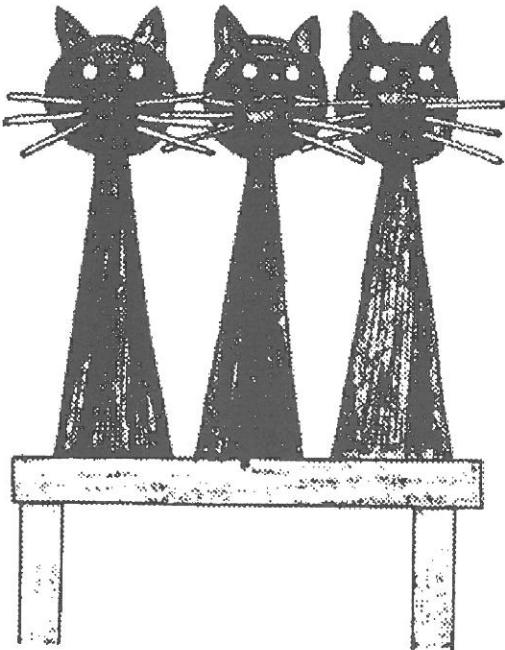
Before the meeting, hide all the symbols around the room. The player who finds a complete set and places them on the windows of his house first is the winner.



### The Witch's Cats

To play this game you need three black cats. For each one cut a large half circle from black paper. Roll it in the shape of a cone and tape or staple it. Cut the cat's head with ears from black paper and glue it to the top of the cone. Add cut-paper eyes and yellow pipe cleaner whiskers.

Set the three cats in a row at the back of a table. In turn, give each Cub Scout three small balls or beanbags with which to try to knock over all three cats. Anyone who gets them all is a winner.



### Three-in-a-Row

Hand out pencils and paper. All the players divide their papers into three rows of three boxes.

Have the following sentence written on a long strip of paper: *Don't be afraid of goblins you see on Halloween.* Read it aloud, one word at a time, as players write the words in their boxes. Each player chooses which box to write "don't" in, which box to write "be" in and so on.

When all the words have been written, rip your strip apart, so that each word is on a separate bit of paper. Drop the pieces into a hat, box, or whatever. Pull out one piece at a time and read the word on it. Players cross off their words as they are read. First one who crosses off three in a row—across, down, or diagonally—is the winner.

Make up another nine-word sentence and you can play the game again.

Don't	be	<del>see</del>
Halloween	<del>you</del>	goblins
<del>afraid</del>	on	of

# October 1995 Showman Activity Badge



## Magic

### Magic Candle

Tell the boys you can light a candle without touching flame to the wick.

Have candle lit and let burn a moment, any one can light a candle with fire. Now blow out candle and light a match. The smoke from the blown out candle will cause the candle to relight by traveling down the smoke.

### What's Your Number???

Take a number, double it, add twelve, subtract four, divide by two, subtract YOUR number.

Answer is "4"

OR

Take any number, add nine, subtract three, divide by two, subtract YOUR number.

Answer is "3"

### Secret Number

Take any number (keep it to yourself), double it, multiply by five, then ask for total number.

Answer: Take their total and drop the last digit. Then tell them their number.

## Costumes

Garbage Can, Tin Can, and Pop Bottle, Litterbug and Newspaper.

Simple tube costumes, made from brown wrapping paper, cardboard, or poster board.

Litterbug is a sack costume with cardboard cutouts for legs, and Newspaper is a sack costume covered with newspaper.

Litterbug and Newspaper—Sack costumes

Cut a piece of brown paper (or material), 28"x70". Fold paper in half width-wise. Tape the side edges together with brown paper tape or sew together in a 1/4" seam.

Fit the costume to child and cut out openings for face and arms. For Litterbug, cut arms from cardboard and glue to costume. Decorate with markers or fabric paints.

All other costumes, cut a piece of brown wrapping paper, (or piece together poster board, or cardboard) into 36"x56" lengths. Roll cardboard into a tube and tape ends together. Cut tabs around one long edge every 1 inch. For Garbage Can and Tin Can tops, cut out and oval 12" wide by 16" long from lightweight cardboard. Tape to top of tubes using tabs. For Pop Bottle, cut a piece of brown paper, 35"x42". Fold in half width-wise. Draw the shape of a bottle top onto paper and cut out. Tape edges together. Tape bottle top to body. Fit costumes to child and cut openings the same as the sack costumes. Decorate costumes as desired with paints, and markers.

## Finger Puppets

### Five Finger Fun

Materials:

- 5 1" candle cups
- 3 3/4" wooden beads
- 2 3/4" wooden spools
- 1 1/2"x5/8" wooden spool
- 3 1/2: wooden wheels
- 1 1/4" wooden bead

Acrylic Paint - soft grey, soft white, soft black, tumbleweed, golden harvest, sweet chocolate, and floral orange

7mm pom-poms - 16 brown, 2 white and 3 black

6 5mm white pom-poms

Scraps of 3-ply yarn - gray, black, orange, and white

1 2" piece of sisal twine

1 1-1/3" narrow brown chenille stem

1-1/2" of narrow gray chenille stem

Scraps of paper twist or white paper

Scraps of gray felt

2 round toothpicks

thick craft glue

craft knife, nail file or emery board, paintbrush, old scissors or wire cutters, pencil, scissors, toothpicks.

### Elephant:

Glue 1 3/4" bead to 1 1" candle cup. Paint elephant gray. For tusks: Gut from 1 toothpick 2 3/4" lengths, and ends off, paint white. Let dry. For trunk wind gray chenille around end of paintbrush handle, pushing stem

to a point. Glue trunk to center of head. Glue 1 tusk on each side of trunk. Let dry. Use black paint to dot 2 eyes close together above trunk. Cut ears from gray felt, glue ears centered back of head. For tail, knot 1 end of gray yarn. Glue opposite end to center back of body at base. Let dry.

#### **Lion:**

Glue 1 3/4" bead to 1 1" candle cup. For ears, cut 1 1/4" bead in half, glue both halves of 1/4" bead to top of head, making sure grooves face forward. Let dry. Paint lion with Tumbleweed. Let dry. Paint facial features onto center front of head. Let dry. For mane, glue 11 brown pom-poms around head in front of ears. For tail, twist brown chenille stem into an "S" shape. Glue tail to center back of body at base. Let dry.

#### **Giraffe:**

For neck, glue 5/8" spoon to bottom of 1 1" candle cup. For head, glue 1 3/4" candle cup sideways on top of spool. Let dry. Fold 1 ear in half at base and glue together. Glue base of ear to top of head so tip of ear extends outward to side of head. Glue second ear in the same way on opposite side of head. Paint giraffe gold. Let dry. For horns cut 1 1/4" lengths from toothpick and cut end off. Glue 1/4" toothpick lengths centered on top of head at back. Paint spots (larger spots on body, smaller spots on neck and face,) and horns Sweet Chocolate. Use black paint to dot 1 eye on each side of head. Let dry. For mane, glue 5 brown pom-poms centered down back of each and neck. For tail, knot 1 end of twine. Glue opposite end to center back of body at base. Let dry.

#### **Zebra:**

For neck, glue 2 wooden wheels together onto the bottom of 1 1" candle cup. For head, glue 3/4" candle cup sideways on top of neck. Glue ears 1/4" apart to back of head. Paint Zebra white. Paint remaining wheel black. Let dry. For nose, glue black wheel to open end of head. Paint stripes on Zebra, dots for eyes, and neck rings black, leaving a white land between the rings. Let dry. For mane, glue 3 7mm black pom-poms and 1 7mm white pom-poms down center back of head and neck alternating colors, starting with black on top of head. For tail, knot 1 end of black and white yarn together. Twist yarns together and glue opposite end to center back of body at base. Glue knotted end of tail to body at side.

#### **Tiger:**

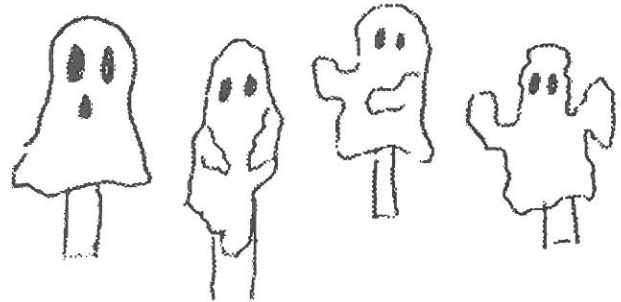
Glue 3/4" bead to 1 1" candle cup. Glue ears 1/4" apart on top of head. Paint tiger orange. Let dry. Paint stripes. Tips of ears, and facial features black. Let dry. Paint chest-hair patch white. Let dry. Glue 6 5mm

white pom-poms to head 1 on each side of nose, and 2 on each side of chin area. For tail, knot 2 end of orange and black yarns together. Twist yarns together and glue opposite end to center back of body at base. Glue knotted end of tail to body at side.

## **Skits**

### **Spooks From Fire Island**

(You can use this as a puppet skit. For puppets, make stick puppets or sock puppets, or paper bag puppets.)



As Cub Scouts, we talk and learn about safety. We like to have fun but try to practice good safety rules. Halloween is a fun time but try to remember to also practice good safety rules. Come and meet the SPOOKS FROM FIRE ISLAND.

I played with matches - it was such fun!  
"Till I caught fire and began to run.

While in a hurry the hot grease I splattered.  
I didn't know it really mattered.

I saved oily rags to use again.  
No telling what I might have been.

We thought the campfire was under control.  
I just climbed out of my 6 foot hole.

I smoked, and smoked and smoked in bed.  
And now you see that I am dead.

My pop said frayed wires were OK.  
I became a spook without delay.

I filled with gas the lawn mower hot,  
So like the others, now I'm not.

### **Elmo, The Fire-Breathing Dragon**

Characters: Cub Scouts, dragon, fire chief, add Cub Scouts and firemen as needed. For smaller dens, divide the Cub dialogue among fewer boys.



Costumes: Paper-bag mask for dragon with whatever ears, fiery eyes, scales, nose, etc. that the boys think appropriate. Fireman's hat of painted cardboard, or big cardboard badge, labeled "Fire Chief:

Props: Boxes of facsimile "fire hazards". (You can label a large box, "matches", "greasy" rags don't have to be greasy.) Newspaper, suitcase, blanket, bucket marked "FIRE", two chairs.

(Several Cubs meet on stage, carrying boxes.)

1st Cub: Did you find any fire hazards? I found these oily rags in my garage.

2nd Cub: This newspaper was too near the water heater in our basement.

3rd Cub: Look at this. I found a box of matches where little kids could reach them. (You can add more Cubs and fire hazards here if you have more boys.)

1st Cub: There's Tom?

Tom: (enters, followed by ELMO the dragon who carries a suitcase.) Here I am. Look what followed me home.

Cubs: (Give each a different thing to say.) What is it? Yuk! Keep it away! Does it bite?

Tom: It's just a nice, fire-breathing dragon. Show them, Elmo. (ELMO takes a deep breath. Boys stop him, snatching away boxes of fire hazards.)

Cubs: No, No! Don't let him. Stop That! Hold it!

Tom: I told him he could stay. (Elmo sits in chair, puts feet up, making himself at home.)

2nd Cub: What's in the suitcase? (Cubs open suitcase.)

3rd Cub: Rags and paper and matches! Are these your toys? (ELMO nods, gets up, happily takes deep breath as if to set fire to suitcase. Cubs slam it shut; one puts hand over ELMO's mouth, preventing him from breathing out.)

1st Cub: We have everything we need to have a bad fire. Plenty of fuel, oxygen, and Elmo's mouth.

2nd Cub: Elmo's got bad breath! (ELMO's insulted, picks up box of fire hazards, takes a huge breath. Again Cubs rush to stop him.)

3rd Cub: I'm afraid there's going to be a fire. (First and Second Cubs exit quickly.) I'm calling the fire department. (Pantomimes dialing and talking into phone.) We

need help with a fire at 123 Maple Street.

1st Cub: (running in with blanket) Is the dragon on fire? I'll try this (He attempts unsuccessfully to wrap ELMO in the blanket.) (Fire Chief enters, pantomiming driving a fire engine and making sound of siren.)

Fire Chief: (going close to elmo for a look.) There's a lot of these around. We know how to turn him into your ordinary non-hazardous dragon.

2nd Cub: (running in with large red bucket marked "FIRE".) I can put the fire out! (Fire Chief and Elmo cringe, run around stage. Second Cub chases them, comes close to throwing "water" - play this so audience can't see in what is in the bucket. He douses them with a bucketful of confetti.

Mother Goose is on the Loose!

Characters: Any number

Props: Make simple cutouts for each of the rhymes that would be appropriate. For example, can use puppets, cardboard signs, or act out.

Narrator:

Old Mother Goose is on the Loose,  
And between her screams and wails  
Her feather got ruffled  
Her Rhymes get shuffled  
And we've caught her by her tales!  
Some of the characters you know best  
Have changed their style a bit  
Without more ado  
We present to you  
Mother Goose plus our Own wit!

Rhyme 1:

David had a little lamb  
With fleece as white as snow,  
And everywhere that David went  
The lamb was sure to go.  
He brought the lamb to school one day,  
Now all he does is sob (cries into handkerchief)  
For now the cafeteria  
Serves David's lamb sish-ka-bob!

Rhyme 2:

Little Jack Horner  
Sat in a corner  
Eating his Christmas Pie  
He stuck in his thumb (stick thumb into pie)  
And pulled out a plum  
(he pulls out thumb with a juicy plum)  
and said. "Yecch! This is disgusting!"

Rhyme 3:

Mister Harry, quite contrary,  
How does your garden grow?  
"I'm glad you inquired."

He quickly fired,  
"It's true my garden's fantastic!  
It never needs weeding, watering, or seeding  
Because all my flowers are plastic!"

Rhyme 4:

Humpty Dumpty sat on a wall  
Humpty Dumpty had a great fall  
(He falls off wall)  
All the king's horses and all the King's men said,  
"Bring bacon—we've got scrambles eggs again!"

Rhyme 5:

Little Master Muffet  
Sat fat on his tuffet.  
Stuffing his face full of stew.  
Along came a spider  
(Spider comes forward)  
and sat down beside him.  
Said he, "Well, I'll just eat you, Too!"

Narrator:

That's all the rhymes we've got for you,  
We hope you all had fun.  
Now here's your chance to clap for those  
Whose jobs were so well done.

## Song

World of Tomorrow  
(Tune: My Bonnie)

Last night as I lay on my pillow,  
And drifted off slowly to sleep,  
I thought of the world of tomorrow,  
These thoughts through my mind they did creep.  
A computer will do all my homework,  
A robot will do all my chores,  
If I spend my whole day just playing,  
I fear that I may become bored.

(Chorus)

Bring back, bring back,  
Oh bring back the old days to me, to me.  
Bring back, bring back,  
Oh bring back the old days to me.

My jet powered bike will be speedy,  
I'll fly in my spaceship to Mars,  
What if I get lost in space,  
And can't find my way through the stars?

My parents will have their own rocket  
We'll travel through space very quick  
I'm not sure I'll like that fast travel  
I may even get space sick!

(Chorus)

Our family will move to Venus,  
I don't know what we would find there  
I'd sure miss my friends back on Earth  
They're the best friends I'll find anywhere.  
(Chorus)

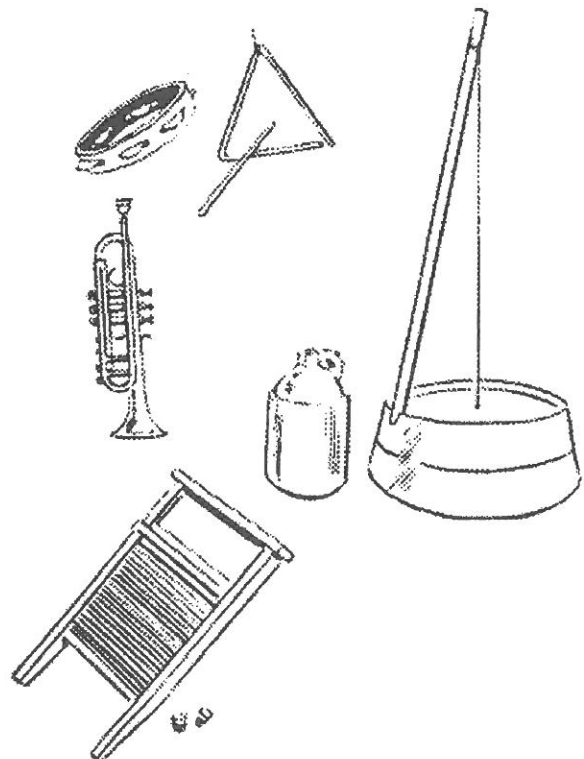
Dehydrated food for breakfast,  
Dehydrated food for lunch.  
Oh what I would give for a Big Mac,  
And potato chips that I can crunch.

## What Is Music?

Music means different things to different people. At first, music might seem to be only something that disc jockeys play on the radio, or that your parents play on their stereo, or that you hear in church. But you've probably already figured out that music is really something you can do, and that it is something people often do together.

Music plays a major role in all of our lives. Even those who do not consider themselves musicians are surrounded by music. There is no escaping it. Music accompanies parades, religious ceremonies, and sports events. You hear music associated with movies and concerts of all sorts. For example, you often use music as part of your den and pack meetings. You learn music in school. You grew up with pleasant songs—songs that were fun to learn, to sing, and to teach.

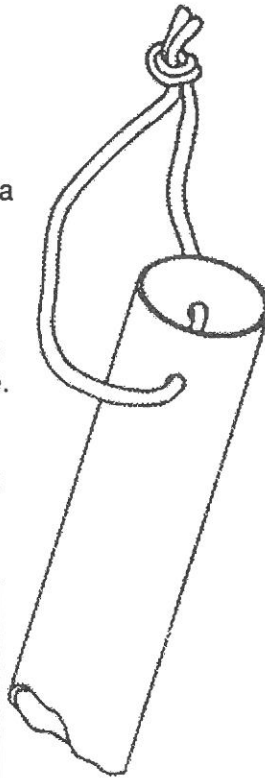
Music can be played on any keyboard instrument, any band or orchestra instrument, any pitched fork or percussion instrument, or any instrument you construct.



## Pipe Chimes

This is a suggested activity for the creation of a musical instrument"

Get two 10 foot lengths of 1/2 inch galvanized conduit pipe. Cut pie to exact measurements (1/8 inch off will change the pitch). Drill a hole for string 1-1/2 inches from the end of the pipe. (For best results, use a drill press.) Build a frame to suspend or hang the pipes so that they are free to vibrate when played. For best results use a spoon to strike the pipes, and strike in the center of the pipe.



Size	Note	Number
13-5/8"	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
10-5/8"	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

Over the River and Through the Woods"

Pipes 3, 5, 7, 8, 10, 12, 14, 15

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

10 8 8 8 8 7 7 7 7 7 5 5 5 7 5 10

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

10 15 15 14 12 10 7 3 5 7 10 8 7 5 3

## Additional Activities

1. Attend a play. There are professional plays at the theaters. There are also plays available at your local high schools and colleges. Most high schools have one in the late fall and one in the spring.
2. Visit a puppet show.
3. Attend a concert. There are many local groups as well as professional groups. The St. Louis Symphony gives children's concerts and Pop Concerts as well as many school bands give concerts throughout the year.

These songs can be played on your newly crated pipe chimes.

America

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

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

15 15 15 13 12 13 13 13 13 12 10  
12 12 12 12 10 8 10 10 10 10 8 7

12 13 12 10 8 12 13 15 17 13 12 10 8  
8 8 8 8 7 8 8 10 8 7



# NOVEMBER 1995 KNIGHTS OF THE ROUNDTABLE

## Introduction

The knight roamed across Europe in the Middle Ages righting wrongs and defending the weak. The knight lives on in legend as an example of the ideals of courage, honor, loyalty, and concern for others. In particular, the Knights of the Roundtable shows us the knightly virtues of courtesy, strength, courage and the knight's obligation to do Good Turns.

This month the Cub Scouts will learn about the life of the knight and the stories of King Arthur's Court at Camelot. Most of the den members will know some facts from school, but it is a good idea to broaden this knowledge by reading and/or telling stories about knights. Emphasize their code of honor and point out the similarities to the Cub Scout Promise. The dens will be preparing for the pack meeting by making knights' costumes and equipment and practicing for the pack tournament.

## The Knight's Code

Be always ready with your armor on, except when you are taking your rest at night.

Defend the poor and help them that cannot defend themselves.

Be prepared to fight in the defense of your country.

At whatever you are working, try to win honor and a name for honesty.

Never break your promises.

Chivalry requireth that youth should be trained to perform the most laborious and humble offices with cheerfulness and grace, and do good unto others.

## Den Meeting

This month's den meetings will be spent in preparing knights' costumes and equipment for the pack tournament. Make sure to allot some time for discussion of the knight's ideals, as expressed in the Knight's Code. Point out its similarities to the Cub Scout Promise. Books listed under "Knights and Knighthood" can be found in the juvenile department of your public library.

To emphasize the knightly virtues, points can be awarded during the month to den members who have

performed knightly acts of kindness, courtesy and service. Those who score highest during the four den meetings might be given special plumes to wear on their helmets during the pack meeting.

## Games

Any of the games listed can be adapted to be included in the pack tournament. If so, have a den tournament at the last den meeting this month to choose den champions. Choose a different champion for each event, even if one boy is the best at all events.

### Knights and Dragon

Three boys make up the Dragon; they line up by grasping the belt of the boy ahead with both hands. The remaining den members are Knights. They try to grab the Dragon's tail (last boy in line) and hold on while the leader counts to five. When a Knight succeeds, he becomes the Dragon's tail and the head becomes a Knight for the next round.

### Swat the Knight

May be played as a contest between two boys or as a battle royal. Using string, tie a soda cracker on top of each boy's head and give him a rolled-up section of newspaper. On signal, players try to break their opponent's cracker with the newspaper while defending their own cracker.

### Treasures of King Arthur's Court

The treasure is wrapped candy hidden in and near the meeting place. Hide two or more pieces per den member. As boys arrive, send them to look for the treasure. Winner is the one who finds the most pieces. (Save one or more pieces to be hidden for late-comers, so that all den members get at least one.)

### Toothpick Castle.

Give each Cub Scout 10 flat toothpicks. They take turns placing one toothpick at a time on the top of an opened soda bottle. The boy whose toothpick causes the "castle" to fall gives his remaining toothpicks to the boy behind him. The boy with the most toothpicks after several rounds have been played is the winner.

## King of the Ring

Draw a circle on the floor or ground about 10 feet across. All players stand in the circle with arms folded. On signal, they try to force others out of the ring by shouldering them (no hands allowed). A player who is pushed all the way out is eliminated. Last one in the circle is King of the Ring.

## Spoon Jousting

Give each player two tablespoons and a small potato. He carries the potato on one spoon in one hand. With the second spoon in his other hand, he tries to knock the potato off another player's spoon while trying to protect his own potato. This may be played as a two-boy contest or a den battle royal.

## Stick Twist

Two Cubs hold a broomstick between them with hands alternating over the top. On signal, they bring it down slowly between. Each tries to turn the stick in his opponent's hand.

## Sock Fight

Each boy stand in a burlap or similar type bag. He must use both hands to keep the bag stretched to its full length. He tries to upset others by thrusting and pushing with his shoulders, hips, and elbows. This can be a dual contest or a mass battle where boys are eliminated as they lose their balance and fall.

## Chinese Wrestling

Divide players into pairs and match them two at a time. Each wrestler stands on one leg (his left), the other leg being stretched forward, and folds his arms across his chest. Each wrestler hops forward and tries to unbalance his opponent with his right leg. No kicking or charging is allowed, and one player is declared the winner if he forces the other to touch his right foot to the ground. The game should be played on a grassy lawn or soft ground.

## Paper Cutting Race

You need a blunt scissors and a long strip of crepe paper for each player. All the strips should be the same length. Tie one end of each strip to something like a chair or a stair post. Or pin the ends to a cushion. Give each player the other end and the scissors. When you say "go", the players can start cutting along the middle of the paper. The first one to reach the other end of his strip is the winner.

## Catapult Bombardment

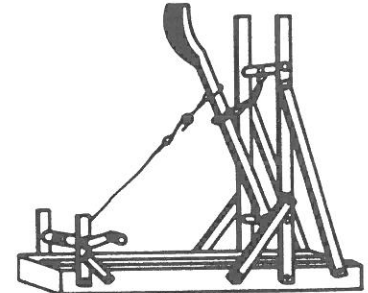
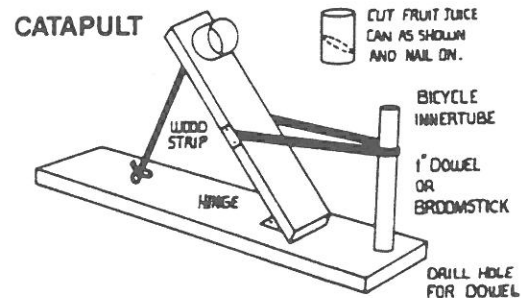
For the "castle" set a small table on its side about 20 feet from the firing line. Each boy (or den champion) is given three small rubber balls to fire from his den's catapult. Score one for each hit. Winner is the boy with the most hits. If more than one boy scores three hits, have a playoff.

## Making a Catapult

Catapults were once war machines. They were used to throw huge rock over castle walls.

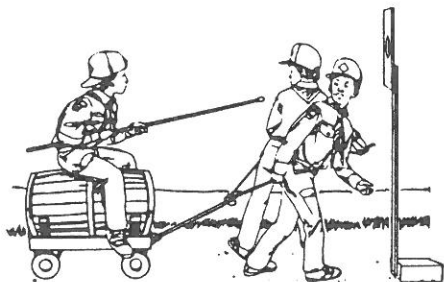
A slingshot is a kind of catapult. Today catapults are used to launch planes from aircraft carriers.

The drawings show how to make two catapults. One is simple and one is a little more complicated.



## Slay the Dragon

An equal number of knights and dragons are selected. The dragons' left wrists are tied to the knights' right wrists. Each dragon is equipped with a long green balloon for a tail, tied behind his back. Each knight wears a helmet with small visor and carries a rolled paper lance. A time limit is set (such as three minutes), and on a signal, each knight tries to break the dragon tail with his rolled paper lance. Each dragon tries to take away the lance from the knight. At the end of time limit, team having most of their props left intact is declared the winner.



## Riding at the Quintain

If you have access to a coaster wagon and large barrel, your den members can try riding at the quintain. This was a training exercise for young pages and squires who were learning knightly skills. One or two boys pulled the "horse" rapidly toward the quintain while the apprentice knight tries to spear the hole.

## Songs

### Knights' Song

(Tune: "Yankee Doodle")

This month we've learned of knights of old  
And we would like to shout it,  
That knights and Cubs are much alike  
And don't you ever doubt it.

Chorus

Knights of old and Cub Scouts, too,  
Both promise they will live right.  
If they do the things they should  
Their presence makes the day bright.

Chorus

1st Cub Scout steps forward and repeat the **Cub Scout Promise**.

2nd Cub Scout or den chief reads the **Knights Code** from a scroll.

3rd Cub Scout steps forward and repeats the **Law of the Pack**.

(Second Stanza)

So now, you see that as Cub scouts,  
Our code is much the same  
As that of knights long years ago  
It's just the name that's changed.

Chorus

### Sir Galahad

(Tune: My Bonnie)

Sir Galahad, he was a strong knight,  
As pure as the snow, that was he,  
He rode upon the white charger,  
With dimples and smiles on her knees.

Chorus:

Bring back, bring back, oh...  
Bring back, my charger to me, to me,  
Bring back, bring back, oh...  
Bring back my charger to me!

He rode her each Monday thru Friday,  
On weekends he allowed her to rest,  
Each Sunday he traveled to Camelot  
Upon a gray mule he named "PEY".  
(Chorus)

Sunday morning he rode from his castle,  
Upon his favorite mule,  
He discovered upon arriving,  
His blisters never would cool!  
(Chorus)

### Oh, Sir Winfred

(Tune: Clementine)

Oh, Sir Winfred; Oh, Sir winfred;  
There re dragons by the score,  
Mount your charger,  
There's none larger,  
Rid this kingdom of the boors.  
Chase them hither,  
Run them thither  
Till their scales fall off in droves.  
Run the heat off,  
Run the beasts off.  
Be our hero evermore.

### Knight's Song

(Tune: "Hey, Look Me Over")

Knights of the tournament,  
Dressed in their gear,  
They're in their armor.  
Shiny clear from here. Nothing dull about it.  
Sparkling all the time,  
"Cause I've got a page and squire to make  
my armor shine.  
And so I wear all my metal,  
Proud as I can be,  
Knights who come to watch,  
Oh, how they envy me.  
So come on all you squires and knights  
And join our tournament,  
Until our energies are spent.

## The Grand Old Duke of York (Tune: "A-Hunting We Will Go")

The grand old Duke of York,  
He had ten thousand men.  
He marched them up the hill,  
*Everyone stands up.*  
And marched them down again.  
*Everyone sits down.*  
And when you're up, you're up;  
*Everyone stands up.*  
And when you're down, you're down.  
*Everyone sits down.*  
And when you're only halfway up,  
*Everyone stands halfway up.*  
You're neither up nor down.  
*Everyone stands up and sits down quickly.*

*Repeat several times, getting faster each time.*

## Knights of the Round Table (Tune: I've Been Working on the Railroad)

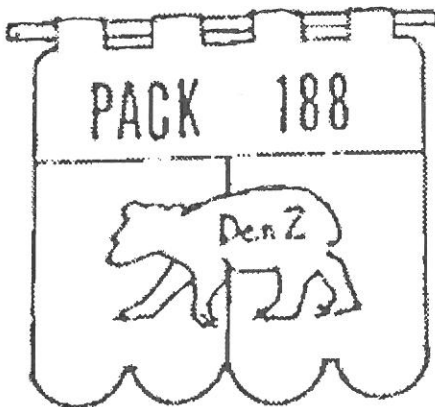
We've been sitting at the round table planning a camping trip.  
We've been sitting at the roundtable, partaking of fine root beer....HIP, HIP, HIP.  
Can't you hear our cheers and shouting? Passing out the chores.  
It's so fun to be in Scouting, the fun and memories can be yours.  
Come and join our fun, come and join our fun, we want you to come today!

## Crafts

### Flags

Materials: Felt scraps, markers, dowel stick, glue, heavy paper or material

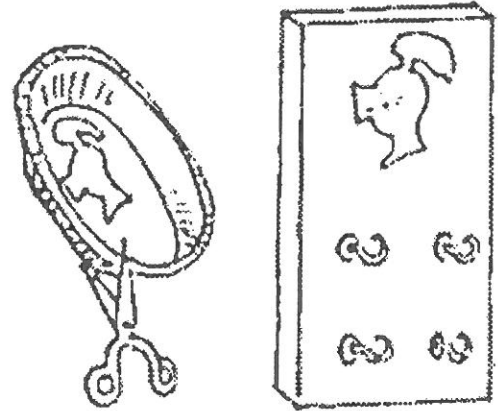
Make your own den flag or shield for the next pack meeting. Cut paper to the shape your den wants and add the den's motto or yell.



## Knight Tie Slide Holder

Materials: Nails, foil pie pan, paint or stain, wood scraps 4/8"

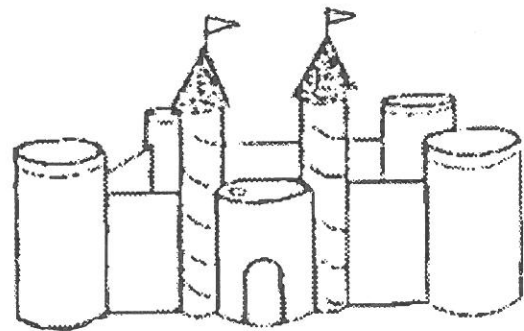
Cut knight shape out of foil from the middle of pie pan. Sand wood and stain or paint. Add a hanger to the back. On the front, glue knight shape on top half of wood. Hammer 4 nails to bottom half of wood or use 4 cup hooks for hanging slides.



## A Castle For Your Knights of the Roundtable

Materials: Paint, glue, oatmeal or salt boxes, tall paper towel rolls, or Pringle cans.

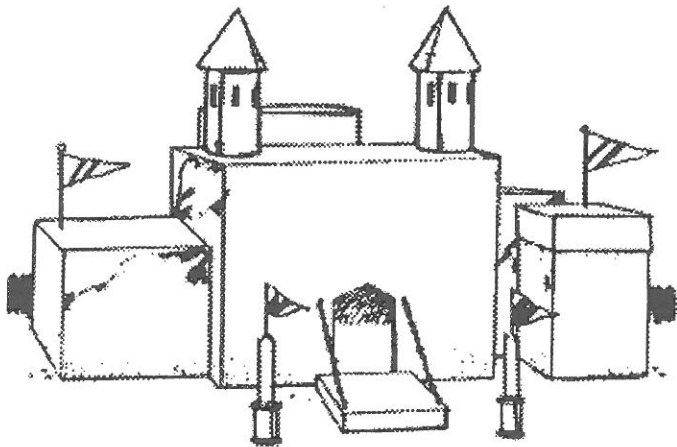
Have each boy in your den find boxes for a den castle. Glue boxes together to form a castle. Paint and add flags cut from paper. Make or use Lego knights to defend your castle. Display at the next pack meeting





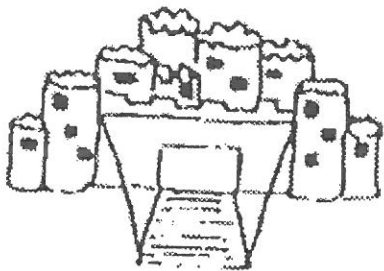
## King Arthur's Castle

Use boxes of varying sizes and shapes. Cut holes for doors and windows; cover with black paper from inside. Drawbridge is box cover. Castle's flags are taped to hat pins or dowels. Front posts are sewing spools holding candles with flags taped to picks. Paint stone gray. Make flags and pennants colorful.



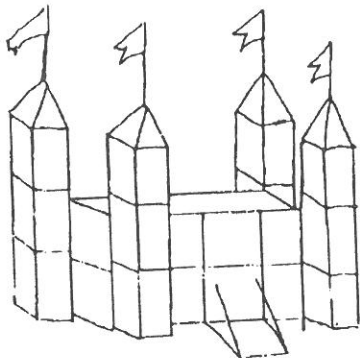
## Cardboard Roll Castle

Cut projections around one end of rolls of various sizes and glue on black paper for windows. Glue rolls together and add cardboard entry gate with corrugated cardboard draw bridge.



## Playing Card Castle

Materials: 108 bicycle playing cards (bridge size) 18" square of plastic foam, 4 toothpicks, 4 straight pins, plus cardboard, glue, florist's moss artificial greenery, plastic tape and gold cord.



Directions: To make turret, cut piece of cardboard 9"x10-1/2", glue 12 playing card to right side. Bend cardboard to form base of turret. Tape long edges together on wrong side. Cut back of one playing card into a window shape. Glue to top card on turret. Cut 4 cardboard triangle for roof. Glue 2 card to each triangle, trim to fit. Tape triangles together to form roof. Cut 4 face cards into 4 flags, glue to toothpick staffs and glue to turrets.

For body of castle, cut a 5-shape from cardboard, with crossbar 7"x28" and stem 7"x7". Fold over stem to form roof. Then fold crossbar to form walls. Glue playing card on roof and walls using the colored backs for roof, windows and door. For more color you can cut a door frame to contrast with color of door. Cut shutters in window cards; fold back to reveal red aces inside the windows. For the castle grounds, cut a piece of plastic foam 18" square. Glue on florist's moss. Insert artificial greenery around the edge.

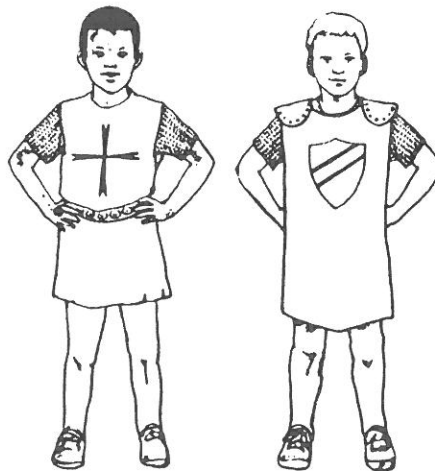
To make bridge, position a card in front of door. Put wedge under one end to raise it. Knot gold cord at both ends. Pin through knots to attach cord to castle and base.

## Costumes and Equipment

Books on knights, knighthood and medieval time will have pictures of other things you may want to make. You may want to secure a copy of the Classics Illustrated *Knights of the Roundtable* for the boys of your den to share. It is not only a story for them to read, but is an idea book for costumes and colorful props.

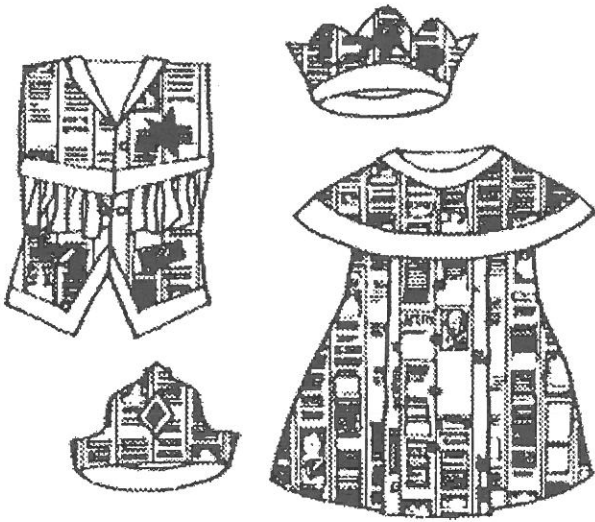
## Knights' Costumes

For the basic costume, use old pajama (without designs) or thermal underwear. Tunic shown here is made of crepe paper. Another one illustrated is cut from an old pillowcase with slits for arms and head. Paint on emblem. Belt is covered with aluminum foil.

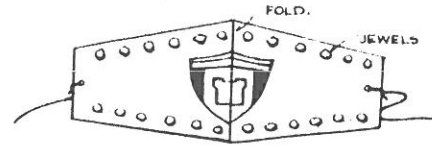


## King's Costume

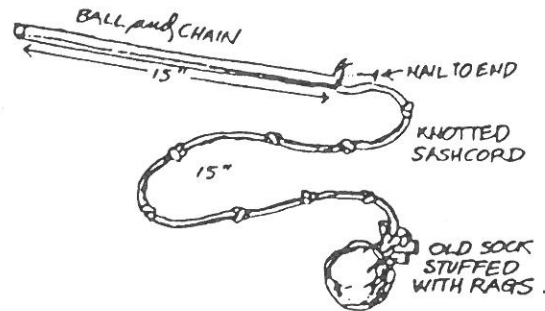
Use advertising sections of old newspapers. Tape the shoulders and sides together. Make sure the neck opening is large enough so the costume can be slipped over the boy's head.



## Breastplate

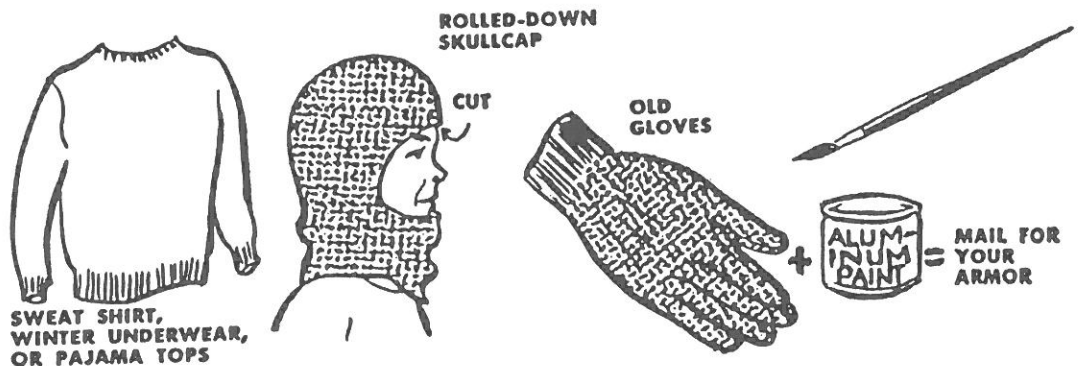
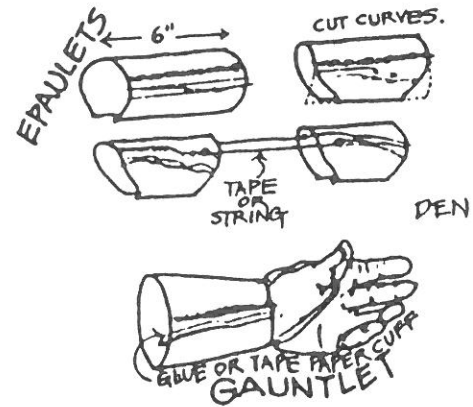
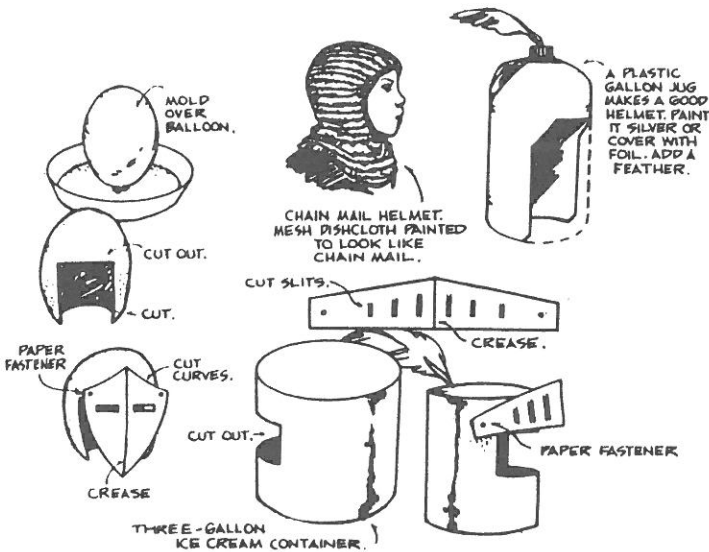


Cut from heavy cardboard. Make fold in center. Attach bias tape to tie in back. Paint silver and add emblem or "jewels" (small rocks painted and glued on).



## Helmets

Use a plastic gallon jug, three gallon ice cream container, or mold papier mache over a balloon. To make a mesh helmet, paint a dishcloth or other coarse cloth silver. Drape it around the head and keep it on with a

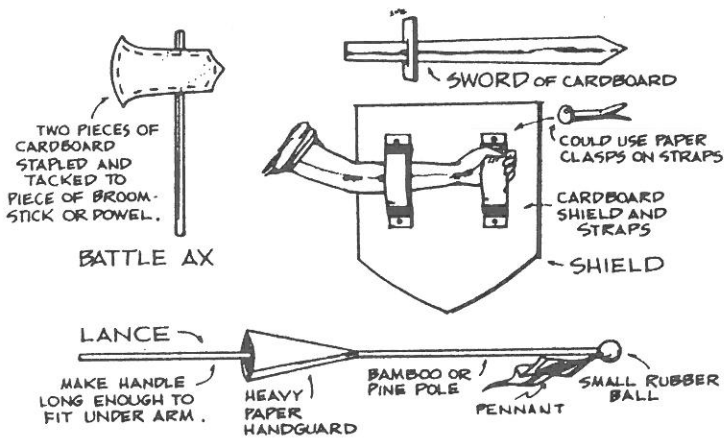
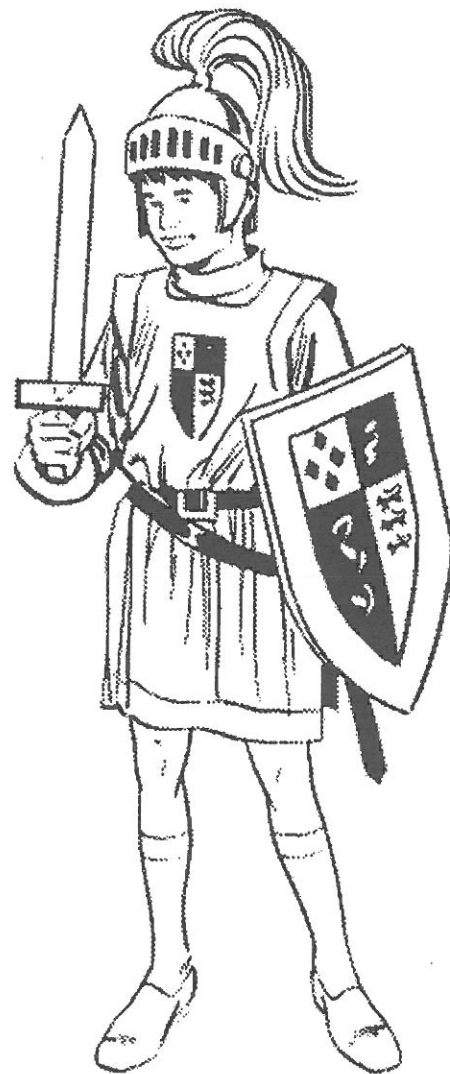


## Swords and Shields

Before boys arrive, cut simple shields and swords from corrugated cardboard. For shield handle glue 1"x4" strip to back of each shield allowing room for hand. Let dry

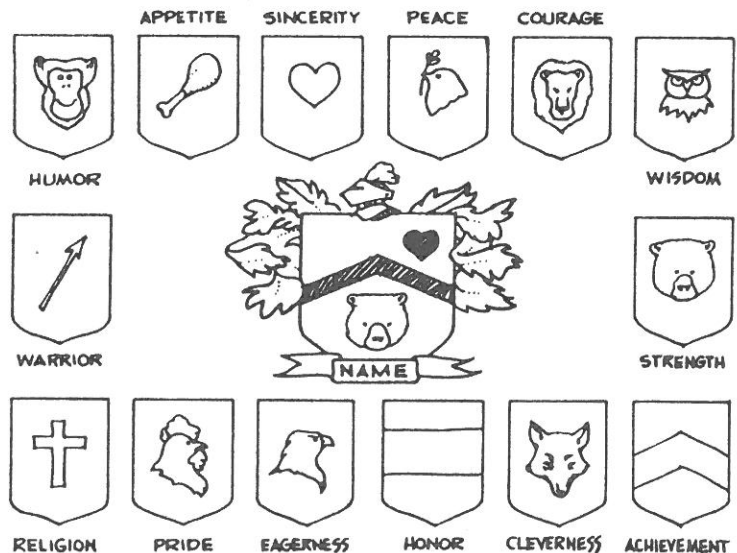
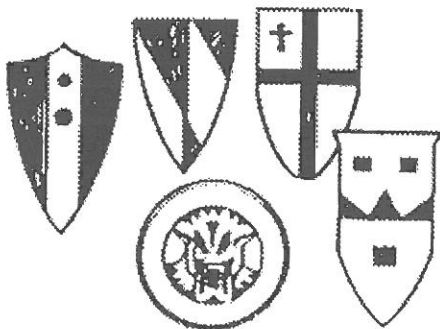
Supply boys with glue and a variety of seeds and beans with which to decorate the shields. Explain that knightly traits can be symbolized on the shields, and for knights, symbols of strength were most important. When the shields are completed, spray them silver.

For the swords, simply wrap the handles with electricians tape.



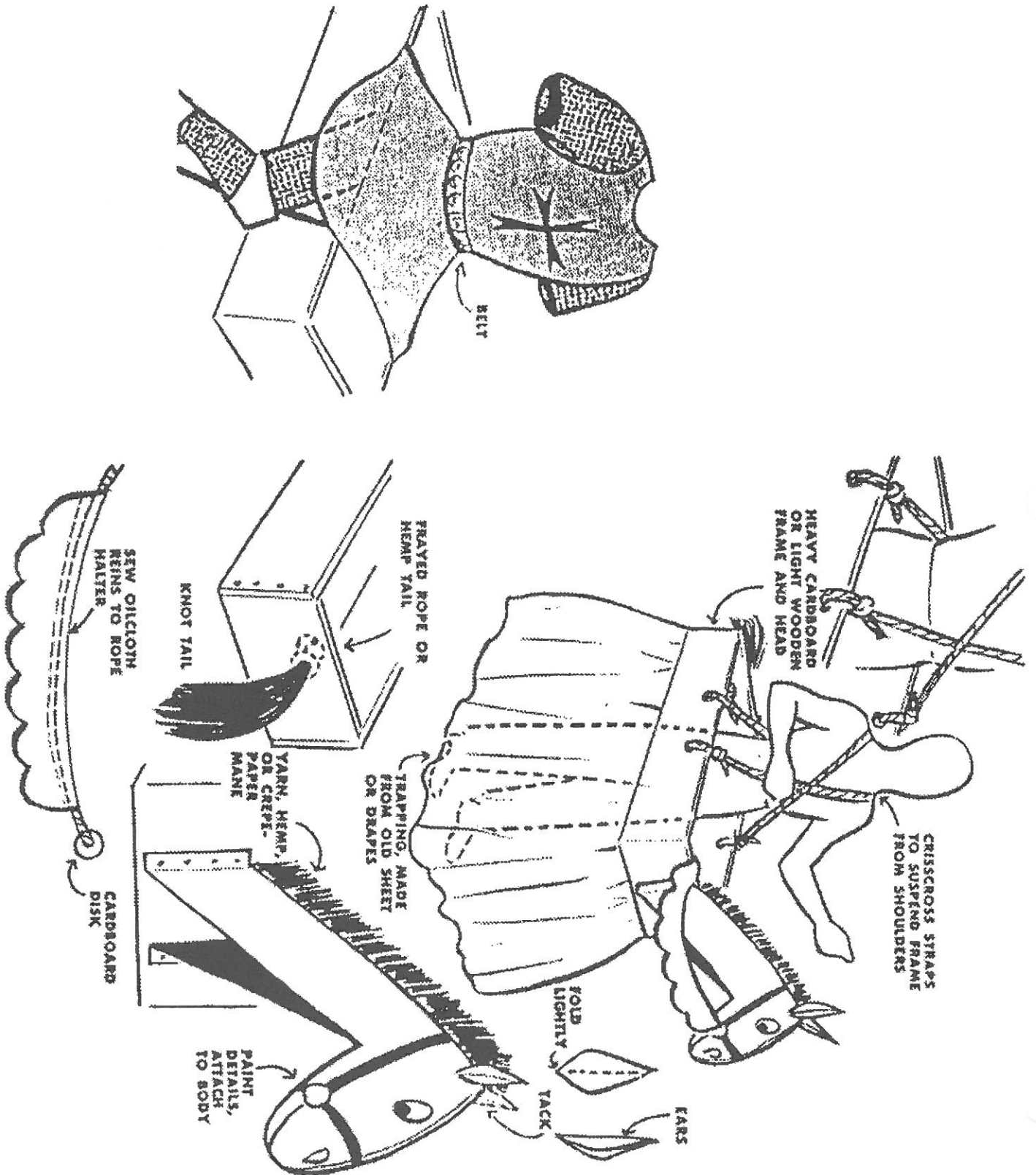
## Designs For Banners

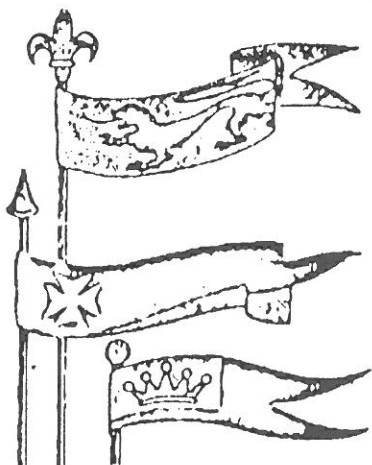
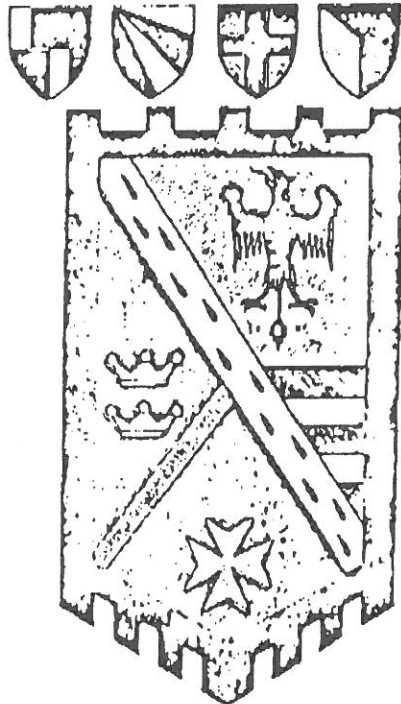
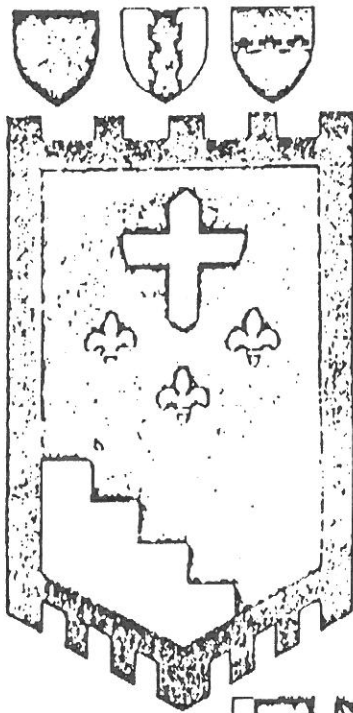
Knights used designs like these to decorate shields and breastplates. The coats of arms were also used as flags which were flown during tournaments. Use colored construction paper to make some for your pack tournament.



### HERALDIC SYMBOLS

**Mounted Knight's** costume can be completed by dressing Cub Scout in a tunic made from an old pillow case. Cut slits for arms and head. Paint coat of arms on tunic and fasten with an aluminum foil-covered belt. Add false leg to horse to complete outfit.





## Pack Meeting

The pack meeting will be a gathering of knights for a tournament. The tournament will feature contests of strength and skill similar to the tournaments held by real knights used to ready themselves for battle. Ceremonies will stress knightly values—values which are still valid in today's world.

Call upon the den's fathers for help this month in building any of the equipment needed (Teeterboard Jousting, "horse", etc.). Construction of this equipment probably will be beyond your Cub Scouts' capabilities. Ask the den dads for help!

If your pack is large, it may be necessary to have only den champions compete in some events at the pack tournament. Make sure to choose a different champion for each event so every boy will have a chance to compete. Since most Webelos Scouts are bigger and stronger than Cub Scouts, consider having them compete separately in contests requiring strength and agility.

Make sure to make the event rules in advance and explain them completely to avoid confusion. Remind the Cub Scouts often to "Do Your Best!"

## Decorations and Setup

If your meeting place is large enough, consider seating the boys in a circle for a roundtable effect. Have display areas for Cub Scouts' weapons and equipment.

The setting can be as elaborate as you want to make it, but it should at least suggest the color and pageantry of knightly tournaments or King Arthur's court. You can find many illustrations and ideas in books.

The decorations committee should arrive early. Hang banners on walls or doorways. For pennants stack rectangles of square crepe paper, cut diagonally and glue to string and hang from the ceiling. Glue pennants to dowels and stick in plaster bases to stand on tables or floor. Paint banners on large sheets of white paper or brown wrapping paper. Use crepe paper streamers and the kind of varied-color pennants sometimes flown at service stations. Ask each den to make a large den banner about 2 feet by 3 feet. Remember—make it colorful!

## Ceremonies

### Camelot Opening Ceremony

Equipment: Three candles

Personnel: Leader dressed as Merlin the Magician; all Cub Scouts dressed as knights!

Merlin:

To you, who over countless years hold aloft the honor and spirit of Scouting, I bring greetings. I am Merlin, the Magician.

Tonight I am commissioned by my liege and lord, King Arthur, to take you back through the years to the court of Camelot. All you need to do to make the journey safely is to close your eyes when I tell you and keep your eyes closed until you hear the sounds of the trumpets. It is most important that you do exactly as I say. For if you open your eyes too soon, you will be lost somewhere between now and then and it may not be possible to find you. We are now ready.

First I light the magic fires. I light the fire of honor (lights candle), I light the fire of duty (lights candle), I light the fire of courage (lights candle)

Oh, magic fires burning bright,  
Take us swiftly beyond this night.  
Let us through the centuries fly  
Till, yea, a thousand years go by.

Now close your eyes till trumpets sound,  
For only then is Camelot found.  
Now close your eyes till trumpets sound,  
For only then is Camelot found.

(Softly and fading)

Now close your eyes. . .

At this point the costumed knights march in.

### Opening Ceremony Combined With Advancement Ceremony

The Cub Scout knights all parade in bedecked in their full costumes and armor (and riding "horses"). They stand at attention with swords and lances in hand as the Cubmaster reads the Knight's Code. The Cub Scout knights respond by repeating the Cub Scout Promise led by their denner knights.

The Cubmaster, dressed as a feudal king, welcomes all present and asks those present for the first time to stand and be recognized. Introduce the pack leaders as Sir and Lady.

## The Knight's Code

"Be always ready with your armor on. Except when you are taking your rest at night.

"Defend the poor and help them that cannot defend themselves.

"Do nothing to hurt or offend anyone else.

"Be prepared to fight in the defense of your country.

"At whatever you are working, try to win honor and a name for honesty.

"Never break your promise.

"Chivalry requireth that youth should be trained to perform the most laborious and humble offices with cheerfulness and grace, and do good unto others."

Tonight, at our Roundtable, we will welcome new knights and recognize those earning special honors.

Will the following candidates for the Order of the bobcat please come forward. (Candidates come forward as names are called.) Candidates will kneel on the left knee. (They do so.) As knights of this group, we will expect you and your family to help us in all our activities. Our Roundtable can be no stronger than its weakest member. You will be expected to follow your leader and give goodwill. Repeat after me: "I, (name), promise to do my best." (Touches blade of sword to each candidate's shoulder.) Welcome, new knights! As you leave this great hall of the Roundtable may you carry with you the spirit of true knighthood. (Directs BOBCATS to their dens.)

The following knights have performed their tasks so well that they have earned recognition in the Order of the Wolf. Will they come forward. (Reads names of candidates for Wolf rank and arrow points.) You will kneel on your left knee. (Knights them with sword.) I dub thee Sir Wolf. (Gives badge and certificate as name is repeated.) Congratulations to each of you and may you earn many more recognitions of tasks well done as Wolf.

(Same procedure for the Bear.)

The following knights are candidates for the highest award in Cub Scouting, The Arrow of Light. (Reads names of candidates for Arrow of Light.) As is our custom, the pack gives a Scout knife or book to the knights attaining this high rank. Please kneel. (Knights kneel, are knighted as Sir Arrow, then receive badge, certificate and knife.)

Congratulations to each of you and may you soon be Scouts. The Cub Scout motto is "Do your best." What about the knights of our Roundtable?

All Cubs: We'll do our best. (Candles are extinguished.)

## Advancement Ceremony

CM: Tonight, at our roundtable, we will welcome new knights and recognize those earning special honors.

Bobcat: Will the following candidates for the Order of the Bobcat please come forward (candidates come forward as their names are called). Candidates will kneel on their left knee. As knights of this group, you and your family are expected to help us in all our activities, our roundtable can be no stronger than its weakest member. You will be expected to follow your leader and give goodwill. Repeat after me: "I, (name), promise to do my best (touch blade of sword to each candidate's shoulder). I dub thee Sir Bobcat. Welcome, new knights! As you leave this great hall of the roundtable, may you carry with you the spirit of true knighthood.

Wolf: The following knights have performed their tasks so well that they have earned recognition on the Order of the Wolf. Will they come forward (candidates come forward as their names and arrow points are read). You will kneel on your left knee. As a Wolf candidate, you have gone one step further. You have done your "duty to God and your country." I dub thee Sir Wolf. Congratulations to you and may you earn many more recognitions of tasks well done.

Bear: Will the following candidates for the Order of the Bear please come forward (read names and arrow points). Candidates will kneel on their left knee. To earn the Order of the Bear, this knight has fulfilled his promise to do his best. He had done his duty to God and his country and lastly he has helped other people. I dub thee Sir Bear. Congratulations, Sir Bear. Go forth and do good.

Webelos: Next, we will honor our Order of the Webelos. Will the Webelos candidates please come forward. Candidates will kneel on the left knee. This candidate has fulfilled the obligations in the Cub Scout code of conduct. He has done his best, as well as his duty to God and his country. All the while he has continued to help others, and he has obeyed the Law of the Pack. I dub thee Sir Webelos. Congratulations, Sir Webelos. Continue in the task of living up to your code of conduct.

The following knight candidates are to receive the highest award in Cub Scouting, the Arrow of Light. Candidates will kneel on the left knee. I dub thee Sir Arrow of Light. Arise, Sir Arrow of Light, and light the four candles on this roundtable. (As the Cub lights the candles, the Cubmaster proceeds.)

These four candles are the code of honor that our Arrow of Light knight has followed.

(Light candle) The Cub Scout follows Akela.  
(Light candle) The Cub Scout helps the pack go.  
(Light candle) The Pack helps the Cub Scout grow.  
(Light candle) The Cub Scout gives goodwill.

As a knight of the roundtable and a Cub scout in our pack, you have performed your tasks honorably. Congratulations. Continue on your quest to do good.

## Knights Rank Advancement Ceremony

Equipment needed: Awards pinned to paper gloves made of silver paper or foil like a Knight's gauntlet (glove), crown for Cubmaster "King", cardboard king's sword.

Cubmaster:

I call forth the following Knights (read names of boys receiving awards) and their faithful squires, their parents. (Parents and Cubs come forward.) Squires, as faithful companions to your Knight, you have given him guidance and assistance along his journey. Therefore I present to you the gauntlet that your Knight has bravely worked for. Knights, after your squire has pinned on your award, kneel before me that I may acknowledge you for your courage in meeting the challenge of completing your next rank."

(Each Knight kneels on one knee. Cubmaster touches him on right shoulder, left shoulder, and head with sword.)

Cubmaster then says "I knight you Sir Wolf (or Bobcat, Bear, Webelos) Name."

Cubmaster or den chief may then led the audience in a "Hip Hip, Hooray!"

## "Knights" Advancement Ceremony

Equipment: Wooden sword, candelabra with three candles, badges to be awarded, golden (paper) crown for King Arthur (the Cubmaster), and matches.

Personnel: Cubmaster, a denner or den chief to light candles, advancing Cub Scouts and their parents.

King Arthur calls advancing Cub Scouts and their parents into the roundtable circle. Group them in a semicircle, facing the audience, around a table with the candelabra.

KING ARTHUR: "In days of old, knights who had performed special feats were recognized by their king. Today in Cub Scouting we continue that tradition for our modern knights.

"But before we bestow honors, we ask these knights to pledge again their loyalty to God, country, and Cub

Scouting. Therefore, I ask these knights to join me in the Cub Scout Promise while Den Chief (name) lights the candles representing the three parts of the Promise:

"I, (name) promise to do my best, to do my duty to God and my country (Den chief lights candle). To help other people (light candle.) And to obey the Law of the Pack." (light candle)

Now I ask those knights who are being received into the Order of Bobcat to kneel before me on one knee."  
(When all new Bobcats are kneeling, King Arthur King Arthur touches his sword to the shoulder of each boy in turn and says "I dub the Sir Bobcat.") King Arthur gives Bobcat badges to parents to pin on boys' armor. Repeat for Wolf and Bear badges and arrow points.

## Closing Ceremony - Circle of Knights

Personnel: Cubmaster in knight's costume. Reader, pack of Cub Scouts dressed as knights.

Equipment; Knight's costumes, including shields and wooden swords; a scroll.

Arrangement: Cub Scouts form a closed circle around Cubmaster, holding shields in front of them and facing out.

Cubmaster: We, the Knights of the Roundtable, are bound together in a circle of steel. Let this steel wall remind us to keep from our land and from our daily lives those things that are not in keeping with our code of honor. Now, Knights of the Roundtable placed your left hand on your sword. May the spirit of honor and freedom go forth from you to all your brother.

(Reader repeats the Cub Scout Promise written on the scroll. Audience is then led in song "America.")

## "Circle of Knights" Closing Ceremony

Cub Scouts dressed as knights stand in circle around King Arthur.

KING ARTHUR: "This month we have been knights of the roundtable and have learned about the honesty, kindness, loyalty, and courage of knights.

"All year round we live by another code, the Cub Scout Promise and Law of the Pack. To remind ourselves of this code, please join me in repeating the Low of the Pack." (Lead law.)

## Skits, Applauses, etc.

Keep in mind because of the tournament contests there will be insufficient time for all dens to perform skits. Selected dens can perform skits or stunts based on knights and knighthood.

### King Arthur

Tell or act out the story of how Arthur was chosen king because he was the only one who could pull the sword Excalibur from the stone.

### Knight and the Stable Man.

Illustrate this old joke: One night a knight's horse came up lame and so he was looking for another. He went to a stable and asked the owner for a horse and was told all of them were in use. "All I have left is this big old dog." The stable man said. "All right," the knight said, "I'll ride him." "No sir!" said the stable man. "I wouldn't send a knight out on a dog like this."

### Knights of the Road

In turn, several knights gallop across the stage, calling out that they are seeking to fight an unknown knight some distance away. They come back exhausted, limping, and reporting that although they went a long way, they could not find the mystery knight. The last knight comes back and says, "I didn't find him either, but I learned he's called the Knight of the Road." Then a Cub Scout dressed as a hobo appears and asks, "Is somebody looking for me? I'm the Knight of the Road."

### Stunt

Cubmaster: The audience will now rise. As the Knights of Old passed many tests to earn their Knighthood, you must now display your cunning. Everyone raise their right hand in the air. Raise it high. Now lift your left foot. Close your eyes. (Then say) Dark, isn't it?

### Applauses

#### Knight

Have the person receiving the applause kneel and place his right hand on his left shoulder. The group stands and yells, "Hail Sir Knight (name)! Welcome to our Roundtable!!!



## Sword

Pretend to draw your sword from its scabbard and swing it in front of you and yell: "Swish, Swish, Sash!"

## Dragon

"Roar, Hisssssss, roar!! Hisssss!! Roar!!"

## Run-on

Knight 1: Sir Knight, are you running from an enemy; I thought you did not fear sword, lance, or ax?

Knight 2: Yea, but that villain doth have a can opener!

## Knights and the Yellow Fingers

Cast: 8 people (King Nat of Cole, King Louie of Armstrong, Page, Knight #1, Knight #2, Knight #3, Narrator, and Yellow Fingers)

(Narrator:) Once upon a time, along time ago, there were two kings and two kingdoms. King Nat of Cole and King Louie of Armstrong. Now these two kingdoms had been at war for a long time. And King Nat (not remembering what started it all in the first place) decided enough was enough. This war would have to stop. So he wrote a special important letter to King Louie and called for his finest and most trusted knight to deliver it.

(King Nat) "Oh finest and most trusted knight."

(Knight #1) "Yes, Sire?"

(King Nat) "You must deliver this important message to King Louie of Armstrong so that we may end this long and terrible war."

(Knight #1) "I will not fail you sire."

(Narrator) And with that the knight rode off. Now between the two kingdoms, there was a dark and frightening forest, and as soon as the brave knight rode into it, long Yellow Fingers reached out of the trees, snatched the knight up and he was never heard from again. Now, King Nat was very depressed.

(King Nat) "I'm so depressed."

(Narrator) But realizing the message had to go through, he called for his second finest and most trusted knight.

(King Nat) "Oh second finest and most trusted knight."

(Knight #2) "Yes Sire?"

(King Nat) "Now you must deliver this very important message to King Louie, so that we may end this long and terrible war."

(Knight #2) "I will not fail you sire."

(Narrator) And so the second knight was off. But as soon as he entered the forest, long Yellow Fingers came down from the tree tops snatched him up, and he was never heard from again. Again King Nat was depressed.

(King Nat) "I'm very depressed."

(Narrator) But he knew the message must go through. So he called for his third finest and most trusted knight.

(King Nat) "Oh third finest and most trusted knight."

(Knight #3) "Yes Sire?"

(King Nat) "The message now falls to you. You must deliver it or we may never end this war."

(Knight #3) "I will not fail you sire."

(Narrator) And so the third knight rode off. But as soon as he rode into the forest. He too was snatched up by the Long Yellow Fingers and never heard from again. Now this went on for some time, with each knight sent being snatched up by the Yellow Fingers and never heard from again. So it was that the king was out of knights, but looking around the palace, he spied a small page (hardly more than a paragraph actually) sitting off in a corner. King Nat had no choice, he called for the page.

(King Nat) "Oh Page."

(Page) "Yes Sire."

(King Nat) "Page your my last hope. You have to get this message through to King Louie or this war will never end."

(Page) "I will not fail you sire, I promise."

(Narrator) And so the page walked off down the road (because by this time they were out of horses as well as knights). He walked through the forest unharmed, delivered the message to King Louie, and King Louie said:

(King Louie) "Thank goodness we can finally end this long and terrible war because I don't remember what it was about either."

(Narrator) And the kingdoms of Cole and Armstrong lived forever in peace and happiness. And the moral of this story is:

(All) "Let your pages do the walking through the yellow fingers.

The end.

## Audience Participation

### The Gallant Knight

KNIGHT BLACKHEART: Booooooooooooo!

SIR GALLANT: Hurrah! Hurrah!

FAIR ELAINE: Ohhhhhhhhhhh!

THE TRUMPETERS OR TRUMPETS: Ta Ta Ta - Ta Ta Ta - Ta Ta Ta

THE SWORDS: Clink - Clink - Clink

THE HORSES Clap hands on knees

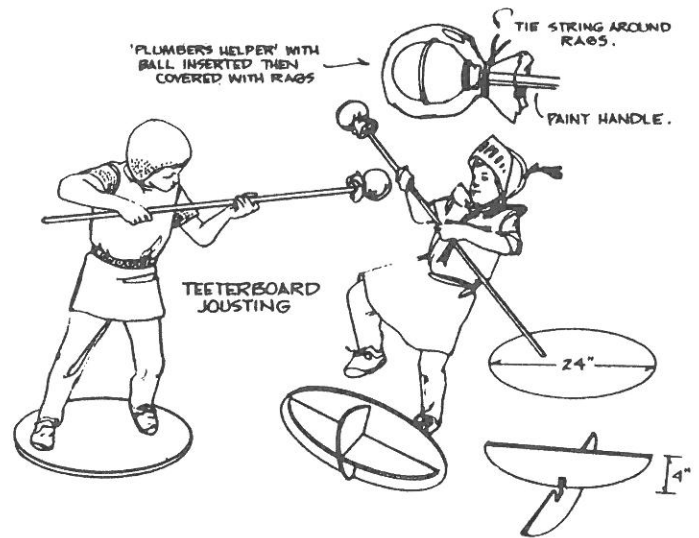
Once upon a time, in the days of yore, there was a bad knight named KNIGHT BLACKHEART and a good knight named SIR GALLANT and the FAIR ELAINE. One beautiful Spring day, the FAIR ELAINE was gathering flowers in the woods when she heard HORSES and TRUMPETERS. She hid behind a huge oak tree and watched as the HORSES and TRUMPETERS came closer and closer. Suddenly the HORSES stopped and the TRUMPETERS were silenced. In rode KNIGHT BLACKHEART with his fine armor and long shiny SWORD. "Here is where we are to meet SIR GALLANT and his band of good knights to fight for the FAIR ELAINE." The silence of the woods was broken by more TRUMPETERS and HORSES riding fast and hard. In rode SIR GALLANT with his SWORD drawn for action, and his band of good knights on their HORSES close behind him. "Halt, SIR GALLANT! I am here, KNIGHT BLACKHEART to fight for the love and honor of FAIR ELAINE. Prepare for battle - blow your TRUMPETERS. Draw your SWORDS and spur your HORSES into the fight." KNIGHT BLACKHEART and SIR GALLANT drew their SWORDS as the TRUMPETERS blew their horns. KNIGHT BLACKHEART fell defeated. SIR GALLANT took the FAIR ELAINE and put her on his HORSE, and they rode away with his SWORD shining in the sunlight. The TRUMPETERS blew the sound of triumph.

## Tournament Contests

### Teeterboard Jousting

Each knight (or den champion) stands on the teeterboard and hold padded lance. See the equipment on this page. He uses the lance to push his opponent off the board. When any part of a knight's body touches the floor, he is defeated. Do not permit swinging the lance; only pushing is allowed.

Make two teeterboards as shown (24 inches in diameter with 4 inch high rockers). Make the jousting poles from plumber's suction cups, soft rubber balls, and squares of cloth, or stuffed socks. Place the boards so that the players are just within reach of each other.



### Spear the Ring

Suspend a ring (canning jar ring or one this size cut from cardboard) with string on a special made frame or a doorway. Suspend it six inches higher than your tallest pack members. Each boy needs a lance made from a bamboo or pine pole. Long enough to fit under the arm. A small rubber ball is glued to the end of the lance as a safety guard. A heavy paper cone is glued on as a hand guard.

Object is for the Knight, in full armor with shield and lance and riding his den's "horse" at full gallop, to spear the ring with his lance.

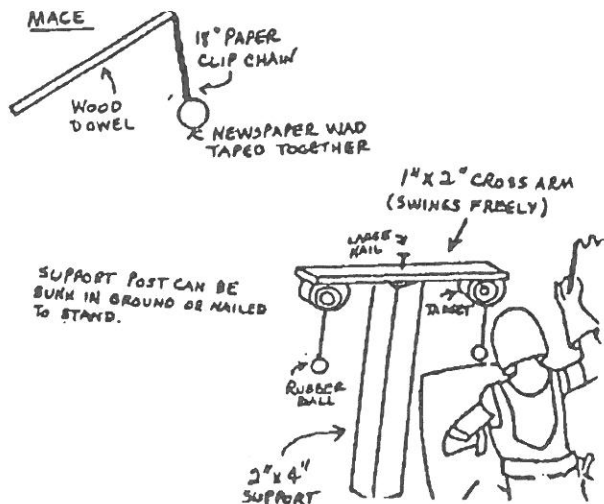
When a knight misses, he drops out. If he spears the ring, he goes to the end of the line to try again. Continue until one knight becomes the pack champion. — OR—the winner is the one with the most hits after three or more turns.

### Sword Balance Relay

You will need two swords cut from cardboard and several balloons. Divide players into two teams of four or more. Teams line up behind a starting line. The first boy holds a sword and balloon. At the signal, he blows up the balloon and ties it. He runs to the goal while bouncing the balloon in the air with the flat of his sword. Then he returns, bounces the balloon in the air and passes the sword to the next player on his team. Once play has begun, the balloon must be touched only with the sword, or the last player to make the run must start over.

## Mace Relay

You will need two maces and a spin target stand. Divide players into four teams of four or more. Teams line up behind a starting line. First boy in each line has a mace. On a signal, both boys in full armor run to spin target stand and try to hit one of the targets by swinging the mace. When a hit is scored. The successful player returns to start and passes the mace to the next man. Team whose members score hits and return to the starting line first wins.

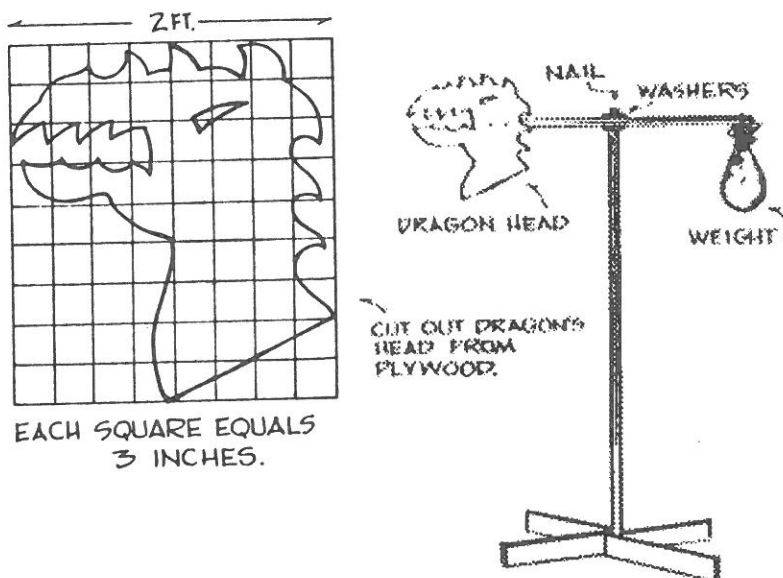


## Fighting the Dragon

Make the standard as shown about six feet high. Find the balance point of the crossbar and drill a hole there so that the bar will swing on a nail on top of the standard. Use two washers to make it swing more freely. On one end of the crossbar, attach the dragon's head. On the other end, fasten a soft weight such as a bag of rags weighing the same as the dragon's head.

Object of the contest is for a Cub scout Knight to hit the moving Dragon with his lance while riding his "horse" (a bigger Cub Scout). Divide each den into knights and horses and have each team try it. Have a leader set the Dragon swinging, not too fast, before each try. A horse and knight who hit the dragon score a point for their den, providing that they are not struck by the swinging weight.

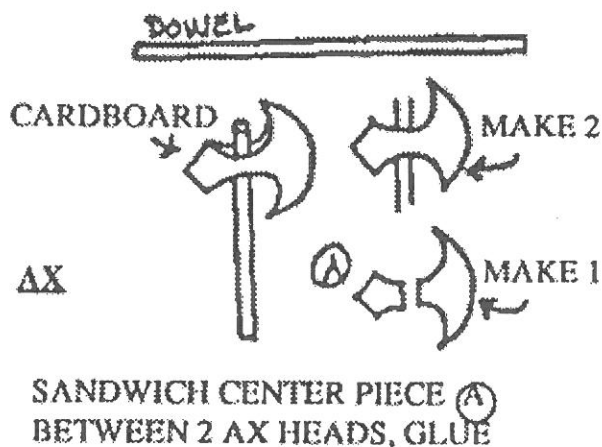
Winning den is the one with the most hits.



## Axeman

You will need two axes made from broom handle or dowel with a double cardboard ax head (see illustration). You will need one balloon for each player.

Tape balloons to board or wall. First man from each team tries to break one of the balloons with his ax, then returns to start and passes ax to next player. The first team to break all its balloons and return to the start is the winner.



## Ball and Chain Duel

The ball and chain are made from a stuffed sock. The contestants ride sawhorse chargers which have been heavily padded to form a seat. Each has a shield and wears a paper hat. The knights try to defeat their opponents by knocking off their hats with the ball and chain while protecting his own. Continue duels until a pack champion emerges.



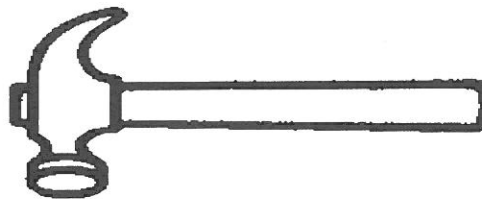
## **Battle Royal**

All boys take part. Each den is divided into horse and riders. The rider hops on the back of his horse and wraps his legs around him. He may not hold onto his horse with his hands.

On signal, the battle begins. Horse-and-rider pairs from each den try to upset those from other dens. Whenever any part of a rider touches the floor, the horse and rider are eliminated. Riders may use their hands to push and pull other riders, but horses may not use their hands. The winning den is the one with the last horse and rider still standing.

**NOTE:** In dens with odd numbers of Cubs one boy stays out of the battle until a horse-rider team from his den is upset. He then joins one boy from that team to form a new team.

# NOVEMBER 1995 CRAFTSMAN ACTIVITY BADGE



## Objectives:

1. To introduce the boys to possible life-long hobbies.
2. To increase a boy's proficiency in the handling of tools.
3. To increase a boy's knowledge of tool terminology and safety.
4. To develop Webelos' creativity.

Webelos Scouts who have spent a year or two in a Cub Scout den before coming into the Webelos den have had some experience in craft work. Chances are they will have already worked with simple woodworking. But most of them probably have not done much in leather or tin crafts. This is an excellent opportunity for a boy to gain knowledge in these skills.

There is no way the boy can complete all the necessary projects at a den meeting. Here is a chance to involve the parents. Have the boys secure help from their fathers at home. You can also enlist the help of fathers in furnishing tools to be used during den meetings.

One of the first responsibilities of the Webelos leader is to help the boys select and plan projects which are consistent with their abilities and interests. Then you will have an opportunity to help the boys develop confidence in their abilities by encouraging them to use their talents and skills for more advance handicraft items when they are ready.

While working with boys on this activity badge, keep these things in mind:

**Patience**—Some boys require a high degree of patience. Stick with it and be rewarded. Enlist the help of the assistant den leader, den chief and fathers. Do not do it alone.

**Preparation**—Have all tools laid out at separate work stations before the den meeting starts. Build a sample of the item before the meeting and make note of the steps that require the most coordination. Be prepared to help boys individually in these areas. Show them the sample to give an idea of what the finished product will be like.

**Perseverance**—*Insist that the boys finish the items they begin.* This is very important. If necessary, work individually with them outside the den meeting or enlist the help of others. Do not ever consider using a project which the boys cannot complete within a reasonable

length of time. Watch for signs of discouragement and help the boys who seem to be having trouble.

If you do not feel expert enough to lead them in a craft or skill, call on someone who can help. You aren't expected to be skilled in everything . . . again—this is an opportunity to bring in fathers to help.

## Words of Wisdom For Leaders

- Be ready to assist when needed, but don't be so liberal with your help that it becomes your project rather than the boys'.
- Encourage every boy to put forth his best effort and reserve your praise for projects worthy of compliments.
- Watch for signs of discouragement. Help boys when they seem to be having trouble. Try verbal assistance first.
- Make sure that all projects are carefully planned before they are begun. This will help to keep the boys from getting discouraged as well as cut down on wasted materials.
- Help each boy to understand safety practices and take safety precautions where needed. See the Craft section of this chapter for some safety rules to follow when working with tools.
- Be extra cautious in metal working projects.
- Clean up work area when finished. Clean and put away all tools and materials.
- Involve as many fathers as possible for help with his activity badge.

## Safety Rules:

1. Handle tools correctly.
2. Use the tool for the reason it is designed.
3. Keep all tools sharp and clean.
4. Work area should be clean and well-lighted.
5. Wear proper clothing including safety glasses.

When working with tools make sure there is adult supervision. Power tools should only be operated by adults.

## I. Resources

- A. *Webelos Scout Book*
- B. *Webelos Den Activities*

- C. *Boys' Life Magazine*
- D. *The New Cub Scout Fun Book, BSA, 1986*
- E. *The Cub Scout Leader How To Book*
- F. *Bird Feeders and Shelters You Can Make, A Cub Scout Project Book*, by Ted S. Pettit. New York: G.P. Putman Sons, Inc.
- G. *Boy Scouts of America Workshop Book*, by Gene and Jody Malis. New York: Bradley Publishing Co., 1973
- H. *The Great Whidgitwhatchmacallit and Thingamagig Idea Book*, by Sue Thomas and Betsy Warren (Editors). Greater St. Louis Area Council, BSA, 1987.
- I. *Woodworking For Wildlife*, by the Missouri Department of Conservation.
- J. Public Library, where you may want to look at craft books and books which deal with the making of wooden toys. Don't hesitate to ask your librarian for assistance.

## II Den Activities

- A. Visit a furniture factory, cabinet maker, lumber yard or sawmill.
- B. Visit a tannery, leather goods manufacturer or retailer.
- C. Have nail-driving and board sawing contests.
- D. Visit a construction site (get permission).
- E. Invite a local contractor to the den meeting to talk about his job.
- F. Make a pair of stilts and have a race.
- G. Demonstrate the proper care and use of hand tools. You may wish to invite a carpenter or handyman to help with this.
- H. Choose simple wood projects to work on during den meetings.
- I. Demonstrate metal work using tin snips and a vise. You may wish to make some simple metal camping accessories to use at a later date.
- J. Make wooden toys to give to a local day care center.
- K. Make a den knot board.
- L. Build the bridges you will study in engineering.
- M. Tie in with scholar and discuss how education will help in doing crafts and working on the job.
- N. Contact the high school industrial arts teacher. Ask about touring the shop. You may want to contact the junior high school industrial arts teacher. . . Webelos Cubs are only one or two years away from junior high school and this is certainly a good way to get them interested in the junior high school shop program.
- O. There is probably someone in your pack who does leathercraft or knows someone who does leathercraft. . .invite this person to come to your den meeting and demonstrate his/her hobby.

- P. Discuss (and if possible, have the boys try their hand) at finishing methods for wood projects;
  1. The importance of sanding, filling holes and scratches.
  2. Various types of finishes such as stains, shellac, varnish, lacquer, and enamel.

## III Pack Demonstration Activities:

- A. Have a display of hand tools. Explain their uses and tell how to use them safely.
  1. How to use the coping saw, bench fork or V-board and C-clamp.
  2. How to nail, toenail, clinch a nail, and use a block to pull a nail.
  3. How to drill a hole for inside cutting with a coping saw.
  4. How to nail a butt joint.
  5. How to apply finish - crayons, tempera, wax paint, enamel, shellac.
  6. How to make a bench hook and how it is used.
  7. Difference between a crosscut saw and a rip saw; proper way to saw, and the use of the T-square.
- B. How a display of craft projects. Tell how they were constructed.
- C. Do "Dad's Workbench" skit.

## Games

### Toothpick Castle Building

Give each boy ten flat toothpicks. Boys take turns placing one toothpick on top of an open soda bottle. The boy whose toothpick causes the "castle" to fall gives his remaining toothpicks to the boy behind him. The one with the most toothpicks at the end wins.

### Tool Box Sort Out

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

### Twenty Questions

Each boy has five minutes to write down twenty things it takes to BUILD a house. First one to get 20 items wins.

### Nail Driving contest

Drive nails into 4X4's. Individual or relay race style. Fewest number of strokes, not the "faster" wins.

## Upset Too Chest

The tool chest has been upset and we must get it back in order. The following is a group of tools with the letters scrambled. Can you straighten them out?

urel	(rule)
aws	(saw)
lani	(nail)
memhar	(hammer)
elrwot	(trowel)
alnep	(Plane)
careb	(brace)
itb	(bit)
rscew virder	(screw driver)
velel	(level)
cenhrw	(wrench)

## Tool Identification

Lay out 15 tools, some of them unusual (like a tap) and number them via index cards. Award 1 point for properly naming tool and one point for being able to tell what the tool is used for.

## Skit

### Dad's Workbench

**Characters:** Four boys to represent tools (saw, hammer, file, screwdriver). Have them carry large placards in shape of their respective tools. Four boys to act as narrator, dad, mother Cub Scout.

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

**Dad:** Has anyone seen my hammer?

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

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

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

**Dad:** Now where in the world is my saw?

**Mother:** Look on your bench. It should be there.

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

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

**Dad:** Good Grief! Now where is my file?

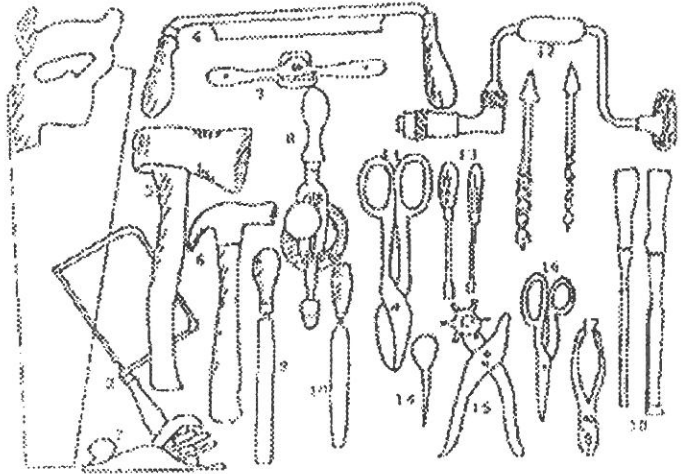
**File:** He has forgotten that he left me out in the yard when he sharpened the lawn mower blade last fall. He'll be sure to find me when I get caught in the lawn mower the next time he mows the grass.

**Dad :** I can't find my screwdriver now, and I just had it a little while ago. Did you borrow it, son?

**Cub:** Yes, Dad, but I gave it back to you.

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

## Basic Tools



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

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

## Name the Tool

Cut different silhouettes of tools from construction paper and glue them on light weight cardboard. Use these as flashcards to help the boys learn the names of the tools. As they grow proficient, have them name the tool and tell what it is used for.

## Woodworking

The following projects are presented in the simplest manner in the hope that the novice and the craftsman

will find the directions both helpful and instructive. Specific directions are given when needed but all possible leeway is left in matter of size, decoration and adaptability of tools and materials available in the home.

All projects can be made with a few simple hand tools. Power tools will speed the work but are not necessary. With a sabre saw and/or coping saw, square, hammer, wood file, ruler, vice and/or C-clamps, drill, drill bits, sandpaper and glue available, carpentry craft is easy to do.

It is important to make rules and enforce the. Some suggestions are listed here:

1. No one opens paint or stain until he can name the solvent in which the brush can be cleaned and has a supply of the solvent on hand.
2. All solvents are poured outdoors under the leader's supervision. Never use flammable solvents in the house or garage.
3. All sawdust and sand dust are to be swept up before the boys leave.
4. All tools are clean and put away before the boys leave.
5. Use only the tools provided. Some tools are off limits for boys.
6. All projects are to be marked on the underside with the owner's name or initials. Do this before beginning work on the project.

## Suggestions For Leaders

- \* Have on hand the materials and tools needed for the project.
- Use scrap wood which is free of knots. Knots can sometimes be dangerous.
- Have a sample of the craft project made and in view. Provide step-by-step instruction for the boys.
- \* Find out what type sandpaper is most suitable for the project - what type nails or brads, etc.

## Types of Wood

Hardwoods like ash, birch, black walnut, maple and oak are more difficult to work with.

Soft woods without knots such as basswood, poplar, white pine and cedar are best for most projects. White pine and cedar are found at most residential construction site and good-sized scraps are given away for the asking. These scraps will generally come in 1"x2", 1"x3", 1"x4", 1"x6", 1"x8", 1"x12", depth and width measurements at random lengths.

Plywood, excellent for larger project, is available in various thicknesses and generally has an attractive grain that lends itself to an oil stain or varnished finish. It is slightly harder to saw but is stronger and does not

split or break as easily. Again, residential construction sites are good places for scraps. The plywood used most is 3/4" used for sub-flooring, 1/2" used for roof sheathing, and 3/8", 9/16" or 5/8" wall sheathing.

Wooden beads, broom and mop handles can serve as large dowels, washers or wheels.

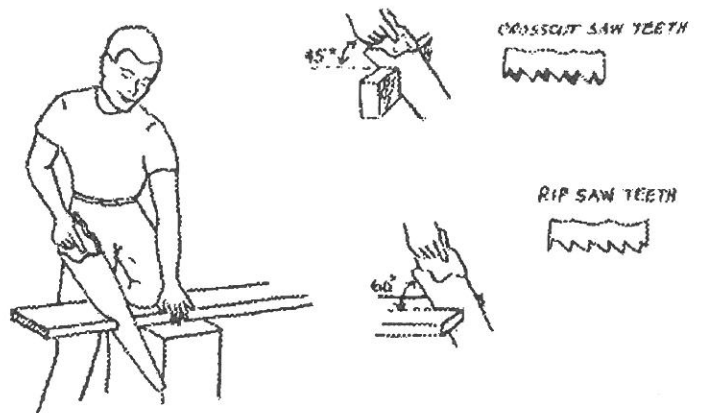
## The Use of Simple Tools

### Saw

Handle a saw with care - the teeth are very sharp! When cutting, hold wood in a vise or clamp it to a bench. For larger pieces, place on a sawhorse and hold it with your knee. Make a nick in the edge of the board first in order to start sawing the cut straight.

There are two types of saws: The rip saw and the crosscut saw. Rip saw teeth are designed to cut with the grain of the wood and are straight-filed. Each tooth cuts as a small chisel. Crosscut saw teeth are designed to cut across the grain and are bevel-filed. Each tooth cuts the wood fibers like a sharp knife. Both saws have alternate teeth bend outward slightly to provide clearance in the cut and make the cutting easier.

To rip a board, hold the saw at a 45 to 60 degree angle. Take long easy strokes. Don't force the saw. To start a cut, use your thumb as a guide for the blade. Extending your forefinger on the handles helps to steer the saw in a straight line. For crosscutting, hold the saw at an angle of 45 degrees.



### Hammer

Swing a hammer with an easy motion using a series of light taps. Hold the hammer near the end of the handle and keep it straight. Keep your hands out of the way when hitting the nail. It may be helpful to hold the nail with a pair of pliers while getting it started.



## Coping Saw

Use a coping saw to cut curves and hard-to-cut awkward angles. For best results, keep the handle tightly locked. The blade moves freely with the handle. Use a vice when using a coping saw.

## Hand Plane

Use a plane to reduce the width of the board. To give something a really smooth surface, plane the wood before sanding. For planing efficiently, nail or screw a block to your workbench and push the board against it when planing.

## Screwdriver

A useful type of screwdriver for beginners is one with interchangeable blades for different sized and shaped screws. To prevent slippage, always use the right screwdriver—one whose blade fits the screw slot snugly. For large screws or hard wood, start a hole for the screw with a nail or drill bit. Roll the threads on a bar of soap before placing the screw in the hole.

## Square

A square is used to true the end of a piece of wood, for marking a straight line and for measuring.

## Ruler, Compass

A five foot tape measure will work for most Webelos projects. A twelve inch ruler could be used, but for measurements over 12" accuracy could suffer. Use a compass for drawing circles.

## Nails

Hardware should include nails of assorted sizes, both headed and finishing nails; galvanized nails should always be used in outdoor projects as they resist rusting. Again residential construction sites are good places to get nails - just for the asking. Finish nails should be used for fine work.

## Glue

Gluing is necessary when joining wood joints and if using dowels to join wood pieces. Always read the instructions to select the correct glue for that particular job. Sand the surface to be glued so that the wood is clean and will absorb the glue.

## Know Your Tools

### Hammer

Striking the nail at an angle (fig. 1) will bend it. Strike the head of the nail flat to drive it in straight (fig. 2). Long nails may be removed by placing wood block under hammer head as shown in fig. 3.



fig. 1

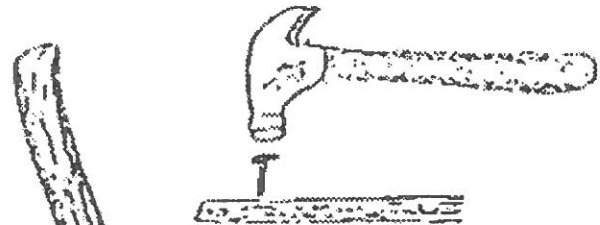


fig. 2



fig. 3

### Vice

Vice may be fastened to desk, table or any other projecting edge. Pin (fig. 4) turns to open or shut jaws. Vice illustrated is a machinist's vise for metal and hard objects. It may be used for wood if jaws are padded with felt or by placing wood project in between pieces of scrap wood to prevent marring.

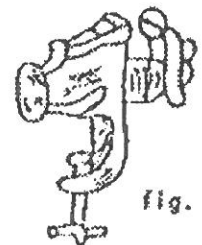
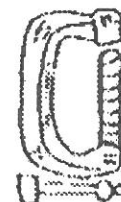


fig. 4

### C-Clamp

Used for holding flat objects together such as two pieces of wood. Use this clamp to hold bench fork in coping saw work.



## Pliers

For general holding purposes or bending metal and wire. To cut wire, place between jaws as far as possible and close pliers.



## File

For smoothing wood or metal. Hold file flat, with point or handle toward user. Apply pressure on forward stroke only.



## Hand Drill

For drilling holes in wood or metal. Twist drills (fig. 5) are available in a variety of sizes. Turn drill chuck (fig. 6) to remove the twist drill.



## Power Tools

Power drills are handy when there are a lot of holes to drill. Power saws are a time saver to cut many pieces of wood and if a very thick piece of wood needs to be cut. Remember an adult should always be in charge of power tools.

## Safety Rules For Tools

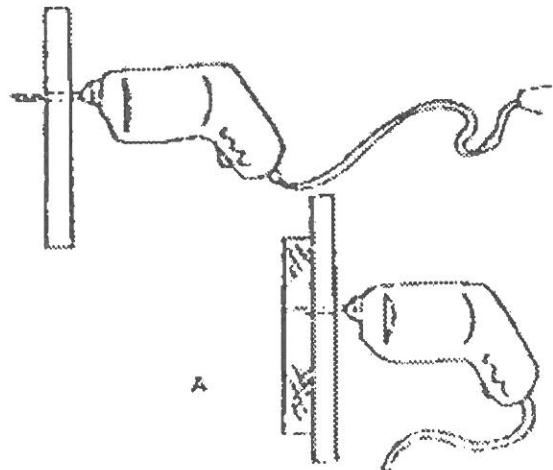
- Use each tool for the job it was intended and the way it was intended to be used.
- Most accidents occur to the hands, face or feet. Protect the eyes. Keep fingers and hands away from cutting edges of tools
- \* Secure or clamp down wood which is being worked.
- Be patient and never use force.
- Don't work with tools when tired. Alertness is necessary.
- Don't wear loose clothing or jewelry which can be caught in moving parts.

- Never use electrical tools in damp or wet locations. (Power tools are reserved for adult use only.)
- If extension cords are used, be sure they are heavy duty. Don't use the type of extension cords which are intended for small objects.
- Unplug all electrical tools when finished and put them out of reach of children.
- Don't leave tools unattended.
- Keep tools sharp, clean and oiled.
- All boys should work with adult supervision.
- Work area should be large, clean and well lighted.
- Work tops should be "knuckle" high for best results.
- Do not force work. Tools, saw blades, and knives should be kept in good working order to prevent "kickback", binding, slipping and breaking.
- Most 8-9-10 year old boys will not be able to effectively handle a hammer over 12 ounces in size.
- \* OSHA recommends safety glasses whenever striking nails with a hammer or using power tools where flying wood chips are common.

## Preparing the Project

The best projects are well-designed and are usually drawn out on graph paper with quarter or half inch squares, going to progressively larger squares until the size desired is reached. Cut out the enlargement, lay it on the wood and draw around it. Pencil marks should be kept light to facilitate cleaning for finishes. Place the designs as near to a corner as possible (to save material) with the grain running the long way of the design. If the piece of wood has a knothole, try to place the design so that the cuts will not be next to or through the hole.

After drawing on the wood, drill all holes required before sawing to prevent breakage of small or narrow parts. In drilling, turn the wood over as soon as the tip of the bit comes through and drill back from that side to prevent surface freaks underneath. Another method to prevent splintering is to put a piece of scrap wood beneath the project and drill completely through. (See illustration A).

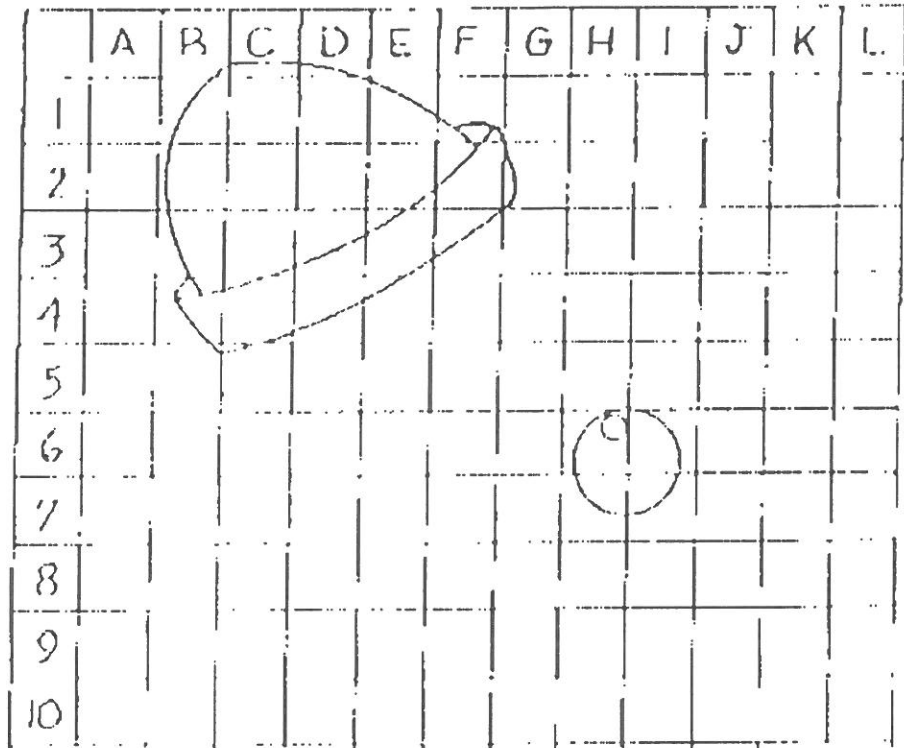
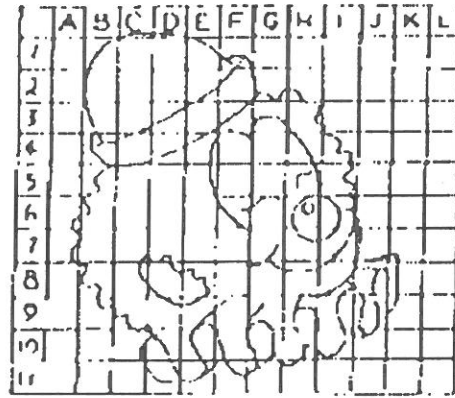


## How To Enlarge A Pattern

Patterns can be enlarged (or reduced) by using the "grid" method.

### Procedure

1. Put tracing paper over the design to be enlarged. Mark the design's outer limits.
2. Using these limits as guides, draw parallel horizontal and vertical lines on the paper to create a checkerboard or grid. If the pattern is small, make the line 12 cm. apart; make them 1 cm apart if your design is large.
3. Letter each top square. Number down the left side.
4. Tape the grid over the original drawing and trace a pattern onto the grid.
5. Decide how much of an enlargement is desired. Draw another grid with larger squares so the total width and length is the size of the finished enlargement.
6. The large grid MUST have the same number of squares as the small grid.
7. Copy the drawing's lines into their exact position in each square of the large grid.
8. Now, transfer your newly enlarged pattern to your work surface (wood, cardboard, paper). Using carbon paper, trace the design with a blunt pencil.



## Five-Board Stool

In working on the Webelos Craftsman badge, try making a five-board stool. The stool is fifteen inches long and eight inches high, and is patterned after a Colonial stool.

Pine was a favorite wood for stools of this kind because it is easy to work and will take a nice finish.

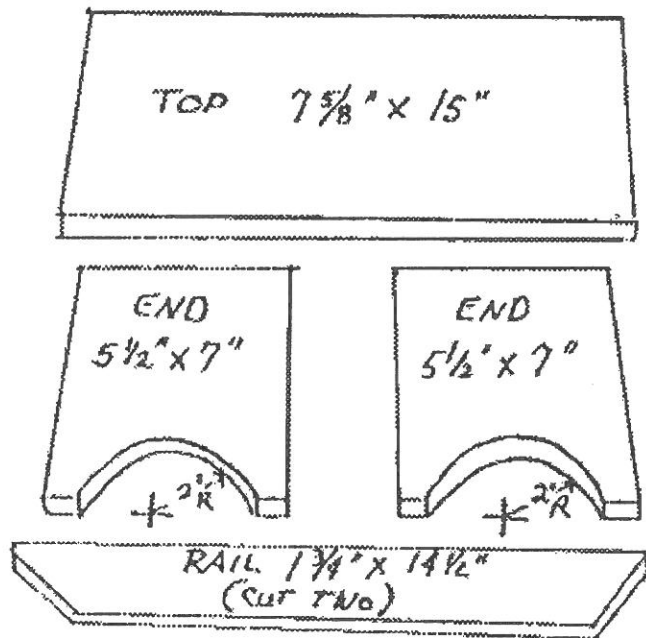
The five pieces of wood shown are standard-size boards from the lumber yard. The top is cut from a one-by-eight inch board (which is actually slightly more than 3/4 inch thick and about 7-5/8" wide). The ends are cut from a six inch board, and the rails from two-inch stock.

The dimensions shown in the illustration are finished sizes. In cutting allow a little extra material from trimming and finishing to size. When sawing cut just

outside the line in the waste part of the board. Use a cross-cut for the straight cuts, and a coping saw or jigsaw for the curves in the ends. Lay out the curved lines with a compass and the beveled ends on the rails with a combination square and pencil (or you can use a cardboard pattern). Use the square for marking the lines for cutting the pieces to length as well. And be sure to use a sharp pencil.

After the parts are cut, trim the ends with a wood file. Then sandpaper all surfaces to a satin finish to remove imperfections. Assemble the stool with two 2" finishing nails and white glue at each joint. To prevent splitting the wood, first drill 1/8" holes through the rails. Then drive the nails just through the rails and into the ends to locate their position. Next drill the same size holes for the nails in the ends, apply some glue and drive in the nails. Use a nail set to drive the heads of the nails slightly below the surface of the wood.

Give the stool a final sanding and apply a coat of stain-wax to finish.



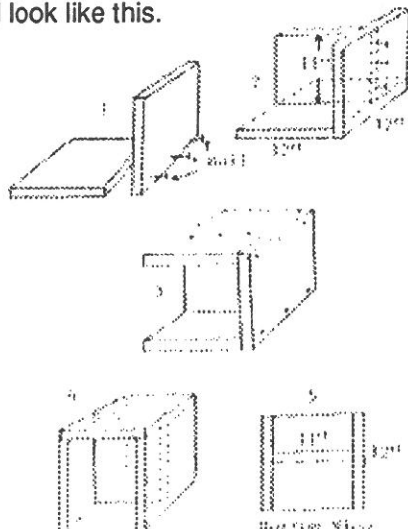
### Four-Board Stool

#### Materials:

- One 4"x8" plywood
- White glue
- 80 6-penny nails

Cut plywood into 12" squares. Take 8 of the 12" squares and cut off 1" on one side so there are 8 pieces 11"x12" (This will make 8 stools).

1. Lay one 12" square on flat surface and butt a vertical 12" square to one side of it. Glue and nail into place with 3 nails.
2. Nail and glue one 11"x12" piece as shown in illustrations.
3. Attach third 12"x12" piece as shown.
4. Finish stool will look like this.



NOTE: USE TOOLS ONLY UNDER  
ADULT SUPERVISION.

### Birdhouses

Birdhouses should be durable, rainproof, cool, and easy to reach for cleaning.

Wood is the best building material. Avoid the use of metal, as it becomes unbearably hot if hung in the sun.

Make the roof slanted to shed water with an overhang extending 2" to 3" to protect the entrance hole from a driving rain.

Cover the ridge with a strip of roofing paper or metal or overlap the boards to keep water from the nest.

If the roof is flat, cover it with roofing paper, give the paper several coats of paint, and cut a groove along the underside of the overhang to stop the water from running back into the birdhouse. Extend the sides to drain off water and prevent it from freezing in cracks.

Drill a few small holes in the bottom of the box to drain off any water that may get in.

Supply ventilation but avoid drafts by drilling two small holes near the top of the box.

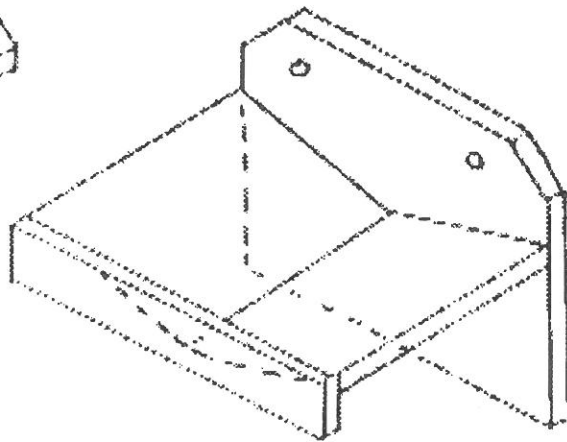
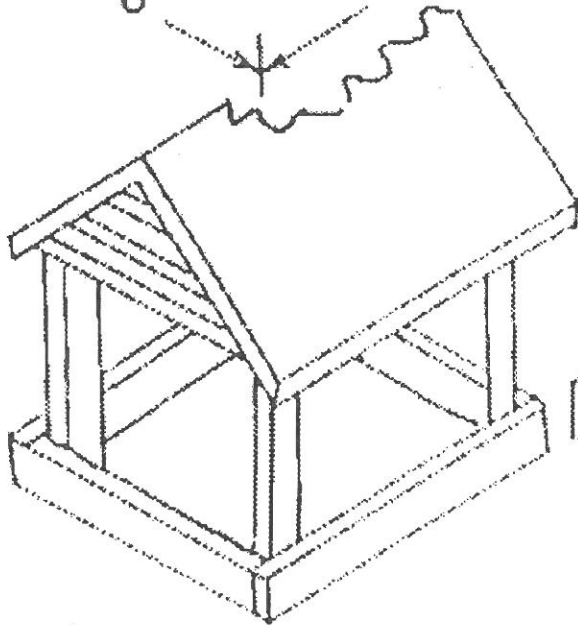
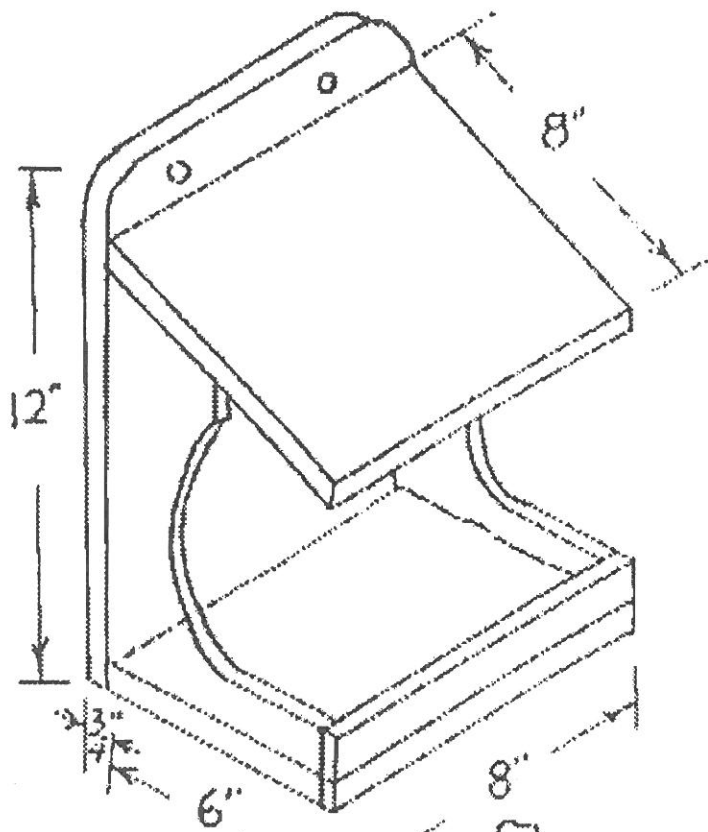
See illustrations on next page.

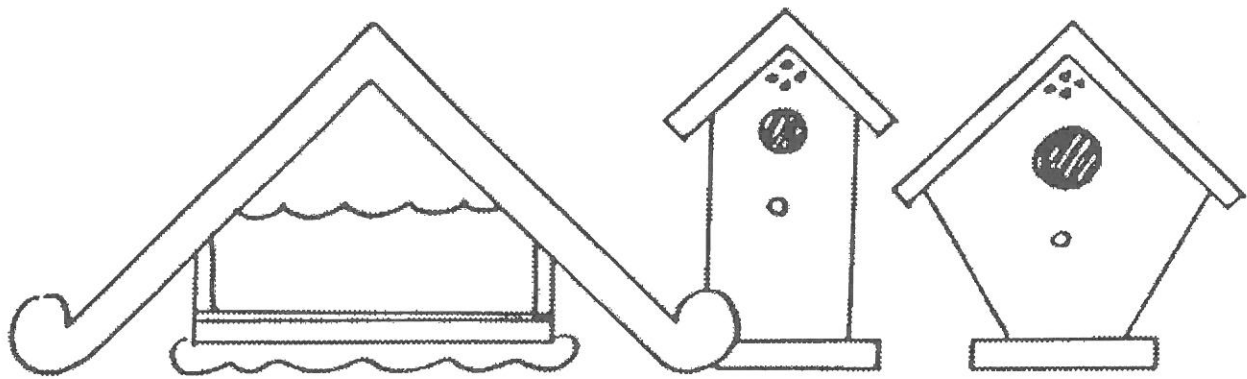
### Birds Won't Like it If You:

- Make the opening too small.
- Place the house in a tree accessible to cats, squirrels, weasels, and small children.
- Hide the box in the dense woods.
- Fail to protect birds nesting in the box.

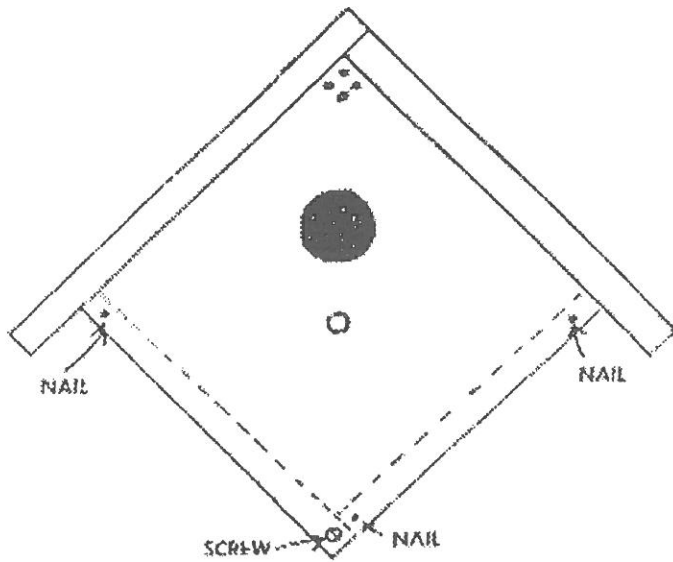
### You Are For The Birds If You:

- Place your house on a pole, and it will be more acceptable.
- Set houses fairly low and space them far apart.
- Keep houses in partial sunlight.
- Corner or back house into prevailing winds.





Species	Floor of cavity Inches	Depth of cavity Inches	Entrance above floor Inches	Diameter of entrance Inches	Height above ground Feet
BLUEBIRD	5 x 5	8	6	1 1/2	5-10
ROBIN	6 x 8	8	2	2	6-15
CHICKADEE	4 x 4	8-10	6-8	1 1/8	6-15
TITMOUSE	4 x 4	8-10	6-8	1 1/4	6-15
NUTHATCH	4 x 4	8-10	6-8	1 1/4	12-20
HOUSE WREN	4 x 4	6-8	1-6	1-1 1/4	6-10
BEWICK'S WREN	4 x 4	6-8	1-6	1-1 1/4	6-10
CAROLINA WREN	4 x 4	6-8	1-6	1 1/2	6-10
VIOLET-GREEN SWALLOW	5 x 5	6	1-5	1 1/2	10-15
TREE SWALLOW	5 x 5	6	1-5	1 1/2	10-15
BARN SWALLOW	6 x 6	6	2	2	8-12
PURPLE MARTIN	6 x 6	6	1	2 1/2	15-20
SONG SPARROW	6 x 6	6	3	3	1-3
HOUSE FINCH	6 x 6	6	4	2	8-12
STARLING	6 x 6	16-18	14-16	2	10-25
PHOEBE	6 x 6	6	2	2	8-12
CRESTED FLYCATCHER	6 x 6	8-10	6-8	2	8-20
FLICKER	7 x 7	16-18	14-16	2 1/2	6-20
GOLDEN-FRONTED WOODPECKER	6 x 6	12-15	9-12	2	12-20
RED-HEADED WOODPECKER	6 x 6	12-15	9-12	2	12-20
DOWNY WOODPECKER	4 x 4	8-10	6-8	1 1/4	6-20
HAIRY WOODPECKER	6 x 6	12-15	9-12	1 1/2	12-20
SCREECH OWL	8 x 8	12-15	9-12	3	10-30
SAW-WHET OWL	6 x 6	10-12	8-10	2 1/2	12-20
BARN OWL	10 x 18	15-18	4	6	12-18
SPARROW HAWK	8 x 8	12-15	9-12	3	10-30
WOOD DUCK	10 x 18	10-24	12-16	4	10-20



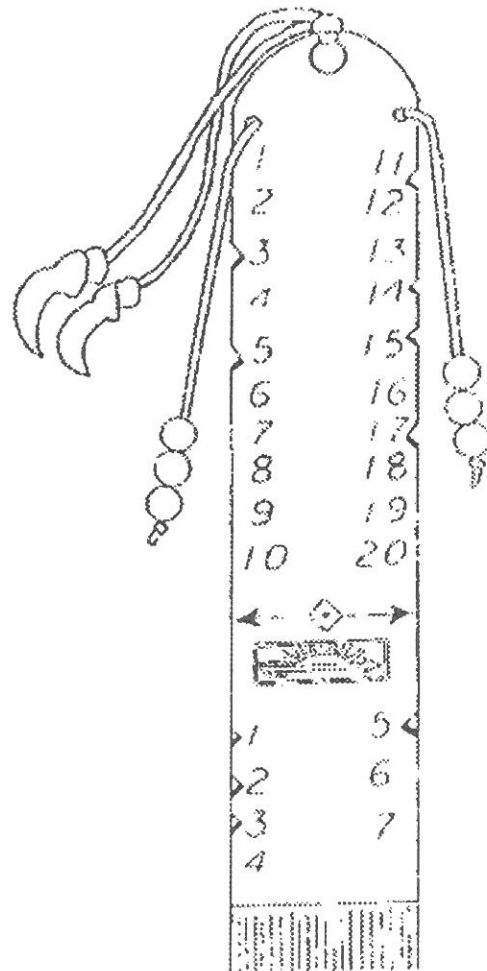
## Webelos Coupstick

This project will give Webelos some experience with a coping saw and a drill. It is cut from 1/4" pine and measures 1-1/2" wide by 12" long.

As the boy earns activity badges, he can notch his coupstick by the number representing that badge. Arrow of Light requirements can be burned into the wood or painted on.

The decoration of the coupstick can be decided by the den or left up to each individual boy. Leather fringe may be added at the bottom. You may prefer to drill holes by each number so that a feather can be tied to the stick instead of notching the stick. The coupstick on the right has symbolic eagle claws dangling from the top. Other leather thongs may be added so that beads may be awarded for participation in father-son overnights and for join den-troop activities.

The coupstick should be kept at the den meeting place except for pack meeting nights when it can be worn by the boy or displayed on the den doodle or coupstick display board. When the Webelos Scout is ready to graduate into the Boy Scout troop, the Cubmaster can present the coupstick to him in an appropriate ceremony.



## Wren House

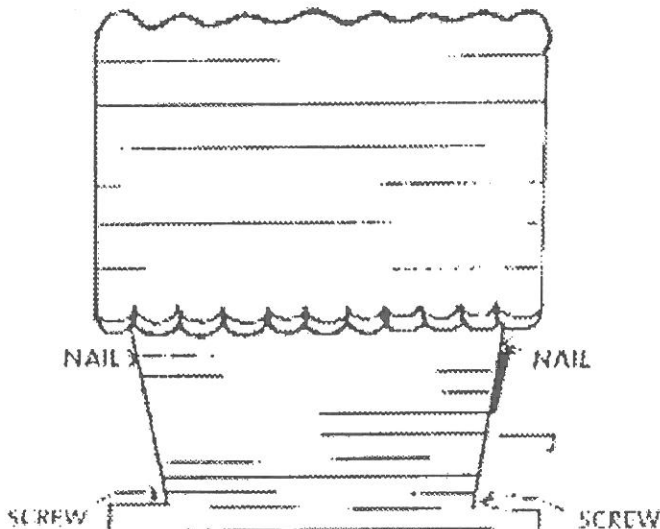
Try this old reliable pattern and dress it up with scallops, siding, shingles, or what have you. Make the house of 3/4" stock or 1/4" outdoor plywood scraps. You will need: Two 6"x6" ends, one 5"x5-1/4" side, on 5"x5-3/4" side a 13-3/4"x14" rooftop, a 14"x14" rooftop and one 1/4" dowel perch.

Lay out all parts on 1/4" plywood and cut out.

Nail the front and back to one side. Hinge second side with screws and nails as shown.

Cut correct sized entrance hole, see chart on previous page. Insert 1/4" dowel perch

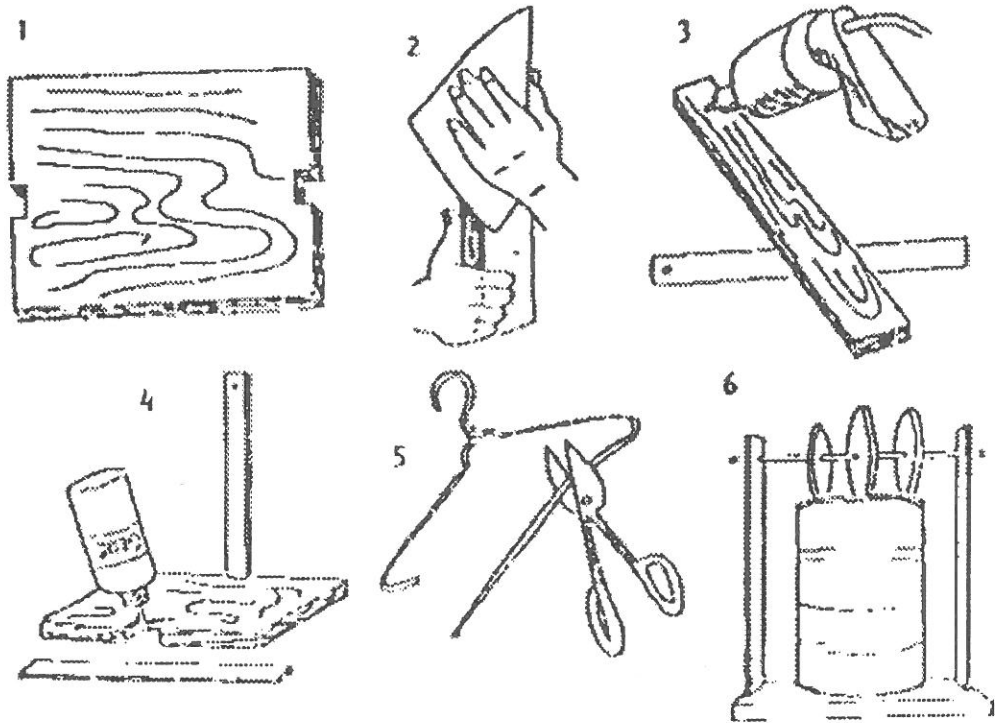
Nail and glue roof sections in place with the longer side overlapping the shorter side. Cover ridge with metal camp from a tin can or a piece of roofing material. Tack in place. Fasten to post or hang from tree limb.



## Paintbrush Cleaner Rack

Base is 1"x5"x6"  
Side supports are each 1"x2"x12"

1. Cut a notch in center of each side of base 1-3/4" wide and 3/4" deep.
2. Sand all rough edges.
3. Drill a 1/4" hole in center of each side support, about 3/4" from end.
4. Glue or nail 12" strips into notches in base.
5. Cut a 7" piece of wire coat hanger.
6. Put a 1-lb. coffee can on base and fill with solvent. Suspend brushes on wire held by side supports.



See Craft for Cub Scouts for additional ideas

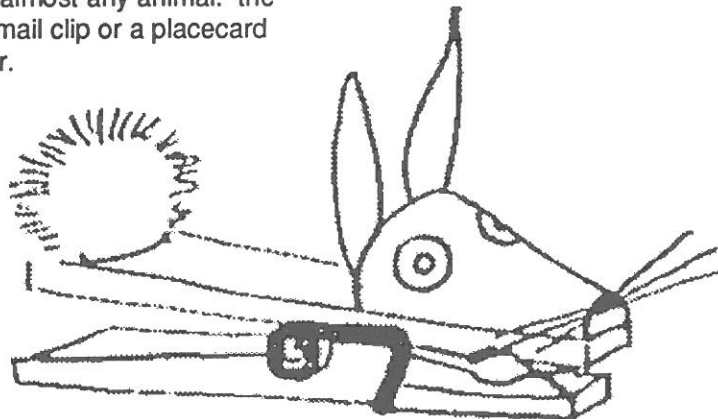
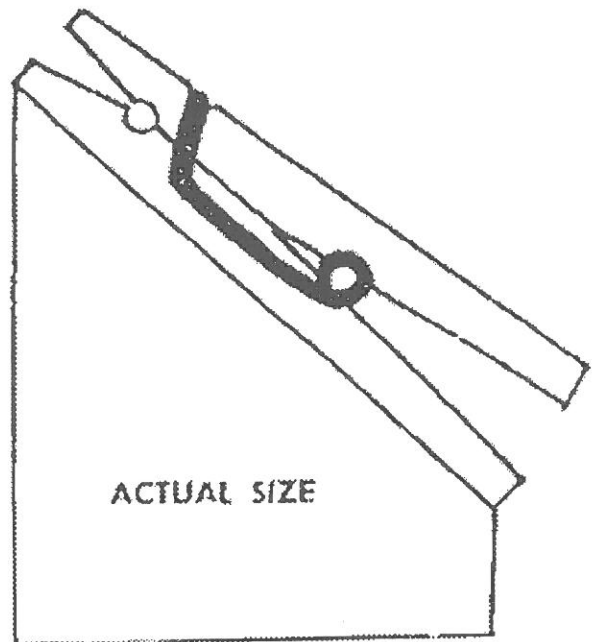
NOTE: USE TOOLS ONLY UNDER  
ADULT SUPERVISION

## Rabbit Recipe Holder

Boys can make this usable kitchen gift from scrap items. They should cut a 3"x3" square of wood for the base and a 3"x2-1/2" piece for the upright. Saw off top of upright at an angle. Glue and nail this piece to the base. Fasten clothespin in place and give two coats of paint, varnish, or enamel.

Cut a small cork in half and glue to clip end of clothespin. Make rabbit ears from cardboard or felt and glue to cork. Use map pins for eyes and nose, broom straws for whiskers, and cotton for tail.

This basic idea can be used for almost any animal. The finished product makes a good mail clip or a placecard holder for a blue and gold dinner.



ACTUAL SIZE

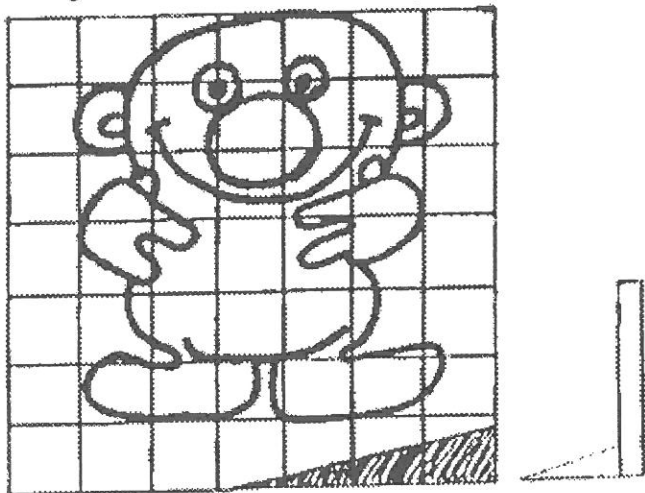


## Comic Doorstop

Draw this figure or your favorite comic-strip character on a 6"x7" piece of 3/4" plywood. Cut out and sand smooth.

Use glue and screws to fasten figure to a hardwood tapered wedge, 3/4"x3-3/4"x1-1/2".

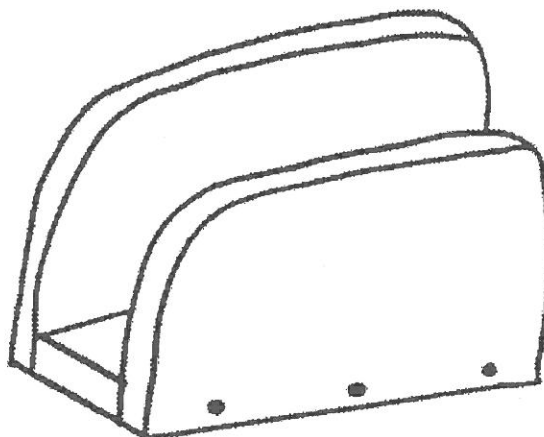
Give figure one coat of shellac and paint as desired.



## Letterholder

Materials:

1-1/4"x4-1/2"x6" plywood for back piece; 1-1/4"x4"x6" plywood piece for front piece; 1-3/4"x2"x6" plywood for base; paint or stain; 1-1/4" nails, glue, decals or magazine pictures, sandpaper and varnish or shellac. Cut as shown in the picture. Sand all edges of the plywood smooth. Glue pieces, then nail them together. Paint or stain. Decorate with decals and varnish.



## Wooden Pencil Holder

Materials:

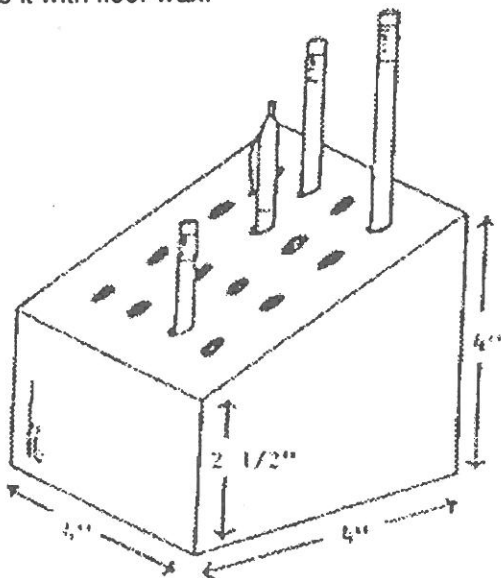
4" square block of wood

Paint or wax

Drill

Saw

In the block of wood, using a drill or brace and bit, make 16 holes equal spaces apart which go almost to the bottom of the block. (Be sure to use a drill that make a hole bigger than pencils.) Saw off the top of the block at an angle so the front is 2-1/2" high. Then sand the sides, top and around the holes until smooth. Paint the holder or rub it with floor wax.



## Personal Bike Rack

Materials:

One 14"x14" 1/2" plywood

One 1"x2"x2"

One 2"x8"x18"

No. 6 flathead screws (1-1/4" long)

Six-penny nails

Varnish or paint

White glue or powdered resin glue

1. Cut plywood triangles. Drill holes as shown with a 5/32" drill. Paint or varnish the inside of plywood at this time. It will be difficult to do after rack is assembled.
2. Cut the 1"x2" piece. Nail the two longest pieces at right angles.
3. Cut the 2"x8" piece. Attach the nailed 1"x2" with screws. Paint or varnish the 1"x2" now. (Note the right angle is fastened to 2"x8" with screws from inside.)
4. Fasten the plywood triangles in place with screws through pre-drilled holes. Don't forget the small piece of 1"x2" that joins the tips of the triangle.
5. Sand and complete paint or varnish job.

Illustrations on next page.

## Leatherwork

Leatherwork is a particularly satisfying craft project. Its durability and natural qualities are especially suited to Cub Scouts. Whether they stamp tool, carve or simply make something out of a finished leather, they will have a project they like and it will be useful as well.

Since leather is relatively expensive, projects that use rounders, practice pieces, scraps or half backs are very useful. Rounders are inexpensive precut 3-1/4" round pieces that are very versatile. Coups, slides, coasters, book marks and key chains are a few of the small projects that lend themselves to rounders.

Practice pieces are another precut shape of leather that is even more inexpensive and with a little imagination can be a coups, a slide, a book mark, a key chain or whatever several attached together could be.

Half backs are approximately 3-1/2" by 4-1/2" precut pieces that are a little more expensive, but do make change purses, picture frames and folded key chains.

Scrap leather is usually available at leather shops and its limits are confined only by the size of the piece and imagination. An exacto knife or leather knife will be needed to cut the projects out. This is a difficult task, so much care should be exercised in using them. Cutting out projects in tooling leather is more suited to the Cub Leader.

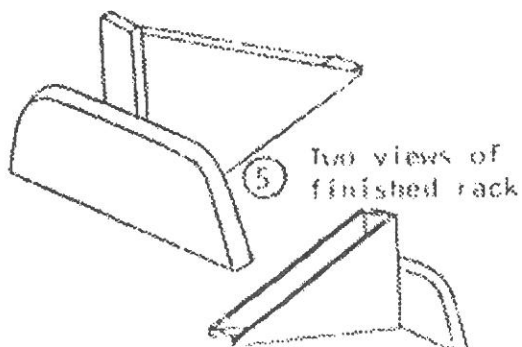
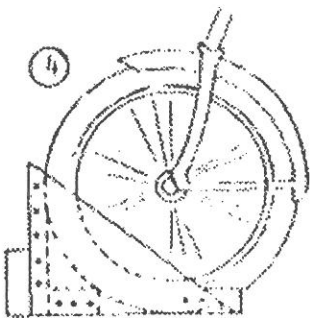
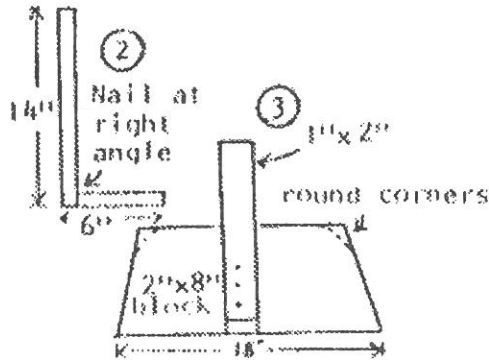
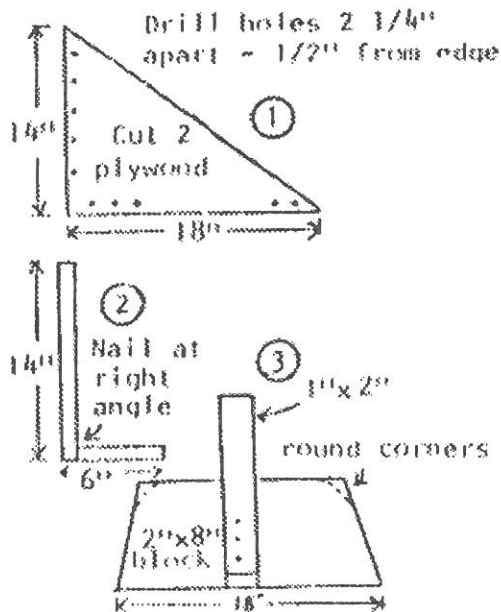
Once a project is chosen and cut out, leather can be decorated by stamping, tooling or carving. Stamping is imprinting a design stamp into the leather surface by tapping the tool with a wooden hammer. It is the easiest to learn and the boys love to pound a variety of stamps into their leather projects.

Tooling leather is a second way of decorating. A design is traced on and then is pressed into damp leather by either outlining a design or depressing the background of a design. To do it, a modeling tool with a deerfoot end or orange stick is needed.

Carving is the most intricate and difficult means of decorating leather. A swivel knife is used to carve a design and then special background type stamps may be used to accentuate the carving.

Tooling and carving are more difficult and probably a leader will need some specialized instruction before attempting them. Since stamping is easier and really needs only a few simple rules of thumb most of what follows deals with it.

The above types of decorations require some sort of specialized leather tools, - stamps, knives or both. These are fairly expensive to buy for a single project



and or a single den. But if a pack of several dens could invest in a few tools to remain in the pack, it would not be very expensive to do leatherwork. Since stamping leather is particularly popular with the boys, start with a few design stamps and some wooden hammers and add as money and a good sale will allow. Leather can be expensive so most projects with leather for Cubs will have to be small. Purchase small stamps and two or three hammers and a small letter set (1/4" to 1/2") if money permits. Start small and add to it as the years pass.

If it is impossible, an ingenious and cheap stamp set can be made by filing different size nails into interesting shapes. The point of a large nail is filed flat and grooves are filed into the nail tip. The variety of nails available can give as many shapes as the imagination can develop. Complete instructions for this are available in the Boy scout Leatherwork Merit Badge Booklet.

To decorate leather by one of the above methods, use leather that is specially prepared for tooling. This is available at hobby and leathercraft stores.

## Stamping

When ready to decorate the leather, dampen it (DO NOT SOAK), punch any holes necessary for lacing, and then stamp, tool or carve design, rewetting as necessary. It is best to encourage the boys to take some time to plan their design so they will be pleased with their finished project.

For full crisp impressions, while stamping, hold the stamp upright and tap it firmly several times with a wooden mallet. Be careful not to drive it completely through the leather. Use a board or masonite piece under the leather to protect the surface underneath. Caution the boys to take care that alphabet stamps are upright and not reversed. If a mistake is made, sometime the leather can be rewet and the mistake rubbed out with the back of the hammer. Turn the piece over and pound it flat from the reverse side. The impression won't come completely out, but it will help and it stamped over it will be acceptable.

## Dyeing

After the design has been finished, add color to the project by dyeing it with leather dyes. Sometimes it is fun to highlight lettering or stamps that are the outline type with a permanent marker (sharpie) then dye over it. Use a fast drying dye or stain and paint it on with sponges or wool daubers. When using stain wipe off excess. Dye both front and edges of the project and the back if desired. Use a baggie as an inexpensive rubber glove to protect hands so that clean-up is much easier.

Decorating leather by stamping, tooling or carving can cause some warping. Weighting partially while it dries

can alleviate this problem. Do not cover completely or it won't dry well. Rotate the weighting so all areas will be open at some time during the drying period.

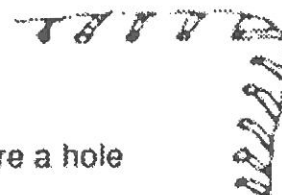
## Finishing

Finish the project with a fast drying finish that is available at leather craft stores. It paints on like shoe polish and dries about as fast. It adds a shine and a protective finish to leather. Paint the finish on the front and sides leaving the back of the project unfinished. The leather can then dry thoroughly from the back.

If the project requires a snap or fastener, now is the time to put it in the leather.

## Lacing

The final step of a project is lacing. A good easy stitch to lace with is the whip stitch. It gives a nice finished edge to the project. A plastic lace makes inexpensive lacing. Cut lace approximately 3 to 3-1/2 time the distance to be laced. Before beginning to lace, taper the end of plastic lace to a point. Hide the beginning and ending trails inside the project or on the back and under stitches of a single layer project. Plan where to start, direction and where to finish before beginning to lace to prevent error. Make the first and last stitches double to hold the lacing tight. See the illustration for going around corners.



Corners share a hole

The following projects are simple ones and great for the first timers—Cubs and leaders. They use rounders, practice pieces and a half back out of tooling leather. The last two are simple ones made out of finished leather.

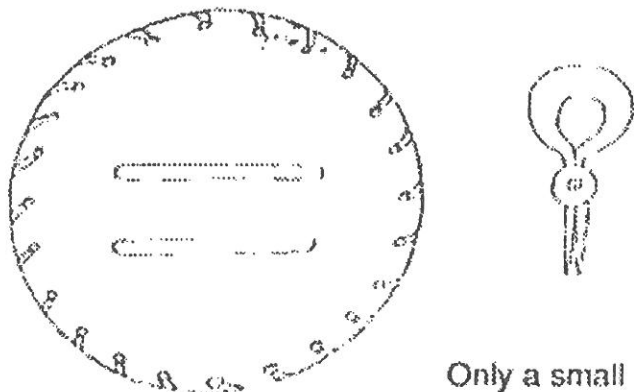
## Rounders

Slide-Super won't slide down neckerchief

1. Wet leather
2. Cut 1/2" wide slits
3. Mark holes of lacing. Punch
4. Stamp if desired
5. Dye
6. Finish with quick drying leather finish. Dry thoroughly
7. Lace. Start and end at the bottom

- Neckerchief goes behind and up through the first slit, over and down through the second. This is a tight fit, but it is one of the few that stay in place.

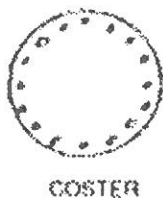
LEATHER SHOULD BE CUT BY ADULT.



Only a small amount of the neckerchief shows through the slide.

### Coup, Coaster, Key chain, Book Mark

- Wet Leather
- Punch holes for lacing if desired. The coup needs one or two at the top and one at the bottom. The key chain or book mark each need one.
- Stamp
- Color with permanent marker and dye
- Apply finish
- Lace or add key chain or plastic last to complete the individual project chose.



## Practice Pieces

Book mark, Slide, Key Chain, Coup

- Wet leather
- Punch holes and/or cut slits as project requires
- Stamp
- Dye
- Apply finish. Dry thoroughly
- Lace or add chains or plastic pieces of lace where indicated on pictures of projects

\* The slide must be made horizontally with two holes punched 1/2" from the edge and 1/2" apart in each end. After finishing, overlap ends to form a loop and lace the two holes together.

## "No-Sew" Leather Pouches

Leather Pouches have dozens of uses. Here's how to make them quickly and easily.  
by L. David Curtin

Homemade leather pouches can be sturdy and attractive even without being stitched or laced.

Try making no-sew pouches for your knives, compass, harmonica, eating utensils, whetstone or whatever other small items you use.

You'll need:

- Leather. Use either new or scrap leather (from old wallets, purses, shoes, footballs, etc.) try to find leather that's suited to the job; a knife sheath, for example, needs a relatively thick leather while a compass case could be made from soft suede.
- 12 inch straight edged ruler, marking pencil or tracing awl, scissors or sharp knife.
- Small brush, glue (super glue, craftsman's contact cement, barge cement or yellow woodworking glue), hammer, and two sheets of aluminum foil about 12 inches square.

*Step One.* Lay out the leather, rough side up. Place the object you are designing the pouch for onto the leather.

Trace around the object, but remember to add a "border" to the outline so that the inside of the pouch will be big enough.

A rule of thumb: If the object is knife-blade thin, a 1/2 inch border all around the outline is enough. If the object is as thick as a pencil, add a 3/4 inch border. A 1/2 inch object needs a 2-1/2 inch border; a 1 inch thick object needs a 2-1/2 inch border. If in doubt, make the outline too big rather than too small.

*Step Two.* Cut around the bordered outline, using scissors or a knife with a straight edged ruler. Now trace the outline of this piece to a second leather piece, and cut it out. This will be the other side of the pouch. (You may wish to add a closure flap to this second side.)

*Step Three.* Brush glue onto the border area of both leather pieces (but only where the seams will be). Make a swath about 1/2 inch wide, following instructions on the glue container. With contact cement, you may want to add a second coat after the first has become tacky.

*Step Four.* Carefully press the two sides together. To fix the seams, wrap the pouch in foil, then place a stack of books on it or close it in a vise. Or, carefully tap the seams with a hammer.

*Step Five.* Allow the seams to start to dry. Before the glue is completely dry, however, you may need to pen

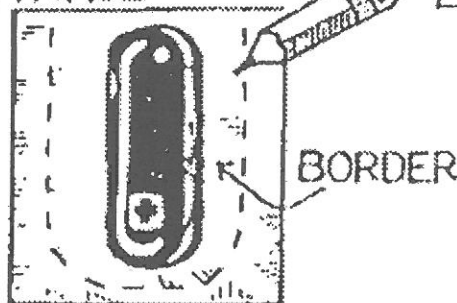
up the seams a bit. Do this by wrapping the compass (or knife, etc.) in foil and gently forcing it into the pouch. Then withdraw the object and let the seams dry.

*Step Six.* Trim the seams with scissors to remove excess glue and leather. For an added touch, cut out your initials or patrol symbol from scrap leather and glue these to your pouch.

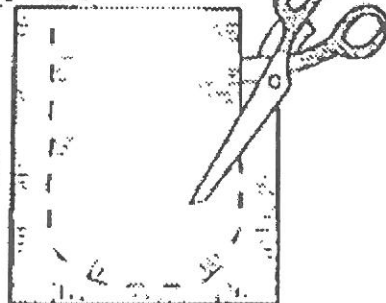
If your pouch has a flap, you can glue a strip to the flap and another one onto the pouch. To close the flap, simply tuck the first strip under the second. (You can crimp a piece of tin from a can onto the first strip to keep it from fraying.)

Decorate the pouch with fringe or with a thong laced through a slit near the bottom of the pouch. Don't let your no-sew pouch get water soaked, and don't expect it to support really heavy objects. Otherwise, it will last a long time.

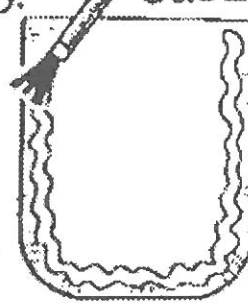
1. TRACE



2. CUT

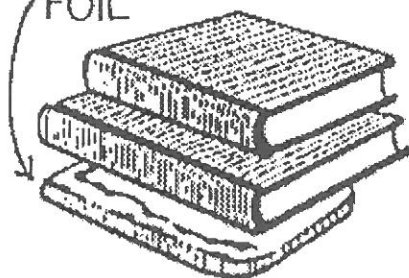


3. GLUE

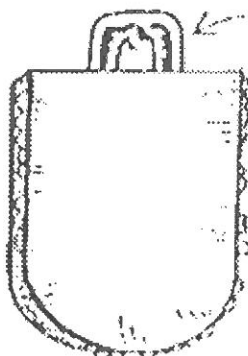


4. PRESS

POUCH  
WRAPPED IN  
FOIL



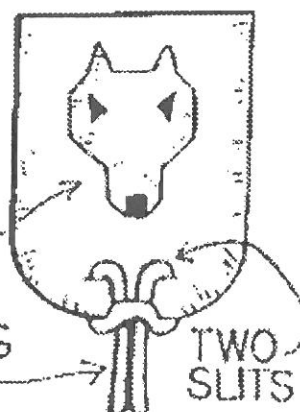
5. OPEN



KNIFE  
WRAPPED  
IN FOIL

PATROL  
SYMBOL

6. TRIM



THONG

TWO  
SLITS



# DECEMBER 1995

## DO A GOOD TURN

### Opening

#### The Holiday Season is Here!

Announcer 1:

"The Holiday Season is Here: is the name of our presentation. It tells about the joy of the holiday season.

All:

People are happy to be together.  
No one worries about the weather.  
The holiday season is just great.  
So many reasons to celebrate!

Cub 1:

Everyone wears big happy smiles  
Friends and relatives cross the miles.

Cub 2:

Holiday foods are fun to make.  
Cookies on trays ready to bake.

Cub 3:

Friends and relatives by the bunch.  
Yummy holiday foods to munch.

Cub 4:

All the children are so excited.  
Faces glow when candles are lighted.

Cub 5:

After the holiday dinner is done,  
Songs and games are lots of fun.

Cub 6:

Presents are given to young and old.  
So many stories to be heard and told.

Cub 7:

Each family member is filled with delight,  
To be here together on this happy night.

All People are happy to be together.  
No one worries about the weather.  
The holiday season is just great.  
So many reasons to celebrate!

Announcer 2:

We hope you enjoyed our presentation and we wish you a joyous holiday season.

### Den and Pack Service Projects

The pack committee and the individual den leaders will be the best judges at service projects. The ideas below may suggest possible projects for your community.

Collect books for a children's home or the children's ward of a hospital.

Collect toys, canned goods, clothing for distribution to needy families by local charitable organizations.

Invite kids from a children's home to your pack party, or stage a holiday party at the home or hospital.

Perform a service for your pack's charter partner.

Provide ushers or other aides for a church or temple service.

Make toys or other gifts for needy children in the neighborhood.

Go caroling in nursing home or children's hospital.

Make Christmas tree decorations or mantelpieces for the aged in the neighborhood.

Do daily or weekly service for an aged person in the neighborhood - running errands, shoveling snow, cleaning yard, etc.

### Closing

#### Do a Good Turn

Characters: Reporter, Cub Scout, Neighborhood boys

Setting: Street corner, (Street lamp or similar props) and microphone with radio station letters on it.

Reporter:

Good evening listeners, this is your on the scene reporter interviewing people about what this season means to them. Here comes a Cub Scout. . . .(Scout wanders on stage) Excuse me son, but do you know the meaning of this season? (before the Scout can answer a boy walks on stage and speaks to the Scout.

Boy 1:

Jimmy, can you help me out? I lost my lunch money on the way to school and I didn't have any breakfast today.

Scout:  
Sure I've done that myself . . . Here's a dollar for lunch.  
(hands boy money)

Boy 1:  
Thanks! (as he runs off stage)

Reporter:  
As I was saying, do you know the meaning of . . . (he is interrupted by boy 2 coming on stage)

Boy 2:  
Hi Jimmy, here's a thank you card from my mom for all your help after the flood. We really appreciate your help with clean up and all.

Scout:  
Thank you. I was happy to help. That flood was a real mess all right.

Reporter:  
Excuse me, but I'm here doing a report on the season and what it means to people. What does this season mean to you? (he is interrupted once more by boy 3)

Boy 3  
Jimmy, how are you doing on your Christmas gift buying?

Scout:  
I'm not buying gifts this year. Instead, the boys in my Cub Scout den are going to make gifts for people in nursing homes and then give the gifts after we have sung songs to them at the Christmas party we are having. After all, those people enjoy our putting on that party and all more than fancy gifts we could buy them. And we enjoy it more too. It's like we're giving a part of ourselves when we share with them like this.

Boy 3:  
That sounds neat.

Scout:  
Excuse me sir, was there something you wanted to ask me?

Reporter:  
Well, I was going to ask you what this season meant to you, but I can see what it means by the things you do. Merry Christmas son, and keep up the good work.

## Word Find

### Giving Gifts

Find these words: Kindness, caring, gifts, goodwill, presents, Christmas, December, helpful, willing, Hanukkah, sharing.

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

## Skit

### Doing a Good Turn

Characters Eight boys and a den chief (if you don't have one, use someone else)

Scene: The boys are all together, wrapping Christmas gifts. The den chief enters.

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

1st Cub:  
Gloves for my dad.

2nd Cub:  
An owl plaque for my Mom.

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

4th Cub:  
A doll for my sister.

5th Cub:  
Tennis balls for my brother.



6th Cub:  
an umbrella for my mom

7th Cub:  
A radio for my dad

8th Cub:  
A can of nuts for my Grandmother

Den Chief:  
Hey, you guys are really doing a good turn. (he laughs).

All boys:  
We hope so. Aren't we supposed to do that all year around?

Den Chief:  
Yes. Now let me show you something you all have done, that is quite unusual.

(At this time he takes a piece of cardboard and a marker. He calls each one in order to tell him the gift. He writes the first letter of each gift on the board. "G" is for gloves," etc.. The results spell out GOOD TURN. He holds poster up for the audience to see.)

1st Cub:  
Hey, thats' right! We're Doing a Good Turn, all together.

## Christmas Advancement

Props: A small snowflake for each award with the award attached. Cutout one snowflake for each Cub and parent.

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

1. Will all Bobcats please come forward with their parents. (present awards and give each a snowflake.)
2. Wolf (same as above)
3. Bear (same as above)
4. Arrow points (same as above)

Have all the boys and parents remain in the front of the room until all the awards are given out.

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

A Christmas ceremony could be conducted with the awards attached to ornaments and hooked to a tree. The awards could be wrapped and put under a small tree. Awards can be put in stockings.

## Christmas Tree Advancement Ceremony

All advancement awards are placed in Christmas wrappings and hung on the tree. Also in each package is a Christmas tree light bulb with the Cub Scout's first name lettered on with a felt pen. Use pink bulbs for Bobcat; red for Wolf, green for Bear; gold for Gold Arrow Points; silver or white for Silver Arrow Points; orange for Webelos activity badges; blue for Webelos Badge and a multicolored or special bulb for Arrow of Light. Boys being given awards are called forward with their parents and take their package from the tree. The parents pin on their new award, and the boys then screw in their bulbs. which remain on the tree for the rest of the meeting. Afterward, let the boys have them to take home.

## Closing

### The Legend of the Christmas Scout

(More effective if related as a story rather than read)

This is the legend of the Christmas Scout. It was told me first by a small boy whose faith in the story was absolute. He showed me a toy airplane and said emphatically that it came for the Christmas Scout.

The Christmas Scout was returning on Christmas Eve from a party of his relatives where he had received all his gifts. He had a sled full of presents, just the things he had been hoping for; and although it was cold, he was warm because he was wearing the new plaid jacket for which he had been hinting. It was his favorite gift. In spite of everything, he was not happy. This was because it was to be his first Christmas without his brother who had, during the year, been the tragic victim of a reckless driver. His brother had been a good Scout and a fine example to him. The Christmas Scout had taken a short cut through the Flats hoping he might meet his patrol leader who lived there with his widowed mother. This was a section of town in which many of the poor lived. His patrol leader; one of the best Scouts in the troop, had to work hard. Not that the Christmas Scout was rich. His family was just a step above the Flats.

As he hiked down the street, the Christmas Scout caught glimpses of the trees and decorations in many of the homes. He had no intention of prying but suddenly in one glimpse, he had seen a shabby room with two limp stocking hanging above an empty fireplace and a woman seated near them weeping. the stockings reminded him of the way he and his brother had always hung theirs side by side. But they had always found

them, next morning, full to brimming. Then he remembered that he had not done his Good Turn for the Day.

He knocked at the door.

Yes?" the sad voice of the woman inquired. "May I come in" I am a Scout." "You are very welcome," she said, "but I cannot help you. I have nothing for my own children." "That is why I am here," he replied. "You are to choose whatever you need from this sled." "May God bless you!" she answered gratefully. "My little boys will be very happy."

She took some candies and a game, the toy airplane, and a puzzle. Then, as she took the new official flashlight, the Scout almost cried out. but he did not. He saw that the stockings were full and turned to go. "Won't you tell me your name?" she asked. "Just call me the Christmas Scout," he replied.

He was glad to have done the Good Turn, but he was not really any happier. He had seen that his sorrow was not the only sorrow in the world and, before he got out of the Flats that night, he had given the remainder of this toys away. The plaid jacket had gone to a boy who had none at all.

He trudged homeward, cold and disconsolate. He had given his presents away and he could think of no explanation he could give his family that would seem reasonable. He wondered how he could make them understand. His parents tried to be patient. "But son, I don't see how you could have been so foolish." his mother said. His father was firm. "you made your choice son. You know we cannot afford to give you any more presents."

The Christmas Scout realized that he seemed foolish in the eyes of his parents and even, to a degree in his own. His brother gone, his family disappointed, he suddenly felt dreadfully alone. He had not thought to be rewarded for his generosity, for in the wisdom of his young life, he knew that a good deed should always be its own reward. It would be tarnished otherwise. He did not want his gifts back. the Christmas Scout thought of his brother and sobbed himself to sleep.

The next morning he came down to find his parents listening to the Christmas program on T.V. Then the announcer spoke. "Merry Christmas everybody! The nicest Christmas story we have this morning comes from the Flats. It appears that a crippled boy down there has a new sled this morning, another youngster has a fine plaid jacket and several families have reported that their children have been made happy by the visitation of a Boy Scout who gave no name but simply referred to himself as the Christmas Scout. The boy with the jacket declares that the Scout gave it off his own back. No one can identify him, but the children of

the flats are claiming that the Christmas Scout was a personal representative of old Santa Claus himself."

The Christmas Scout felt his father's arms go around his shoulder and he saw his mother smiling at him through her tears. "We are proud of you son." the Christmas Scout caught his breath. "Mother, Father!" he cried. "This is a happy Christmas after all!"

The carols came over the air again filling the room with music. "And praises sing to God the King, and peace to men on earth."

## A Christmas Story

Read the story. Use the word bank. Fill in the blanks.

Rudolph was a \_\_\_\_\_ that lived at the North Pole. He had a bright \_\_\_\_\_ nose. The other reindeer made \_\_\_\_\_ of Rudolph. they would not let him play in their reindeer \_\_\_\_\_.

Tonight was \_\_\_\_\_ Eve. Santa was ready to choose his \_\_\_\_\_ of reindeer.

Rudolph went to watch the \_\_\_\_\_ pack the sleigh. It was a very \_\_\_\_\_ night. There was a thick \_\_\_\_\_ all around. The elves could not \_\_\_\_\_ very well. The red glow from Rudolph's nose \_\_\_\_\_ up the snow. Santa turned and said, "Rudolph, you will guide my sleigh \_\_\_\_\_. Your \_\_\_\_\_ will light the way!"

Rudolph felt very \_\_\_\_\_ and proud. This would be the \_\_\_\_\_ Christmas ever!

### Word Bank

cold	elves
happy	best
fog	fast
fun	see
tonight	nose
games	team
Christmas	lit
reindeer	looked
red	

## Christmas Party

"Tis the season to be jolly—and for enjoying a holiday party with your friends.

### Invitations

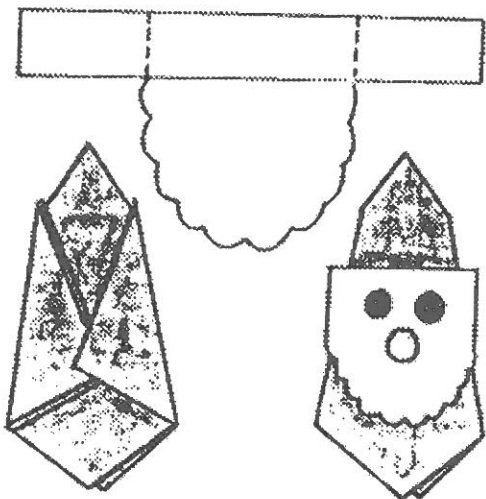
Two invitations can be made from one sheet of typing paper. Cut the paper in half crosswise and write the

invitation on one side of each. Decorate with a few Christmas stickers or gummed stars. Fold each invitation in thirds with the blank side out, and hold it closed with a sticker. Write a guest's name and address on the center section.



## Napkin Holders

To make each napkin holder, cut a Santa shape from white felt or construction paper. Next fold a red napkin as shown. Place the Santa shape over the top side of the folded napkin and fold the extensions to the back. Lap one end over the other and glue or tape together. Add blue eyes and red nose cut from felt or paper. Make one of these Santa napkin holders for each place at the party table.



## Centerpiece

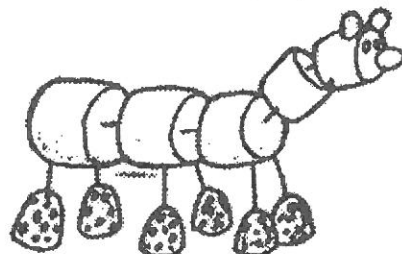
Attach eight small Christmas-tree balls to the ends of colored pipe cleaners by twisting them.

Stick the pipe cleaners and some sprigs of evergreen into a clay ball. then press the clay into the bottom of a small jar.

Place the jar in the middle of a 10-inch square of colored cellophane. Gather the cellophane up around the jar, and hold it in place with a rubber band. Fluff out.

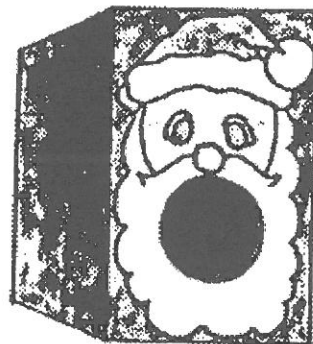
## Candy Creatures

Provide lots of regular and miniature marshmallows and such additional items as gumdrops, colored toothpicks, raisins, and the like. Each guest makes a creature from these items, as elaborate as he or she likes. If you wish, there can be a contest to determine the "most original" creation and a prize given. Place the guests' creations at their places at the table. They can eat them on the spot or take them home after the party.



## Snow Ball Toss

Get a large carton from the grocery store. Draw Santa's face on one side of the carton and color it in. Cut out the mouth (make it BIG). Give each player six marshmallows, each wrapped in plastic and tied with a bit of yarn. Let everyone have a turn trying to throw the marshmallows into Santa's mouth. Winner is the one who feeds Santa the most snowballs.

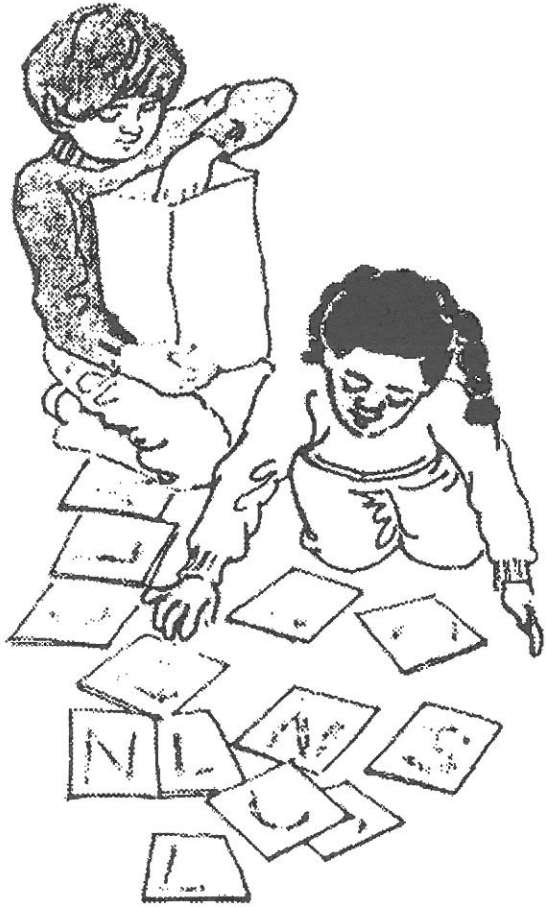


## Candy Relay

Divide your guests into two or more teams and have each team form a line. Give the first player in each line a pair of mittens. Give everyone one piece of wrapped Christmas candy—but tell them not to eat it yet. At a signal, the first player in each team puts on the mittens, unwraps the candy, and pops it into his mouth. Then the mittens are removed and handed to the second player who does like wise, and so on, down the line. The team that finishes first wins.

## Santa Claus Scramble

have the players divide into two teams and sit on the floor on opposite sides of the room. Pass a bag that contains forty cardboard letters—S-A-N-T-A C-L-A-U-S, printed four times and cut apart—so that members of the two teams alternate in picking a letter. First team to combine their letters to spell SANTA CLAUS wins.



## Fox and Geese

Mark a large circle, paths to the center, and a center space by tramping lines in the snow. Or use chalk if you are playing on bare pavement or masking tape if you are indoors. Choose one player to be the fox, who stands in the center. Other players (the geese) run around the circle and up and down the paths. Fox chases them and each one caught is placed in the center. Last one caught becomes fox for the next game.



## Gift Wrap

Wrap candy canes (enough so there is one for each guest) in a piece of clear plastic and tie with a bow. Place the package inside a cardboard box and wrap the package with fancy paper and ribbon. Then put that box inside a larger box and wrap it in a different kind of paper. Keep going until the package is as large as you can handle.

Have all the players sit in a circle on the floor while one person plays a Christmas song on the piano or sings it. The players pass the package around the circle as long as the music goes on. When it stops, the player holding the package starts to unwrap it, removing the ribbon and the paper carefully. As soon as the music starts again, the package begins to be passed around the circle.

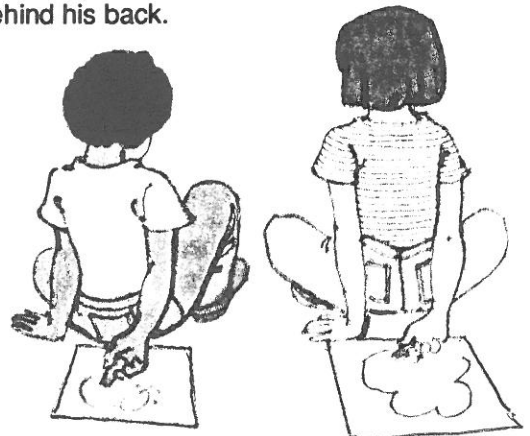
When the candy canes are finally reached, they can be shared among the guests.

## Draw a Snowman

Give each player a sheet of paper and a pencil or crayon.

At a signal, each person begins to draw a snowman. . . behind his back.

Whoever does the funniest drawing is the winner.



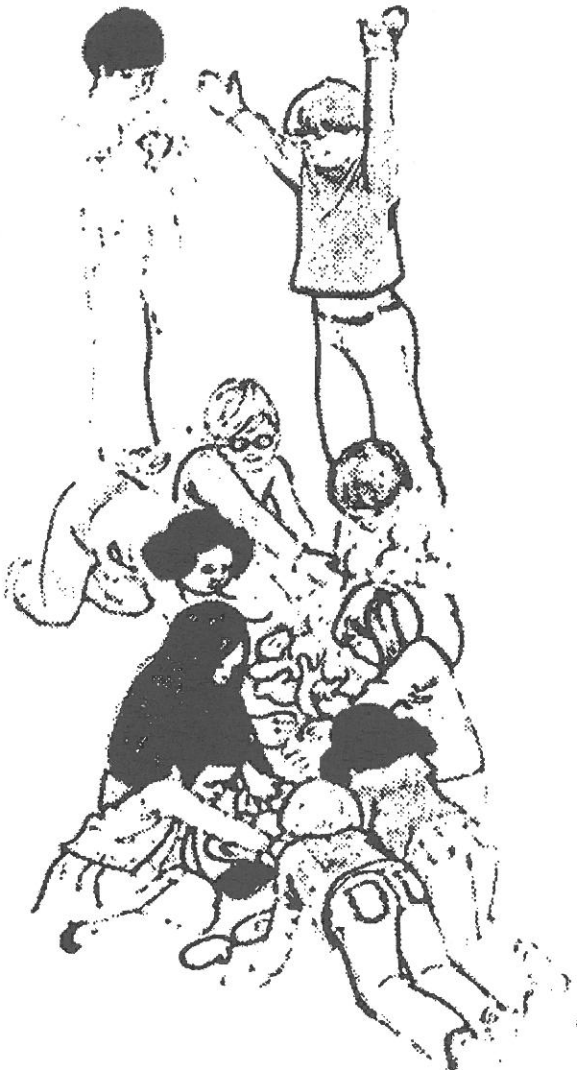
## Snowballs

Number six plastic-foam balls from 1 to 6. Each guest 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.



## Glove Scramble

Turn the gloves and mittens of your guest inside out. Place them in a pile in the middle of the floor. At a signal everyone scrambles for his own gloves in the pile. The first person to have his gloves on right side out wins.



## Hanukkah Party

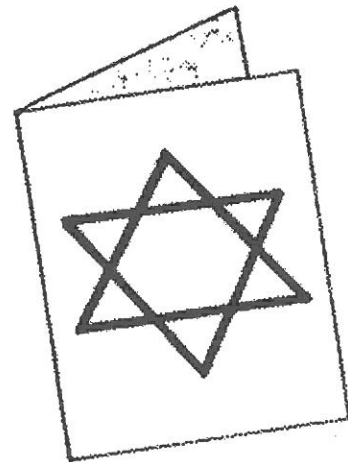
enjoy the holiday even more by sharing these party ideas with a group of your friends.

### Invitations

Fold pieces of white paper in half. Draw a Star of David on the front, making it of two overlapping triangles as shown. Write this invitation inside:

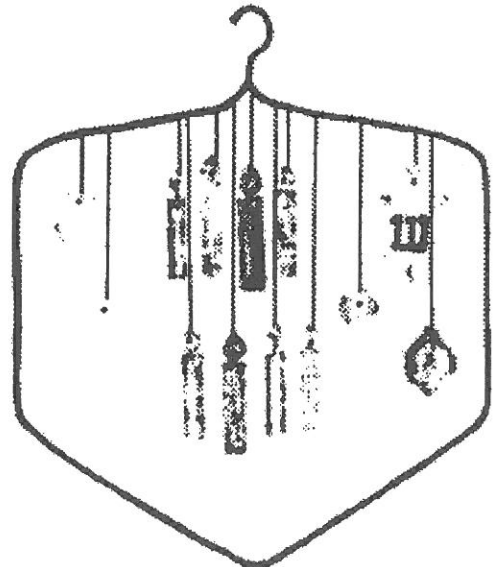
To celebrate a special time  
And have a lot of fun,  
We're having a party for Hanukkah.  
I hope that you can come.

Add the time, and your name and address.



### Dreidel Mobiles

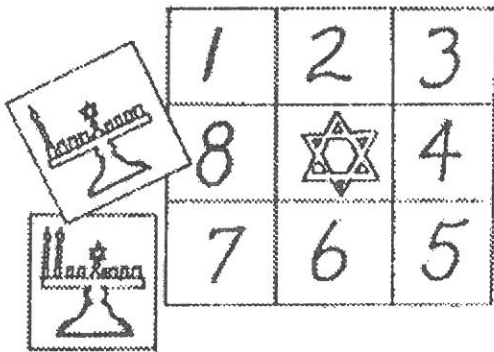
give each guest a thin wire coat hanger to bend into the shape of a dreidel. From colored paper everyone can cut a variety of Hanukkah symbol. Hang them from pieces of thread tied to the hanger. Each guest can take his dreidel mobile home for a holiday decoration.



## Eight Candles 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 2 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 others, draw two candles lighted, and so on through eight lighted candles.

When you are ready to play, spread the cards, picture 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 had four candles lit, he places it on the number 4 box. And so on. As the game continues, some players will pick up cards for boxes which are already filled on their papers. They must return these cards, face down, 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.



## Spice Rope

from fabric scraps, cutout three 6" squares. Lay on a flat surface. Place a different kind of spice on each square. Cinnamon sticks, whole cloves, and allspice are good spices to use.

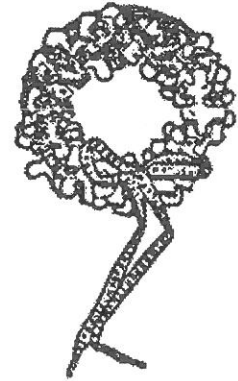
gather the squares at the edges and tie them at the top with string, forming sacks. Tie the sacks on a length of ribbon or yarn about 2" apart from each other to finish rope. (Pattern on page 189.)



## Nito Wreath Frame

Nito wreath  
Puzzle pieces  
1/2 yd. ribbon or shoe lace

1. Glue puzzle pieces around frame, layering as you go.
2. Tie shoe lace bow and glue to bottom center of wreath.

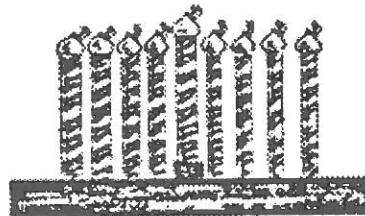


*Hanukkah is a holiday that Jews celebrate. In the year 165 B.C. a miracle is said to have occurred at the temple. The temple flame burned for 8 days on oil that should have lasted only 1 day. this miracles remem-bered during the 8 days of Hanukkah. On the 1st night the shamash (central candle) in the menorah (candela-bra) is lit. this flame lights the 1st candle on the right. This is repeated until the 8th day when the 8th candle is lit.*

## Candy Menorah

for the base, use a piece of foam. For the taller sha-mash candle, cut a 1" square of foam and glue to center. Push 4 peppermint sticks into the foam to one side of center. push 4 peppermint sticks into the other side. Push the central peppermint stick into the center.

On the first day of Hanukkah, "light the shamash and the 1st candle on the right. to light the candles, dab some frosting onto the top of the candy stick and attach a candy kiss. Candles are lit from right to left. On the 8th day, the edible parts of the menorah may be eaten in celebration of the holiday.

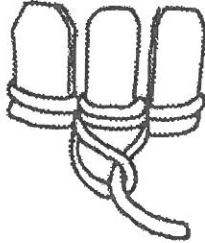


## Pencil 'n Pen Holder

Supplies: 1 quart plastic bottles (1 for each Cub Scout), scissors, yarn (about 13 yards per Cub Scout)

Procedure: Cut the neck and shoulders off the plastic bottle so it's about 6 or 7 inches tall. then cut sections to about 1-1/2 inches from the bottom of the jug. You will need to cut an odd number of sections, and the finished piece will look better if the sections are even. A good way to achieve this is to cut a piece of yarn the size of the circumference of the jug; then measure it and

divide it into 11 or 13 equal sections. (Don't cut it, just mark it.) Wrap it back around the jug and mark the jug where you should make your cuts. Now, beginning with the inside bottom, begin to weave the yarn over and under, when you wish to change colors, tie the two pieces of yarn in a knot and continue to weave. To finish it off, loop the yarn around each stake in the top row (see sketch.)

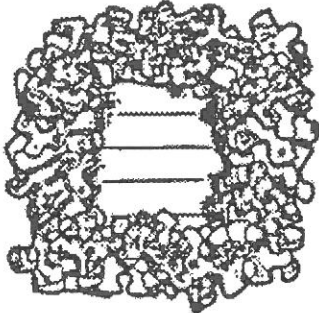


Tighten loops around each stake, pull the yarn inside the jug, knot it, and push the end into the weaving.

### Square Frame

Puzzle pieces, 1 pkg. jumbo craft sticks, red paint, saw tooth hanger

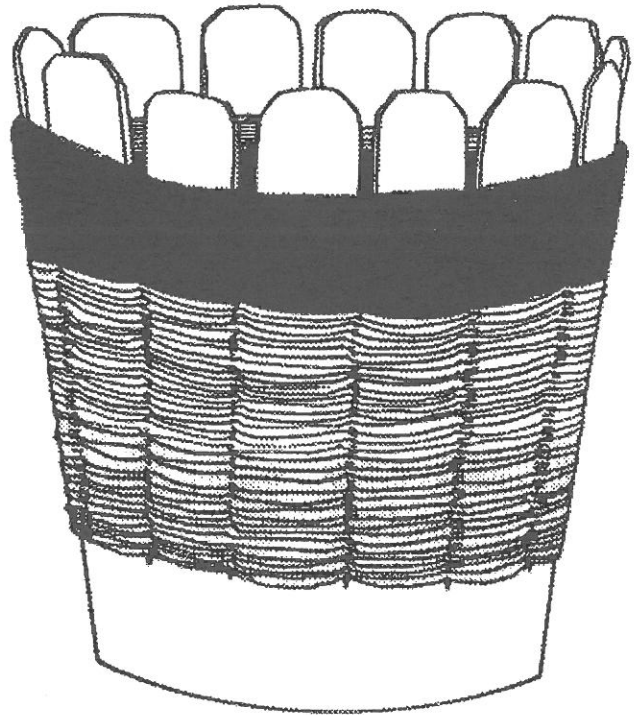
1. Lay 7 craft sticks flat on table and glue another across both the top and bottom to make flat floor. Glue another stick on top and bottom of opposite ends (photo will slide through this opening). Paint the frame red.
2. Glue the puzzle pieces around the frame, layering as you go.
3. Glue saw tooth hanger to top center back of frame.



### Hand Wreath

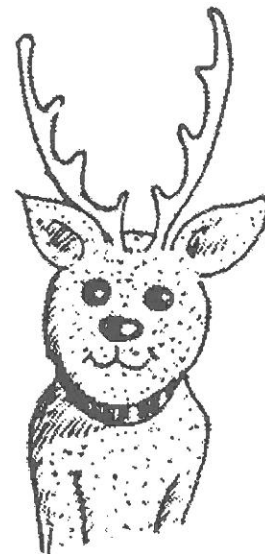
Green and white construction paper, 12" cardboard wreath

Draw 16 handprints onto the green and white paper (8 each color). Cut out; overlap and glue handprints with fingers pointing out onto cardboard ring.



### Rudolph Reindeer

On a large piece of paper, trace the footprint of a Scout. On either side of the heel, trace his handprints (thumbs at the top) for antlers. Draw a 1-1/2" circle on the toes for nose; color with red nose; or glue on a 1-1/2" red pom-pom. Draw 2 small ovals towards the heel for eyes, or use two small black pom-poms.



## Gift Bags

Lunch size paper sacks  
cookie cutters  
construction paper  
yarn  
glue  
glitter  
hole punch

roll the top of the paper sack 1". Punch holes approximately 1/2" apart around top of sack. Thread yarn through the holes and tie into a bow in the front. Trace around the cookie cutters on construction paper and cutout. Glue cut outs onto the front the sack. Decorate with glitter.

## Littlest Angel

Materials:  
construction paper  
gold pipe cleaner - 1" long  
chenille pipe cleaner - 2 pieces 1-1/2" long  
small white or pink round Christmas tree ornament  
rolled cotton  
hot glue gun, stapler, tape

Trace angel's dress pattern onto paper, cut out. Make a cone, leaving a small hole at the top, staple or tape bottom edge together. Put a small piece of tape across seam to help hold cone together.

Attach tree ornament to top of cone, either by gluing or by fastening a pipe cleaner to ornament and running cleaner through top opening and taping to inside of cone.

Make a circle with gold cleaner for halo. Dot hot glue to back of angel's head and attach halo. Bend chenille pieces into a lose "v" shape for arms' glue to each side of cone about 1/2" from top.

Trace wing pattern onto paper, cut out. Glue to back of angel. Pose angel's arms as desired and display on a cotton "cloud". (Pattern page 189.)



## Stocking Container Candle Holder

### Materials

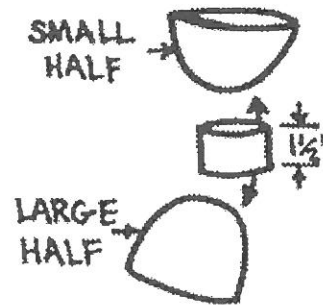
#### Patterns

Two plastic egg stocking containers  
Bathroom paper roll  
Scraps of green and gold art paper  
Silver or gold spray paint  
Two bottle caps  
5" x6" cardboard  
Green Yarn

### Procedure

1. Cut two 1-1/2" long pieces from paper roll.
2. Glue paper roll between halves of plastic egg as shown (Fig A.).

Figure A



3. Glue bottle cap in bottom of small egg half (Fig B).

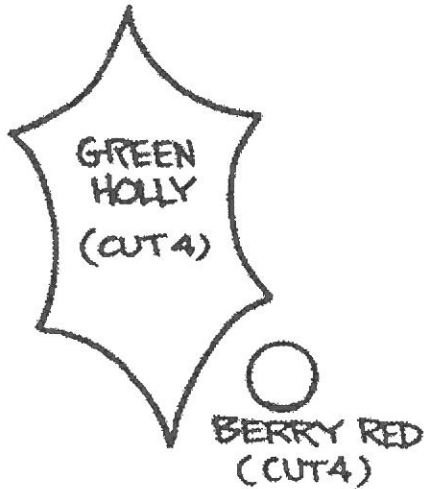
Figure B



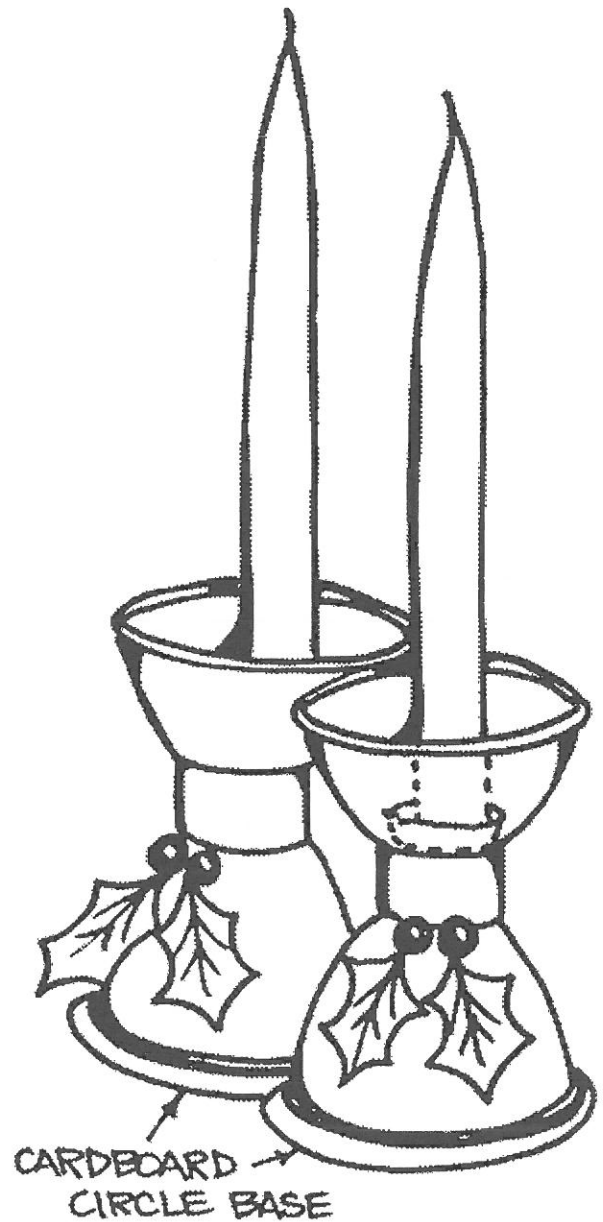
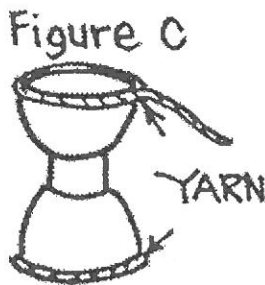
4. Repeat steps 2 and 3 for second candle holder.
5. Trace and cut out two cardboard circles using the rim of large half of plastic egg as a pattern. Glue one circle to bottom of each large egg half for base. Allow to dry.
6. Spray holders with silver or gold paint. Allow to dry.



7. Trace and cut holly and berries from art paper.  
Glue in place.



8. Cut yarn to fit and glue around top lid and base of each candle holder (fig C).

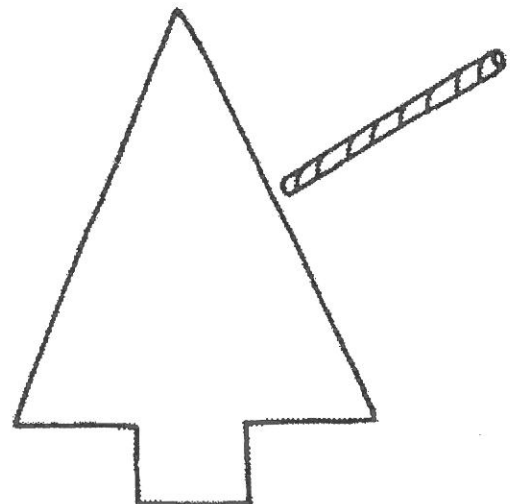


### Holiday Mini-Pizzas

Provide holiday cookie cutter, refrigerated biscuit dough (at least one biscuit per child, depending on size of cookie cutters), bottled pizza or spaghetti sauce, and grated or shredded cheese. Have each boy spread his biscuit on a piece of waxed paper and use a cookie cutter to cut a Christmas shape. Then have the boys place his shape on a cookie sheet and top with sauce and cheese. Bake and enjoy!

### Christmas Tree Relay

Divide the boys into two or more teams. Give each boy a drinking straw. Use the pattern to make several construction paper Christmas Trees. To play, the first child on each team sucks up his team's Christmas tree with his straw and passes it on to the next boy at the table. If the tree falls on the floor, the player must pick it up with the straw, not with his hands. The first team to finish is the winner.



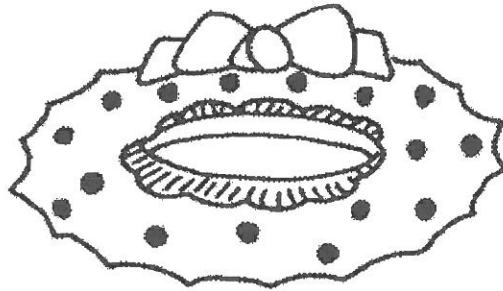
## Rudolph Hats

Plan to make these adorable hats prior to your party. Each child needs a strip of brown construction paper for a headband. To make the antlers, children trace their hands onto construction paper, cut out, and glue to the inside of their headbands. Two gummed reinforcers are added for the eyes, and a red glitter nose complete the project.



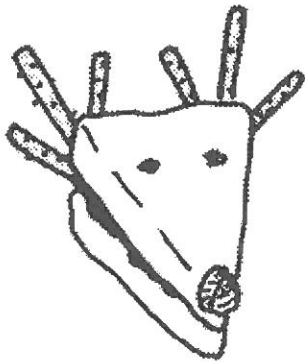
## Wreath Place Mats

Make wreaths from green and red construction paper. Boys place plates of treats in the centers of the wreaths.



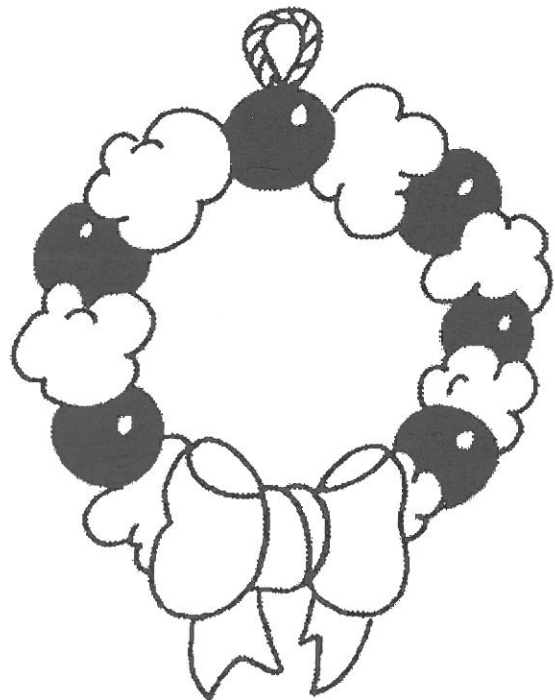
## Rudolph Sandwiches

This nutritious, holiday snack will bring shouts of glee! For an added treat, let your boys help in the preparation. You will need: two slices of wheat bread, peanut butter, jelly, six pretzel sticks, two raisins, and one red gumdrop for each child, cut bread slices as shown, and fill with peanut butter and jelly. Add pretzel antlers, raisin eyes, and a gumdrop nose. Could they be too cute to eat?

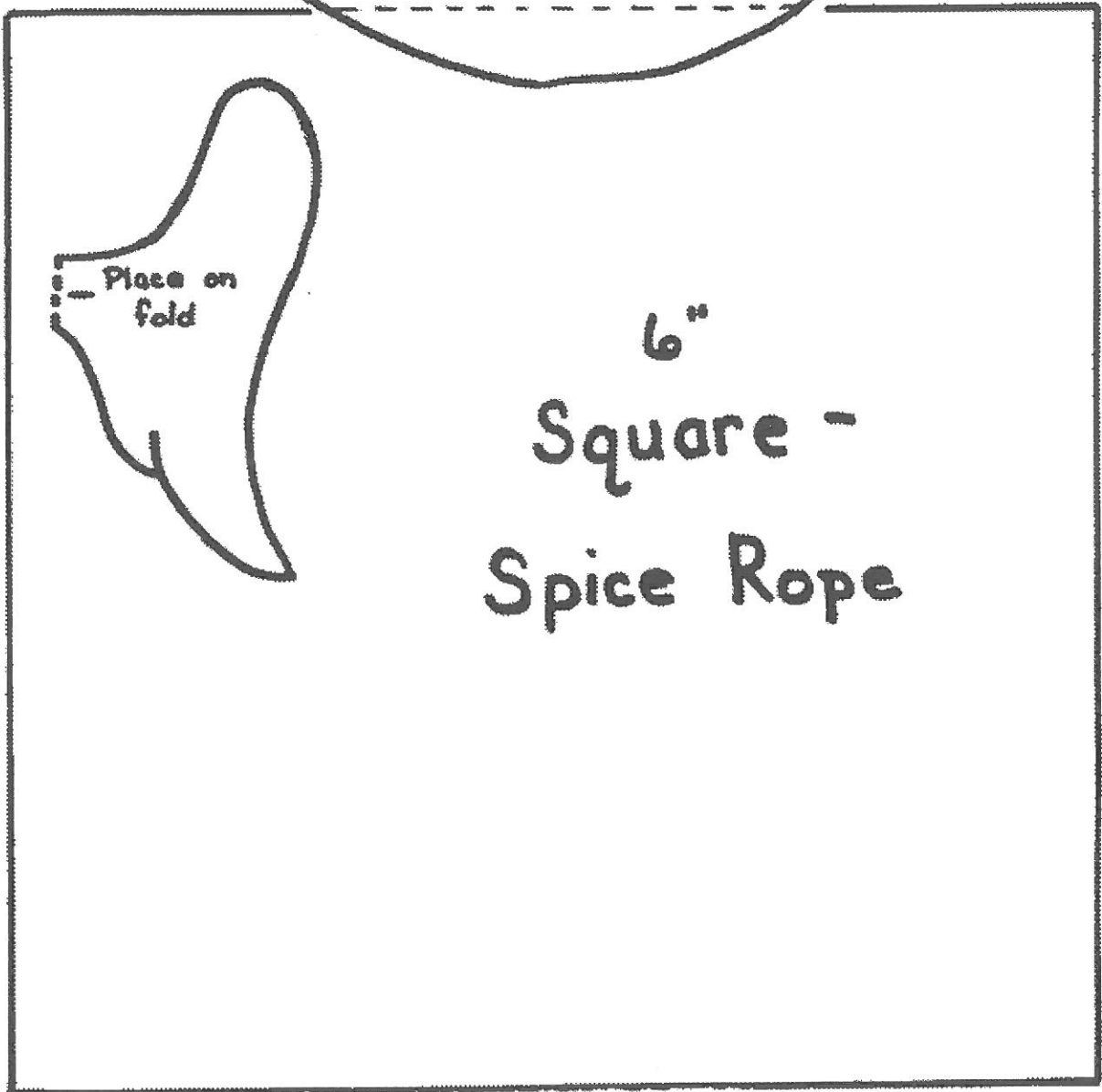
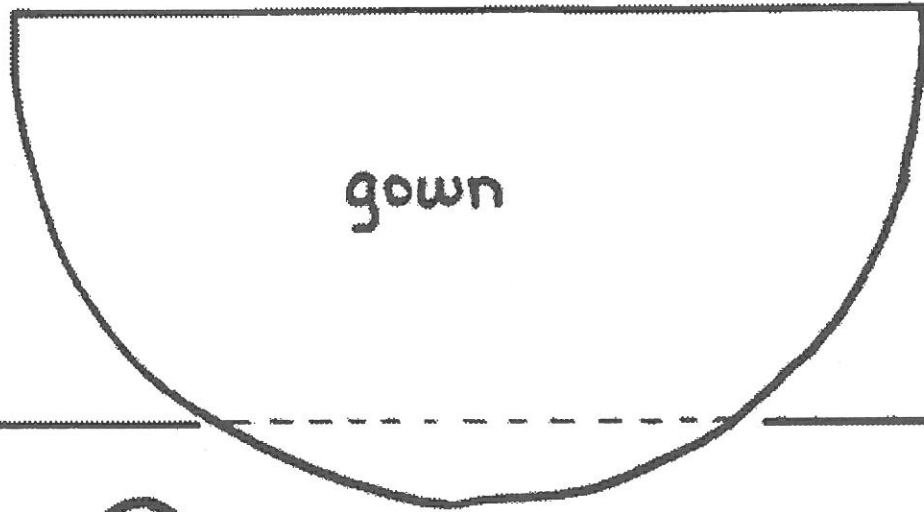


## A Corney, Cranberry Craft

Take time before or during your holiday party to make a pretty ornament for Mom and Dad. Give each boy an 11 inch length of inexpensive #30 floral wire (sold at most craft stores). Have the boys string alternating popped corn and cranberries to create a small wreath. When the wire is nearly full, twist the ends together and add a ribbon or yarn bow. Attach an additional piece of yarn or ribbon to the top for hanging. Be sure to tell kids to hang their ornaments outside after Christmas to provide a treat for hungry birds.



# LITTLEST ANGEL





# DECEMBER 1995 CITIZEN ACTIVITY BADGE



At first glance, you might assume this achievement will be rather dry, but in actuality, the Citizen Activity Badge offers a myriad of opportunities for the boys to expand their thinking about their relationship with their community while having a lot of fun.

- Have a scavenger hunt at your local government building.

Most government buildings have some form of tour and you might be able to combine the tour with your scavenger hunt. Divide the den into two or three teams and give the boys a reasonable time limit. Have them locate answers to questions as well as inexpensive available items. Examples for these would be:

1. What is the middle initial in the full name of our town's mayor? What does the initial stand for?
2. Bring back a piece of stationery showing our town's logo or crest.
3. Draw a picture of our state flag.
4. On what floor can you find \_\_\_\_\_?  
(a symbolic statue, historical artifact, etc.)
5. Who runs the Water Works Department and what does that department do?
6. Where does the City Council meet?
7. What's on the top floor of the building?
8. What is the full name of the governor of the state?
9. Get a brochure about trash pickup services.
10. Who takes care of snow removal from city streets and what is their budget?

These are just a few examples of the kinds of things your scavenger hunt could require. Ask someone who handles the public relations for your local government to help you make up a list. If you don't want to make it competitive, just have different lists for the teams to complete and then have them report back to the group when the time's up.

- Arrange to have the den perform the flag ceremony at school, either in the morning (if the school has a flag pole) or during an assembly. Perhaps this could be arranged on one of the many days the flag is deliber-

ately flow, such as Flag Day. If there is an assembly, the den could explain to the rest of the student body why the flag is being flown.

- Play a short game: "The Rights and Duties Game." Have two teams and give each team five minutes to look over the rights and duties of citizenship in the United States. Then have them list what duties and rights they can remember out loud, taking turns. Once they have remembered all they can, have them tell you what the difference is between a right and a duty. Perhaps there is an exchange student or recent immigrant who can talk to the boys about what freedoms Americans have that other countries do not.

## Scrambled President

Have the boys unscramble names of presidents, such as GINSHAWNOT (Washington) or KACSANJ (Jackson).

## Do You Know Your Flag?

This is a quiz which can be very tricky.

1. The flag is raised (a) slowly (b) briskly (c) at any speed that is comfortable.
2. If you carried the flag in a parade before the President of the United States, you would dip the flag slightly in salute to the President as you walked past him. True or False?
3. The flag must never be lowered no matter how bad the weather conditions? True or False?
4. The flag is never allowed to fly after day light hours anywhere in the world. True or False?
5. When the flag is carried in a procession or on other occasions, it is escorted by an honor guard. True or False?
6. The flag's honor guard walks (a) on the flag's right (b) just behind the flag (c) on either side of the flag.
7. If you are a Cub Scout Boy Scout or Explorer, you always give the Cub Scout, Boy Scout or Explorer salute to the flag whether or not you are in uniform. True or False?

## Answers:

1. (b) Briskly
2. False. The flag is never dipped to anyone.
3. False. The flag is not flown in bad weather.
4. False. Although it is the custom to display the flag only from sunrise to sunset, there is no law prohibiting its being flown both day and night.
5. True
6. (c) On either side of the flag.
7. False. When you are in civilian clothes, you remove your hat and place your right hand over your heart when the flag passes.

## Presidential Game

1. Which President had the following hobbies: boxing, ju-jitsu, riding, shooting, tennis and wrestling?
2. How many American Presidents were awarded the Nobel Peace Prize?
3. True or False. No President was an only child.
4. True or False. Theodore Roosevelt boxed with onetime heavy weight boxing champion John L. Sullivan.
5. The heaviest President was Grover Cleveland, George Washington, William H. Taft, or Lyndon B. Johnson.
6. Only one President remained a bachelor. He was Thomas Jefferson, Woodrow Wilson, James Buchanan or Harry Truman.
7. George Washington's official title was "His Highness, the President of the United States of America, and Protector of Their Liberties. True or False.
8. The first President to appear on TV was Herbert Hoover, Harry S. Truman, Dwight D. Eisenhower, or Franklin D. Roosevelt?
9. Who said, "Whenever I hear anyone arguing for slavery, I feel a strong impulse to see it tried on him personal." George Washington, Abraham Lincoln, John F. Kennedy, or Spiro Agnew.
10. Theodore Roosevelt and Franklin D. Roosevelt were: Father and son, uncle and nephew, fifth cousins, not related.
11. Who is the tallest President?

**Answers** - (1) Theodore Roosevelt (2) Two - Theodore Roosevelt and Woodrow Wilson (3) True (4) True - they boxed in the White House gym (5) Taft, who weighted 340 pounds (6) James Buchanan (7) True (8) Roosevelt in 1939 (9) Abraham Lincoln (10) Fifth cousins (11) Abraham Lincoln at 6'4"

- Have a newspaper hunt. Have teams and give each team a complete newspaper. Then have the boys locate ten things in a half hour. They might look for the following:

1. The name of the President and Vice-President of the United States.
2. The names of three agencies who help people.
3. The name of the Governor of your state.
4. A story about someone who broke a law.
5. The name of an American who is a good citizen.
6. The name of a foreigner who is a good citizen.
7. Three stories in which our country helps or works with other nations.

Go through the papers and find various other items for your boys to point out.

- Go on a field trip to a historical museum, marker or memorial. If you can, travel to your state capital by bus, train or car and combine this with your Traveler activity badge.

## Hail to Our Flag

(Tune: Home on the Range)

Just see our Old Glory,  
A flag with a story,  
With it's colors of red, white and blue.  
Of our flag we are proud,  
We'll proclaim it so loud,  
And to our country we'll ever be true!

Chorus:  
High, high waves the flag,  
O'er the land of the free and the brave.  
As we pledge in our heart,  
To e'er do our part,  
The freedoms of our country to save.

## **A National Prayer**

Thomas Jefferson

Almighty God, who has given us this good land  
For our heritage, we humbly beseech Thee  
That we may always prove ourselves a people mindful  
Of Thy favor and glad to do Thy will.

Bless our land with honorable industry,  
Sound learning, and pure manners.  
Save us from violence, discord, and confusion;  
From pride and arrogance, and from every evil way.  
Defend our liberties, and fashion into one united people  
The multitude brought hither out of many kindreds and  
tongues.

Endow with the spirit of wisdom those to whom in Thy  
Name  
We entrust the authority of government,  
That there may be justice and peace at home,  
And that through obedience to Thy law,  
We may show forth Thy praise  
Among the nations of the earth.

In time of prosperity,  
Fill our heart with thankfulness,  
And in the day of trouble, suffer not  
Our trust in Thee to fail;  
And of which we ask  
Through Jesus Christ our Lord,  
Amen.

## **The Declaration of Independence**

When, in the course of human events, it become  
necessary for one people to dissolve the political bands  
which have connected them with another, and to  
assume, among the Powers of the earth, the separate  
and equal station to which the Laws of Nature and of  
Nature's God entitle them, a decent respect to the  
opinions of mankind requires that they should declare  
the causes which impel them to the separation.

We hold these truths to be self-evident; That all men  
are created equal; that they are endowed by their  
Creator with certain inalienable Rights; that among  
these are Life, Liberty, and the Pursuit of Happiness.  
That, to secure these Rights, Governments are insti-  
tuted among Men, deriving their just posers from the  
consent of the governed. That, whenever any Form of  
Government becomes destructive of these ends, it is  
the Right of the People to alter or to abolish it, and to  
institute new Government, laying its foundation on such  
Principles and organizing its Powers in such form, as to  
them shall seem most likely to effect their Safety and  
Happiness.

## **Things the United States Government does to help us:**

Provides a common defense  
Provides old age social security  
Provides laws by which to govern  
Provides a national currency  
Provides protection against unlawful aliens and unlawful  
things entering the country  
Provides an election process to elect national leader-  
ship

## **Things State and Local Governments do to help us:**

Provide public schools  
Provide public health clinics  
Provide a zoning and planning system  
Provide public roads  
Provide a judicial system  
Provide an election process to elect state and local  
leadership

## **Things you do for your government:**

Pay taxes  
Vote  
Sit on juries  
Serve in public office

## **The reason we have government:**

To provide an orderly system of living together, wherein  
we do not infringe upon each other's rights.

## **Ways that your family helps pay for government:**

Sales tax  
Income tax  
Property tax  
License fees  
Fines  
Gasoline tax

## **Ways our country works with other nations:**

Membership in the United Nations  
An exchange of ambassadors and ministers  
Membership in international organizations, such as  
Interpol  
Extradition proceedings for criminals (returning law  
breakers to the country in which they broke the law)  
Tariff laws (laws which control goods going out of and  
coming into a country)

## Organizations in our area that help people:

United Fund  
Boy Scouts of America  
Girl Scouts of America  
Campfire, Inc.  
Neighbor for Neighbor  
Salvation Army  
Chamber of Commerce  
Red Cross

A good citizen will do a good turn daily. He will keep himself physically fit. He will obey the law. He will be cheerful and courteous. He will, above all, do his best.

## Opening

### My Choice

Props - 8 boys holding cards on which have been printed the letters M Y C H O I C E. In turn, each steps forward, raises his card and speaks his lines:

- M If I could choose what I could be,  
I think I'd choose to be just me,  
To live where I am free to talk,  
To choose my friends and where to walk.
- Y To choose the job I want to do,  
And live where I've a notion to.
- C To spend my money as I please  
And never have to bend my knees.
- H To any dictator or government boss  
Who profits from the people's loss.
- O To choose the church in which I'll pray  
And worship God in my own way.
- I To vote for men who'll do their best  
To see our nation meets the test.
- C And conquer evils that would destroy  
The freedoms that I now enjoy.
- E. To be my boss and live the way  
According to how I choose each day;  
Yes, if I could choose what I could be,  
I'd be an American. JUST LIKE ME.

## Baden-Powell Closing:

Cub 1 Baden-Powell had a vision which he made come true,

Cub 2 So that we enjoy Scouting and have fun while we do.

Cub 3 He wasn't an American but he's famous to us;

Cub 4 He has earned in America our admiration and trust.

Cub 5 May the spirit of Scouting be with both young and old.

Cub 6 As we never forget the Blue and the Gold.

Cub 7 May you strive for Truth and Spirituality in the warm sunlight under the sky above,

Cub 8 May you bring Good Cheer and Happiness to others and have steadfast Loyalty and Love.

## Cubmaster's Minute

America promises us freedom to worship, to learn, to assemble and to debate any issue. It is a land where people from other countries can find a home, where there is work to do, where we can express our opinions and where we are free to come and go as we please. Our wonderful heritage, earned for us by our forefathers, is sometimes taken for granted. Unless we cherish this legacy and use it wisely, it may be lost to future generations. People working together with imagination, vitality and persistence have produced marvelous inventions and wonders of technology beyond anything our forefathers might have dreamed. Working together, we can preserve and protect our beautiful land for future generations.

## Flag Etiquette

The flag of the United States of America is the living symbol of our country. It represents our nation's unity, its hopes, achievements, glory and high resolve and is therefore accorded our respect and admiration.

As leaders we have many opportunities to teach Cub Scouts proper flag etiquette and to reinforce the fundamental principle of respect for the flag basic to the purposes of the Boy Scouts of America. We can set the example for good citizenship at den and pack meetings and activities and at various district and council activities such as Cub Scout Day Camp, Webelos Camp Klondike Derby and Camporees.

## Saluting the Flag

One of the first things we teach our new Bobcats is the Cub Scout salute. When in uniform the boys should stand at attention and use this salute:

- 1 when the National Anthem is being played
2. when the colors are being raised and lowered
3. while reciting the Pledge of Allegiance



- 4 when the flag passes by in a parade or
- 5 when a flag draped coffin passes, and
- 6 when "Taps" is sounded at a funeral

Those not in uniform stand at attention and place their right hand over their heart. Men should remove their hats and hold them over their hearts. If in athletic uniform, one should stand at attention and hold his hat or helmet in his right hand.

You should stand at attention facing the flag and salute at the first note of the National Anthem. Hold your salute until the last note is played. If there is no flag, or if you can't see it, face the source of the music. If you can't see the orchestra or band, face straight ahead.

When the National Anthem is sung without accompaniment or if it is a recording, stand at attention and do not salute.

At parades you should start your salute when the approaching flag is about 2 feet from you and drop your salute when it is about 12 feet past you. A flag-draped coffin rates the same honor as a flag passing you in a parade.

When the colors are being raised, stand at attention facing the flagpole and come to a salute as the flag is started on its way up. Hold the salute until the flag is at the peak.

At retreat, when the flag is being lowered, start your salute the moment the flag is on its way down and hold it until the flag is gathered at the base of the staff.

There are times when saluting the flag is neither necessary nor feasible. You do not have to salute the passing flag when separated from it by a crowd or if you are helping a youngster see over the heads of a crowd. If you are carrying out some duty that requires you to face away from a parade, you would not salute a passing flag. Pictures of the flag on TV or in theaters are not saluted.

There are some situations where conditions would dictate whether or not to salute a flag. If seated on a crowded grandstand and the national flag is carried past at intervals of less than 5 minutes, the constant jumping up and down may interrupt the dignity of the occasion and it would be best to salute only the leading colors.

## U.S. Flag Code

A code of etiquette was drafted in 1923 by leaders of the American Legion, D.A.R. and VFW at a National Flag Conference as a set of suggestions for the proper display of the flag. These were adopted by congress in 1942 as the U.S. Flag Code and it has been revised and amended several times since. Its present form is Public Law 94-344.

The purpose of the flag etiquette code is to maintain dignity and respect without hindering extensive use of flags. It is not always very specific, but coupled with our common sense, provides good guidelines for us to follow.

Section 2a of the code states. "It is the universal custom to display the flag only from sunrise to sunset. . .in the open. However, when a patriotic effort is desired, the flag may be displayed twenty-four hours a day if properly illuminated during the hours of darkness."

Section 2c states that the flag should not be displayed on days when the weather is inclement, except when an all-weather flag is displayed. Even then, the flag should not be flown out-side if gale conditions exist.

The flag code is specific about places where the flag is required to be flown. Examples are:

- 1 public institutions
- 2 school houses on school days
- 3 polling places on election days

These are not meant to exclude other places. Any private citizen or business owner may fly the flag at their own discretion.

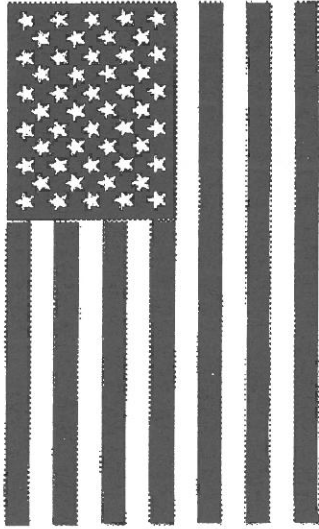
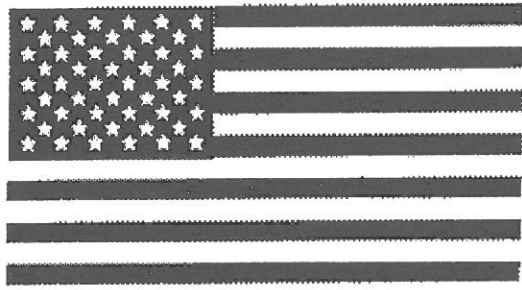
The code also lists several special days when the flag should be flown, including:

New Year's Day  
 Inauguration Day  
 Lincoln's Birthday  
 Washington's Birthday  
 Easter  
 Mother's Day  
 Memorial Day  
 Flag Day  
 Independence Day  
 Labor Day  
 Veterans Day  
 Thanksgiving  
 Christmas  
 State Holidays (especially dates of admission)

## Displaying the Flag

When the a national flag is displayed flat against a wall, either horizontally or vertically, the union (which is the blue field) should be at the top and to the flag's own right.

*(If this is confusing, it might be helpful to consider yourself the flag. Your right should is the union. Imagine yourself standing against the wall the flag is to be place on. Facing outward, place the blue union where your right shoulder would be.)*



If the flag is to be displayed flat behind a speaker's platform, it should be placed above and behind the speaker. The flag should never be hung on the front of a raised platform below the level of the seats or podium on the platform.

The flag should never be draped, nor drawn back or up in folds, but should always be allowed to fall free. It should never be used for a table cover nor as a receptacle for holding or carrying anything.

When displayed with another flag in a crossed-staff formation, the American flag should be on its own right and its staff should be in front of the other flag's staff.



When a number of flags of states, cities, or organizations are displayed with the U.S. flag, the national flag should be at the center and at the highest point of the group.



When the federal flag is flown from a fixed staff, or flagpole, the union must be at the peak. Only to signal dire distress may it be flown with the union down.

When a state, city or organizational flag is flown on the same halyard as the United States Flag, the national colors must be above the other flag. When other flags are flown from adjacent staffs, the national flag should be on its own right.

Right is the position of honor for the U.S. flag. When it is on display with flags of other nations, all staffs should be of equal height and out nation's flag should be on its own right.

In a classroom auditorium, church, etc., the flag should be placed either to the speaker's right or to the right of the audience.

When carried in a parade with other flags, the national colors should be on the right. (If the American flag is carried alone it should be in the center front of the marching column. If there is a long row of other flags being carried, the national colors are carried alone, centered at a few paces in front of the row.)

Other flags follow the lead of the national flag in all maneuvers. It is hoisted first and lowered last.

## Flying the Flag at Half Mast

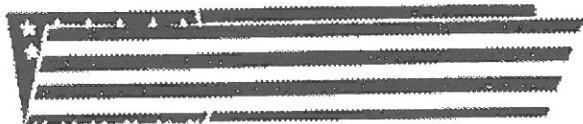
On Memorial Day the flag is traditionally displayed at half-staff until noon and at full staff from noon to sunset. (Half-staff is to honor the heroic dead while full-staff shows the national lives.) The flag can be ordered at half-staff on other days by Presidential proclamation.

There is nothing in the flag code, however, that prohibits local officials or private citizens from flying the flag at half-staff on appropriate occasions at their own option. It should not be flown at half-staff on Veterans Day, however, because that was originally Armistice Day—a day of celebration.

## Folding the Flag

Below are step by step instruction for the proper folding of the American flag.

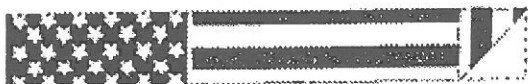
1. To fold the flag correctly, two persons face each other with the flag held horizontally between the, waist high.
2. They fold the lower striped section lengthwise over the blue field, taking care that edges and corners meet.



3. Then fold the flag again, lengthwise.



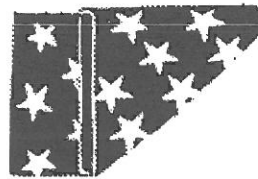
4. A triangular fold is started along the length of the flag by bringing the striped corner of the folded edge to meet the open edge.



5. Turn the other point onward, parallel with the open edge.



6. Repeat the triangular folding until you reach just short of the other end with nothing but blue field showing.



7. Tuck the last piece into the other folds to secure it.



## Some Do's and Don'ts

There are some important don'ts to remember in the proper care and respect of the flag. Do you remember (from the Wolf book):

**DO NOT LET THE FLAG GET DIRTY**  
**DO NOT LET THE FLAG GET TORN**  
**DO NOT LET THE FLAG TOUCH THE GROUND**

Those are all in the federal flag code. If your flag does get soiled or slightly torn, however, it is permissible to wash and mend it. In fact, some dry cleaners will clean your flag free if you promise to fly it on Flag Day, June 14th.

When the flag is so badly torn, soiled or faded that it is no longer a fitting emblem for display, it should be destroyed. This is done preferably by burning and without ceremony.

The U.S. flag should never have placed upon it, nor attached to it, any mark, letter, word, design, insignia or picture of any nature.

The flag should never be used for advertising purposes.

The flag should not be embroidered on such articles as cushions or handkerchiefs.

The flag should not be printed on paper napkins, boxes or anything designed for temporary use that is to be discarded.

Never carry the flag horizontally.

The national flag is never dipped to any person, flag or thing.





# **TIGER CUBS**

**1995**

**compiled by**

**Marty Haynie & Georgia Schaljo**

# 1995 TIGER CUB THEMES

Month	Tiger Cub Theme
January	#12 Make Your Own
February	#10 Something Special All Your Won (Blue and Gold)
March	#9 Getting There (by water)
April	#14 Family Tricks, Games, and Puzzles
May	#17 Cub Scouting Here We Come #10 Something Special (Vikings)
* June, July, August	
September	#1 Getting to Know You #4 Prepared for Emergencies
October	#16 Tell It Like It Is
November	#10 Something Special (Knights)
December	#7 Helping Others

\* Tiger Cubs become Wolf Scouts at the end of first grade, and new Tigers are not recruited until School Night in September, so there are no Tiger cub activities for the summer.

## A Note to Our Friends In Other Councils

The Greater St. Louis Area Council has a program that differs from the National Tiger Cub Program (as per Tiger Cub Guide Book #33918).

These are the differences:

1. The groups are organized into dens.
2. The den has a den leader and an assistant.
3. The dens attend all monthly pack meetings.
4. In addition to a family Go and See It, once a month, the group meets with the den leader, with or without partners.
5. The Tigers can earn a pin for learning the Cub Scout handshake, salute, and sign; learning the Tiger Cub Promise and Motto; and having the parent read pages in the Family Activity Book.
6. The Tigers wear a belt totem and are given beads for Go and See Its and doing activities from the books.
7. Another option to the orange Tiger Cub t-shirt or the T-shirt with the decal is the blue Cub Scout shirt with the Tiger patch on the right pocket. The pack committee decides which shirt their group wears.



# TIGER CUB DEN MEETING STRUCTURE

TIME	CONTENTS	MATERIALS NEEDS
	<b>BEFORE MEETING</b>	
	Prepare name tags Ready any supplies needed Know your opening	
10 minutes	<b>GATHERING TIME</b>	
	Put on name tags Do gathering game	Name tags (be sure to have string, pins or tape to shirts)
5 minutes	<b>OPENING</b>	
	Present Flag Motto/pledge/promise Scout sign Read statement of explanation if it applies to big idea	U. S. Flag
30 minutes	<b>ACTIVITY</b>	
	Craft/visiting speaker Games/field trips	Any materials needed for selected activity
10 minutes	<b>SHARING AND BUSINESS</b>	
	Each pair tells what you and your partner did over the month collect any fee/advancements Introduce host for next month's "Go and See It" disclose Big Idea, and remind Tiger Cubs of upcoming pack meeting.	Recognition beads distributed by den leader
5 minutes	<b>CLOSING</b>	
	Promise/cheer/yell Song/living circle/ motto	
	<b>CLEAN-UP</b>	

## Tiger Cub Induction Ceremony

Props: Six large cards each with one letter of the word TIGERS. Write the response for each letter on the back of the card.

Tiger Coach: "Tonight is a special night for our newest members of the Boy Scouts of America—the Tiger Cubs. Here they are all dressed in orange (or whatever color) and beginning their journey in the world of Scouting. It will be an adventure for both the boys and adults. Six of our Tiger Cub partners would like to tell you all about their program."

T—is for teamwork between a boy and his partner, and den leaders.

I—is for individuals. Each Tiger den is made up of 6 to 8 unique boys.

G—is for great. This is a great group of guys.

E—is for energy. Tiger dens have lots of energy.

R—is for respect. Respect for God, family, and country.

S—is for search, discover, share; the motto of Tiger Cubs.

Cubmaster: "Put them all together—they spell Tigers and we welcome them. Will all the new Tigers repeat the Tiger Cub Promise after me. (Promise to love God, my family, and to learn about the world.)"

Cubmaster then shakes everyone's hand (with the Cub Scout handshake) and gives out patches. (If your pack does this.)

Cubmaster then leads the pack in a Tiger cheer: You're Grr..eat!

## Tiger Cub Induction

by Paul Charney

Tonight we are going to welcome some new Tiger Cubs and their parents into our pack. Will their den leader please come forward? You have elected to help these new Tiger Cubs attain the goals and fun that are in the Scouting program. Are you ready to accept this responsibility?

Will the braves and their partners who wish to join our tribe (name them) please come forward. Will the partners please stand behind their sons and help them through the ceremony.

These boys have expressed a desire to join our tribe. By doing so they will become Tiger Cubs. When a boy joins our pack, his partner joins too. We expect you, the

partner, to attend monthly pack meetings, to work with your son on his achievements, and help him to attain the goals and fun that are his in Scouting.

Do you the partners, accept this responsibility?

Braves in order to become a warrior, you must first have your war paint.

BLUE stands for courtesy. A Scout is courteous to his friends, leaders, elders, and especially to his parents and den leaders.

Do you agree to be courteous in everything you do?

(Mark down center of forehead.)

YELLOW stands for unity. A Scout does not work alone, but he must work with other Scouts and with all Scout leaders.

Are you willing to work with all others in the Scouting program?

(Mark line high on each cheek.)

RED stands for bravery. A Scout will stand up for things he thinks are right, for honesty and fairness.

Are you willing to be honest and fair?

(Add second line to cheeks.)

BLACK stands for service. A Scout helps others when ever he can. He spreads good will.

Are you willing to be helpful in all ways that you can?

(Add third line to cheek.)

(Give the Tigers their patch, School Night for Scouting shirt, or whatever your pack gives them.) Repeat after me the Tiger Cub Promise. "I promise to love God, my family, and my country, and to learn about the world."

Welcome to Pack \_\_\_\_.

## Family Induction Ceremony

Challenge your new Cub scout parents when their son is inducted with a review of the basic objectives of Cub Scouting. This ceremony may be used following the regular Bobcat or Tiger induction.

Personnel: Cubmaster, for camp committee persons, committee chairman, and parents of the new Bobcats.

Equipment; Candle holder, four candles, cards for each person with their part.



Arrangement: Pack leaders stand at one side of candle board, parents on other side.

Cubmaster: (to parents) I welcome you and your son to Cub Scout Pack \_\_\_\_\_. The success of Cub Scouting depends upon the boy's family relationships. To all of the new parents in our pack, we offer a challenge. As members of our pack committee light candles, hear the challenge.

1st committee person: (Lights candle) Learn to have more fun with your boy. Encourage and help him with his achievements. Help him progress regularly through Cub Scouting into Scouting.

2nd committee person: (lights candle) Learn to live together better. . . as Cub Scouts in a den, as families, as neighborhoods, and as a nation.

3rd committee person: (lights candle) Become better parents by practicing the Cub Scouting principles of affection, participation, recognition and security. Moving with our son into Scouting upon his graduation from Cub Scouting.

4th committee person: (lights candle) Extend and strengthen the influence of the institution on boys, parents, and the community.

Chairman: We welcome you and your family into our pack. There is a place for you, (parent's name), on the pack committee. Good luck and good Cub Scouting with your son.

## Tiger Pin Presentation

Personnel: Tiger Cubs and their partners. Cubmaster, Tiger den leader, and Tiger group coach (take turns reading and lighting candles)

Materials: 6 orange and/or black candles (5 for the board, 1 to use to light the others) , Tiger paw ceremonial board, candle holder, Tiger Cub pins, Tiger Cub parent pins, blue ribbons for parents.

Ceremony: The "palm" in the ceremonial board represents the Spirit of Scouting. (Light the center candle) The Spirit of Scouting is one of helping and friendship.

Each toe represents a point in the Tiger Cub Promise which you have to learn to earn your pin. The first point is (light fist candle) I promise to love God. You and your family can worship God in the way you choose.

The second point is (light second candle) I promise to love my family. A tiger Cub should always be kind and helpful to his family. By helping your home to be a happy place, you show your love to your family.

The third point is (light third candle) I promise to love my country. This means being a good American. You help your community in any way you can. By being a good citizen you show your love for your country.

The fourth point is (light fourth candle) I promise to learn about the world. The world we live in is a big and beautiful place. As a Tiger Cub you learn about your world.

Now each time you see a Tiger track it will help you to remember the Tiger Cub Promise. Would all Tiger Cubs and their partners say the Tiger Cub Promise with me. I promise to love God, my family, and my Country, and to learn about the world.

Since all of the Tiger Cubs here have learned their Tiger Cub promise and the other requirements for their pins, I present the pin to their partners who in turn will present it to them. (Partners pin to Tiger's shirts.) Since your partners helped you earn this first Cub Scout honor, you present them with the Tiger cub parent's pin on this ribbon. You will hopefully continue to earn awards, so your partner will have a full ribbon of pins.

Will the audience stand and join me in a big "Growl" for the Tigers who have earned their pins.

## Instructions for Tiger Paw Board

Materials: 2"x4"x1' long, 1/4" plywood—14"x16", 4—2" cubes, 7 flat head screws, orange and black paint.

Tools: saw (scroll or hand, sand paper, drill with 7/8" bit, screwdriver.

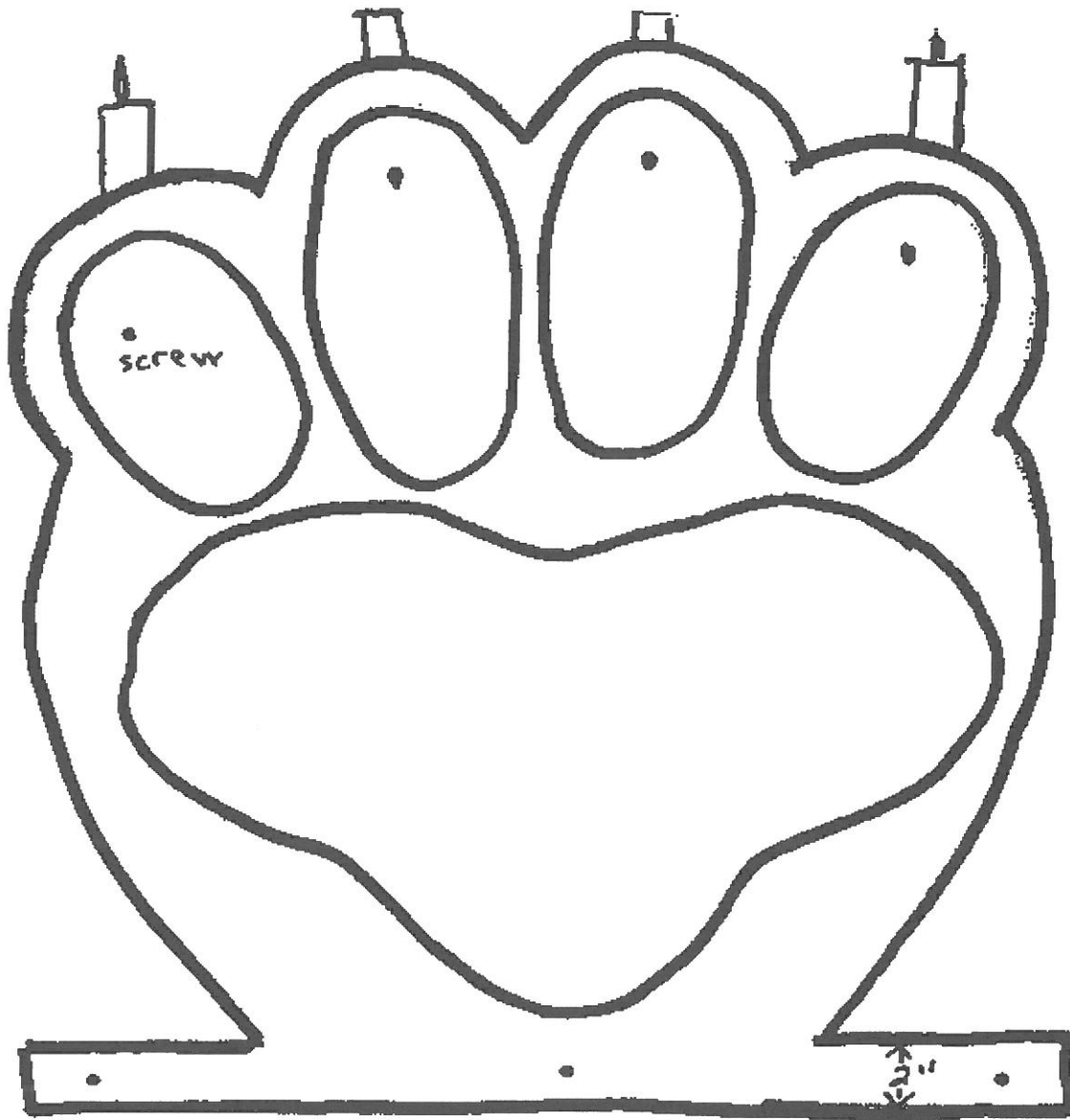
Procedure: Enlarge the paw pattern. Draw on plywood. Cut out with a scroll or other saw. Drill holes part way into the cubes to hold the candles. Draw the pads design on the wood. Place the cubes on the pack of the paw, and screw into place. Screw the 2x4 on the bottom for the base. Paint the pas pads black, and the rest of the paw orange. Put the candles in the holes. Put a candle holder in front of the paw for the first candle lit.

(See next page)

## Instructions For Parent Ribbon

Materials: Cub scout blue ribbon 1" wide 6" long, safety pin, thread, needle, scissors, glue.

Procedure: Cut the bottom of the ribbon on a slant. Dab on a small amount of glue to keep it from fraying. Fold over the top and sew on the safety pin.



## Tiger Cub Graduation Ceremony

From Tiger Cub Organizer Manual, revised by L. Banks Sr.

Personnel: Tiger Cub Group Coach, Cubmaster, as M.C., Tiger Cub and partners

Props: Graduation certificates, patches, service stars, Cub Scout neckerchief and slides, 3 white candles and 1 blue candle, Tiger Cub graduation patches.

Cubmaster: Will (Name), the Tiger Cub group coach, please escort the Tigers who are ready to graduate and their partners to the front of the meeting, and have them stand to the right of the candle display.

For the past 9 months you and your family have explored all sorts of new and exciting things and places. You have taken each part of the Tiger Cub motto, "Search, Discover, and Share", and used it in your home, school, and neighborhood.

(Light 1st candle) You and your partners have **searched** in your home and community for new activities that have shown you how people work together and have fun together.

(Light middle candle) You and your partners have **discovered** that by doing things together with friends and family you begin to feel you are part of a great family, which contains your church and community and your country.

(Light 3rd candle) You **shared** the things that you have searched out and discovered with your family, friends and fellow Tiger Cubs, and that sharing let them learn about you and the things you saw and did.

Now it is time to move along the Scouting trail to Cub Scouting. I now light the final candle of our ceremony. Its blue color represents the great Spirit of Cubbing.

You will find this symbol present at your future den and pack meetings helping to light your way into the future.

In Cub Scouting your family is as important as ever, as it is throughout your whole Scouting experience. Support in earning each badge comes from your family as well as from your den leader.

I now ask (name), that as your final job as the Tiger Cub group coach for this group of boys, to have each boy and his partners step forward, as you introduce them to Pack \_\_\_\_.

After each introduction, I would ask that you hand each boy his graduation certificate, patch, and service star and congratulate him and his parents.

As Cubmaster of Pack \_\_\_\_, I welcome you to our pack and will now present you with the first part of the uniform that you will wear as Cubs. This is your Cub Scout neckerchief and slide, wear it proudly whenever you wear your uniform.

The colors of the neckerchief have special meanings to us as Cub Scouts. The blue represents the sky above and stands for truth, reverence, and loyalty. The gold represents the warm sunlight present in each Cub Scout's smile and stands for cheer and happiness. As you grow along the Cubbing trail may the meaning of these blue and gold colors, help you to learn and remember at all times, to follow the Cub Scout Promise and the Law of the Pack.

You will see that I have placed the slide on upside down, and ask that you wear it this way until you complete your Cub Scout induction as Bobcats at our next pack meeting.

How about three big Hows and a Hooray for our new Cub Scouts.

## **Ceremony for Tiger Cub Graduation**

Personnel: Tiger Cub Coordinator, Tiger Cub Den Leader, Cubmaster, Tiger cub and their parents

Materials: Wooden bridge, neckerchief and slide for each Tiger Cub, Bobcat badge for each Tiger Cub. (You may also want Tiger Cub graduation certificates and patches to present before the neckerchiefs.) Tiger Cub graduation pocket flaps are available if boys join in Spring Round-UP.

Arrangement: (Boys are in their Cub Scout uniform) Tiger Cub coordinator stands on one side of the bridge with neckerchiefs and slides and Cubmaster stands on other side of bridge with Bobcat badges.

Tiger Cub coordinator or Den Leader: (Ask Tiger Cubs and their parents to come forward with the boys standing by him and their parents standing by the Cubmaster.) "All of you Tiger cubs have worked very hard this

past year on your Tiger Cub requirements. I'm so very proud of all of you. Your hardest and most time consuming project was to learn your Bobcat requirements for Cub Scouting so that you might graduate tonight. Now I am going to present each of you with your official Cub Scout neckerchief and slide. You all have earned these and I'm sure that after crossing the bridge to become a Cub Scout you will all work hard to earn even more awards in Cub Scouting." (Call each boy forward and make presentations, then have each boy cross the bridge to Cubmaster and parents.)

Cubmaster: "Congratulations on your achievements. I will present your parent with your Bobcat badge at this time and ask them to pin it on upside down. It will be turned right side up after you have done a good deed and then it will be sewn on." Make presentations) The mothers may also be presented with a ribbon and Bobcat mother's pin. the boys pin this on their mother.)

After all Tiger Cubs have received their badges-have the pack give them a cheer, such as a "round of applause" or a "big hand".

# January, 1995

## Big Idea #12

### Make Your Own

#### Ceremonies

##### "A Recipe For Cub Scouting"

We have a recipe for Cub Scouting. Every ingredient is important. If we don't put each ingredient in our Cub Scout dish, the result will be as bad as a hamburger without the meat.

**BOYS**—The more the merrier.

**A BUCKETFUL OF GAMES AND SPORTS.**

**SOME CRAFTS.** We learn how to handle tools and make useful things.

**A DOLLOP OF SERIOUSNESS** We learn how to do our duty to God and our country.

**A CUPFUL OF TRIPS AND HIKES.** We explore the world around us.

**TWO BARRELS FULL OF GOOD LEADERS.** We can't have Cub Scouting without these volunteers.

**PARENTS** The most important ingredient of all after you boys. Without the help of your parents, the pack cannot give you the best Cub Scouting.

Mix all these ingredients together and you are sure to have a great time in Cub Scouting.

#### Songs

##### I Wish I Were a Pepperoni Pizza

(Tune: Oscar Mayer Song)

Oh I wish I were a pepperoni Pizza,  
That is what I'd truly like to be.  
For if I were a pepperoni pizza,  
Everyone would be in love with me.

(Use other types of pizza)

##### Popcorn Popping

(Tune: Old MacDonald Had a Farm)

Popcorn popping, oh, what fun.  
Popping big and white,  
We will wait until it's done,  
Then we'll grab a bite,  
With a pop, pop here,  
And a pop, pop there,  
Here a pop, there a pop,  
Everywhere a pop, pop,  
Popcorn popping, oh, what fun,  
Popping big and white.

#### Crafts Recipes

##### Sawdust Clay

4 cups fine sawdust  
1-1/2 cups wallpaper paste  
1/4 cup plaster of Paris  
water

Sift the sawdust through a wire screen to separate the course from the fine. Mix with the plaster of Paris and wall paper paste. Add water until the mixture has a clay-like consistency. To store overnight cover with a damp cloth. Make projects as you would with ordinary clay.. BE sure to set projects in a well-ventilated place, dry thoroughly, and then paint.

##### Best Playdough Ever

2 cups flour  
4 tsp. cream of tartar  
2 cups water  
1 cup salt  
1 Tbsp vegetable oil

Mix together in a saucepan over medium heat, stirring until all ingredients were mixed and a ball is formed. Let cool and store in a zip lock bag. When not using, be sure to put it back in the bag. It will dry if left out in the air. Food coloring can be added to the water before cooking if you want colors. Also Koolaid can be added if you want both scent and color. Be sure to use the Koolaid brand.

#### Recipes

##### Peanut Butter Balls

1/2 cup peanut butter  
1/2 cup honey  
3/4-1 cup powdered dry milk  
Optional - coconut, chopped nuts, seeds

Put the peanut butter and honey in a bowl and mix well. Add the dry milk and stir again until well mixed. Add more dry milk if necessary. Divide the mixture into small pieces and roll it into balls. Roll the balls in a variety of toppings.

## **Apple Finger Cubes**

2 envelopes unflavored gelatin  
2 cups boiling water  
6 oz. can unsweetened frozen apple juice concentrate

Pour the gelatin into a bowl. Add the boiling water and stir until the gelatin is dissolved. Add the frozen apple juice concentrate. Pour into a lightly grease 9"x13" cake pan and chill. Cut into squares when firm.

## **Corn Chips**

1/2 cup yellow cornmeal  
1 cup boiling water  
3/4 cup boiling water  
1/2 tsp. salt  
1 tsp. margarine

Combine the cornmeal and the salt in a mixing bowl. Pour in 1 cup of boiling water and stir. Add the margarine and stir until melted. Add another 3/4 cup of boiling water and continue stirring. Drop small spoonfuls of the mixture (about the size of a half dollar) on a greased cookie sheet. Bake at 425 degrees for 12-15 minutes or until lightly browned. Makes 3 dozen chips. Serve with dip or salsa.

## **Individual Pizzas**

English muffins  
Pepperoni, cooked sausage or hamburger  
Pizza sauce  
shredded cheese  
foil  
permanent marker

Have each make their own pizza. Put on foil with their name written with marker. Bake at 400 degrees for 10 minutes.

# February 1995

## Big Ideal #10

### Something Special

#### All Your Own

(Blue and Gold Ideas)

## Song

### Tiger, Tiger Little Scout

(Tune: Twinkle, Twinkle, Little Star)

Tiger, Tiger, little Scout  
What is Tigers all about?  
Having fun and lots of joys  
Laugh with other Tiger boys.  
Tiger, Tiger little Scout  
That's what Tigers are about.

## Crafts

### Invitations

Materials: Orange and black construction paper, glue, pens or markers, iron-on paw from Family packet for a pattern

Procedure: Cut a tiger paw from black paper. Glue it to the front of the orange paper. Write the day, time, place, and any other information on the inside.

### Placemat

Materials: Orange and black construction paper (12"x18"), scissors, glue, markers, contact paper (optional)

Procedure: Cut the tiger face from orange paper, add stripes and facial features with markers. (see pattern.) Glue to the black paper. Write name on a strip of orange paper and glue it in the upper left corner of the placemat. If you want to make it more durable cover with contact paper.

### Table Decorations or Individual Place Decorations

Materials: Pipe cleaner, 1" styrofoam ball (cut in half) 12 oz. juice can (cut 1-1/2" high), scissors, glue, markers, 2 wiggle eyes, orange construction paper.

Procedure: Cut Scout tiger face and color, glue on wiggle eyes. Cover can with orange paper. Glue half of the styrofoam ball on back of tiger face and half to the inside bottom of the can. Wrap the pipe cleaner around a pencil, to give a spiral effect. Stick one end in the

tiger face and the other in the base. For table decorations the larger face can be used with a larger box.

### Table Decoration #2 Tiger Finger Puppet

Materials: Orange, black, red, light brown felt, tacky glue, scissors, flower pot, clay, orange spray paint, orange or black candy sticks

Procedure: Cut out and glue the tiger face as per the pattern. Glue the front to the back so there is a space for the sandy stick. Spray the flower pot orange. Use a large pot and put in one tiger for each den member or make small individual pots for each member. Put a small amount of clay in the bottom of the pot and push in the candy stick.

### Corsage or napkin ring

Materials: Green, yellow, blue, felt; good scissors, pin for corsage

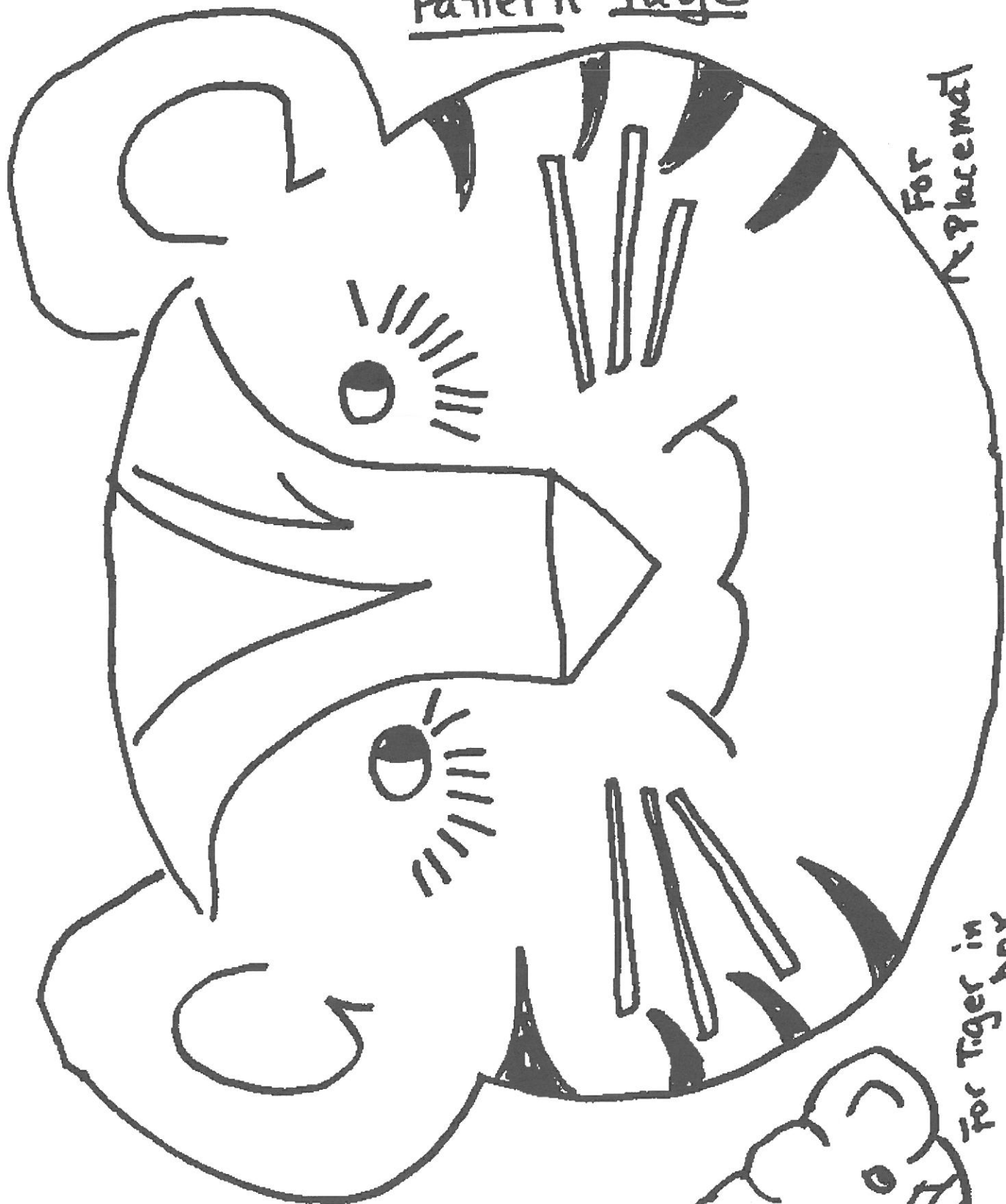
Procedure: Cut out the pieces of felt. Cut a hole in the center of the flower and the leaf. For the napkin ring use the long piece, for the corsage use the short piece. Fold the center piece in half and put the unfolded ends through the holes. Put the napkin through the loop of the napkin ring.

### Valentine Fish Magnet

Materials: Felt of any desired color, magnet strip, glue, good scissors

Procedure: Cut one large heart, 3 small hearts, and 1 tiny heart from desired color felt. Glue on pieces. Let dry. Glue magnet on the back.

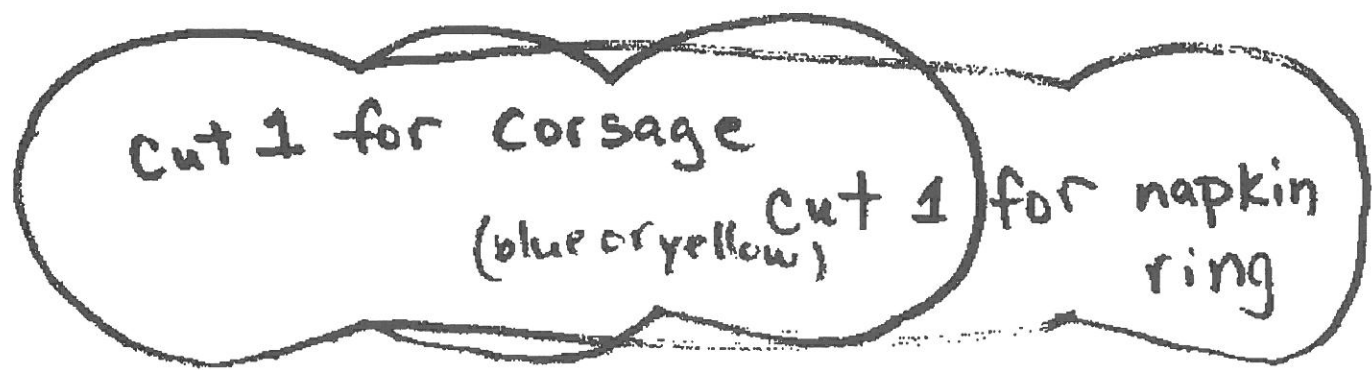
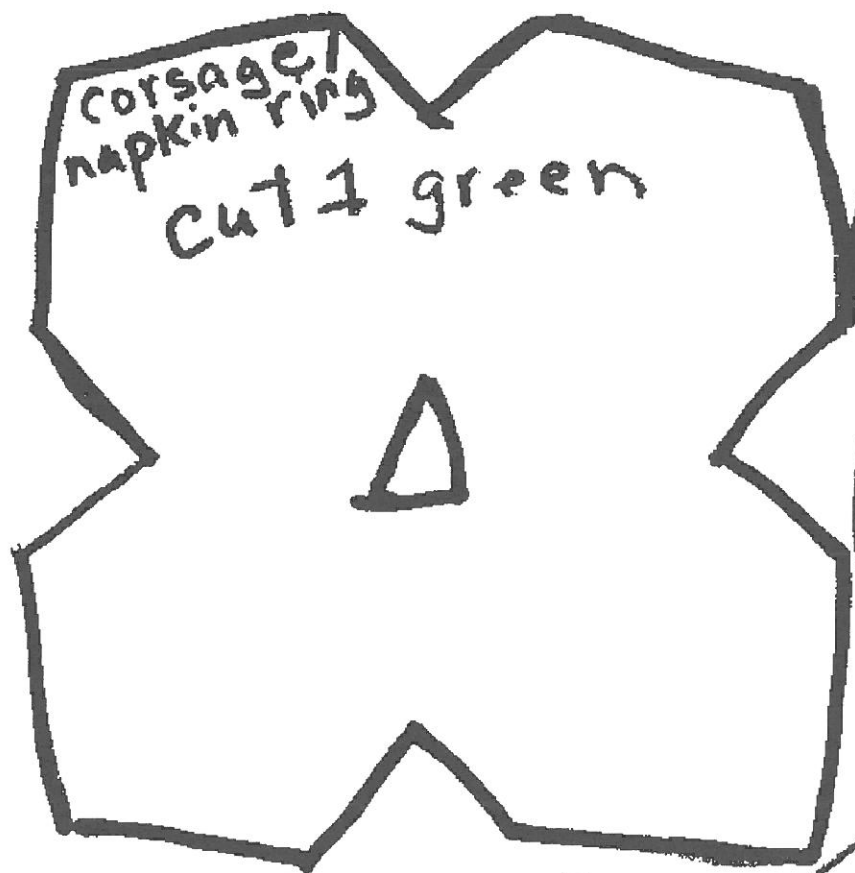
Pattern Page



For  
Placemat

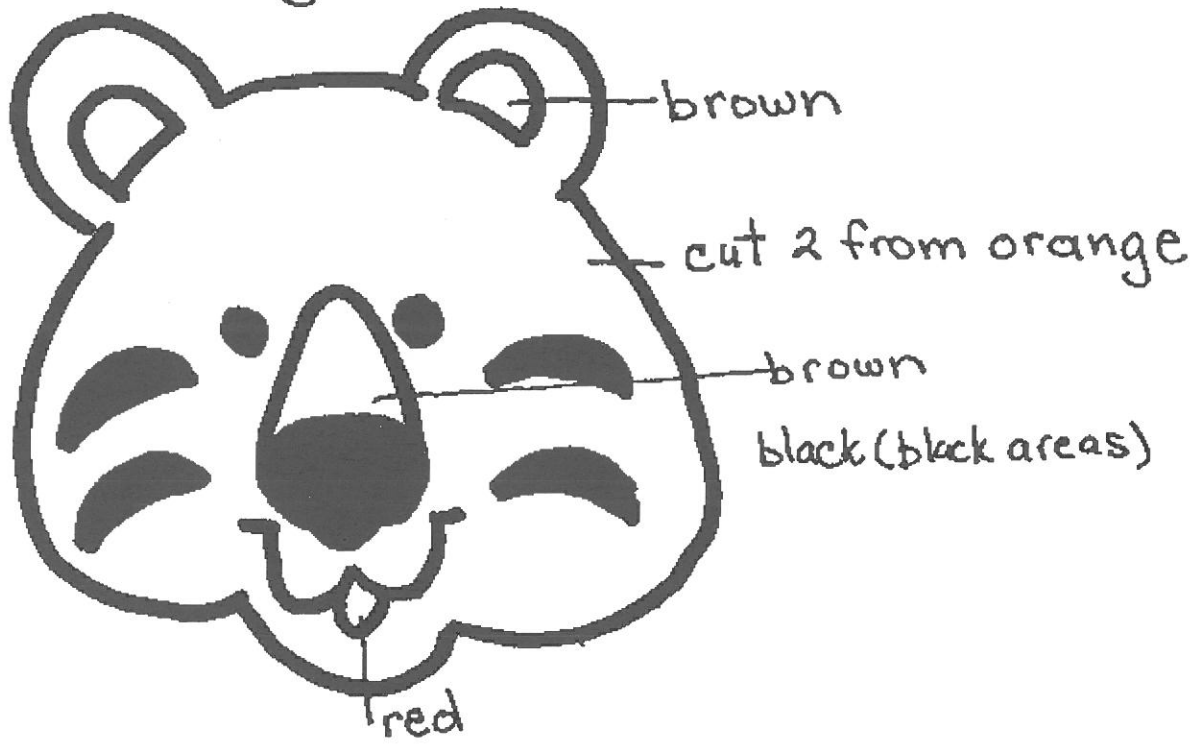


For Tiger in  
box





# Finger Puppet



# MARCH 1995

## BIG IDEA #9

### GETTING THERE

#### (BY WATER)

If the pack has a rain gutter regatta, make sure the Tiger Cubs are invited to participate.

### Songs

Three Tiger Fish  
(Tune: Three Blind Mice)

Three Tiger Fish  
Three Tiger Fish  
See how they swim, See how they swim,  
Their tails go left and,  
Their tails go right.  
Their gills breathe in and,  
Their gills breathe out.  
Did you ever see such a slippery sight as  
Three Tiger Fish?

### Games

#### Blub-Blub-Blub

The boys sit in a circle. The leader walks around the center and suddenly points to a seated player and says, "Blub, Blub, Blub." The player must say "Blub", before the leader has finished his last "Blub." If he fails, a point is counted against him. If the leader points at a boy and does not say "Blub, Blub, Blub", the player must remain silent. If the player says, "Blub", a point is counted. The boy with the fewest points at the end of the allotted time is the winner.

### Crafts

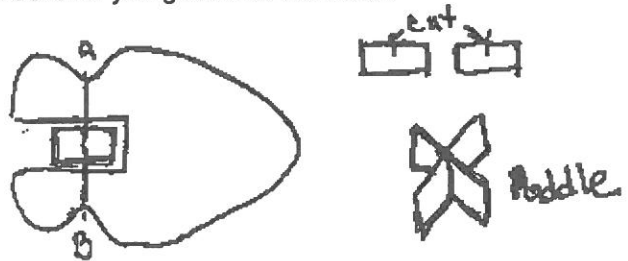
#### Wind-up Boat

Materials: 1/2 gallon paper milk carton, a sturdy rubber band, heavy duty scissors, pencil or crayon.

Procedure: Draw the shape of the boat and cut it out. For the paddle, cut 2 rectangular blades slightly narrower and slightly shorter than the paddle wheel slot in the back of the boat. Cut a slit part way into the middle of each one. Slide the two blades into each other so that the bottoms of the slits fit together and the blades make an X. Stretch the rubber band across the boat's stern (back end). Place the paddle in between the open strands of the rubber band so that there are 2 blades on each side.

To make the boat go, wind up the paddle wheel.

Turn it so the blades go toward the stern. The tighter the paddle is wound the faster the boat will go. Hold the wheel until you get it into the water.



Paddle Boat

#### Walnut Boat

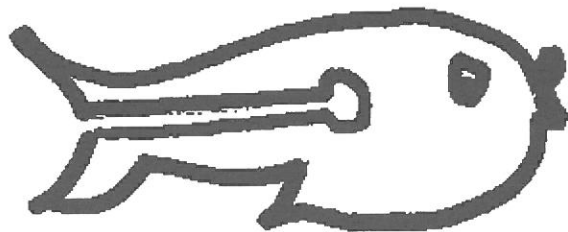
Materials: 1/2 walnut shell, toothpick, small piece of clay; white paper.

Procedure: Cut a small sail from the white paper. Stick it onto the toothpick. Put the clay in the bottom of the walnut and stick in the toothpick. Put in a rain gutter and blow to race.

#### Swimming Fish

Materials: Heavy cardboard, sturdy scissors, oil

Procedure: Cut a fish from heavy hardboard. Put a drop of oil in the hole at the end of the slot. Submerge the lower half in water. Watch it swim.



SWIMMING FISH

#### Scrap Lumber Boats

Materials: Various sizes of scrap lumber, nails, paint, small hammer

Procedure: Let the Cubs create their own boats. They may need help hammering piece together. Watch your fingers! Let them paint and decorate them.

# APRIL 1995

## BIG IDEA #14

### FAMILY, TRICKS, GAMES, AND PUZZLES

#### Young Athletes' Bill of Rights

Physical education experts have prepared a bill of rights for young athletes—10 rights that should be built into every sport's activity for cub Scouts. Be sure to build them into your den or pack program.

1. **THE RIGHT TO PARTICIPATE IN SPORTS.** Ask a boy what he would rather do—Play and lose or watch and win? It's a tough choice but most boys would choose the chance to play—win or lose. When a boy is denied a chance to play because he's not a good player, the program is in trouble. Measure the program in terms of the boy's goals and participation.
2. **THE RIGHT TO PARTICIPATE AT HIS OWN ABILITY LEVEL.** Wherever possible, a boy should be placed with players of his own ability level. But dividing boys according to ability can be a humiliating ordeal for the less able. Leaders must exercise extreme discretion and sensitivity. . . proceed with care.
3. **THE RIGHT TO QUALIFIED ADULT LEADERSHIP.** Boys 6 to 9 are especially impressionable. They will be influenced by adult leadership, whether that leadership is good or bad. We must make certain it's the very best.
4. **THE RIGHT TO A SAFE AND HEALTHY ENVIRONMENT.** No boy should be asked to play under conditions which may be hazardous to his health or to his personal safety.
5. **THE RIGHT TO SHARE IN LEADERSHIP AND DECISION MAKING.** The sports activities in Cub Scouts aim not only to help a boy find fitness and fun but to help stimulate his growth toward maturity and active citizenship. If we adults make all the decisions and do all the talking, a magnificent opportunity for growing up will be missed.
6. **THE RIGHT TO PLAY AS A CHILD, NOT AN ADULT.** However much a boy may love a flashy uniform and being treated like an adult professional, he is neither an adult nor a pro. He is still a child. So handle him with care. Don't rush. Let him enjoy his childhood.
7. **THE RIGHT TO PROPER PREPARATION.** Does a big league team get good physical and mental conditioning before they take the field? Yes, you bet they do. Boys should receive the same treatment.
8. **THE RIGHT TO AN EQUAL OPPORTUNITY TO STRIVE FOR SUCCESS.** The sharp focus here is on the word success. Does it always have to mean playing, learning, growing, building fitness, and enjoying? Each boy should be secure in the knowledge that he has done his best and his best is OK.
9. **THE RIGHT TO BE TREATED WITH DIGNITY.** No boy should be scolded or ridiculed because of appearance, background, or poor performance, especially in public.
10. **THE RIGHT TO HAVE FUN.** If the other nine rights are in place, this one will follow as day follows night.

#### Song

##### Whew-w-w-w-w

(Tune: Jingle Bells)

Clap your hands; stamp your feet,  
Let's all stand up please.  
Face to the left; face to the right,  
Now hands on your knees,  
Sit down now; stand back up,  
Clap your hands two beats.  
Now we'll all wipe our brows,  
And collapse into our seats!  
(Sing it through several times and each time get a little faster.)

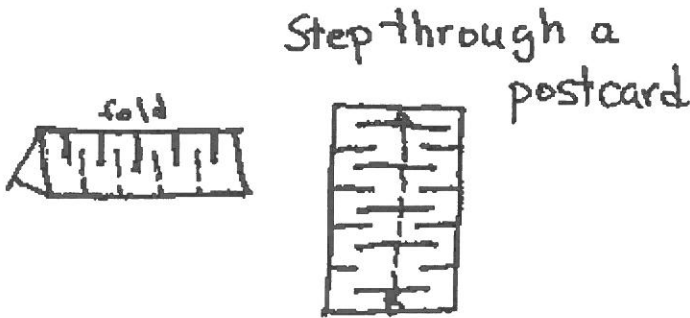
#### Tricks

##### Make a Bone Bend

Soak a chicken bone in vinegar for five days and the bone will bend. (WHY? The vinegar removes the calcium from the bone, therefore it bends.)

## Step Through a Post Card

Fold a post card lengthwise and cut as on dotted lines. Open the card and cut along line a-b. Carefully open the card and step through it.



## Games

When you play games with your Tigers, be sure to stress it doesn't matter who wins, just that you did your best.

### A Handful of Trouble

Materials: 10 clothespins per team, chalk

Procedure: The players line up. A chalk circle is drawn 10 feet away and the 10 clothespins are put in it. Do for each line. At "go" the leader of each line runs to the circle, picks up the clothespins and returns to the line. He hands the clothespins, one at a time the next boy who in turn passes them one at a time to the next, and so on until all the pins have reached the last Cub Scout in line. The last boy returns the clothespins to the circle and returns to the line. The first den to complete this wins.

### Shere Khan (The Tiger Game)

Mark 2 parallel goals on opposite sides of a playing field. The tiger, Shere Khan, who is it, stands somewhere in the center of the field and the other players at one goal. The tiger calls, "Who's afraid of Shere Khan?" They answer "No one," and must start at once to run across the open space to the other goal. If tagged, they become the tiger's helpers, until all are caught. With a big field, half can be tigers and half men.

## Crafts/Games

### Finger Fun

Draw a picture of your hand on cardboard. Cut it out and put number on the fingers. Put a hole on the arm and tie on a string with a curtain ring. Try to put the ring on the fingers and score the number of points. See how many points you can score in a specific amount of time.

## Flip Game

Materials: Small beads, yarn or string, film canisters or laundry detergent scoops, a nail to punch holes

Procedure: Tie the bead to the string. Punch a hole in the container and tie the string to it. Try to flip the bead into the container.

## Bleach Bottle Toss

Materials: Bleach bottle (make sure it has been rinsed out); sponge ball or whiffle ball and yarn, scissors, permanent markers

Procedure:

1. Cut the bottom off the bleach bottle, so it looks like a scoop.
2. Decorate the scoop.

*For individual game:* Tie the yarn to the whiffle ball and to the handle of the bottle. Try to catch the ball in the bottle.

*For partner game:* Toss the ball from your scoop. The other person tries to catch it in his scoop.

## Paddle Ball

Materials: Old panty hose, scissors, paint stirrer, hanger, duck tape, sponge ball

Procedure:

1. Bend the hanger into a diamond shape and straighten the hook.
2. Stretch the panty hose over the hanger.
3. Trim most of the excess. Wrap the rest around the handle.
4. Put the stick on the handle and wrap with duck tape

Game: Hit the ball back and forth with the paddle.

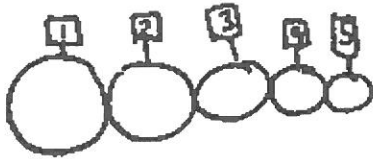


## Goofy Golf

**Materials** 5 cans of different sizes, paper clips, construction paper, popsicle sticks, white glue, markers, club and ball.

**Procedure:**

1. Put cans in order from largest to smallest.
2. Cover the cans. Cut out squares of paper and glue to stick. Glue the other end to the can.
3. Give the largest can a 1 to 5 for the smallest.
4. Clip cans together.
5. Lay on side and practice putting.
6. Give points for the can the ball is putted into.



## Shape Up

**Materials:** Cardboard wheel with exercises (sit-ups, elephant walk, laugh & giggle, jumping jacks, push-ups, front rolls, toe touches, rub tummy/pat head), brad, watch with a second hand.

**Procedure:**

1. Make a wheel as large as desired from cardboard and write in the exercises
2. Make an arrow and attach it to the center of the circle with a brad. Move it around until it will move freely.
3. Each boy gets a turn to spin and for one minute everyone will do the activity as indicated by the arrow.

## Chest Pull

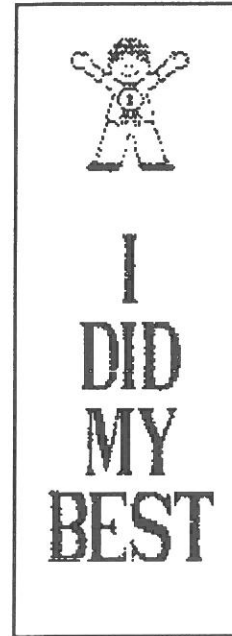
**Materials:** 4 quart size plastic bottles with handles, stones, cord.

**Procedure:** Put stone weights in two of the four plastic bottles. Have the caps on all the bottles. Take a piece of cord about 5 feet long, tie one end of the cord to the handle of one of the weighted bottles, pass the cord through the handles of the two unweighted bottles. Tie the other end of the cord to the handle of the last bottle. To operate the chest pull, hold the handle of an unweighted bottle in each hand, weighted bottles

dangling. Spread the hands to raise the weighted bottles; bring the hands back together to let the bottles dangle.

**Ribbons or Buttons**

Make all Tigers a ribbon or button that says, "I DID MY BEST!"



# MAY 1995

## BIG IDEA #10

### SOMETHING SPECIAL

#### Game

##### Viking Ring Toss

Materials: Gallon bleach bottle, cardboard, oatmeal carton, scissors, coat hanger with cardboard tube, markers, glue, sand

Procedure: From heavy cardboard cut 2 horns. To attach the horns, first cut a hole in the sides of the head and insert a cardboard roll from a coat hanger 7" long. Glue the roll to hole. Glue the horns to the ends of the roll. Decorate the face. Put sand into the bottle, so it stands up better.

Cut 4 rungs 1/2" wide from a round oatmeal box. Paint in bright colors.

To play the game: Each player stands about 3 feet from the Viking head and tosses the rings trying to get them over the horns. The winner scores the most ringers.

#### Crafts

##### Viking Ship

(This can be made by the entire den and displayed at the pack meeting.)

Materials: 4 corrugated cartons, the same size (large enough for a child to sit or kneel in), roll of brown wrapping paper, blue, markers, 1"x2"x6' piece of lumber, for mast, duck tape, rope, U brads, old sheet or crepe paper, 2 dowel rods-4' long, a cup hook

Procedure: Remove the tops of the 4 cartons, make the dragon's head at least 3 feet tall, drawing it on the carton with the bottom and back of the neck as straight edges, cut out. Tape the head to the front of the ship. Draw and cut out the tail the same way and tape to the back of the ship. To round out the hull at the bow and stern, cut a piece of heavy wrapping paper to go from the front edge of the neck (or tail) to the front (or back) carton. Cut a piece for each side of the neck and tail. The paper should be the height of the ship. With markers draw features and scales on the dragon's head and tail.

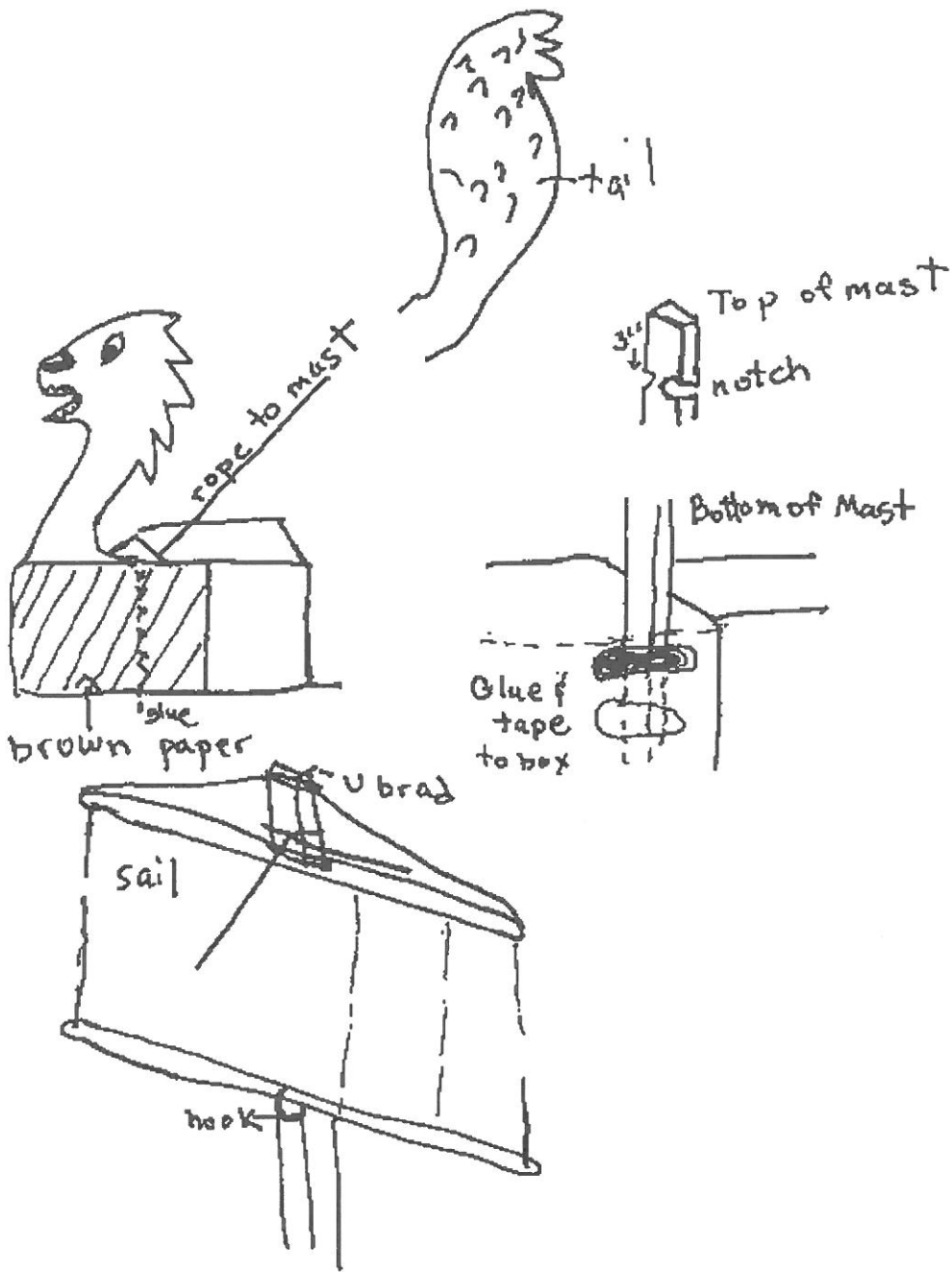
Cut notches in the sides of the mast about 3" down from the top. Glue and tape the bottom end of the mast to one of the center cartons. Paint a design on the sheet. For the top and bottom rigging on the sail, use the dowel rods. With glue or tacks attach the sail to the top

and bottom rigging. To attach the sail and rigging to the mast, tie rope to the top pole, so the sail will hand down about 4" to 5" from the top of the mast. Nail the center of the rope to the top of the mast; use a U shaped brad. Support the bottom rigging on the sail with a hook inserted into the mast. Use another length of rope to go from the front to the back of the ship. Tie one end of the rope to the center of the front carton, bring the rope up and around the notches in the mast and then tie the other end to the center of the back carton.

##### Viking Helmet

Materials: Gallon bleach bottle, 3 paper fasteners, scissors, nail, 4 pieces construction paper, glue

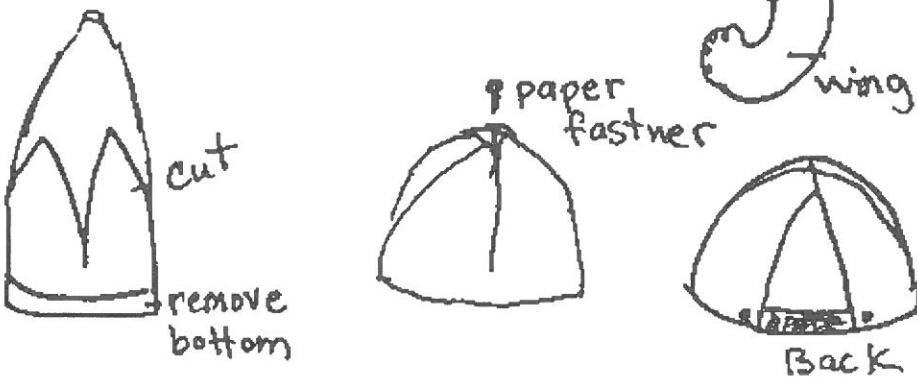
Procedure: Remove the bottom of the bottle. Cut the sides into four pointed sections; as shown cutting down to 1" from the bottom. With a nail, punch a hole in the top of each point. Overlap the four points and insert a paper fastener through the holes to hold the points together. Cut the helmet open at the back and insert a plastic strip 1"x5". Punch holes in the strips and the helmet, to adjust the helmet to fit. For each winged horn, cut two pieces of colored paper. Glue them together and then to the side of the helmet.



### Viking Ring Toss



### Viking Helmet



# SEPTEMBER 1995

## BIG IDEA #1

### GETTING TO KNOW YOU

Make hand prints or cut out hands WE ALL WORK TOGETHER POSTER. Each family needs a large piece of poster board. For cut outs you need construction paper. Each family draws around their hands, once for each other family, cuts them out, and signs their name on it. Then they are glued to the poster board. For the prints you need acrylic paint (available at craft stores). Each person puts their hand print on each family's board, and signs their name on the print after it dries.

## BIG IDEA #4

### PREPARE FOR EMERGENCIES

#### Audience Participation

JOHNNY - "Call 911"  
FIREMAN JOE - "Stop Drop, Roll"  
LITTLE AMY - "Fire, Help!"  
FIRE TRUCK - Siren sound

Divide the audience into sections and each gets a character. When they hear their character they make that sound.

One day when JOHNNY was walking home from school, he noticed a strange smell of smoke. JOHNNY had just learned about fire safety and talked to FIREMAN JOE about the dangers of a fire at home. JOHNNY'S Tiger Cub den along with LITTLE AMY his friend's sister had visited FIREMAN JOE at the fire station just last week. JOHNNY was interested in how FIREMAN JOE explained all the equipment on his FIRE TRUCK. The children had gotten to sit on the FIRE TRUCK and LITTLE AMY had even clanged the bell.

As JOHNNY got closer to his friend's house, he saw smoke coming from the upstairs where LITTLE AMY played. JOHNNY heard LITTLE AMY cry out and saw flames near. LITTLE AMY'S mother ran outside and her clothes were on fire. JOHNNY took action, and remembering what FIREMAN JOE had taught them. JOHNNY told LITTLE AMY'S mother to Stop, Drop and Roll. Then he told her to remain calm and outside the house like FIREMAN JOE had told the. Then, JOHNNY ran next door and called FIREMAN JOE. Next he waited at the corner by LITTLE AMY'S house for the FIRE TRUCK to come. Soon the FIRE TRUCK clanged its bell as it saw JOHNNY waving it on. FIREMAN JOE and the others pulled the huge hose and the ladder from

the FIRE TRUCK. JOHNNY showed them where LITTLE AMY'S room was and the huge ladder from the FIRE TRUCK was raised. Within minute FIREMAN JOE had climbed the ladder and rescued LITTLE AMY. LITTLE AMY was not injured, only frightened. LITTLE AMY'S mother had only minor burns thanks to JOHNNY'S quick reaction.

FIRE JOE presented JOHNNY with a hero award and a ride on the FIRE TRUCK. LITTLE AMY and her mother treated JOHNNY to pizza and all the other Tiger Cubs gave JOHNNY a Big Hand at the next pack meeting.

#### Game

##### Blanket Roll

All Cubs stand in a circle with the leader in the center. The leader points to a Cub and says, "Your clothes are on fire!" Cub drops to the ground, wraps blanket around body, folds arms across chest, while holding onto blanket and rolling over and over. Each Cub takes a turn.

#### Crafts

##### Match Neckerchief Slide

Materials: 5/16" square stick 4-1/2" long, plastic wood, red and white paint, ring from a 2L soda bottle, glue gun

Procedure:

1. Build up the head of the patch with plastic wood.
2. Shape into a match head and let dry
3. Dip head in red paint and let dry.
4. Dip in white paint.
5. Glue ring to match.

##### Emergency Kit

Take an empty 35mm film canister, wrap the outside with 12" of masking tape. Also wrap a couple of rubber bands on the outside. Inside you can put any or all of the following:

bit of pencil	paper clip
bit of crayon	needle with thread
safety pin	29 cent stamp
2 aspirin	safety matches
piece of gum	piece of sandpaper
piece of paper with emergency phone numbers	
top with 25 cents (for a phone call), and one cotton ball	
Snap on lid and tuck away in purse, pocket, or back-pack.	



## Mini Emergency Kit

Materials: Empty 35mm film cannister, leather or vinyl, good scissors for cutting

Materials to fill: Band-aids, quarter, safety pin, name and phone number

Procedure: Draw around the pattern. Draw around the bottom of the film cannister. Draw 2 slits the length of the belt width. Cut the leather piece, making sure the cannister fits into the hole. Cut the slits so the belt fits through them. Put things into the cannister, put the cannister in the hole, and slip into belt.

## Emergency Numbers and Family Message Board

Materials: Empty cardboard material bolts (1/2 for each boy), tacky craft glue, popsicle sticks, burlap to cover board, markets, yarn, thumbtacks

Procedure:

1. Cover the board with the burlap and glue in place.
2. Put the yarn on for a hanger.
3. Write name and emergency phone number on the sticks. (Grandparents, Mom and Dad at work, Doctor, neighbor).
4. Glue on the burlap.
5. Use the thumbtacks to attach other messages.

## Large First Aid Kit for Car (Make as a family)

Materials: Bleach bottle, 2 brads, rubber band, permanent markers, first aid supplies (burn ointment, calamine lotion, box of band-aids, matches, tweezers, small pair of scissors, roll of gauze, roll of adhesive, triangular bandage, soap, baking soda, etc.)

Procedure:

1. Cut a door in the side of the plastic bottle underneath the handle
2. Insert one brad in the edge of the door and one in the bottle next to the door.
3. Wrap a rubber band around the two brads to keep the door shut.
4. Label and decorate the container with markers.

# OCTOBER 1995

## BIG IDEA #16

### TELL IT LIKE IT IS

## LAND OF MAKE-BELIEVE AND HALLOWEEN

### Den Activity

Make up a monster story. Each boy tells a part of a monster story into the tape recorder. When all have told their part, play it back, so all can hear the story.

### Game

#### Sleeping Monster

Materials: A box placed in the middle of the circle

Procedure: Boys grasp hands to form a circle around the cardboard box. On signal, they push and pull, trying to force other players to touch the box and wake the monster. A point is scored against a player touching any part of the box with any part of his body. At the end of time, the player with the least points is the winner, but remember, everyone did their best!

### Crafts

#### Egg Carton Monsters

Materials: Egg cartons; scraps of felt, paper, and material; sequins; wiggle eyes; feathers; tacky glue; scissors

Procedure: Give boys the egg cartons and scraps. Let them cut and glue the pieces and add things to make a monster.

#### Pumpkin Can

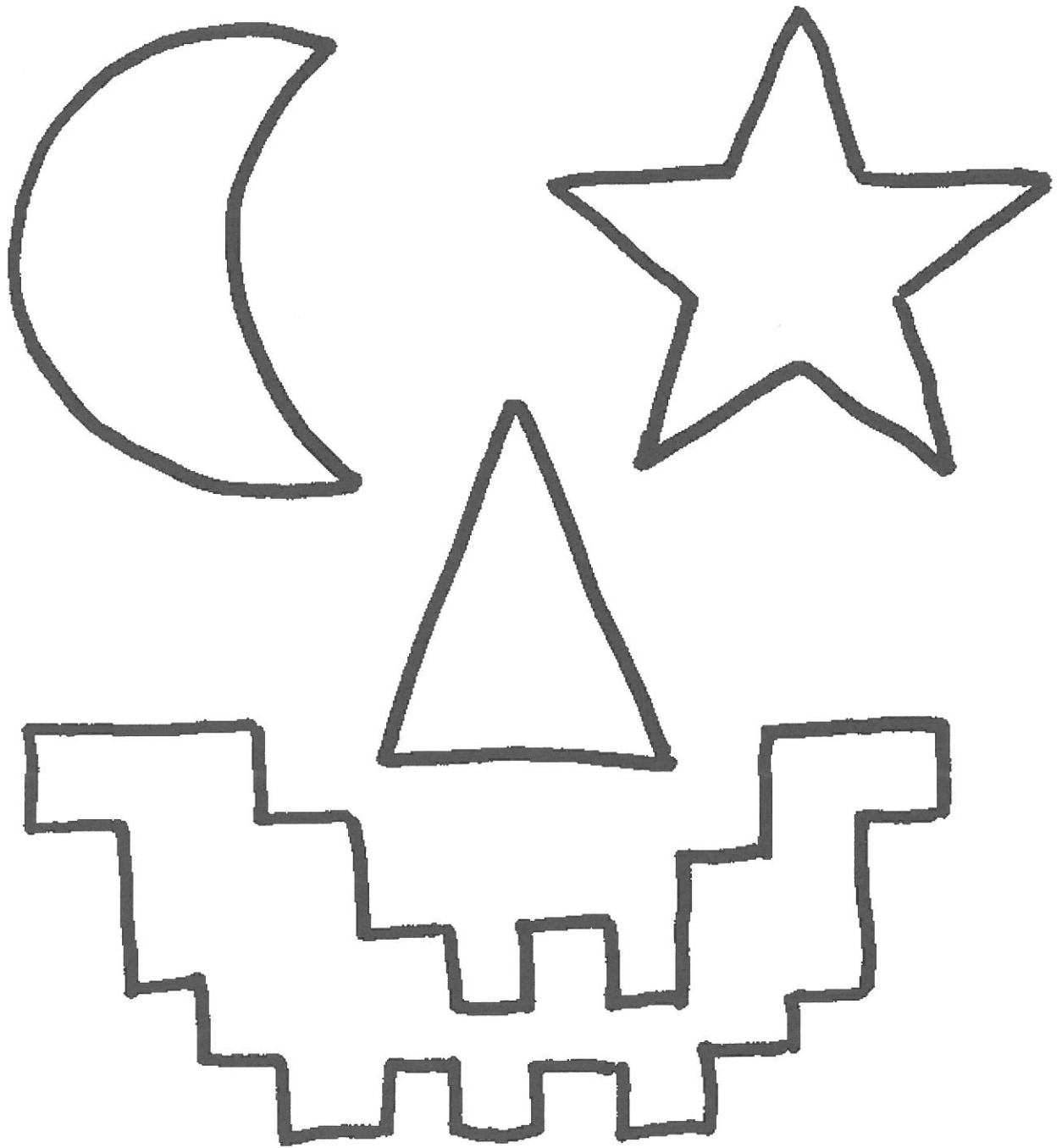
Materials: Empty gallon paint can with lid (purchase from a paint store), orange spray paint, tack glue, 3" wide black vinyl tape, pine cone, green materials cut into a leaf

Procedure: Spray the can with the orange paint. Use tracing paper to trace the moon eye, star eye, nose and mouth patterns. Tape the traced pattern to the vinyl tape. Cut out the shapes and stick the eyes, nose, and mouth to the can. Glue the pinecone and green leaf to the top of the lid.

### Corney Witch Hands

Materials (for 2 hands): Pair of large clear plastic gloves, 10 pieces of candy corn, 3 cups pop corn, 2 plastic spider rings, scissors, 2 yards black ribbon, 4 yards orange curling ribbon

Procedure: Put a piece of candy corn in the finger tips of each glove. Fill the gloves with popcorn. Cut the black ribbon in 2 pieces. Tie off the top of each glove. Cut the orange ribbon into 4 pieces. Tie 2 pieces of the orange ribbon around the top of each glove and use the scissors to curl the ribbon. Put the spider ring around 1 finger of each glove.



# NOVEMBER 1995

## BIG IDEA #10

### SOMETHING SPECIAL

#### Game

##### Spoon Jousting

Materials: 2 tablespoons and a small potato per player

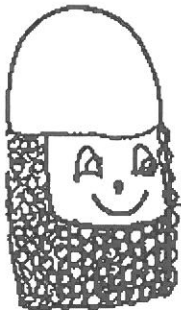
Procedure: The Cub carries the potato on one spoon in one hand. With the second spoon in his other hand he tries to knock the potato off another player's spoon while trying to protect his potato. This may be played as a two boy contest or as a den battle royale.

#### Crafts

##### Knight Paperweight

Materials: Plastic egg from hosiery; spray can cap; plaster of Paris; burlap 3"x10"; glue; split peas; markers; metallic paint

Procedure: Glue the egg sections together. Invert the cap and fill it with plaster of Paris. Apply glue to the rim of the cap and inset the narrow end of the egg into the wet plaster. For the chain mail, cut a piece from burlap. Remove a section for the face. Apply glue to a small area at a time and apply the split peas leave the end uncovered. Glue the chain mail in place, pressing it to conform to the shape of the head and base. Overlap the seam at the back and cover with peas. Paint the chain mail and the helmet with metallic paint. Draw on features with markers.



#### Castle

Materials: Various size cardboard milk cartons, plastic lids, meat trays; berry baskets; glue; markers; construction paper

Procedure: Have the children make individual or a group castle. Cover the cartons with construction paper. Use the meat trays to cut the battlements on the top of the castle. Glue the sections together. Draw on windows and doors. Be creative!

# DECEMBER 1995

## BIG IDEA #7

### HELPING OTHERS

Since one of the purposes of Scouting is to HELP OTHERS, it is good to start early in the program to make children aware that there are others who are not as fortunate as they are. The flooding last year has made a lot of them aware of this. Also talk about children in hospitals, the elderly in nursing homes, and the poor who have very little.

#### Song

##### Tiger, Tiger, Little Scout

(Tune: Twinkle, Twinkle, Little Star)

Tiger, Tiger, little Scout  
What is Tigers all about?  
Having fun and lots of joys  
Laughing with other Tiger boys.  
Tiger, Tiger, little Scout  
That's what Tigers are about.

#### Games

##### Gathering Snowballs

Materials: Wooden spoons, cottonballs, bowls

Procedure: Put the cottonballs on the floor. Boys gather them with a spoon, not using their hands, and put them in a bowl.

##### Cranberry Dash

Materials: (for each team) Cranberry, yardstick, toothpick.

Procedure: Divide into teams. Put the yardstick on the table with the teams lined up behind it. On the start signal each team rolls the cranberry with the toothpick to the other end of the yardstick. Each gets a turn. The team who finishes first is the winner. After the game, make sure you tell everyone they did their best.

#### Crafts

Make favors or gifts for a nursing home or hospital. Have a nonfood stamp item drive (soap, paper products, diapers) and give it to a local pantry. Adopt a family and buy them clothes and toys for Christmas. Also provide food items for a meal. Gather old toys in usable condition. Donate them to a toy drive. Send holiday cards to people in nursing homes or hospitals.

#### Napkin Rings

(These can be made for Christmas, Valentine's Day, or generic for everyday use)

Materials: Felt, toilet paper or paper towel rolls, tacky glue, lace or rick rac, sequins, fancy napkins, pinking shears or scissors

Instructions: Cut the tubes in 2 inch lengths. Cut the felt in strips 2 inches wide and long enough to fit around the tube. Glue in place. Put lace or rick rac around the edges. Cut scrap pieces in designs depending on the holiday and glue to tube and decorate with sequins. Let dry and put in a napkin.

#### Letter Holder

\*(Give to a shut-in to put cards, notes or paper in)

Materials: 2 paper plates, hole punch, scissors, markers, yarn, nail polish, push pins

Instructions: Cut one paper plate in half. Put one of the halves on top of the whole plate, so the insides are facing each other. Hold together and punch holes around the edges through both plates. Punch a hole at the top. Cut a piece of yarn 2 feet long. Coat one end of the yarn with clear polish (for easy threading). Line up the holes. Thread through the holes and tie in a knot. Weave yarn in and out of holes. Tie a knot at the other end. Use markers to decorate. Use a push pin to put up the holder.

#### Family Trees

Materials: Small plaque, twigs, glue, wiggle eyes, alphabet noodles

Procedure: Tigers break the twigs into various lengths to represent the members of his family and glue them to the plaque. Eyes are glued to the sticks. The letters are used to spell \_\_\_\_\_ FAMILY and glued to the top of the plaque.

#### Book Ends

Materials 2 bricks (can be purchased from garden or building supply company), craft glue, felt, pictures to decorate (from magazines), scissors

Procedure: Glue felt to bottom of brick. Decorate the side with pictures.

## **Bell Ornament**

**Materials** 3 plastic medicine cups, 2 gold tinsel pipe cleaners, 3 bells, 1/2 yr. ribbon

**Procedure:** Poke a nail hole through the bottom of each medicine cup. Cut one pipe cleaner in half and attach a bell at the end of each after running through the hole. Leave the other pipe cleaner whole and repeat the same way. Twist all three together and make a loop for hanging. Attach a bow.

## **Hanging Greens**

**Materials:** Small frozen orange juice can, aluminum foil, evergreen branches about 6: long, 1 yard ribbon

**Procedure:** Remove the top and bottom of the can. Cover the can with aluminum foil. Put the ribbon through the can and tie it in a loop with a bow on top. The decoration will hang with the bow on the top and the can in a horizontal position. Insert the ends of the greens into the can from both ends so the greens spread out into a bushy decoration. Add ornaments, pinecones, or artificial berries.

## **Job Jar**

**Materials:** Coffee can, scraps of paper, magazines, construction paper or contact paper

**Procedure:** Cut out pictures to decorate the can. Use construction paper for designs, or cover with contact paper. Write jobs the Cubs can do on paper. They give the can to the parent as a gift. They draw out one job a week, and do it for their parent.

# BLUE AND GOLD

## What Is A Blue And Gold Anyway?

This is the biggest celebration of the year for Cubs. It honors Cub Scouting's birthday in Cub Scout colors. This is a time for a Cub to shine in front of his family, friends and peers. These guests are present to see the Cub receive advancements, awards and recognitions.

The Boy Scouts of America was founded in 1920, and in 1930, the Cub Scout program followed. Cub Scouting's anniversary is honored each February with a Blue and Gold celebration deriving its name from the Cub Scout colors. This celebration is a special time for the boys and families of Cub Scouting. Blue and Gold banquets offer family involvement and show the principles of Scouting at its best.

There is much advance preparation and planning for the success of a Blue and Gold banquet. It is recommended that special committees be formed and begin working on the banquet details as early as October or November. The committees should report to the pack committee at regular monthly meetings. Each phase of the banquet needs approval. Involve as many people as possible. This is a great way to involve families of the Cubs. They can help in decorations, menus, and set-up the day of the banquet. This will help to lighten the load of the leaders, since their main responsibility is working with the Cubs and their dens. Remember to invite your Tiger Cubs! The Blue and Gold banquets will provide them a chance to see the older boys in action. They will be energized to the applause around them as Cubs receive their awards and become impatient to receive their own.

### In Summary

The annual Blue and gold banquet should be a "night to remember" for both boys and their families. Careful, advance planning will ensure this. Make this activity a highlight of the pack's program year.

## Steps to Planning A Blue & Gold Banquet

### Who Plans All This Stuff, Anyway?

A banquet chairman is recruited (or appointed) by the pack committee. That person recruits (or appoints) helpers to carry out responsibilities listed below. This outline will (should) make your planning easier. Get as many people involved as possible. Sharing the glory collectively is much easier than sharing the blame by yourself.

### A. Select DATE, TIME, PLACE (Chosen by pack committee)

#### 1. DATE

Most packs substitute the Blue and Gold banquet for their February pack meeting, although not necessarily on the same night as a regular pack meeting. Friday or Saturday nights are good.

#### 2. TIME

Official starting time should be set as early as possible in the evening. Allowances need to be made to make sure all people active in planning and execution have time to show up and get set up before the festivities start. 6:00 show up time and 7:00 starting time is not unreasonable. Allow plenty of time for people to eat dinner, but keep eating time as short as possible. The boys will lose interest if all the adults are talking over coffee and discipline problems will result.

#### 3. PLACE

Placement of your banquet will be determined by what kind of food or dinner will be served, and by who provides the meal. (In other words, if your banquet is held at a restaurant, be sure to pick one that has seating capacity for all who attend.) Check out availability of parking, rest rooms and coat racks.

Does the facility have proper stage and microphone facilities if you need them, and is there a fee for these services?

Does your site have food preparation areas and/or a serving area? What will work well with a catered meal might not work with a pot-luck. Plan accordingly!

**Reserve your site well In advance!!!  
60-90 days is not too much!**

### B. Whaddya Gonna Eat, Eh? (chosen by pack committee)

#### 1. DINNER

Select meal plan - catered, potluck, appetizer/snacks, etc. See the sample sheets for selections and ideas.

Determine serving needs (utensils, kitchen/serving space)

Assign serving and cleanup job (good practice for KP at camp)

C. Program (Chosen by pack committee and den leaders)

1. Flag Ceremony

All ranks of Cubs are required to plan and execute a flag ceremony. This is a perfect advancement opportunity.

Local Marine Corps detachments are ready and willing to do military-style flag ceremonies. Be prepared to invite the color guard to eat at your banquet. Plan accordingly. They also eat like Marines.

2. Invocation

Cub Scouts are believers in God, but individual beliefs vary from Scout to Scout. Keep religious invocations as non-denominational as possible, but make the point.

3. Welcome of Distinguished Guests

Welcome all your invited guests such as: Scoutmaster from local troop  
Principal(s) from school(s) the Cubs attend.  
Guests from the chartered organization  
Unit commissioner

**You did remember to invite these guys, didn't you?**

4. Introduction of all dens and den leaders

These people are what make the pack go and grow, so don't forget to introduce them.

5. Greeting from head of chartered organization

Most times, the chartered organization doesn't get much exposure during the year. This little bit of PR goes a long way.

6. Induction ceremony for new leaders

Even if new leaders have been around for a few months, recognize them here. Any new leader recognized here will probably show up again next year.

7. Entertainment

Possibilities here are endless. See the sample sheets that follow for some ideas. The boys and their parents will enjoy this more if the boys are the primary source of entertainment. Following this tack will also ensure the younger boys will not get bored and become unmanageable.

8. Awards ceremony for advancement

Go from youngest to oldest boys here. Remember, this is the most important awards ceremony of the year. Make the awards ceremony something the boys will remember. Please don't just call them to the front, hand them their award, and ask them to sit down. A little imagination goes a long way.

9. Recognition of leaders and committee people.

These are the people you want back again next year. Remember, these people are all volunteers, and the only thanks they get besides the satisfaction of seeing their boys advance and have fun comes from other

registered leaders in the pack. A small token of appreciation, even a "gag" gift, goes a long way. See the samples that follow for examples. Nobody expects a trip to Vegas, but a small home-made gift will show these people that the organization cares about them.

10. Graduation ceremony (if any) to Scout troops  
If any 2nd year Webelos dens are graduating to Scout troops, now is the perfect time to graduate them. More parents attend Blue and Gold banquets than attend pack meetings (as a rule), and this graduation ceremony can go a long way to promote graduation by younger boys to troops as they get older.

11. Announcements and thanks

Thanks everyone concerned with putting on the banquet. Call everyone concerned forward and personally thank them and shake their hand. Personally acknowledge any other outstanding services done for pinewood derby, chili supper, or any other pack activity. Thank all the Cubs for providing entertainment, the parents for showing up and supporting their kids and the pack, and anyone else you can think of. Better to thank too many people than too few.

12 Closing ceremony

See the examples sheets for ideas here. By now, most people are about ready to leave anyway, so keep this one short and sweet.

## Sub-chairperson responsibilities

### Physical Arrangements Committee

1. Make arrangements for banquet location at least 6 weeks in advance.
2. Check seating capacity of site and number of tables available. Estimate attendance + 10%
3. Check lighting, stage, heating, public address system.
4. Locate rest rooms. Make sure they will be open.
5. Check availability of coat room or coat racks.
6. Make floor plan of table arrangement.
7. Make arrangements for entrance to building early the day of the banquet.
8. Set up tables and chairs for the dinner
9. Inform dens what item they can decorate (allow time for people to get home and dress for dinner).
10. Arrange for clean-up committee

### Invitations Committee

1. Sends written invitations to honored guests
  - a. Follows up to see how many guests plan to



attend and notify the physical arrangements committee so seating can be planned.

- b. On banquet night, meet guests at the door, furnish them with a name tag, and help them find their seats.
2. Make any policies clear to all dens who are to be invited and if limits have to be made on attendance of family member and explain why.

#### Program Committee

1. Determine whether guests will be seated at the head table or with dens. Notify physical arrangements committee so seating can be planned.
2. Select master of ceremonies
3. Make assignments for various parts of the program
4. Plan room decorations
5. Make printed copies of program for everyone attending.

#### Dinner Committee

1. Decides serving method (catered, potluck, etc.)
  - a. If catered:
    - Contact caterer, agree on menu and cost
    - Take reservations and estimate cost
    - Check with caterer on time of delivery, finding out if he provides plates, silverware, Are drinks and dessert included?
    - Plan two serving lines if more than 150 people attend
    - Collect money prior to banquet per caterer's deadline
  - b. If potluck
    - Decide if dens will plan their own menus, or if dens will contribute to an over-all menu
    - If dens plan their own menus, each den leader should act as coordinator
2. Decide if the pack will provide such things as salt, pepper, sugar, napkins, drinks, etc. If so, make arrangements to buy or have these items donated. Inform dens of your plans.
3. Each family can bring their own disposable tableware and plates. Be sure den leaders pass the word for at least 2 weeks prior to the banquet. Bring extras just in case.
4. Plan to have cake or cupcakes.

**This Is Scouting's Birthday!**

## Types of Banquets

1. Potluck #1  
Each den's families are asked to provide one main dish and one extra dish (salad, vegetable, or dessert). All food is placed on

one table and served buffet style. The pack provides the beverages and bread. No charge is made for the meal.

2. Potluck #2  
Each den's families are asked to provide either a vegetable, salad, or dessert. The pack provides the meat, beverages, and breads. All food is placed on one table and served buffet style. A charge is made to cover the expenses.
3. Family Style Potluck  
Families in each den provide the food for their den only, as a potluck #1 above. The den may collectively provide beverages and bread or the pack can provide them. There is no charge for the meal.
4. Cook- your-own  
the pack decides on the menu, purchases the food, and distributes it to the dens for cooking and preparing. A charge is made for the cost of the food.
5. Box supper  
Each family is asked to bring one box supper for each family member. All boxes are collected at the door and are auctioned off for a pack fun-raiser. The family members eat together, sharing the boxes they purchased.
6. Sponsor dinner  
The sponsoring organization provides all food, beverages, and condiments. No charge is made for the meal.
7. Catered meal  
The pack arranges with a local caterer or restaurant to provide food for everyone attending. This is usually available at a discount rate to non-profit organizations. A charge is made for the meal, either for reimbursement costs, or as a fund raiser.
8. Restaurant  
A local restaurant is selected as the banquet site and a menu is chosen. Charges are based on the cost.
9. Dessert Specials  
Dessert provided by sponsor  
Parent & son cake bake and auction\  
Build-a-sundae with ice cream in commercial containers, toppings, syrups, nuts and whipped cream.
10. Birthday party  
No food, but instead have cake and ice cream to celebrate Scouting's birthday.

## Operations Calendar for Blue and Gold BanquetPlanners

Based on Blue and Gold being held the last week of February

## August

- Annual pack planning meeting
- Decide date, time, and place for Blue and Gold banquet
- If a school location is desired, be sure areas are requisitioned in time for banquet.

## September/October

- Recruit committee sub-chairpersons
- Physical arrangements
- Invitations
- Program
- Dinner

## November

- Location selected and reservation made
- Sub-committees begin duties as states

## December

- Attend district's Blue and Gold workshop if offered

## January

### - 1st week

- Blue and Gold committee to meet with den leaders to give directions for decoration, program, invitation information etc.
- Dinner committee decision made
- Entertainment secured or assignments made
- Physical arrangements committee to visit location of banquet to check out needs.

### - 2nd week

- Dens begin work on decorations

### - 3rd week

- Invitations for Blue and Gold banquet to families
- Special guest invitations mailed

## February

### - 1st week

- Reconfirm location, time, and place
- Reconfirm entertainment
- Buy supplies, plates, coffee, etc.

### -2nd week

- Program agenda ready for printing
- Deadline for RSVP
- Let dinner committee know of reservation to make final food orders.

### -3rd week

- Make seating chart. Give to setup committee

## Banquet day

- Early PM - setup
- Scheduled time - this is it! Go for it!
- Late PM - cleanup committee cleans up

## Entertainment Ideas

### A. Pack developed entertainment

1. Each den prepares a skit, song, stunt or puppet show

2. Parent and child talent show
3. Cubmaster and den leaders or committee persons prepare a skit using adults at the banquet
4. Scout demonstrations (camp cooking, monkey bridge, skills)

### B. Outside entertainment

1. Animal demonstrations
  - a. County park associations
  - b. Local Zoo
  - c. Police canine associations and departments
  - d. Dog obedience schools
2. Bicycle clubs
3. Clown associations (Shriners, etc.)
4. Dance demonstrations
  - a. Dance schools in your area
  - b. Square dancers
  - c. Indian dancers (Order of the Arrow, local Scout troops)
5. Karate/martial arts demonstrations
6. Magic acts
  - a. Local magicians
  - b. Instructors from local high schools or colleges with physics displays
7. Music
  - a. Cub Scouts from the pack
  - b. Local musicians from county parks associations, etc.
  - c. Schools and church choirs, adult and children's singing groups
8. Sports
  - a. Professional athletes
  - b. High schools departments
  - c. Gymnastic schools

## CEREMONIES

### Blue and Gold Colors

Blue and gold are the Cub Scout colors. They have special meaning boys and leader should understand, and will help them see beyond the fun of Cub Scouting to its ultimate goals.

The blue stands for truth and spirituality, steadfast loyalty, and the sky above.

The gold stands for warm sunlight, good cheer, and happiness.

### For God and Country

Arrangement: Den chief and Cub Scouts, in uniform, carry small U.S. flags and line up on stage. Each speaks his part.

Den Chief: Two hundred years ago, God gave us a nation; a land of wealth and bounty, choice among His

creations. We must protect its freedom and defend its worthy cause, and support our Constitution, which is based upon God's laws. We must pledge to be loyal throughout each coming year, and with God's help, we will know no doubt nor fear. When we keep our promise to do our best each day, God will bless our country and us in every way. Please stand and join us in singing, "God Bless America." (After audience is seated, cub Scouts continue.)

**First Cub Scout:** We're glad you came to our banquet! We have many things to say about our love for America as we celebrate today.

**Second Cub Scout:** Independence is a big word, and hard for me to say. But I know it means a lot to all Americans today.

**Third Cub Scout:** Our national bird is the eagle. Have you ever wondered why? It may be because it soars above all birds to reach the sky.

**Fourth Cub Scout:** The Liberty Bell is ringing, though its sound we do not hear. Freedom of speech and worship, freedom from want and fear.

**Fifth Cub Scout:** Without our flag of red, white and blue, things would be different for me and you. It's a symbol of pride in the American way, so we should be loyal and true each day.

**Sixth Cub Scout:** Please stand and join us in the Pledge of Allegiance to our flag.

## Story of Cub Scout Colors

**Arrangement:** As curtain opens, three boys dressed in Indian costume are seated around artificial campfire. One wears a chief's headdress; the other two are braves. Hanging on a tripod over the fire is a kettle which has a small can of dry ice and a blue and gold Cub Scout neckerchief concealed in it.



**Narrator:** (Cub Scout or den chief): Many, many moons ago, the great chief Akela called a council to see what could be done to make his tribe the best of all tribes. He told the first Indian brave to climb the mountain and tell the eagle to fly high into the sky and bring back part of the beauty of the sun. (one brave exits.)

He told the second brave to go into the forest and tell the sparrow to fly high into the sky and bring back part of the beauty of the sky. (Second brave exits.)

After a while, both braves returned. (Both braves enter. One carries a bottle of blue water; the other a bottle of gold water. They hold up bottles to show everyone.)

**Narrator:** Akela told one brave to pour some of the beauty of the sun into the council mixing pot. (The brave pours some of the gold water into the can in the pot, causing smoke.)

**Narrator:** Then he told the other brave to pour some of the beauty of the sky into the council mixing pot. (The brave pours blue water into the can, causing smoke. Akela, the chief, raises hands toward the sky.)

**Narrator:** Akela says that from this day forward, blue will stand for truth and loyalty and the sky above. Gold will stand for warm sunlight, happiness, and good cheer. (Akela reaches into pot and pulls out Cub Scout neckerchief.)

**Narrator:**  
And that's why the Cub Scouts colors are blue and Gold.

## Cub Scout Spirit

**Arrangement:** Head table hold candelabra with three candles and one larger candle in separate holder.

**Narrator:** Tonight we have had a lot of fun at the (number) birthday party of Cub Scouting and the (number) birthday of our own pack. As Cub Scouts and leaders, we are following the trail left by millions of other boys and leaders who have been involved in Cub Scouting since it began in 1930.

All of those boys and leaders have had the Cub Scout spirit, which we symbolize with the flame of this one candle. (Light large candle. Dim room lights.) What is Cub Scout Spirit? That's easy. It's the three things we promise to do in the Cub Scout Promise. In the Promise, we say, "I promise to do my best to do my duty to Goad and my Country." That's the first part. (Light first candle on candelabra.)

The second part is "To help other people." (Light second candle.) And the third part is "to obey the Law of the Pack. (Light third candle.)

Now while these three candles burn as a reminder to us, I will ask all Cub Scouts and all former Cub Scouts to stand, make the Cub Scout sign, and repeat the Promise with me. (Lead Promise.)

## The Blue and Gold

Arrangement: Eight Cub Scouts speak their lines and place the following cards on a large blue flannel board - Truth, Faith, Loyalty, Sunlight, Good Cheer, Happiness, and a cutout golden sun.

First Cub Scout: Back in the good old days, school colors gave people a feeling of school pride and loyalty. Today, the blue and gold of Cub Scouting helps to build this spirit among Cub Scouts.

Second Cub Scout (Points to blue flannel): The blue reminds us of the sky above. It stands for truth, spirituality, and steadfast loyalty.

Third Cub Scout: (Places "truth" card in upper left corner) Truth means we must always be honest

Fourth Cub Scout: (places "faith" card in upper right corner) Faith means a belief in God.

Fifth Cub Scout: (Places "loyalty" card across bottom): Loyalty means being faithful and loyal to God, country, and our fellow man.

Sixth Cub Scout: The gold stands for the warm sunlight (He places the sun in center of board and the "sunlight" card across top of the sun).

Seventh Cub Scout: Gold also stands for good cheer and happiness. We always feel better when the sun is shining and so will those to whom we give good will. (He places "good cheer" and "happiness" cards on each side of sun cutout.)

Eight Cub Scout: As we wear our Cub Scout uniforms, may the meaning of the Blue and Gold colors make us remember our Cub Scout ideals, the Cub Scout Promise, and the Law of the Pack.

## Closing Thought

Narrator: Lord Baden-Powell, the founder of Scouting, said: "I often think that when the sun goes down, the world is hidden by a big blanket from the light of heaven, but the stars are little holes pierced in that blanket by those who have done good deeds in this world. The stars are not all the same size; some are big, some are little, and some men have done small deeds, but they have made their hole in the blanket by doing good before they went to heaven. Try and make your hole in the blanket by good work while you are on earth. It is something to be good, but it is far better to

do good." Think of Baden-Powell's words when you promise to help other people.

## A Cub Scout Parent's Prayer

Look down upon my son, Dear Lord,  
This smiling Cub of mine.  
Please take his hand along the way  
So he may never stray.  
Bless my son tonight, Dear Lord,  
And help him walk with Thee.  
Give him comfort, warmth, and love:  
He's all the world to me.  
Bless his daily efforts,  
And make him strong and true;  
For life's a heavy burden,  
And we're all in need of You.

## Skits

### Spirit of Baden-Powell

Characters: Seven uniformed Cub Scouts, carrying props described below. The narrator is in Scout uniform and wears a campaign hat.

Narrator: I represent the spirit of Lord Baden-Powell, the founder of Scouting. I am also the spirit of Scouting past and present. Here is our future. . . the Cub Scouts of today who will be the men of tomorrow.

First Cub Scout (enters carrying a replica of a church or carrying a bible): I like to wear my uniform to church on Scout Sunday or Sabbath in February. Many Cub Scout packs in the United States are chartered to religious organizations.

Second Cub Scout (enters): The two colors of the Cub scout uniform have special meaning. The blue stands for truth and loyalty; the gold represents good cheer and happiness.

Third Cub Scout (enters carrying Wolf Cub Scout Book and Kipling's Jungle Book): When Cub Scouting began in England, it was based on Kipling's jungle tales. When Cub Scouting began in the United States in 1930, Indian themes were used.

Fourth Cub Scout (enters carrying woodcraft project): Cub Scouting means fun, and we have lots of fun. I like making things that are useful or that fit our monthly theme.

Fifth Cub Scout (enters carrying nature collection): I like to go on hikes and collect things for my nature collection. Cub Scout outdoor activities are fun. We learn about the things that live and grow in our area.

Sixth Cub Scout (enters carrying tin can stove): I like to cook outdoors. All Cub Scouts like to eat! This is a cook stove we made as a den project.

Seventh Cub Scout (enters carrying U.S. flag): I am proud to be an American and I'm proud of our flag. I also like our pack flag because it reminds me that I'm part of (number) years of Cub Scouting.

Narrator: Yes, I represent the past and the present, but these boys—the future of our country—prove that things will be in good hands.

## Cub Scout Stew

Characters: Boy in chef's hat, any number of uniformed Cub Scouts, den leader.

Setting: On stage is a large kettle made from a cardboard carton. There is a short stepladder at each side for the boys to climb up to get into the kettle. Put an air mattress or other pad in the bottom of the kettle for boys to land on. As curtain opens, a boy wearing a chef's hat is standing on one of the stepladders, stirring in pot with a broomstick. He holds a large piece of paper on which is the Word "Recipe" is written in large letters.

Den Leader (entering): What are you making?

Chef: This is a Cub scout stew. Would you like to watch?

Den Leader: Yes, I would. What goes in it?

Chef (pretends to read recipe): First, add any number of Cub Scouts who do their best. (Uniformed Cub Scouts come on stage and climb into kettle.) Then add a sense of humor. (Grinning Cub Scout wearing sign, "Humor", climbs into kettle.) Next, add a pinch of service to others. (Cub Scout wearing "Service" sign climbs into kettle.) Then add a dash of mischief. (Cub Scout wearing "Mischief" sign climbs into kettle.) And a big helping of sunshine. (Cub Scout wearing "Sunshine" sign climbs into kettle.) And last, add a ton of energy (Cub Scout wearing "energy" sign climbs into kettle.)

Chef (pretends to stir): Stir well, and you have a Cub Scout stew. (pretends to take a taste and offers a taste to den leader.)

Den leader: That's delicious! I'd like your recipe.

## Table Decoration

### The Incredible Shrinking Nut Cup

Materials: Styrofoam cups, blue and yellow permanent markers, 400 degree oven, lots of patience

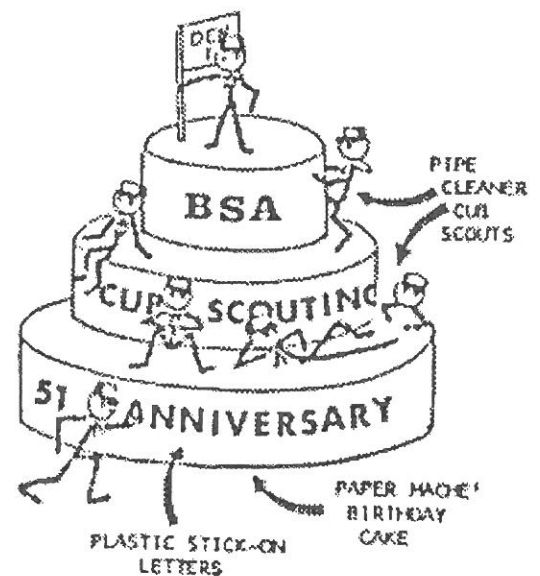
Directions: Draw Scouting pictures on the foam cups. Place on foil covered cookie sheet, open side down. Place in oven. Leave door open a crack, and watch carefully. Cook for 30 seconds. (Be sure your kitchen is well ventilated. The melting cups give off a noxious odor.) These are really tricky - they'll shrink too much and collapse if over cooked.



## Cake Centerpiece

Materials: 3 round boxes - different sizes, paint, pipe cleaners, construction paper

Directions: Glue three boxes together and cover with paper mache. Paint as desired. Cub Scouts are made from twisted pipe cleaners with paper hats and neckerchiefs.



## Birthday Cake Centerpiece

Materials: 2 round cardboard boxes - different sizes, candle, whipped soap suds, flags

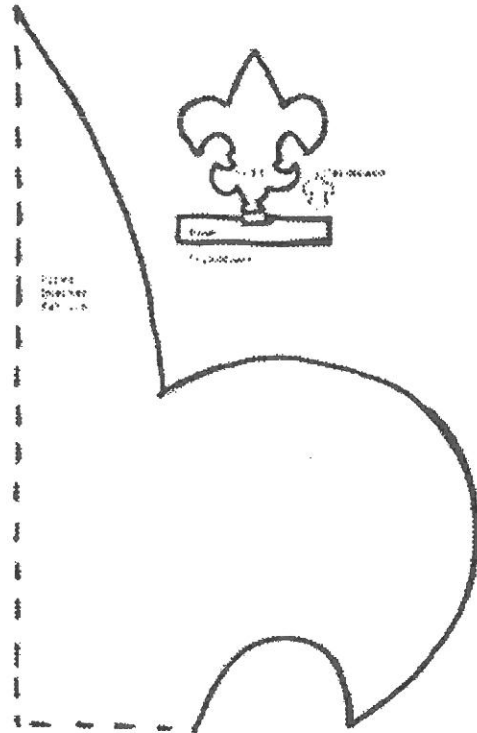
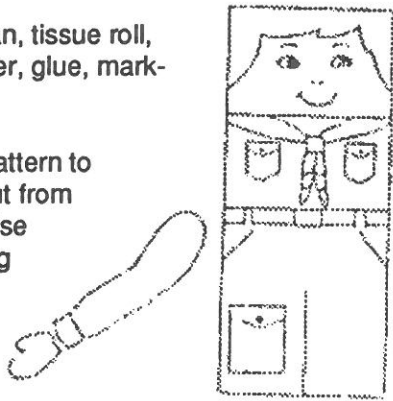


Directions: Glue the two boxes together and cover with paper mache. Add candle on top. Frost cake with whipped soap suds. Decorate as desired. Add flags that have the boy's names on them.

### Cub Scout Party Favor

Materials: Pringles can, tissue roll, etc., construction paper, glue, marking pens

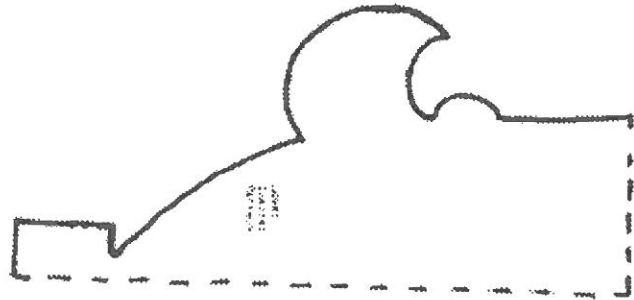
Directions: Enlarge pattern to necessary size and put from construction paper. Use poster paint or marking pens for features. Cut arms from construction paper and glue on. Make hat and glue on top.



### Fleur-De-Lis Centerpiece

Materials: Thin sheet of styrofoam, styrofoam cutter or serrated knife, rectangular styrofoam for base, blue spray paint, gold spray pain, cardboard, toothpicks, glue

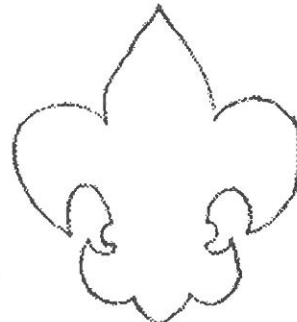
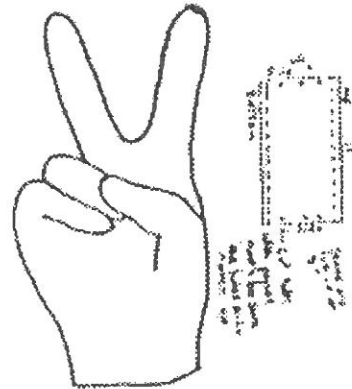
Directions: Cut out two large pattern pieces and tape them together. Place them on the fold of a sheet of newspaper and cut the full pattern out. Lay the pattern on a thin sheet of styrofoam and cut. Spray paint gold. Spray the base blue. Cut small Fleur-de-lis from cardboard. Glue these to toothpicks to insert in the styrofoam base.



### Lantern Centerpiece

Materials: one 8"x11" sheet of aluminum (from printer's plate), old scissors, paper punch, three brass brads, old board, nail and hammer, votive candle, foil ashtray

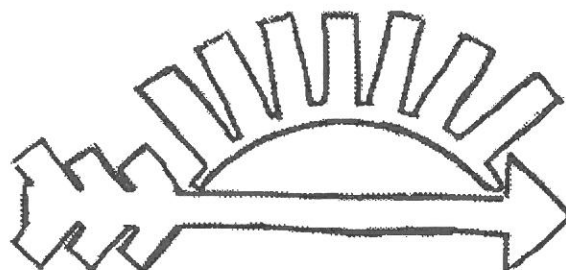
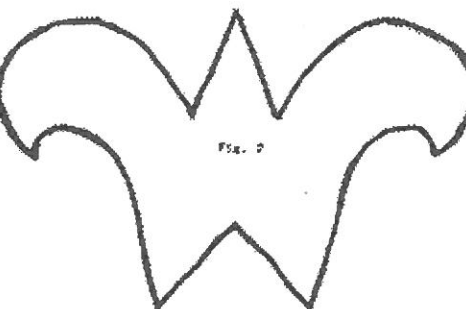
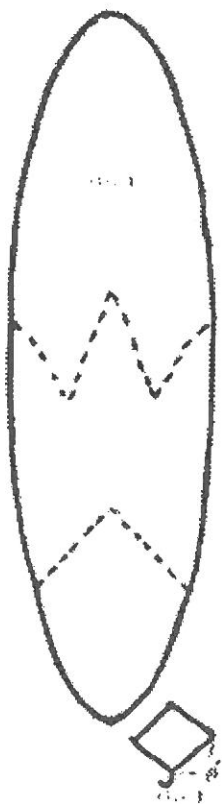
Directions: Enlarge pattern to size desired. Cut printer's plate to 8"x11" sheet. (Wear gloves when cutting. Old scissors will do the cutting.) Once, the plate is cut to size, fold the top and bottom edge about 1/2" from the edge, using a straight edge of a ruler. The shiny side should be on the outside, printed size on the inside. Using the hole punch, make three holes along each side of the plate being careful to match them up. Place the plate over the old wooden board. Have the boys tape a design to the top of the aluminum plate. Using a ten penny nail and hammer, trace the design with nail holes. When the design is completed, the boy can roll the plate into a cylinder and fasten with the three brads. Take the foil ash tray and fold the sides up so the cylinder will fit over it. Place the candle on the ashtray.



## Webelos Centerpiece

**Materials:** Construction paper, yellow and light blue, yellow poster board, dark blue tissue paper, clear contact paper, wire coat hanger, wood or styrofoam base

**Directions:** Enlarge pattern to size desired. On yellow poster board draw 9" square with 7" square centered inside. Cut out. Leaving 1" frame. Cut one fig. 1 from yellow construction paper and one fig. 2 from light blue construction paper. Cut piece of blue tissue paper 11" square. Cut 9" square of contact paper. Using frame and patterns, draw Webelos badge on large sheet of paper. To assemble, lay pattern just finished on table, peel backing off contact paper and lay on pattern sticky side up. Lay blue fig. 2 on contact paper, using pattern below to position. Add yellow fig. 1. Wad up blue tissue paper and straighten back out. Lay wrinkled tissue over parts previously assembled, matching corners and making sure all contact paper is covered. Press down over entire piece. This will be wrinkled. Glue yellow border all around. Make two and glue together back to back. Hang with thread from coat hanger bent into



shape in fig. 3. Stand in wood or styrofoam base.

## Webelos Place Mat

**Materials:** 16"x12" blue burlap, gold spray paint, poster board

**Directions:** Enlarge pattern to size desired. With sewing machine zig zag one inch from edges of burlap. Fringe to stitch line. Enlarge and transfer Arrow of Light pattern to 12"x16" poster board. Cut stencil. Lay stencil on burlap and spray with gold paint.

## Name Tag

Materials: Yellow construction paper 1"x3", blue marker

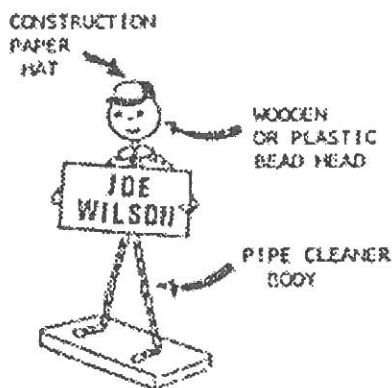
Directions: use marker to draw square knot on paper. Write name below knot.



## Cub Scout Place Card

Materials: 2 dark blue chenille stems, cotton ball or pink head, pink tissue paper, yellow paper, cardboard for base

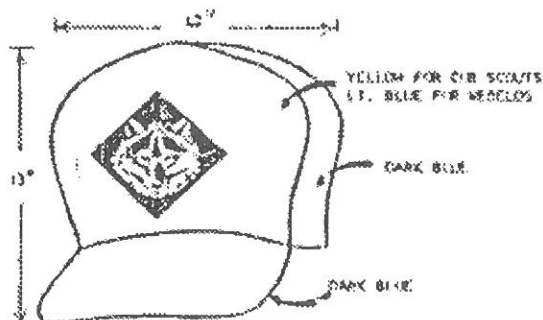
Directions: Form body from dark blue chenille stems, twisted together to shape. Make head from cotton ball covered with pink tissue or glue on pick head. Make hat and neckerchief from yellow paper and glue in place. Glue feet of figure to cardboard base. Add name card.



## Cub Scout Hat Placemat

Materials: Dark blue construction paper, yellow or light blue construction paper, Cub Scout stickers

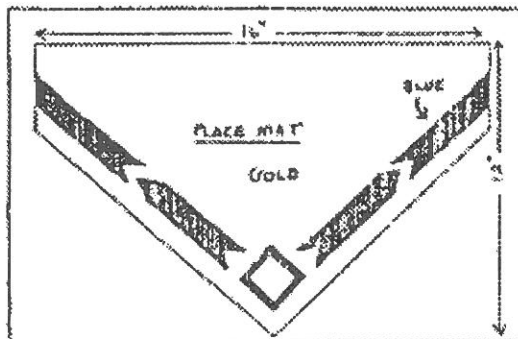
Directions: Enlarge pattern and cut from dark blue construction paper. Add yellow or light blue front section. Add emblem for Cub Scout or Webelos.



## Neckerchief Placemat

Materials: Construction paper, markers

Directions: Cut neckerchief as shown and glue onto a construction background for placemat. Add arrows with marker.



## Blue and Gold Mints

For a special treat, make blue and gold mints for your banquet. You need:

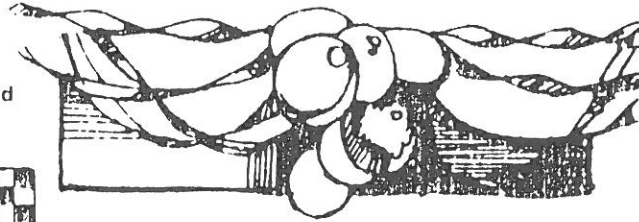
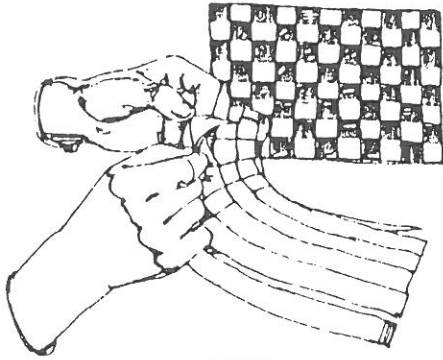
6 tablespoons margarine or butter  
 2 teaspoons peppermint  
 3 pounds powdered sugar  
 7 tablespoons water (color half with blue and the other half with yellow food coloring)  
 Dash of salt.

1. Cream margarine or butter. Add flavoring and salt.
2. Divide into two batches. Add colored water to each batch.
3. Add 1 pound powdered sugar to each batch. Blend with mixer, then knead in another 1/2 pound of sugar.
4. Press into molds or roll out to desired thickness and cut or shape mints. Let dry on cookie sheet in refrigerator.
5. When mints are dry, store in covered tin or airtight box to prevent hardening.



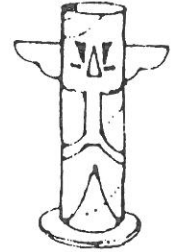
### WOVEN PLACE MATS

Weave from strips of blue and gold construction paper.



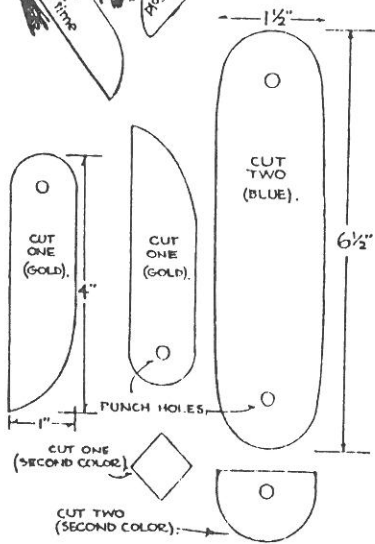
### CEILING TRIM

Twist lengths of dark blue and gold crepe paper. Attach to the ceiling and walls. Add a cluster of balloons.

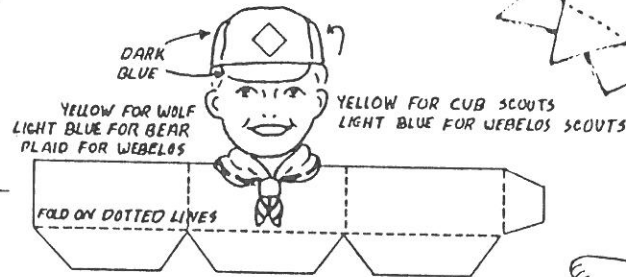


### NUT CUP

Use a long section of paper towel core for Indian totem.

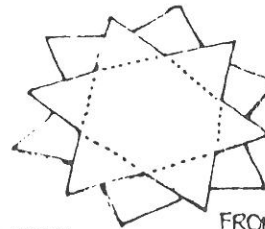


### PAPER KNIFE INVITATIONS



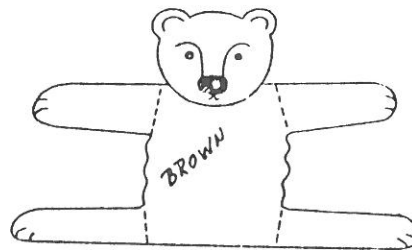
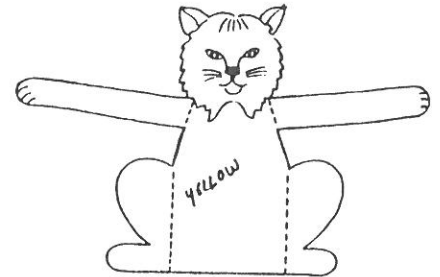
### CUB SCOUT NUTCUP

USING PATTERN SHOWN, TRACE ONTO CONSTRUCTION PAPER AND CUT OUT. FOLD LOWER TABS UNDER AND FOLD ON UPRIGHT DOTTED LINES TO FORM A THREE-SIDED NUTCUP. GLUE ALL EDGES TOGETHER.



### STAR NUTCUPS

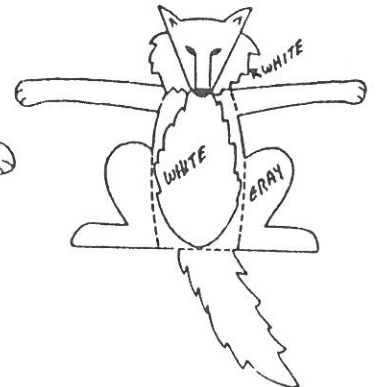
CUT BOTTOM STAR FROM BLUE CONSTRUCTION PAPER. CUT TOP STAR FROM GOLD CONSTRUCTION PAPER. GLUE TOGETHER. FOLD UP ON DOTTED LINES.



CUT FROM CONSTRUCTION PAPER.

### ANIMAL NUTCUPS

MAKE FEATURES WITH MARKING PEN.





# Cub Cooking

Boys love to cook and it fulfills a Wolf and Bear requirement as well as making a nice gift for the family. Go over health rules and have fun!

## Sanitation

1. Wash hands with soap and water.
2. Comb hair away from the face, and tie it back or up if it is long.
3. Wash all table tops that will be used in the cooking process.
4. Keep non-refrigerated food covered and return to proper storage place after use.
5. Refrigerate food remains that should be kept cold as soon as possible after use.
6. Use clean cooking equipment such as bowls, utensils, etc.
7. If a utensil happen to fall to the floor, wash it carefully with soap and water before using.

## Safety

1. When cooking around a hot stove, oven, deep fryer, or skillet, hot pads should be handy at all times. Turn handles of pans inward when they are on top of the stove.
2. No horseplay is allowed when any kind of cooking is going on. (Have children list reasons why this is important.)
3. Knives are not play things. When handing a knife to someone, offer it handle first. Always cut away from yourself or on a cutting board. Always watch where or what you are cutting.
4. Be sure to only put metal or ovenproof cookware in the oven when baking.

## Measuring

1. When measuring dry or solid ingredients, slide the straight edge of a table knife across the top of the measuring spoon or cup to get an accurate measure.
2. When measuring liquids, set the measuring cup on the table top, and measure the volume at eye level.

## Kitchen Safety Tips

### Answer Key

#### Across (odd)

- |             |              |
|-------------|--------------|
| 1. hands    | 3. organized |
| 5. recipe   | 7. table     |
| 9. off      | 11. dry      |
| 13. handles |              |

#### Down (even)

- |               |             |
|---------------|-------------|
| 2. understand | 4. mess     |
| 6. apron      | 8. space    |
| 10. cloth     | 12. holders |



# Kitchen Safety Tips

Select From these words:

- Apron
- Hands
- Space
- Organized
- Recipe
- Understand
- Cloth
- Holdings
- Dry
- Mess
- Table
- Off
- Handles

Check the tips you followed:

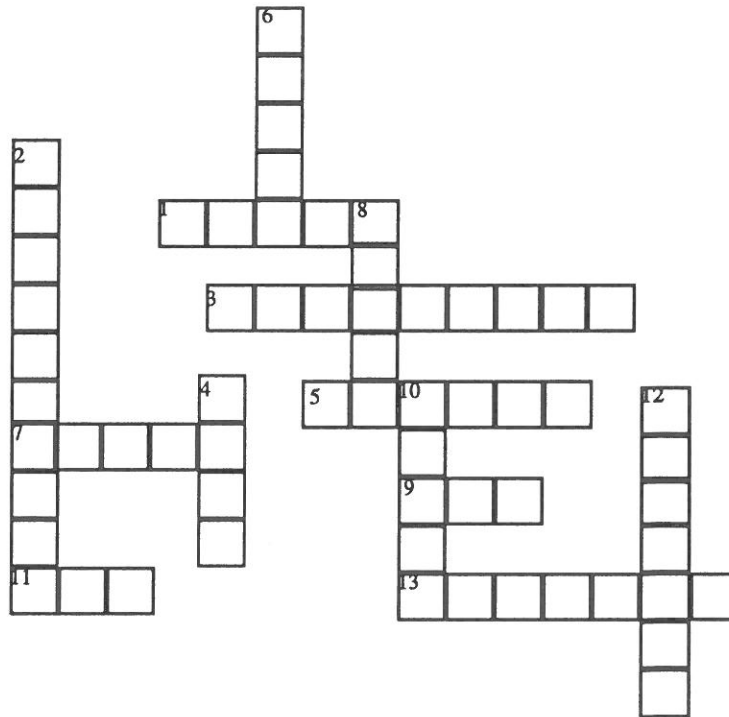
Across (odd)

1. Start with clean \_\_\_\_\_.
3. Before starting a recipe, have all ingredients and utensils \_\_\_\_\_.
5. Place your \_\_\_\_\_ where it can easily be seen.

7. Use a cutting board. Do not cut directly on kitchen counter or \_\_\_\_\_.
9. Be sure kitchen appliances are turned \_\_\_\_\_ after use.
11. Wash and \_\_\_\_\_ all utensils and sponge off counters.
13. Prevent turn over or spills from pots on the stove. Turn all pot \_\_\_\_\_ to the back or side of the stove

Down (even)

2. Be sure you \_\_\_\_\_ all recipe directions.
4. Clean up any \_\_\_\_\_ you have made!
6. Protect your good clothes by wearing an \_\_\_\_\_.
10. Prepare for unexpected spills; have a clean spoon or dish \_\_\_\_\_ handy.
12. Lift and move hot pots and pans with pot \_\_\_\_\_.



## Basic Foods Groups

Choose foods from the basic food groups every day.

### Milk Group

Milk Cheese  
Ice Cream Yogurt  
Cottage cheese  
Servings daily  
Child under 9 needs 2-3  
Pre-teens need 3  
Teenagers need 4  
Adult needs 2  
Pregnant woman needs 3  
Nursing mother needs 4



Size of serving  
8 oz. milk  
1 inch cube of cheese  
1-1/2 cups ice cream

### Meat Group

Fish  
Seafood  
Poultry  
Nuts  
Eggs  
Dried Beans  
Peanut Butter



Need 2 servings daily

Size of serving  
2-3 oz. meat  
4 T peanut butter  
2 eggs  
1 cup cooked dried beans

### Vegetable-Fruit Group

Oranges  
Grapefruit  
Apples  
Carrots  
Potatoes  
Turnip Greens  
Cabbage  
Broccoli



Need

4 servings daily  
1 vitamin C rich serving every day  
1 vitamin A rich serving every other day

Size of serving  
1/2 cup cooked vegetables  
1 whole orange  
1/2 grapefruit  
1 medium potato

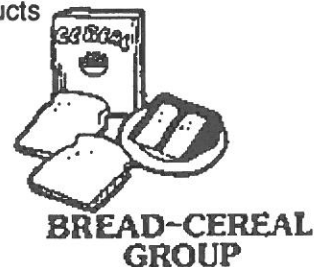
### Bread-Cereal Group

Enriched and whole-grain bread products  
Ready-to eat cereals  
Rice and other whole grain products  
Noodles and other pasta products

Need

4 servings daily

Size of serving  
1 slice bread  
3/4 cup ready-to-eat cereal  
1/2 cup cooked cereal, rice or pasta product  
1-1/2 inch cube cornbread



## Rainbow Popcorn

10 cups popped popcorn  
1 cup butter or margarine  
3/4 cup sugar  
1 3-ounce package desired-flavored gelatin  
3 tablespoons water  
1 tablespoon light corn syrup

1. Remove all unpopped kernels from popped corn. Place the popcorn in a greased 17x12x2 inch baking pan. Keep popcorn warm in a 300 degree oven while making syrup mixture.
2. Butter the bottom and sides of a heavy 2 quart saucepan.
3. In the pan combine margarine, sugar, gelatin, water, and corn syrup.
4. Cook mixture over medium heat till boiling, stirring constantly.
5. Continue cooking over medium heat, stirring constantly, till drops of water forms a hard ball that makes a sound when dropped on a plate.
6. Pour syrup mixture over popcorn and stir gently to coat popcorn.
7. Bake in a 300 degree oven for 5 minutes. Stir once and bake for 5 minutes more.
8. Turn popcorn mixture onto a large piece of foil or waxed paper. Cool completely.
9. Break popcorn mixture into clusters.
10. Makes about 13 (3/4 cup) servings.

## Caramel Popcorn

1/2 cup margarine  
1/2 cup brown sugar  
12 large marshmallows  
10 cups popped popcorn

Heat together all ingredients except popcorn. Put popcorn in greased cookie sheet with sides. Pour heated mixture over popcorn and mix. Put in 350 degree oven for 10-15 minutes. Cool and break into pieces.

## Marshmallow crispy treats

1/4 cup margarine  
6 cups miniature marshmallows  
6 cups crisp rice cereal

Melt margarine in electric skillet. Add marshmallows; stir until melted and well blended. Turn off heat. Stir in cereal until well coated; press into greased 13x9 inch baking pan. Cool cut into squares.

Approximately 2 dozen

Variation: Substitute Post Fruity, Cocoa Pebbles or Fruity Marshmallow Rice Crispies for cereal.

## Tin Can Ice Cream

1 cup milk  
1 cup whipping cream  
1/2 cup sugar  
1/2 cup vanilla extract

Put all ingredients in a 1 pound coffee can with a tight-fitting plastic lid. Place lid on can. Place can with ingredients inside a 3 pound can with a tight-fitting plastic lid.

Pack larger can with crushed ice around smaller can. Pour at least 3/4 cup of rock salt evenly over ice. Roll back and forth on a table or cement slab for 10 minutes. Open outer can. Remove inner can with ingredients, remove lid. Use a rubber spatula to stir up mixtures; scrape side of can. Replace lid. Drain ice water from larger can. Insert smaller can; pack with more ice and salt. Roll back and forth for five more minutes. Makes about 3 cups.

## Sherbert (2 quarts)

2 cans Eagle Brand Sweetened Condensed Milk  
2 8 oz. bottles of any flavor soda

Mix ingredients together and proceed as for ice cream.

## Fruit Dip

Mix together:  
1 cup sour cream  
8 oz. pkg. cream cheese  
1/4 cup margarine  
1 cup powder sugar  
2 tbsp. orange extract

Serve with fresh fruit dippers; strawberries, apple, or pear wedges, banana slices or spears, orange sections or slices, pineapple chunks, and grapes. Fruit can be threaded on toothpicks for fruit kabobs.

## Snack-a-Bobs

- 4 oz. American, colby or brick cheese, cut into 1/2 inch cubed
- 4 oz. sliced bologna, cervelat or summer sausage
- 4 wooden skewers

Alternate cheese cubes and meat slices on wooden skewers. Cover and refrigerate until serving time. If desired, garnish with pickle or olive.

4 servings.

## Orange Juluis

- 1-6 oz. can orange juice concentrate
- 1 cup cold milk
- 1 cup cold water
- 1 tsp. vanilla
- 1/3 cup sugar
- 10-12 ice cubes

Put all liquid ingredients in blender; blend on high speed for a few seconds. Then add sugar and ice cubes (a few at a time). Blend until ice is crushed and mixture is foamy. Serves 2-4.

## Podgy Pies

1. Butter 2 slices of bread and place one slice (buttered side down) on the lower half of Pudgy Pie maker.
2. Spoon fruit, meat, cheese, etc., and cover with other slice of bread (buttered side up).
3. Close maker. Latch handles, trim off excess crust and toast each side until golden brown.

## Pizza Podgy Pies

Spread pizza or spaghetti sauce on bread slice. Top with meat toppings and cheese. Cover with second slice of bread.

## Fruit Pudgy Pies

Use canned pie filling, cover cooked Pudgy Pie with powdered sugar.

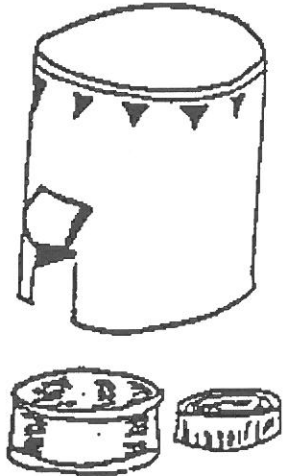
## Buddy Burner Cookery

A Buddy Burner is a good way to cook with out having to build a fire. It is also good for individual cooking. This is a good way to cook out of doors in rainy weather - never use a Buddy Burner indoors! The burner is made in a tuna can with a tightly coiled strip of corrugated cardboard. Pour melted paraffin over the cardboard. The Vagabond Stove fits over the burner and is made from a #10 tin can. Cut a door about three inches square. Put 3 air holes close together with a punch can opener, on the opposite side of can from the door. To use buddy burner, set the stove on level ground with burner inside, light with a match. To put out fire use a can a little bit larger than tuna can.

## Buddy Burner Breakfast

- Put out:
- Bread
  - Slice cheese
  - Eggs
  - Bacon and or sausage
  - Margarine

- Scout can make:
- French toast
  - Egg in a hole
  - Grilled cheese sandwich
  - Scrambled or fried egg
  - Bacon and/or sausage



## Pineapple Upside Down Cake

1. Use pineapple or waterchestnut cans to make small cake
2. Grease cans with margarine or oil
3. Line bottom of cans with crushed pineapple
4. Sprinkle over pineapple some brown sugar and 2-3 T juice
4. Prepare white or yellow cake mix and pour over fruit (do not fill cans)
6. Place can on top of two twigs laid across top of the vagabond stove. Set #2-1/2 can (opened) over the cake and twigs and bake for approximately 20 minutes. (2 small Jiffy cake mixes and 3 small cans crushed pineapple makes 8 small cakes-use cans for cakes.

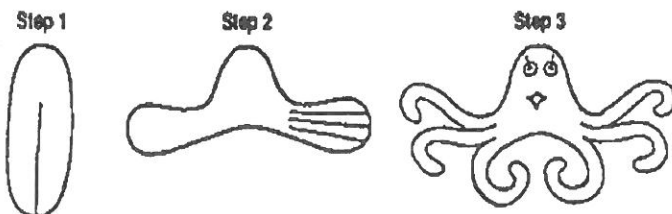
## Bread Sculpture

Tips for bread sculpture

1. Because of the gluten in Honey Wheat Bread, it is more pliable and is easier to use for sculpture.
2. To prevent sticking while working with sculpture, lightly oil your hands and the dough.

## Octopus

1. Cut 1 loaf of Semi-thawed Rhodes Bread Dough in half length-wise 3/4 of the way up (leaving 1/4 of loaf uncut).
2. Spread two cut portions out to the side and lay dough out with the uncut 1/4 to be used as the head. Reach underneath head and pinch a marble sized piece of dough out to be used for eyes. Stand octopus up, then cut each long side into four tentacles.
3. Cut marble-sized piece in half for eyes and attach to face with toothpicks. Snip a "V" shape for mouth, and place a ball of tin foil in mouth to hold it open. Place octopus on greased cookie sheet, and arrange tentacle in curves. Cover with plastic wrap and let rise for 45 minutes.
4. Bake at 375 degrees for 20 minutes, and remove foil before serving.

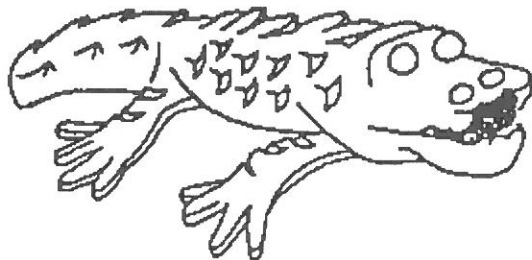


## Alligator

Cut a 2" section of thawed dough for the legs and eyes. With the remaining dough start forming a tail by rolling and stretch the loaf to 18 inches long. Cut a 3 inch deep mouth at the wide end. Clip teeth with scissors. Pinch the nose to form nostrils.

### Curving the body

Place alligator on greased cookie sheet. 1-1/2 inches from the nostril, pinch eye sockets. From the 2" reserve section of dough pinch off two pea sized balls of dough for the eyes. Place in eye sockets. Cut the remaining reserve dough into 4 equal pieces for the legs. Stretch each leg to 5 inches. Cut four 1 inch long toes. Stretch and splay toes on cookie sheet. Cut triangular scales on body with scissors. Brush with whole beaten egg and sprinkle with poppy seeds. Cover with plastic wrap; let rise until nearly double. Bake 350 degrees for 20 minutes. Remove foil from mouth before serving.

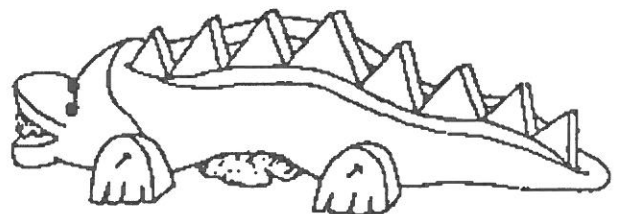


## Dinosaur

1 loaf Rhodes Dough (Thawed)

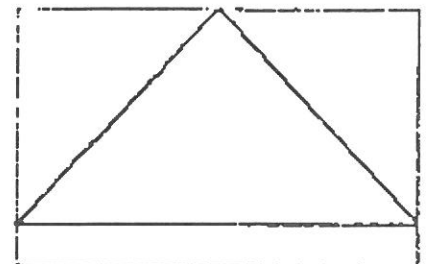
Cut 3 inches off thawed loaf of Rhodes bread dough for feet and plates. Set aside. Using remaining dough, pinch one end to form a small head. With scissors cut open a 1 inch deep mouth. Open mouth with a small ball of foil. Cut one raisin in half for eyes. Stretch rest of loaf to form a tail. Cut into back of dinosaur from tail to 1 inch from head a slit 1/4 inch deep. Place dinosaur body over a 4 inch roll of crushed foil on greased cooking sheet.

Cut 1 inch by 3 inch piece from reserved dough for the four legs. Cut into four pieces. Cut 5 toes in each leg. Place on either side of foil. Flatten slightly the remaining pieces of dough. Cut into 8 triangles of graduating size from 1-1/2 tall to 1/2 inch. Place in slit. Begin by putting tallest tin middle of back. Secure plates with tooth picks. Cover with plastic wrap and let raise 1/2 hour. Bake 350 degrees for 20 minute. Remove foil before serving.



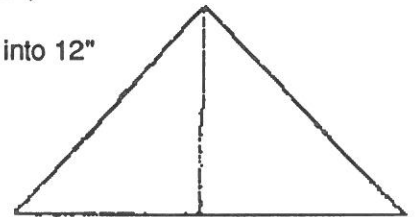
## Christmas Tree

1 loaf Rhodes White Bread Dough thawed  
1 cup apple pie filling  
Gumdrops for decoration (red & green)



Roll out bread dough into 12" by 18" rectangle.

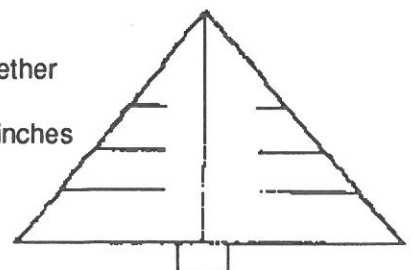
1. Fold dough into triangle as shown. Crease edges



2. Open up triangle and place filling in middle

3. Pinch middle together

4. Cut off bottom 3 inches of dough to use





later for tree trunk. Fold 3 x 6" piece of dough and tuck under bottom of tree as tree trunk.

5. Pinch bottom edge together.
6. Form branches by cutting with scissors . twist branch once.
7. Cover with plastic wrap and allow to raise for 40 minutes.
8. Bake for 20 minutes at 350 or until golden brown.
9. Frost and decorate with gumdrops.

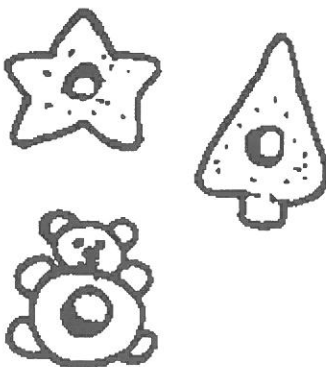
## Bear Candle

Bake large bear in rounded cake pan; this will allow the bear to stand up. Tie a ribbon 1 yard long by 1-1/2 inch wide around the bear and candle. Place the bow at side of the bear's neck.



## Napkin Rings

Napkin rings can be made in a variety of ways. The simplest is to roll out a loaf of Rhodes dough until it is 1/4 inch thick. Using simple shapes such as a star or tree, use a metal cookie cutter to cut out shapes. Separate from cookie cutter with a sharp paring knife. Use the center of a doughnut hole cutter to cut out the center. Place a ball of foil in the center while the shape raises. Brush with whole beaten egg and sprinkle with poppy or sesame seeds. Cover with plastic wrap and let raise about 1 hour. Do not over raise. Bake at 350 degrees for 15 to 20 minutes.



## Teddy Bear With Heart

1 Leaf Rhodes Honey Wheat Dough (thawed)  
1 Beaten Whole Egg

Slice 1/4" from loaf. Roll thin and cut with heart-shaped cookie cutter. Cut loaf into 2", 3", and three 1" sections.

### Head:

Roll 2" piece into a ball for the head. Shape with hands, or use a rolling pin to make 4" oval.

### Eyes, Ears, and Nose:

Cut 1" section of loaf into thirds. Roll into three balls. Attach with beaten whole egg as ears and nose. Brush head and ears with egg. For eyes, pinch 2 pea-size pieces of dough from under body. Clip a smile with kitchen shears.

### Body:

Roll body into a ball. Shape into a 5" oval. Pull out a little dough for the head to form the neck, and tuck this under body.

Place heart in center of body.

Bake at 375 degrees for 20 minutes.

### Tip:

Use whole egg to attach body parts. Brush bear with whole egg.



## Easter Bunny

1 loaf Rhodes Dough (thawed)  
2 1 oz. pan rolls (semi-thawed)  
1 beaten whole egg  
Small colored candies  
White decorator icing.

Cut loaf into 2/3 and 1/3 sections. Lightly oil your hands.

**Body:**

Form body out of 3/4 of larger section. Form into a ball by constantly tucking under. Place on greased cookie sheet.

**Head:**

Form remaining part of larger section into a ball by constantly tucking under. Put atop body.

**Ears:**

Cut one pan roll in half and stretch each half into a 5" rope. Fold ropes in half and place under the head for ears.

**Nose and paws:**

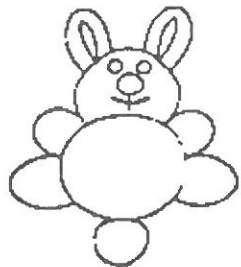
Using remaining 1/3 of original loaf, pinch off pea size piece of dough for nose. Place in center of head. Pinch off two smaller-sized pieces for eyes. Cut smile with scissors underneath nose. With remaining dough, form 2 small balls and 2 large balls (large balls are for feet). Attach to body.

**Tail:**

Use half of other pan roll for tail. Form a ball and attach to body. Cover with plastic wrap and let rise for 1/2 hour. Bake at 350 degrees for 15 minutes.

**Decorating tips:**

White frosting tube make whiskers. Add a bow at the neckline. Dot tummy area with frosting dots and cover with small candies.

**Mini Pizzas**

Rhodes Texas Wheat or White Pan Rolls

Spaghetti sauce

Grated Mozzarella cheese

Small amount of oil or flour

Variety of toppings such as sliced pepperoni, cooked sausage, cooked bacon, ham, cheeses, mushrooms, olives, onions, green peppers, tomatoes.

Let roll dough soften until pliable. (About 12 hours at room temperature). Keep rolls covered with plastic wrap while thawing. Preheat oven to 400 degrees. Stretch and pat each roll into a six to eight inch circle. Spread with spaghetti sauce. Add toppings. Sprinkle mozzarella cheese over all. Bake at 400 degrees for about 15 minutes.

**Navajo Tacos**

6 to 8 inch scones

Cooked pinto beans

1/2 lb. ground beef

1 chopped medium onion

1 clove of garlic, minced

1/2 cup picante sauce or salsa

4 oz. grated cheese

Shredded lettuce

2 chopped tomatoes

4 green onions, finely chopped.

Remember to stretch pan roll or frozen dough at least six inches before frying. Dough should be 1/8 to 1/16 thick. Fry and drain on paper towels. Fry hamburger, drain off fat. Add chopped medium onion and fry till onions are clear. Add salsa, minced garlic and beans; heat through. Do not overcook. Spoon desired amount over warm scone. Top with grated cheese, lettuce, tomatoes and green onion. Some may wish to add more salsa.

# SONGS FOR THEMES

## January Invention Conventions

### The Project (Tune "Clementine")

In the beaker grows some green slime  
Watch it move around the dish.  
Cub scouts made it  
Parents hate it  
Cause it smells like rotten fish!

## February Great Events of Scouting

### We've Been Working On A Pack Meeting (Tune "I've Been Working On The Railroad")

We've been working on a pack meeting all the month  
away  
We've been working on a pack meeting just to have  
some time to play.  
Can't you hear Akela calling, hurry up and get your  
badge.  
Can't you hear the Cubmaster shouting "Cub Scouts  
blow your horn!"

### Three Happy Cub Scouts (Tune "Three Jolly fishermen")

There were three happy Cub Scouts  
There were three happy Cub Scouts  
Cu----ub Scouts, Scouts, Scouts  
Cu----ub Scout, Scouts Scouts  
There were three happy Cub Scouts.

## March Sea Adventure

### "Flood of 94 Song" (Tune "Twinkle, Twinkle")

Dark brown is the Mississippi River  
Full of houses and bones of pigs  
Can you guess what else is there?  
Tires, Cars, graves and chairs.  
Dark brown is the Mississippi River  
Can't tell you more, it'll make you shiver.

## April Cub Scout Magic

### Magic Show Song" (Tune "Animal Fair")

We went to the magic show  
The Cubs and their parents were there  
The old rabbit, having a fit, was being harassed by the  
bears  
The wolfs, and the Bobcats there, were sawing the  
Cubmaster in two.  
The Webelos stood and twitched their nose and no one  
was left to cheer, to cheer to cheer!

## May Viking Discovery

### Viking Men (Tune "Row, Row, Row Your Boat")

Rough, tough, loud are we with horns upon our head!  
UGH!  
Leaders are no match for us, we'll make their faces red!  
Shields, spears, battle axe, off we go to play  
Come along and join in our fun, Vikings are the way!  
UGH!

## June Bugs and Things

### Green Frog Round (Tune "Camptown Races")

I hear the song of a frog  
RE DEEP RE DEEP  
He's out on yonder log  
RE DEEP RE DEEP  
Slimy and green, eyesights pretty keen  
If I catch him, NA NA NA  
Will I be mean?  
RE DEEP

## July Water Carnival

### Den Leaders Glee (Tune "My Bonnie")

My leaders are teaching me swimming.  
I'm not sure this leader like me.  
She took away my swimming and floaties.  
Jumped in and laughed with glee.  
'Help me, Help me, I'm sinking to the bottom of the sea,  
the sea.  
Help me, Help me, Oh please won't you rescue me?!!!

## August Fiesta

### Uno Momento (Tune "Mexican Hat Dance")

El Webelos, El Bares, El Lobos dancing around the hat.  
El Webelos, El Bares, El Lobos clacking their castanets.  
Singing, dancing and eating  
Tostaditas, Polvorones and Burritos  
Bongo Conga and Maracas  
Mucho gracias, brings this song to a close.

## September Dial 911

### Hello, Hello (Tune "On Top of Old Smokey")

Last night in my dreams there was a big fire.  
The smoke was a rollin', the flames shot up higher.  
I ran to the telephone and dialed 911.  
The machine gave an answer and said, "One minute  
son!"

## October Land of Make Believe

### Land of Make Believe (Tune "Puff, the Magic Dragon")

Poof, is it magic?  
Cub Scouts is fun.  
Learning, growing, making friends in the land of make  
believe.  
Each week something special is offered in our dens.  
Come and join us one and all.  
We'll grow to be great men!

## November Knights of the Roundtable

### Cub Knights (Tune "She'll Be Coming 'Round the Mountain")

We'll be coming to the table, knights are we.  
We'll be coming to the table, knights are we.  
We'll be coming to the table, we'll be coming to the  
table, we'll be coming to the table.  
Knights are we.

We'll be riding broomstick horses, knights are we.  
Repeat  
We'll be carrying shields and swords Repeat  
We'll be following our fearless leaders, knights are we.  
Repeat  
We'll be brave, strong Cub Scouts, knights are we.  
Repeat.

### Knights of the Round Table (Tune "I've Been Working On The Railroad")

We've been sitting at the round table planning a camp-  
ing trip.  
We've been sitting at the round table, partaking of fine  
root beer....HIP, HIP, HIP  
Can't you hear our cheers and shouting? Passing out  
the chores.  
'It's so fun to be in Scouting, the fun and memories can  
be yours.  
Come and join our fun, come and join our fun, come to  
our round table of play.  
Come and join our fun, come and join our fun, we want  
you to come today!

## December

### Do a Good Turn

#### Good Job, Cubs

(Tune "Jingle Bells")

Do a good, do a good, do a good turn freely.  
If you help another one, you'll be a Cub Scout truly.

#### Do a Good Turn

(Tune "Angels We Have Heard on High")

Granny's at the cabinet, trying to put away her things  
She can't reach it's much too high.

What is she to do today?

Chorus: Do a good turn

Do a good turn daily

Do it every day.

Do a good turn

Do a good turn

Do a good turn

Do it every day without delay

The neighbors' out working in his yard  
Mowing, raking, trimming trees,  
Taking time to sit and rest The work is hard, he'll do his  
best.

Chorus

Mom and dad bring in groceries, it was a job just to buy  
them.

Many trips they had to make, now put up all that they  
brought in.

Chorus

Mom said, "Time to clean your room, fold your clothes,  
put laundry away.

Help with sister, make your bed. Thank you son, it's  
been a bad day.

Chorus

# Nature Crafts

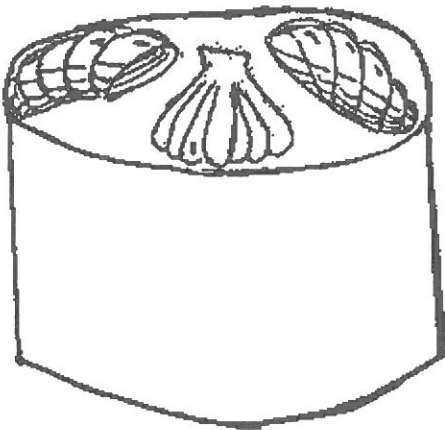
Nature and Crafts! What would Scouting be like without these two words? Probably a lot less threatening for beginning Scout Leaders. Following, you will find some suggestions for combining nature and crafts. Most projects were obtained from other leaders or from searching the various magazines and books available at the local library. Some projects may be more suitable for one age group over another. Do try to include nature crafts into meetings. The boys almost always enjoy them and are proud of their finished items. You might be surprised at how much you will enjoy them too.

## Mobile or Wind Chime using shells:

Glue a piece of yarn to several shells. Hang the shells from a circle cut from a plastic bottle. Hang where it will catch the breeze. If you want to hang outside, drill small holes in the shells instead of gluing them.

## Treasure Jar using shells:

Wash any size plastic or glass jar (a cold cream jar is good). Remove label. Glue shells to lid. Scout can give to mother, grandmother, or keep for himself to store treasures or small collectibles.



## Spoon Rest using shells:

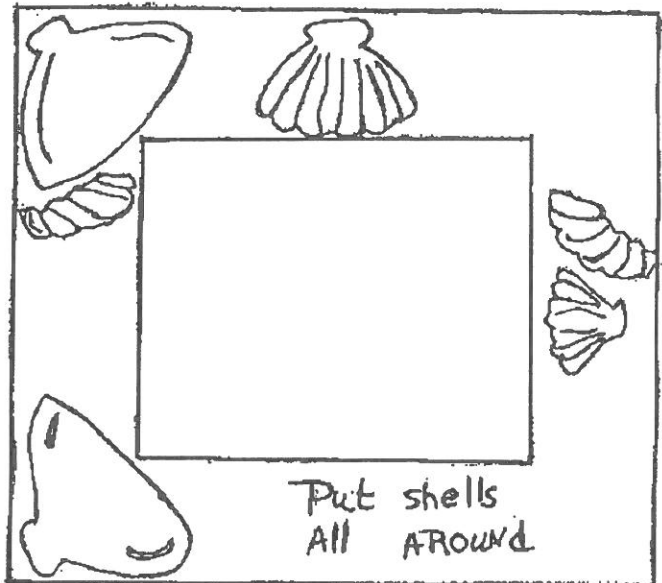
With a little decoration, large sea shells make pretty spoon rests. BE sure to scrub the shells with a bleach and water solution.

## Necklace using crab claws:

Clean the meat from crab claws and use to make Indian necklaces or anklets. The bright reddish color is attractive.

## Picture Frame using shells:

Cut heavy cardboard to the size and shape you want your frame to be. Draw a square or rectangle in the center of the cardboard with a pencil and ruler. There should be an equal border on all sides of the shape you draw. Cut out the inside with scissors (younger Scouts might need help with this step). Paint the frame with poster paint and let it dry. Using liquid white glue, glue shells on the dried cardboard frame in a pretty design. Center your picture in the cutout area on the underside of the shell frame. Tape the picture to the frame when it is in the right position.



## Acorn Picture Frame:

Cut circle from heavy cardboard or find a round, flat piece of bark. Glue acorns around outer edge of circle. Spray with shellac. When dry, glue picture in center of circle.

## Pine Cone Turkey:

Glue bright feathers to the large end of pine cone forming turkey tail. Add a cardboard head and felt for wattle and comb.

## Hooty Owl Pine Cone:

Glue together the sides of two large pine cones; set on its side. Press down firmly to crush bottom cone slightly so that owl will stand. Working with large ends toward you, glue on cardboard ears, large moveable eyes, and yellow felt beak.

## Bean Bags

Fill older outgrown mittens with beans; stitch the mittens closed at the cuffs.

## Necklace using pine cone petals:

Soak petals from large pine cones in hot water for about thirty minutes. These will be soft enough to run a needle through. For necklaces or bracelets, string petals alternately with beads. Painted white the petals look like claws or teeth.

## Avocado Pendant:

Wash and dry an avocado seed. Peel off the brown seed coat. With a black marker pen, draw a design on the seed. Glue a piece of yarn to the seed to make a necklace.



## Nut Totem Pole

You will need a hazelnut, pecan, almond, and walnut. Paint a face on each nut. Glue the nuts to a flat craft stick. Put the walnut on the bottom of the stick. Put the hazelnut on top. Leave a half inch of space at the bottom of the stick to fit into the base. Set the stick aside until the glue is completely dry. Shape a base of clay to hold up the totem pole. Press the stick into the clay. Press the clay around the stick. Add some dried or artificial grass to the base. When the base is dry, paint it brown or olive green. If you like, top off the totem pole with a fancy feather.

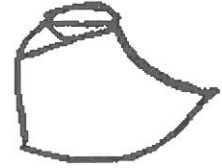
## Watering Can

With a heated nail or the point of scissors or ice pick, poke holes near the top of a plastic bleach bottle, opposite the handle.



## Super Scooper

Cut bleach bottle as shown. Cut out pictures of dogs from old magazines and glue on scooper, or let Scouts decorate as they wish. Great for dry dog food or when taking dog for walks.



## Wishbone Pendant

Save the wishbone from a turkey dinner. Remove all meat and clean with soap and water, let dry. Paint with poster paints. Glue a piece of yarn to the wishbone to make a necklace.

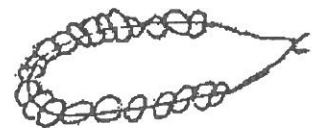


## Rain Spatter Painting

Put drops of paint on dark colored construction paper and place outside during a rain shower. Carefully bring inside and let dry.

## Carrot Necklace

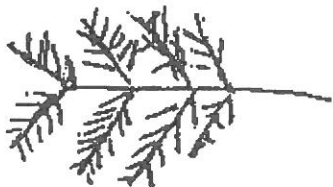
Scrape the outside of a carrot with a potato peeler. Cut the carrot into medium-sized slices. Thread a needle with enough string or dental floss to go over your head when the necklace is completed. Thread the carrot slices by pushing the needle through the center of each slice, one by one. Leave a little space between each slice as you thread. Tie the ends of the string together to close the necklace. Lay the necklace on a sheet of paper. Place the paper in a dry place, such as a closet. Your necklace should be ready to wear in about ten days.



## Leaf Printing

Squeeze liquid white glue around the edges of the top side of a leaf. The top side of the leaf is the smoother of

the sides - the one without raised veins or stem. Glue the leaf onto a piece of cardboard and let dry. "Ink" the leaf by painting a thin coating of poster paint on it, or by pressing the leaf surface onto an ink pad. Make a leaf printing by pressing the "inked" side of the leaf onto a sheet of drawing paper. Press heavily on the cardboard. Carefully lift the cardboard. Repeat the process as many times as you want for various design effects. Make other printers with differently shaped leaves.



### Small Christmas Tree

Pour a little liquid white glue into a paper cup. Paint the glue on all the petal tips of a pine cone. Sprinkle glitter or plastic snow on all glued petals. Shake off the excess glitter or snow. Let the pine cone dry. Glue tiny balls or beads wherever you wish on the pine cone. Cut out shapes like stars and hearts from colored paper and glue them to the tree.



### Gumball Pet

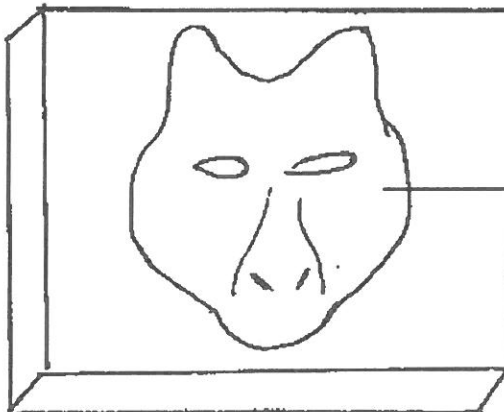
Glue an acorn cap, a peanut, and a seed ball of a sweet-gum tree together. The stem of the seed ball will be the pet's tail, the peanut the pet's head, and the acorn a cap. Glue two jiggle eyes on the peanut. Press the pet into a clay base. Wait for the base to dry and then paint it.

### Spatter Painting

Cover the work space with lots of old newspapers. Have Scouts wear smocks or old shirts. Lay a maple leaf on top of a sheet of paper. Dip an old toothbrush into a jar of red poster paint. Hold a piece of screening over the paper and rub the toothbrush gently across it. Do this until the paper is lightly covered with a spatter design. Carefully lift up the leaf. Wash the toothbrush and the screen. When the first paint is dry, place an oak leaf on the paper. Overlapping the shapes will give a nice design. This time, spatter the paper with yellow paint. Lift the leaf, and allow the print to dry.

### Treasure Box

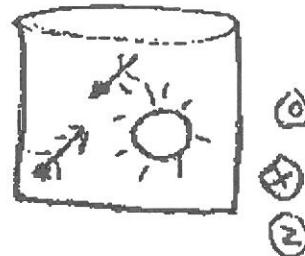
Paint an empty cigar box, inside and out. Cut a piece of felt to fit inside the box. Glue the felt in place. On a piece of paper, draw a design on the lid of the box. Choose something simple, a face of a wolf or bear. Place a piece of carbon paper, carbon side down, on the lid. Place the paper, with your design, on top of the carbon paper. Trace over the design with a pencil. When you lift the paper and carbon, the design will be on the lid. Choose beans or seeds to fill in your design. Fill in the design outline with a thin layer of glue. Press the beans or seeds in place. Wait for the glue to dry thoroughly before using the box.



Fill in  
with  
seeds or  
beans

### Indian Pebble Game

Wash and dry 15 smooth small stones or pebbles. Paint an "X" on five of the stones with nail polish. Paint an "O" on five of the stones with nail polish. Paint a "Z" on five of the stones with nail polish. Let all the stones dry. Cut a piece of colored construction paper as high as a coffee can and long enough to wrap around it. Let the Scouts draw Indian designs on the paper with markers. Wrap the paper around the can and tape in place. Place the stones in the can. To play the game, each player in turn puts his hand in the can and pulls out one pebble. When all the pebbles are picked from the can, the one who has the most of one kind of letter wins the round. Repeat the game many times.

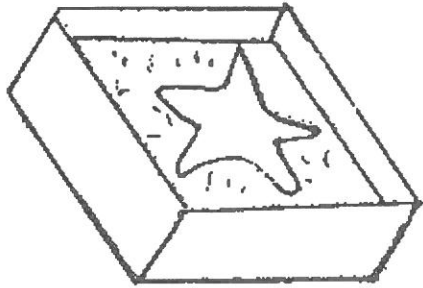


### Sea-life Paperweights

Cover work area with newspapers. Place a plastic-lined box filled with damp sand on a table. Press the starfish or other objects into the damp sand. Carefully remove starfish and see its impression in the sand. Mix plaster

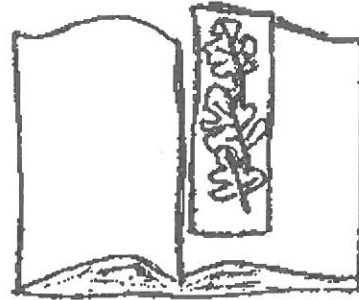


of Paris and water in the pail, following directions on the box. When mixed thoroughly, pour the plaster of Paris in the starfish impression in the sand. Let dry. Lift out plaster star fish. Brush off sand with soft brush and fingers. Spray paint or leave as is.



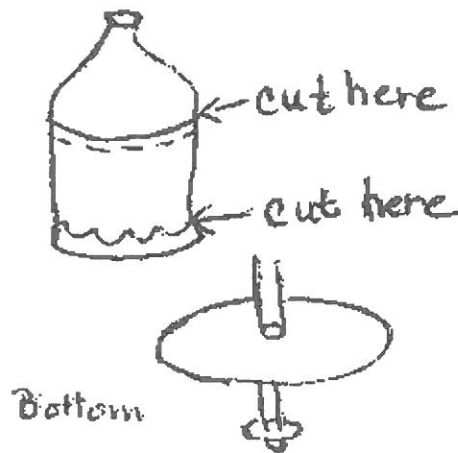
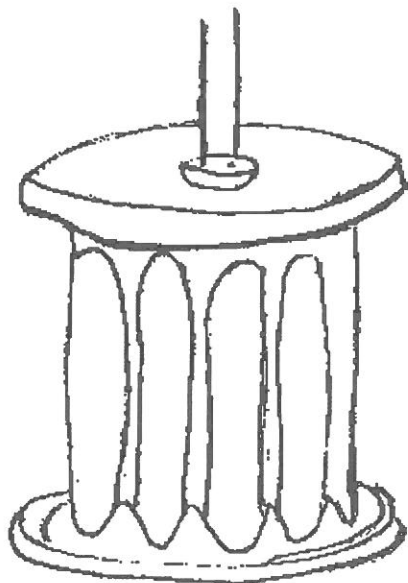
## Dried Leaf Bookmarks

Cut a 2" x 6" piece of construction paper. Arrange leaves on paper. Sandwich paper and leaves between two layers of clear contact paper.



## Easy Bird Feeder

With scissors, cut off top half of Gatorade bottle. The cut off bottom of bottle, following the curves. With scissors point, poke a hole through center of coffee can lids (one for top and one for bottom). For the bottom, thread a thirty inch piece of wire down through one lid, down through one hole of a large button, and up through second button hole. Set the bottle, curved side down, on top of bottom lid. Bring wire up through bottle. Thread wire up through top lid. Attach the button, as for the bottom, leaving excess for hanger. Fill with birdseed and hang outside.



# Holiday Crafts

Cub Scout crafts give the boy a chance to make something useful, and to use his own imagination as well as giving him an opportunity to develop a skill in using his hands. Crafts can be real confidence builders.

It doesn't really matter how the finished product looks to you. What counts here is how much boy is in the project, not how much it resembles the work of a skilled craftsman. The Cub Scout motto is "Do Your Best." The same boy who lacks the manual dexterity of his peers may well be the best at playing soccer or leading songs. Never discourage a child in his efforts.

Every project will have some good points. Look for them and offer encouragement. Strangely enough, not every boy this age enjoys crafts. Some can barely sit still long enough to work on them. Others want to make something at every meeting.

Holiday crafts are intended to supplement, not replace, the theme crafts. We have tried to select items that are age-appropriate, work with the boys' achievements, are inexpensive, and made from readily available materials.

The following guidelines may be helpful to you:

1. Let the boys help select the project when possible. You might show them two or three that you find acceptable, and let them pick from those.
2. Make enough patterns so that the boys don't have to wait very long (one for every 2 boys seems to be adequate).
3. Make a sample to show the boys.
4. Teach the craft step by step.

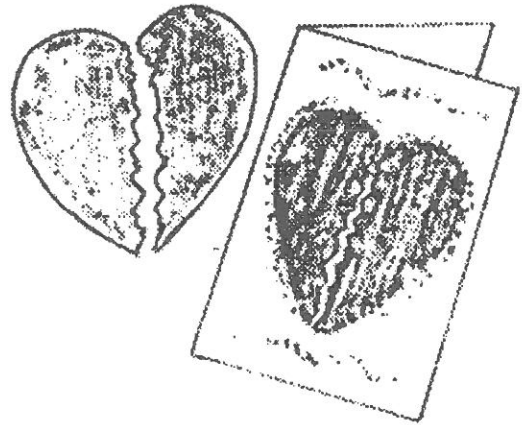
**Happy Holidays!**

## Valentine Party

Put your heart into this Valentine's Day party, and you and your friends will have a wonderful time.

### Invitations

Fold a piece of white paper in half. Cut out a red paper heart and gently tear it down the center. Paste it on the white paper, leaving a space between the torn edges as shown. Outline the outside edge of the heart with glue and sprinkle on glitter. Add a border of glitter at the top and bottom of the card.



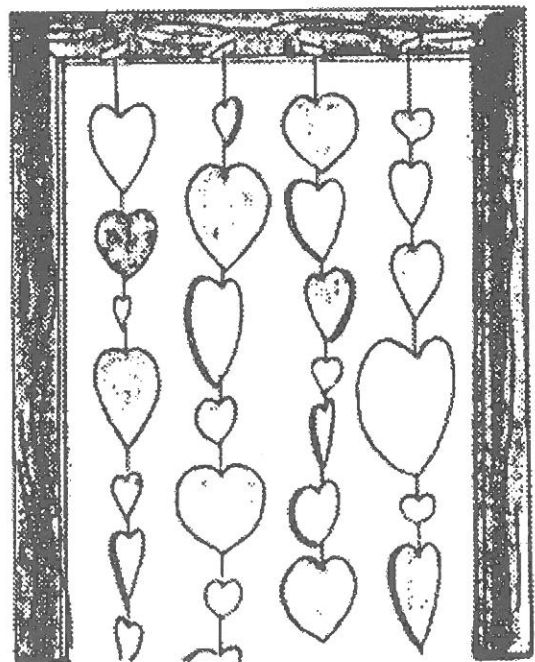
Inside write this invitation:

*My heart will break  
If you don't say  
You'll come to my party  
For Valentine's Day.  
Add the time, and your name and address.*

### Decorations

Cut out dozens of red and pink paper hearts—big and little ones. Write valentine sayings on the largest ones, such as *Be Mine* and *To My Valentine*.

Make several paper heart streamers as shown, taping the hearts to long strings. Place the streamers in a doorway where they'll flutter. Save the rest of the pink and red hearts for a game.

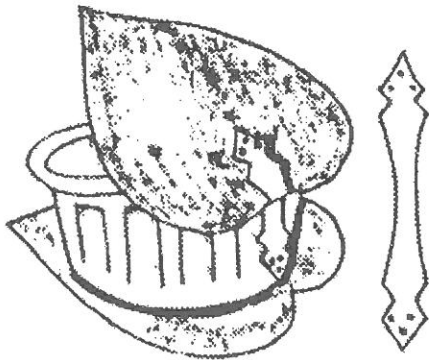


## Favors

For each place card make two slits in a red paper heart and insert a white paper arrow with the guest's name printed on it. Paste the heart to the wrapper of a flat lollipop and stand it upright in a large gumdrop.

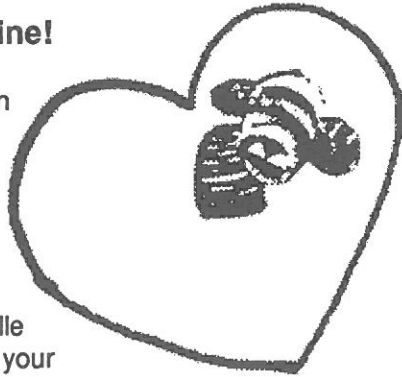


For each candy box cut two hearts from red construction paper, making them slightly larger than the diameter of a paper nut cup. Glue one heart to the bottom of the nut cup. Draw and cut a hinge from yellow paper. Glue one end of the hinge to the side of the nut cup and one end to the second heart so that the heart becomes a movable top.



## "Bee" Mine, Valentine!

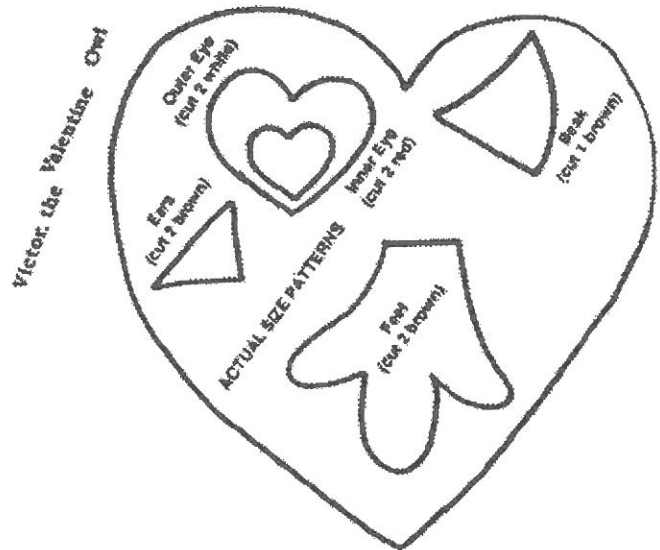
1. Cut out 1 cup section of egg carton.
2. Cover it with thin layer of glue.
3. Wind brown yarn around it to make it look like a hive.
4. Wrap a yellow chenille pipe cleaner around your finger to make bee.
5. Cut an 8" piece of black chenille pipe cleaner. Wrap around the yellow bee to make stripes.
6. Glue bee to hive.
7. Cut wings from waxed paper and eyes from construction paper (or use small moving eyes). Glue them on.
8. Cut a large heart from cardboard and cover with paper.
9. Glue hive to heart wherever desired and write a Valentine greeting.



## Victor, the Valentine Owl

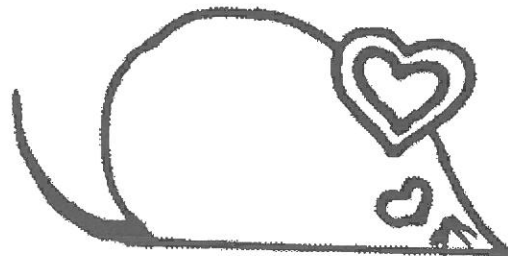
Need: red, brown and white felt or paper  
Patterns can be enlarged or reduced to size you need.

Trace pattern on felt or paper and cut out. Glue feet to body. For head, fold heart in half and glue to body. Glue eyes, ears and beak to head.



## Valentine Q. Mouse

1. Cut a large heart shape from piece of folded paper.
2. With heart folded, glue on heart-shaped paper ear and eye.
3. Add whiskers and tail.
4. Write greeting inside.



## St. Patrick's Day Party

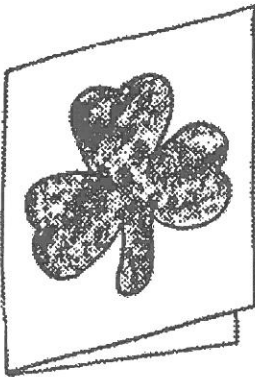
Whether you're Irish or whether you're not, everyone can enjoy a party on March 17th.

### Invitations

Cut a folded piece of white paper to fit the size envelope to be used. On the inside, carefully print or type the following.

The leprechauns are hiding  
Where shamrocks grow so gay.  
Come join our happy party  
On good St. Patrick's Day.  
Add the time, and your name and address.

Cut out a large green shamrock and paste it to the front.

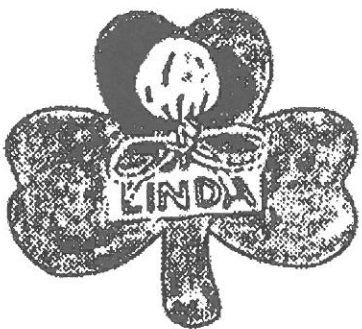


### Decorations

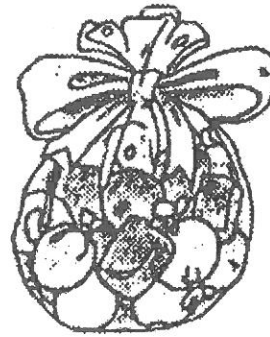
Green and white crepe paper streamers and balloons will make good St. Patrick's Day decorations. Three round green balloons can be tied together to represent a shamrock, with a long streamer of green crepe paper for the stem.

### Favors

for each place card, tie a white pipe cleaner to a lollipop and poke the lollipop stick through a large shamrock cut from green construction paper. Paste on a strip of white paper for the guest's name.

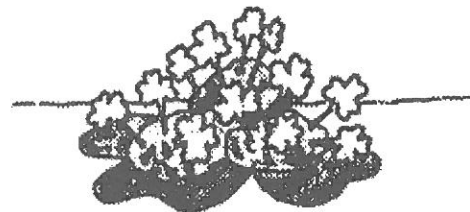


Favors are made by placing a handful of green candies in the center of a square of plastic food wrap and tying the package together with a big bow of green ribbon.



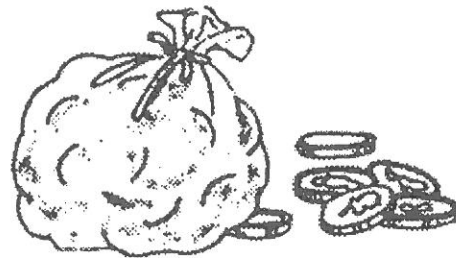
### Centerpieces

Cut one very large shamrock from green paper and many tiny ones. Glue each tiny one to a toothpick. Wash some potatoes thoroughly and dry them. Pile them in the center of the large shamrock. Stick the toothpick shamrocks into the potatoes.



### Leprechaun's Gold

Have a bag of chocolate coins or some other kind of candy to represent the leprechaun's bag of gold. Ask your guests to wait in the hall or in the next room while you hide the leprechaun's gold. When they return and begin to search for the gold, give clues, such as "Warm" or "Cold" when they are near or far from the place where you have hidden the candy. The person who finds the gold takes the next turn to be the leprechaun. You can go on playing as long as you like. At the end, the bag of candy may be opened and shared by all players.



## Chicks in Basket

### Materials:

- 1 2-1/2" chip basket
- 4 1-1/2" yellow pom-poms
- 4 4mm moving eyes
- small piece of orange felt
- 1 8" piece pink 3/8" wide ribbon
- 1 4" and 12" piece pink dot 1/8" ribbon

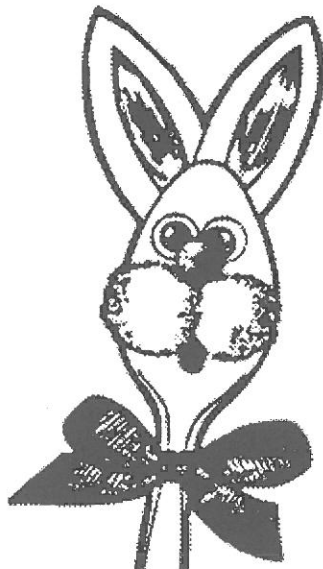
1. Glue 8" piece of ribbon around top edge of basket.
2. Glue 4" piece of ribbon along center of handle. Tie 12" piece of ribbon around top of handle and make bow. Cut ends of ribbon at a slant.
3. To make each chick, glue 2 pom-poms together.
4. Glue eyes on heads.
5. Trace and cut out 4 beak pieces from orange felt. Make beaks by gluing 2 pieces together along top edge. Push hole in poms where beaks are to be placed. Apply glue to back edge of beak and insert into hole. Fluff pom.
6. Apply glue to bottoms of chicks. Place chicks in basket.

## Spoon Rabbit

### Materials:

- 1 white spoon
- 2 3/4" white pom-poms (cheeks)
- 1/4" pink Pom-Pom (nose)
- 10mm wiggle eyes
- pink, white fun foam
- 1/4 yd. pink ribbon
- pink acrylic paint pen
- lollipop

1. Cut out ear shapes from white foam.
2. Use pink pen to paint inside ear shape.
3. Glue ears, eyes, nose, and cheeks on back side of spoon. Let dry.
4. Cut a small oval shape out of pink foam for tongue. Glue under white pom-poms. Let dry.
5. Tie lollipop to spoon with ribbon.

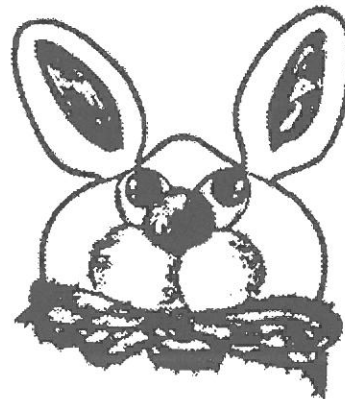


## Wooden Heart

### Materials:

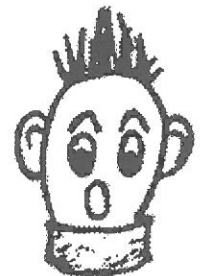
- 3" wooden heart
- 2 1" white pom-poms (cheeks)
- 1/2" pink pom-pom (nose)
- oval wiggle eyes
- 2 white spoons
- pink acrylic paint pen
- 1 yd. pink picot ribbon
- white acrylic paint
- white felt
- PVC ring

1. Use wood to trace on felt. Cut out felt heart.
2. Paint heart with white paint. Let dry.
3. To create ears, break half of spoon handle off and paint inside shape of spoons with pink paint.
4. Glue eyes, nose, cheeks and ribbon as shown. Let dry.
5. Glue spoon ears to back of wooden heart; cover with felt heart. Attach PVC ring to enter of back for a neckerchief slide.



## Eggheads in Hairy Situations

- Need:
- grass seed
  - potting soil
  - eggshells
  - egg carton
  - water
  - newspaper



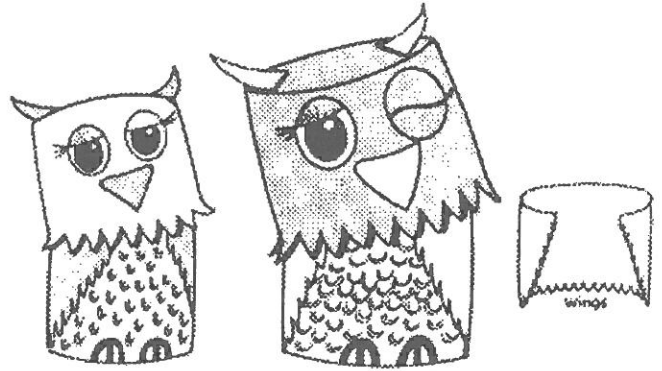
1. Cover work area with newspaper.
2. Decorate eggshells as desired.
3. Put eggshells in egg carton. Fill the shells halfway with soil.
4. Sprinkle with grass seed.
5. Cover seed with soil, leaving enough room in shell to add water. Gently push down soil with finger.
6. Water and put in a cool, dark place.
7. When seeds begin to sprout after a few days, move the shells to a sunny window.

## Hoot Owl Catchalls

**Supplies:** 2 Plastic bottles for each owl; half gallon or gallon sized  
Acrylic paint or tempera and shellac  
Colored paper or fabric scraps  
Scissors, glue, markers

**Procedure:** for the hoot owl catchalls, cut the plastic bottles as shown above, removing handles and necks if they are present. For the heads, use a second plastic jug, the same size as the first. Cut 12 to 1 inch feathers along the bottom of the top half, and paint with acrylics or tempera paint with a top coat of shellac. Cut eyes, nose, and ears from construction paper and glue to container with white glue (Ears are triangles curled around a pencil to give them their shape.) The wings are one piece of construction paper cut like a cape and glued around the owl. Feathers and claws on the front are painted on with acrylic or permanent marker.

All kinds of animals can easily be made using this same idea. Lions, bears, ducks, roosters, all can be created using cut construction paper and a little imagination.

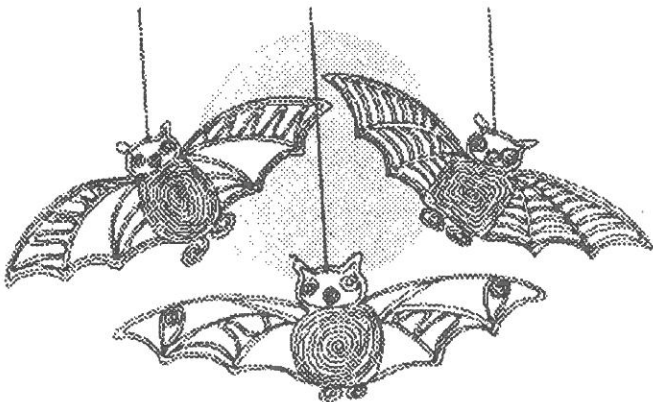


## Bat Mobiles

**Supplies:** Heavy string  
Wax paper  
White glue, scissors  
Pencils  
Paper  
Tape  
Black tempera paint or black dye

**Procedure:** Draw a sketch of a bat on a piece of paper (or any other Halloween character). Cover the drawing with a piece of wax paper and tape it in place. Dip string in glue and follow the lines of your sketch, laying the string on the wax paper. Lay the drawing flat, and let it dry at least overnight. When the glue is dry, carefully peel the bat off of the wax paper. Hang several bats at varying lengths from a dowel rod or coat hanger.

If you want to color the bats black, either dye the string before or paint them black when they're dry.

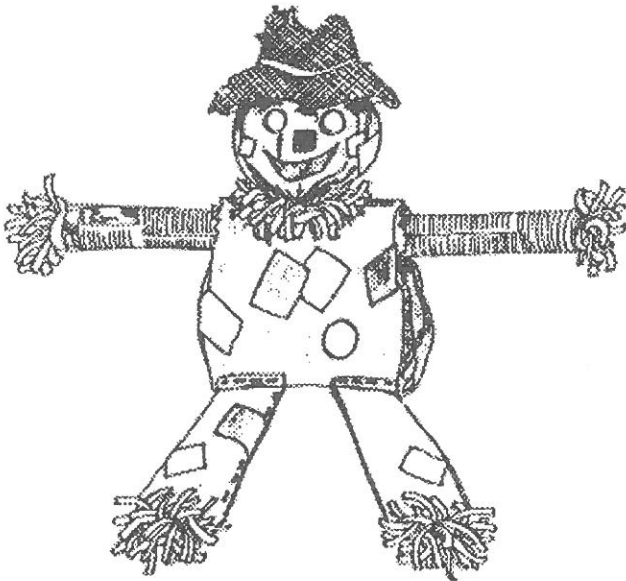


## Bag Scarecrow

Use a large grocery bag for the body. Form a few sheets of newspaper into a tube for arms. Poke holes at both sides near the bottom of the bag and poke the arms through.

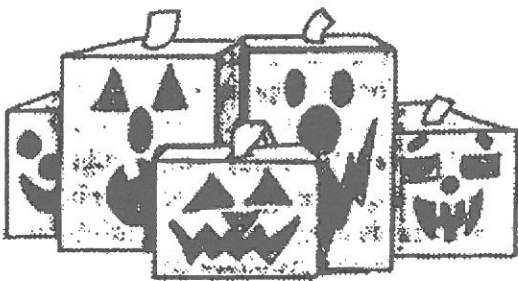
Stuff the body with crumpled newspaper and staple the open end shut. Stuff a small bag with crumpled paper for a head. Twist and tape the head shut. Make a small hole in the body where the neck should be and insert the twisted end of the head into the hole. Use tape to hold it steady if necessary. Cut another large bag in half for legs. Staple the open sides, stuff, and staple together at the bottom.

Use cut paper for features and patches. Glue them on. Also cut yellow paper into "hay" for the feet, hands, neck and head. Add an old straw hat to "top off" your scarecrow.



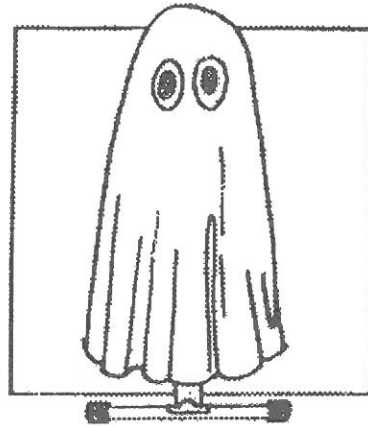
## Pumpkin Patch

These pumpkins can grow right in your living room. Collect boxes of different sizes. Paint them orange or cover them with orange paper. Cut features from black construction paper and attach them with glue. Stack the pumpkins against a wall and your pumpkin patch is complete.



## Life-size Ghost

Lean an ironing board against a wall or piece of furniture so that it stands securely. Fold a pillow over the top. Drape a white sheet over the whole thing. Attach two large construction paper eyes to the face with masking tape.



## Happy Halloween Pin

For the hairy head, use black craft fur. On the backing of the fur, measure and draw a 1"x1-1/2" rectangle. Being careful not to cut the fur, use a craft knife to cut out the backing. Turn it over, and smooth out the fur to form a long beard.



For the hat, cut a small orange felt triangle. Glue the hat to the top of the head. Glue wiggly eyes to the front of head. Attach a safety pin to the back. For a neckerchief slide, glue a PVC ring to the back.

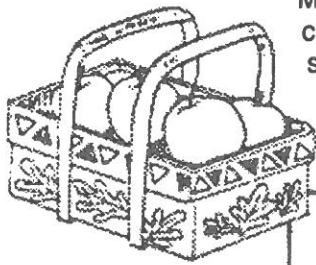
## Pillow Case Punching Bags

Materials: old pillow case  
felt tip pen  
cord, crumpled newspapers, rags, or nylon stockings

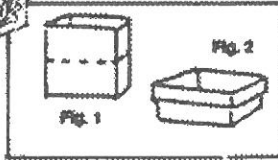
Draw features with felt markers, stuff with newspapers, etc., then gather the open end of the bag and tie with the cord. Hang from the ceiling on a cord long enough so the punching bag is suspended at the child's eye level. Use your imagination when decorating bag!



## Fruit Basket Centerpiece



Materials: brown grocery bag, cardboard, markers, glue, scissors, stapler



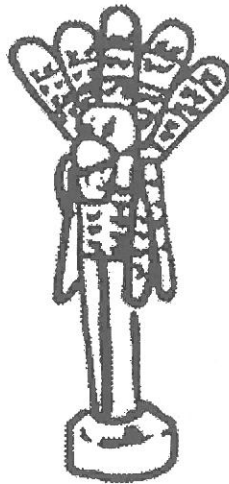
Fold the bag and cut in half (fig 1). Save top half for later.

1. For the cuff, make a 1" fold around outside top of bag. Fold down; fold another inch down (Fig 2). Make a pretty border design on the cuff with markers or crayons. Color the sides of the bag.
2. Measure the bottom and cut a piece of cardboard to fit. Place cardboard in bottom.
3. For the handles, fold top half of bag in half, cut on fold. For 1 handle, open 1 strip. Lay flat on table; fold long edges in towards center 1" on each side. Turn handle inside out so folded seam is inside. Slip handle under basket and glue or staple in place. Repeat for the other handle.

## Turkey

Materials:

1 dolly clothes pin  
1 dolly pin base  
5 craft sticks  
gold felt square  
paint in black, white, yellow, red, orange, gold, brown  
clear acrylic spray



1. Basecoat turkey legs gold.
2. Basecoat turkey body and head brown.
3. Paint dolly base black.
4. Paint eyes black adding white highlight.
5. Cut craft sticks for feathers and wattle. The feathers measure 1-1/2" each and the wattle measures 1/2".



Red  
Orange  
Yellow  
Brown

6. Base coat feathers in stripes as diagrammed. Let dry and paint black v's using the diagram as a guide.
7. Base coat wattle in red.
8. Glue feathers into place.
9. Using the turkey beak pattern, cut one from gold felt.
10. Glue beak and wattle into place.
11. Spray with acrylic spray.
12. Attach a magnet to the back for a turkey magnet, a pin to make a pin, etc..

## Pilgrim Boy and Girl

Materials:

1 piece 6"x6" brown felt  
small pieces of felt in white, yellow, black, orange, beige  
4 5mm moving eyes  
red felt-tip pen  
1 6" piece brown 1/8 ribbon  
bunch natural or paper raffia, 8" long  
small piece cloth covered wire stand

1. Trace patterns onto felt and cut out as follows:  
brown - boy's body, girl's body, 4 arms, boy's hat, girl's hat;  
white - girl's hatband, collar, 2 legs, boy's collar, 2 legs, 4 cuffs;  
yellow - boy's hair, hat buckle, 2 shoe buckles; with paper punch, punch out 2 circles for buttons;  
black - girl's shoes, boy's shoes  
beige - 2 heads, 4 hands;  
orange - girl's hair;
2. Glue head to backside of body.
3. Glue collar and button on body
4. Glue hair on head. Glue hat to top of head.
5. Glue hat buckle on boy's hat. Glue hatband over bottom edge of girl's hat.
6. Glue eyes on head.
7. Draw mouth on face with red pen.
8. Apply glue to slanted end of arms and glue to backside of body. Glue cuffs on ends of arms. Glue hands (thumbs up) on backside of arms.
9. Apply glue to end of boy's legs and glue on backside of pants. Glue girl's legs to backside bottom of dress.

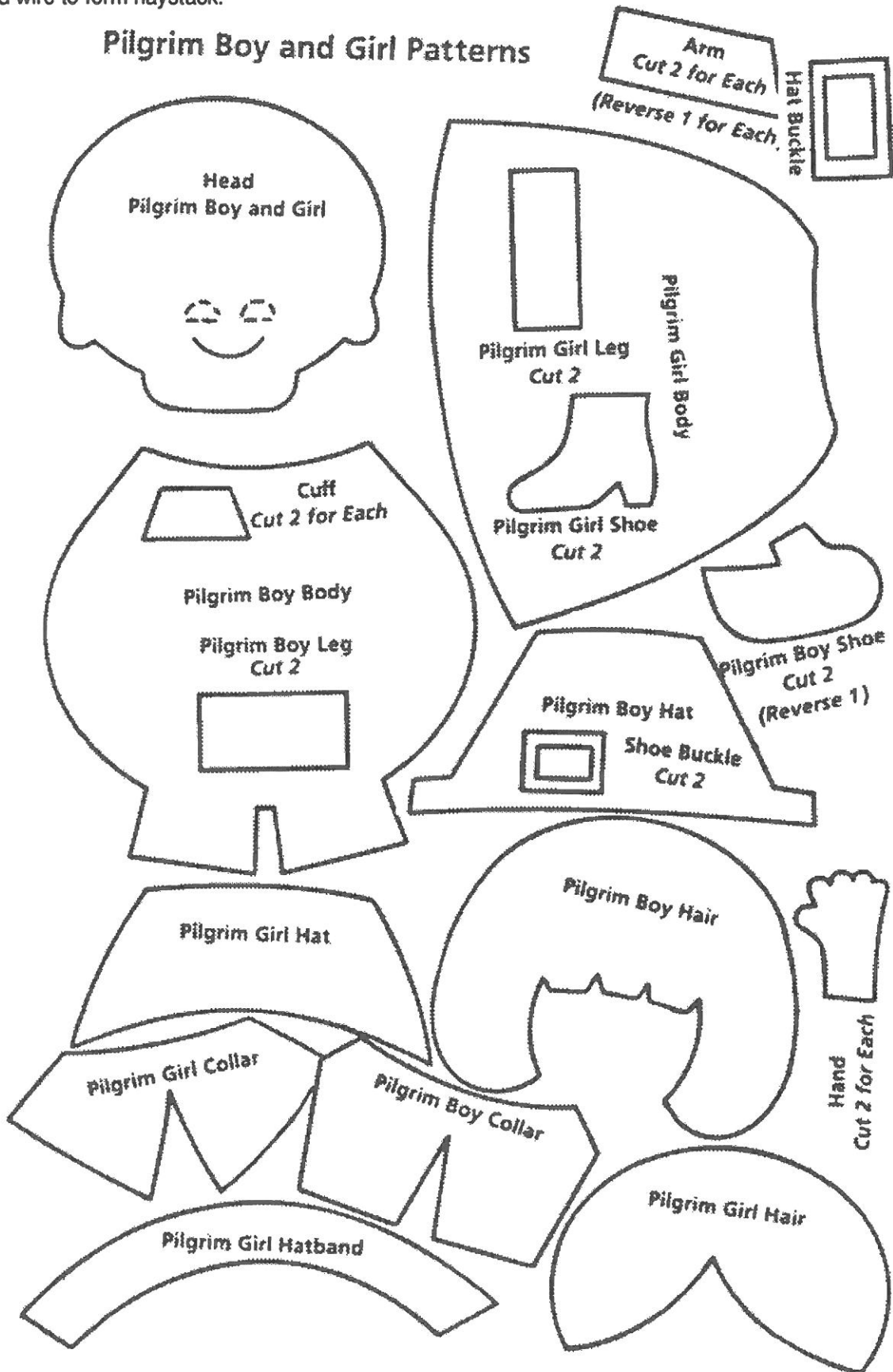


10. Glue shoe over end of each leg. Glue buckles on boy's shoes.
11. Glue girl to stand.
12. Bunch raffia together and tie in middle with cloth covered wire to form haystack.

13. Glue center of brown ribbon to back of boy's neck. Let dry. Tie boy to haystack.

Finished craft is 5" tall.

### Pilgrim Boy and Girl Patterns

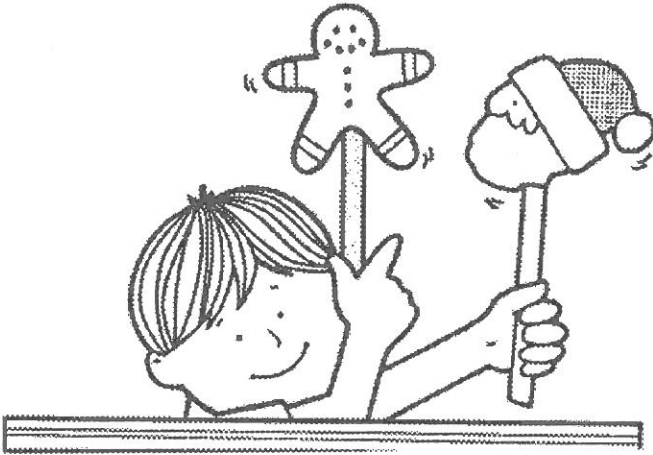


## Cookie Cutter Capers

Cookie cutters are perfect to trace for art activities. Ask Cub Scouts to bring cookie cutters from home to trace and make templates.

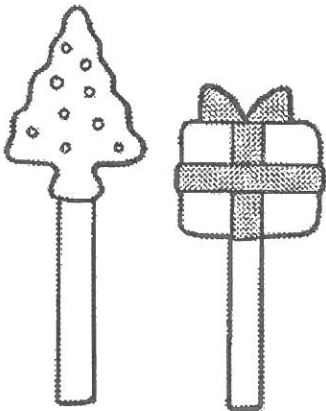
## Stick Puppets

Trace, cut, color and decorate cookie cutter shapes. Shapes can be decorated with paper scraps, tissue, glitter, cotton and yarn. Add a craft stick to make a stick puppet.



## Cookie Cutter Bookmarks

Add a strand of yarn or strip of paper to make a bookmark. Perhaps your den can make a set of bookmarks as gifts.



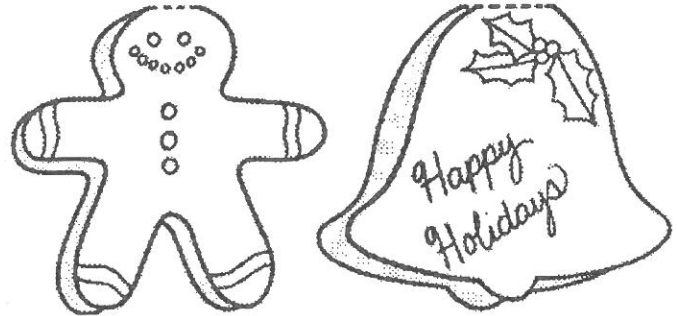
## Cute-as-a button- Name Tags

Make gingerbread boy name tags for your Cub Scouts to wear to the Pack Meeting or field trip.



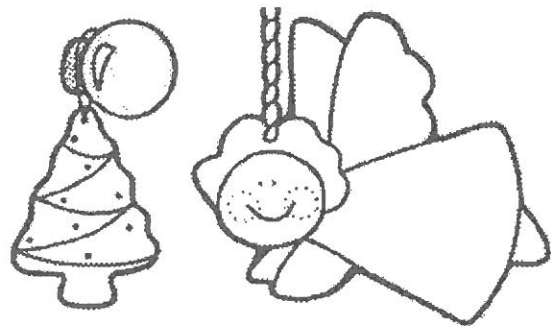
## Cookie Cutter Greeting Cards

Have Cub Scouts make greeting cards using construction paper and a cookie cutter. First, fold a piece of paper and trace a cookie shape with one edge on the fold as shown. Then, keeping the paper folded, cut out the cookie to make a greeting card. Remind Cub Scouts not to cut the fold apart.



## Cookie Cutter Gift Wrap

Let Cub Scouts trace and color cookie cutters on paper to make gift wrap. Have them trace and cut out one extra shape to use as a gift tag.

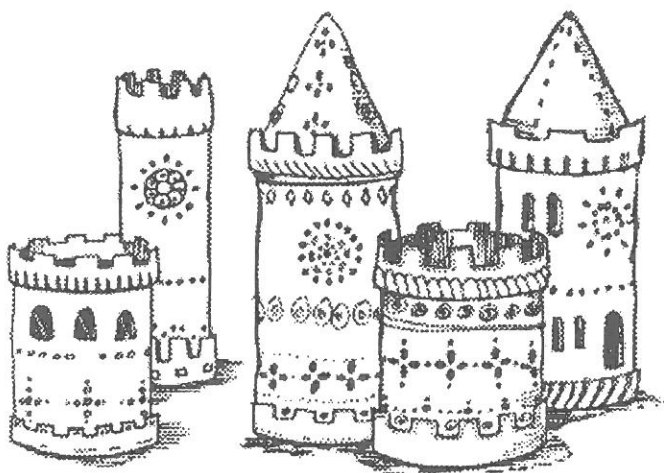


## Baker's Clay Candle Holders

Supplies: Flour, salt, water, mixing bowls, rolling pin, cardboard tubes (Pringle's cans, paper towel cardboard, etc.) aluminum foil, oven.

### Procedure:

Stir 4 cups of flour, 1 cup of salt, and 1-1/2 cups of water together in a large bowl. This is enough dough for one or two castles. Knead the mixture for approximately 10 minutes on a lightly floured surface. The dough should be smooth and pliable. (If the dough must be stored, put it in a plastic bag and store it in the refrigerator.) Roll the dough to the desired thickness (1/4 inch or less). Cover an assortment of cardboard tubes with foil and wrap the dough around them. Smoothing out the seam. Put a base on the turret. Decorate the candle holder by punching interesting designs into the dough. Holes must be provided at the bottom and top for circulation. Tops for the turrets should be made to fit separately. Bake for several hours at 350 degrees.



## Paper Towel Tree

People will do a double take when you display a paper towel tree. Cut a tree shape from bulletin board paper. Have Cub Scouts glue wadded paper towels to the tree cutout. Allow to dry. Spray paint the entire tree green. This type of tree looks like the real thing from a distance.

## Filling Pinatas

If you're planning to make a pinata for the holiday pack or den meeting, make sure that each of your Cub Scouts gets his fair share of the treats!~ Before the meeting, have you assistant den leader or the den chief fill plastic sandwich bags with equal amounts of goodies, one bag per Cub Scout. Tie each bag with ribbon and place inside the pinata. When the pinata breaks, each Cub Scout grabs one bag. This cuts back on the scrambling and assures that everyone gets a fair share.

## Personalized Ornaments

Materials 4-1/2" x 9" art paper of any color (for each ornament)

Hole punch

10" length of yarn, string, or ribbon

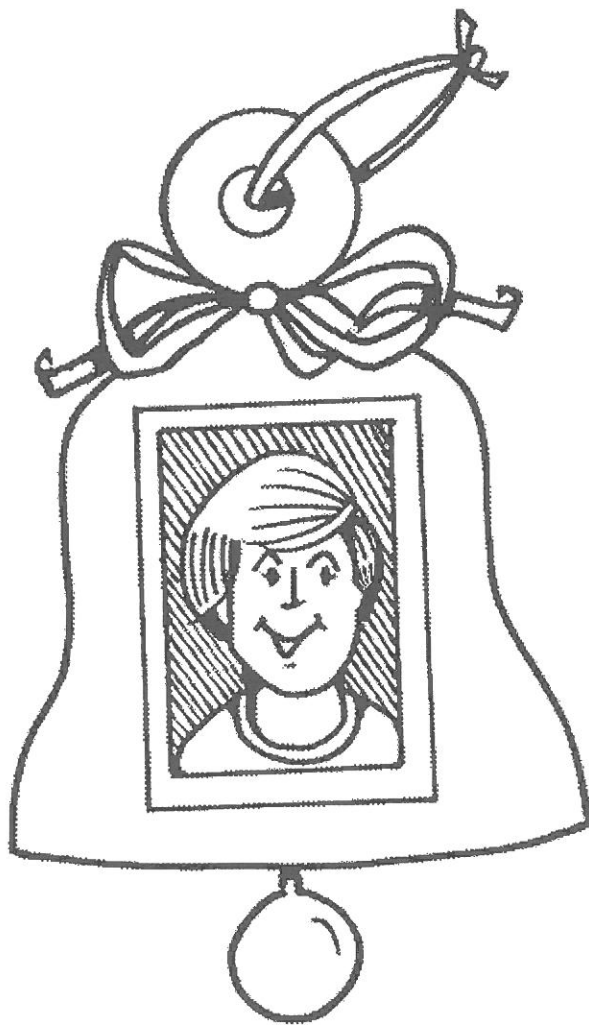
Glitter, rickrack, sequins for decoration (optional)

Small photo

### Procedure

For each ornament:

1. Fold art paper in half to 4-1/2"x4-1/2" and glue together for more strength.
2. Trace pattern on art paper using cookie cutters and cut out.
3. Glue photo in place.
4. Punch hole in top of ornament and thread yarn through. Tie ends together.
5. Decorate with available materials.



# STORY TELLING FROM A TO Z

## Types of stories:

Fun stories—both fun for storyteller and listener. Make sure they are age appropriate.

What would you do? Stories—teaches a principle.  
Teach a song story—teaches a song.

Who am I? Stories—fact filled adventure story about someone.

Animated stories—fun for the listener as they make the sounds.

## Hints on story telling:

Be completely at ease.

Know the story.

Arouse interest with a catchy or exciting beginning.

Create a setting or mood by description.

Make the story move. Match the speed and pitch of your voice to the actions in the story.

Keep listeners' attention by varying the speed and tone of your voice and by using gestures where appropriate.

Don't prolong a story.

Quit while you're ahead.

Live your story.

Don't be afraid to speak in different voices.

Make the story short and to the point.

Practice the story in front of family.

Use your imagination.

Make sure your audience is comfortable. A room too hot is the pits.

Don't worry if you forget something. No one will know but you!

Never read your story - the audience needs to see your eyes.

KISMIF – Keep it simple, make it fun!

## More Tips:

Do you want your audience to learn more?

Remember these Facts!!!

40% remember a concept when you add a story.

60% remember a concept when you add a visual.

90% remember a concept when you add a song.

Good luck and may you "spin many yarns".

# Clowns

## Clown Costumes and Makeup

Almost anything the boys think is funny will do for a costume. Use baggy old shirts, pants, and jackets from dads; old bathrobes, lady's hats with a towering construction paper polka-dot stapled on, and pillows for stuffing.

### Clown's Big Shoes

Cut from old inner tube, vinyl sheet, or heavy cardboard. Make shoes three to four inches bigger than the clown's regular shoes. He slips them over his ankles before putting on real shoes.

### Two Faced Boy Clown

Wear a turtleneck sweater with ties front and back. For hat use bottom of bleach bottle with yarn glued on for fringe. Sew on an old Halloween mask to hat at top for second face.

### Clown Jugglers

You can have jugglers even if no one in the den can juggle. For one juggler, glue paper plates and cups together in a precarious tower. For another, tack aluminum pie plates loosely to the ends of dowel rods or broomsticks and have the jugglers learn to spin them.

### Clown Noses

Rubber balls are fine, not the only way for making a clown's nose. You can also use table tennis balls cut in half, or a soft plastic foam ball scooped out to fit the nose. Attach the nose with clear tape. If you use a large foam ball, the nose can be carved into any shape—bulbous, hooked, pointed, etc.

### Clown's Bald Head

A white bathing cap with holes cut for ears. Panty hose cut and gathered at top with a rubber band. A silly hat can be added to both.

### Clown Hair

May be clean or dyed mop head or pieces of yarn stapled together.

## Other Props for Costumes

Umbrella large or small, large baseball bat made from paper mache, broom, cardboard car. Use your imagination.

## Clown Makeup

If you have access to a theatrical greasepaint kit, use it. If not improvise. You can use lipstick, blusher, eye shadow, and light makeup base furnished by the den's mothers or grandmothers. Start by covering the entire face with the makeup base. Then use the colors to add exaggerated eyebrows, mouth, teardrops and highlights as desired.

An alternative makeup base can be made by mixing a paste of a small amount of cleansing cream with confectioner's sugar. Apply all over face. For colors, use the same paste with food coloring added.

## Fun and Games Clown Acts

Many possibilities: Clown boxing match with charcoal blacked gloves, clown chasing another with a water bucket (filled with confetti or paper scrapes) and finally throwing the contents into the audience, tiny clown picks up the "strong man's" 500 pound weight with one hand and dashes out, clown trying to get up the courage to dive from a ladder into a pail of water finally sticks a toe in the water, announces that it's too cold, and leaves.

### The Dentist

The patient is a sad faced tramp clown with a monstrous bulge in his cheek made by a wad of paper. The dentist is a white coated, frenzied clown with a crazy expression on his face and a fringe of hair around a bald head. He's equipped with huge (cardboard) hammer, pliers, and drill. As he works, the patient writhes and howls in pain. As the climax, the dentist extracts a big cardboard tooth concealed in the patient's shirt and the patient pulls out the paper from his mouth as he covers his head with relief. He leaves smiling happily and carrying the tooth. He calls "Here's one for the tooth fairy!"

### Baseball

Pitcher, batter, catcher, fielder, and umpire are dressing in any clown getup. Several pitches are thrown and the calls are hotly disputed by pitcher, batter, catcher and umpire. Finally, the fielder sits down and begins to

pluck daisies. Several more pitches are thrown, and the fielder falls asleep. The others indignantly cluster around him shouting, "Get in the game!" The fielder replies "What game! I thought this was a debating society!" He snatches the ball and runs off with the others in pursuit.

## The Acrobat

Boys in any clown getup perform various feats of skill (Wolf Achievement 1), but one clown fails on every trick. He is sad and the others look disgusted. The acts climax is a human pyramid (three boys on hands and knees on ground. Two others on hands and knees on their backs). The clumsy clown is supposed to climb to the top, but he stumbles, slips, falls. He just can't make it to the top. "Got an idea," he calls and runs to the sideline. He picks up a doll, runs back, and perches it atop the pyramid. Then, assuming the role of master of ceremonies, he calls, "Ladies and gentlemen, the almost human pyramid!"

## The Bath

Two buckets are needed — one filled with water, the other with confetti or shredded newspaper. All clowns bedevil one clown, paddling him with a huge (card-board) paddle, tying his shoe laces together while he stands arguing with a clown, stealing his hat and running off with it, etc.

Finally, he is enraged. He grabs the bucket of water and showers the others. Then he gets the second bucket (filled with confetti). He is now quite close to the audience, and as the other clowns run between then and the angry clown, he heaves the confetti into the audience.

## Rescue

Clown becomes violently ill and collapses twitching and moaning on the ground. Two other clowns rush in with two poles and a blanket. They lay poles on the ground and put blanket over them then lift the sick clown onto this improvised stretcher. Picking up the poles, they run off leaving the sick clown on the blanket. Amazed, he sits up, then runs off after his rescuers.

## Snakes

One clown is followed by three or four "snakes" (ropes) which are attached to his back by long lengths of monofilament fish line. He does not know the snakes are following him as he walks. Several other clowns see the snakes and cry, "Snakes! Snakes! Run for your life!"

The clown trailing the snakes runs in circles, too, but the snakes follow. Finally, he gets angry and chokes the snakes with his bare hands and tosses them on the ground "dead." The other clowns shout "Hurrah" and pat him on the back. But as he walks off, the snakes come back to life again and all clowns race out.

## The Restaurant

A clown customer sits down at a table. A clown waiter, wearing a jacket with lots of pockets, enters and sets the table, pulling all utensils, dishes, and a glass of water out of his pockets. He also has a big fly swatter which he uses frequently.

Waiter: "What'll it be?"

Customer: Bring me a cup of tea."

Waiter: "Black or green?"

Customer: "Makes no difference. I'm color blind."

Customer: Have any fresh farmer's eggs?"

Waiter: "No, but we have fresh hen's eggs." (The waiter produces a large egg (panty hose) and cup for it and sets them down. The customer opens the egg and finds a tiny toy animal. Brandishing a knife, he chases the waiter out.)

## Den Games

### Swat the Clown

cut sheets of newspaper into triangles, form into dunce cap shapes and tape to hold. Give one to each boy.

May be played as a duel contest by pairing off the boys, or as a battle royal. Each player puts on his hat and is given a rolled up newspaper. Object of game is to knock off the opponents hat with the newspaper. Last clown with hat on wins.

### Juggler Toss

Pair off players and have them stand about five feet apart. Give each player a rubber ball, orange, or aluminum pie plate. Competing players toss their ball simultaneously. If both boys make the catch, each steps back one step and they throw again. If one boy misses, a point is scored against him (providing that the toss was catchable). The players continue throwing, catching, and taking another step back until one has five points against him.

### Handwalker Race

Divide den into teams of two. Tams line up along starting line. Establish a turning point 20 feet away. On signal, first boy on each team lies down, making his back and legs rigid, and his partner picks up his legs

and body so that he is doing a hand stand. The hand-walker then starts toward the turning line, with his partner supporting his body. At the turning line, they reverse positions and handwalk back to the start line. First team finished wins.

## Clowning Around

Object is to make the other players laugh by making faces, doing tricks, and emitting funny sounds. No words can be spoken, but the clowns may bark, grunt, whistle, hum, etc. A boy is eliminated when the leader spots him laughing. Last boy in the field wins.

## Clowning Volleyball

Tie a string about six feet above the ground between poles or trees. Divide the players into two teams and give each team an inflated balloon "volleyball".

Both balls are put into play at the same time. Play and keep score by regular volleyball rules except that 1) the ball may be hit any number of times on one side of the net; 2) no player may hit it twice in a row; 3) play continues until both balls are grounded. It helps to have several "judges" for this one.

## Peep Show

Use shoe boxes with peep holes at one end. Cut one inch square slots in top for light to enter and string Christmas lights over them. Place shelf at boys eye level. Put in and label such exhibits as: Hairless Dog (frankfurter); Toast of Paris (slice of French toast); Invisible Fish (bowl of water); Swimming Match (match floating on water); Ruins of China (broken dish); Big Foot (one foot ruler); Ocean Liner (sand); Ancient Instrument of Torture (hairbrush); Knights of Bath (sign saying "Saturday").

## Pack Activity

### Cavalcade of Clowns

The properties committee should arrive early to decorate the performance area with banners, streamers, balloons and signs as desired. An effective entrance way could be made by hanging a banner between two eight foot poles. The banner might read, "Pack 55 Cavalcade of Clowns"

For added circus atmosphere, have a record or cassette player blaring lively marches or callope music.

### Pre-opening

Have a welcoming committee at the entrance way to greet families. Pay special attention to the families of any prospective members who come.

As families arrive, give each person a rubber band. Tell him to stretch it over his head and place it on the tip of the nose and under the ears. Tell him to try to work the rubber band down under his chin without touching it with his hands.

Have den chiefs running easy joiner games for the Cub Scouts and other children. See Ring the Bottle, Ring Toss, Beanbag Toss, etc. in the Den Chief Handbook.

## Opening

Ringmaster calls, "All clowns to Clown Alley!" Boys go out in front of entrance way to prepare for the Cavalcade of Clowns. With lively music playing. They parade back and do a "walk around" the performance area in front of the audience. Each has his prop or specialty — towing a tiny pull toy, sweeping the ground, juggling two balls, holding a tiny umbrella overhead, or just frolicking along. After the walk around, they sit down with their den.

## Den Acts

In turn dens perform their clown acts. Between acts, ringmaster leads applause stunts from, Group Meeting Sparklers, or den chiefs could do some run-ons.

## Webelos Acts

In turn Webelos Scouts perform skills learned for the Showman activity badge.

## Mom and Pop Relay

Parents of each den make up a team. If teams are unequal, have some member of the small team race twice. For each team you need an umbrella, bucket, folding chair, an old hat, and a kazoo or other toy instrument.

Place chair and bucket on ground in front of each team, with umbrella, hat and kazoo in bucket. Establish a turning line about 20 feet away.

On signal, first player on each team picks up the chair and bucket and runs to the turning line. He unfolds the chair, sits on it, opens the umbrella, put on the hat and plays the kazoo. Then he puts hat, kazoo, and refurled umbrella in the bucket. Refolds the chair, and carries the chair and bucket back to the start. Next player repeats the action, and so on until all have run. First team finished wins.

## Recognitions

If you are having awards for best clown costumes, the judging committee chairman announces results and

give small prizes for best, most unusual, funniest, etc. Prizes might be huge lollipops or foot long hot dogs.

Ringmaster presents Cub Scout badges and arrow points, Webelos leaders award activity badges, Webelos badges and Arrow of Light awards.

## **Closing**

Announce date, time, and place of the next pack meeting. If you have boys visiting, ask them and their parents to stay afterwards to talk with pack leaders about Cub Scouting.

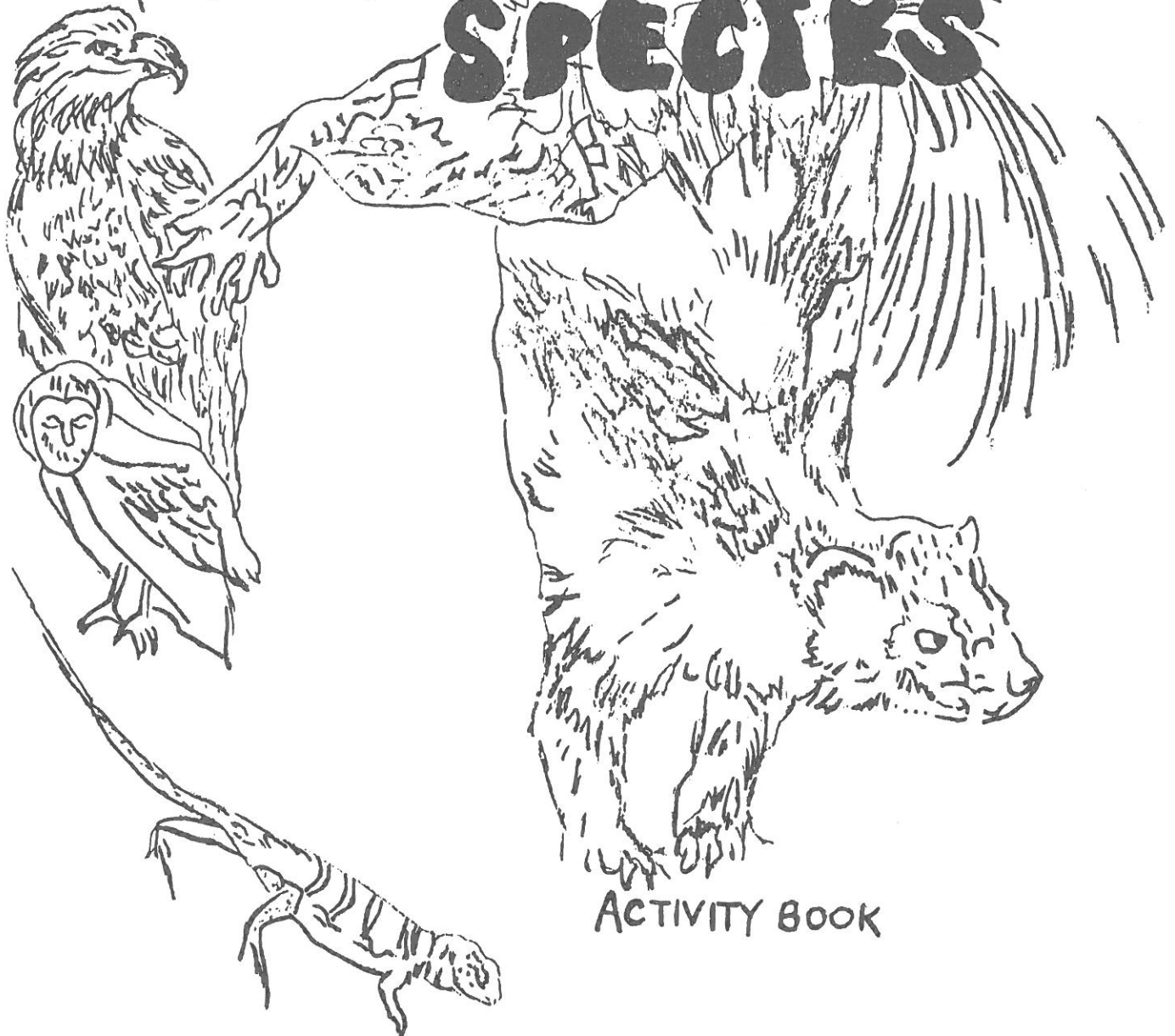
Ask all to stand, then call for a silent moment of reverence. Ringmaster then calls "Strike up the band!" As lively music plays, all the clowns parade out in a circus "blow off" march.





"We're all in this together!"

# ENDANGERED SPECIES



ACTIVITY BOOK

## WHAT IS INSIDE

	Pages
Species in Trouble, Around the World Puzzles and Facts	2 - 5
Games and Facts About Endangered Animals	6 - 10
Coloring sheets on some rare and endangered animals and plants	11 - 16

## CREDITS

- "Audubon's Birds of America Coloring Book", "Small Animals of North America Coloring Book", and "Birds of Prey Coloring Book", Dover Publications
- "Woodworking for Wildlife", Missouri Department of Conservation
- "Ranger Rick's Naturescope: Endangered Species--Wild and Rare" (Copycat pages), National Wildlife Association
- "Field Guide to Missouri Ferns", "Amphibians and Reptiles", and "Butterflies and Moths", Missouri Department of Conservation
- "The Wild Mammals of Missouri", Missouri Department of Conservation and Union of Missouri Press


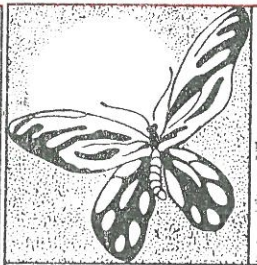
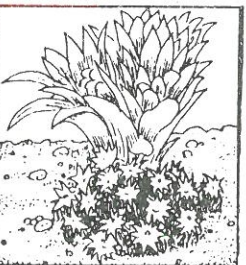
# Species in Trouble

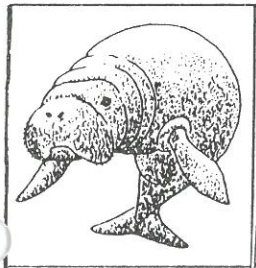


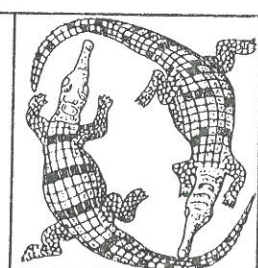


## A to Z

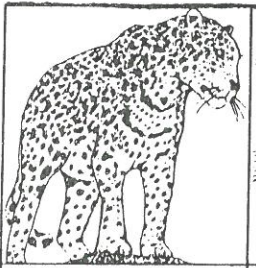
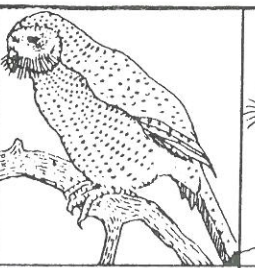
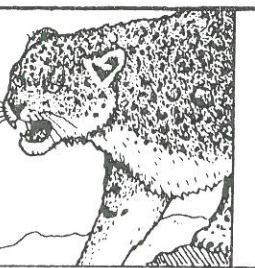
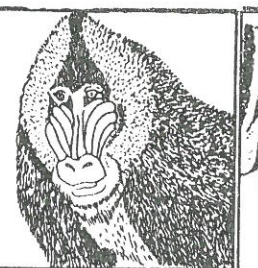
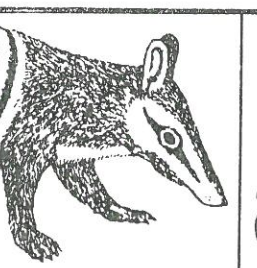
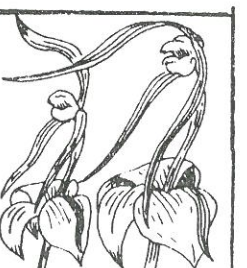
These plants and animals from **A** to **Z** are just a few of the ones in trouble. Some are *endangered*, which means they may soon become extinct (gone forever). And some are *threatened*, which means they may soon become endangered.




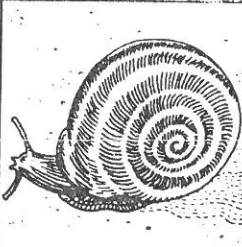
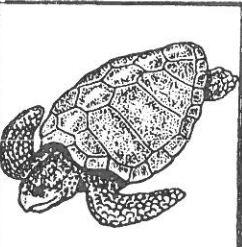
When you finish reading about each plant and animal, you will see a number. Find the same number on the map. The number will show you where the plant or animal lives.



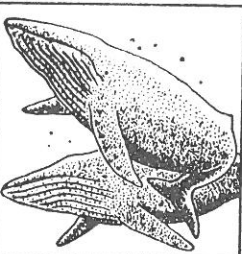
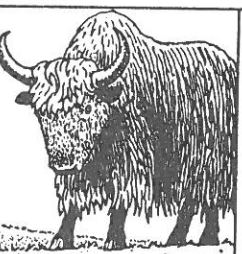

See next page for map.

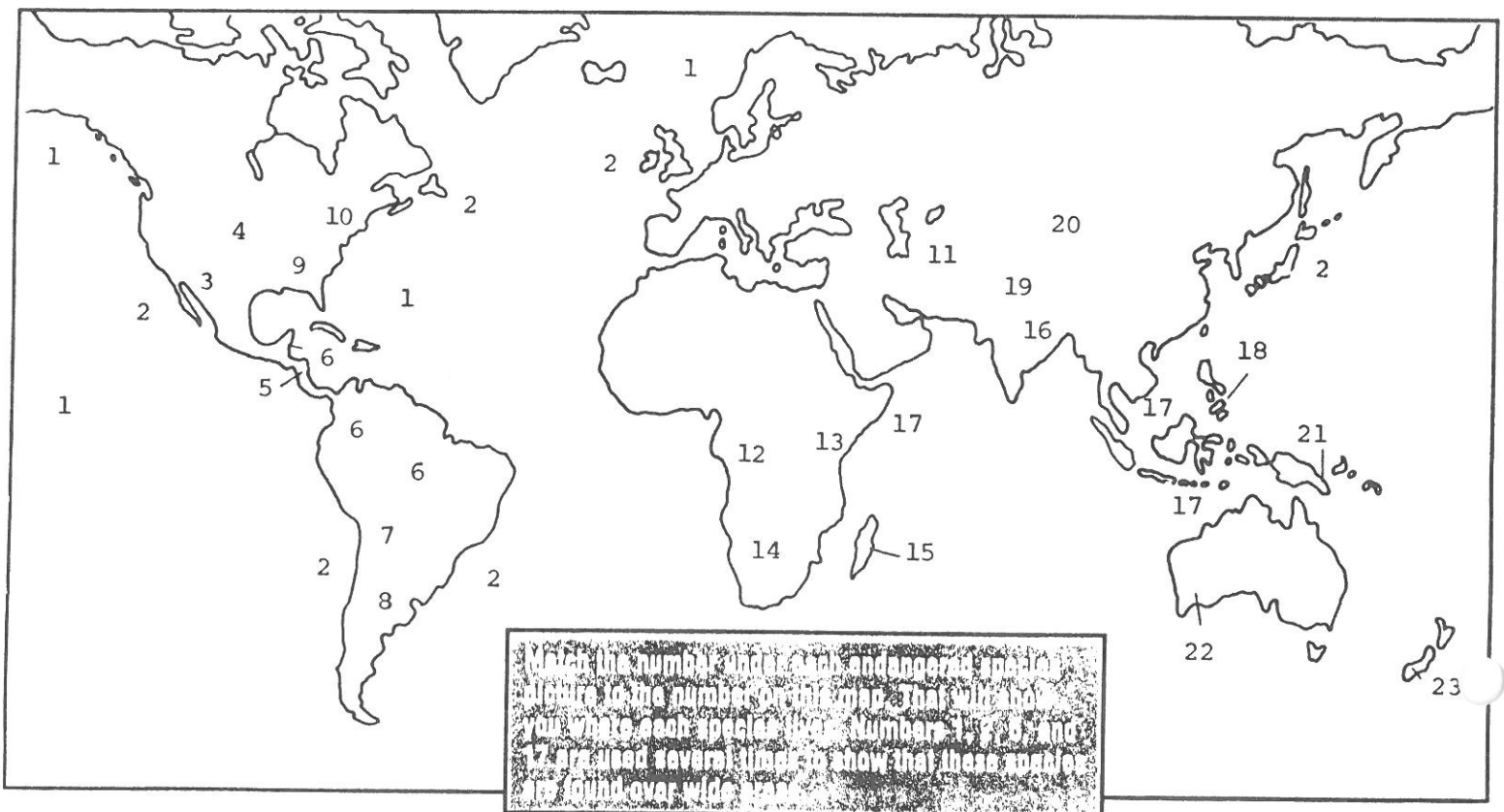
		
<p><b>Aye-Aye</b> The endangered <i>aye-aye</i> (say EYE-EYE) is a cousin of the monkey. The trees in its Madagascar home are being cut down. And some people kill it because they're afraid of it. (15)</p>	<p><b>Butterfly</b> The threatened <i>Queen Alexandra birdwing</i> is the world's largest butterfly. People have collected too many. And they are cutting down its rainforest home in Papua New Guinea. (21)</p>	<p><b>Cactus</b> The <i>Brady's pincushion cactus</i> is tiny—about the size of a plum. It's endangered because too many people have collected it and have taken over its Arizona home. (3)</p>

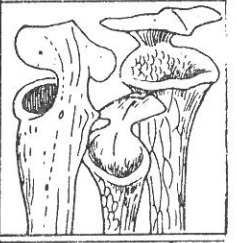
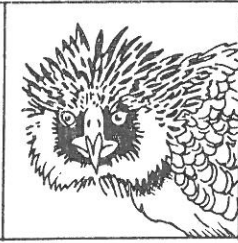
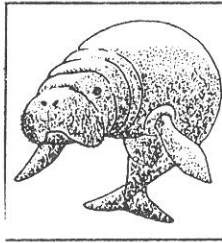
					
<p><b>Dugong</b> This 10-foot-long mammal looks like its smaller cousin, the manatee. People kill it for oil, meat, and skin. And boat propellers hurt and kill the animal. So it's very endangered. (17)</p>	<p><b>Eagle</b> The endangered <i>Philippine eagle</i> is one of the world's largest eagles. People have cut down too much of its rainforest home. And some people kill or capture the bird illegally. (18)</p>	<p><b>Ferret</b> Some people are reintroducing <i>black-footed ferrets</i> to the wild. But other people are poisoning the ferrets' main food—prairie dogs. Until that stops, the ferrets will remain in danger. (4)</p>	<p><b>Gaviel</b> This crocodile cousin feeds on fish. Too many <i>gavials</i> (GAY-vee-uls) have been killed, have had their eggs taken, or have been caught in fish nets. So the animal is now endangered. (16)</p>	<p><b>Hyena</b> The endangered <i>brown hyena</i> sounds like it's laughing when it calls. Laws protect the doglike animal in its southern African home. But some farmers still think it's a pest—and kill it. (14)</p>	<p><b>Indri</b> The endangered <i>indri lemur</i> is a primate, like monkeys, apes, and people. But it makes noises like a dog. Like most lemurs, it lives in Madagascar. But people are cutting down its rainforest home. (15)</p>

					
<p><b>Jaguar</b> People from Mexico to Argentina used to worship the <i>jaguar</i>. But this endangered cat—the largest in the New World—has lost much of its homeland. And people kill it for its beautiful fur. (6)</p>	<p><b>Kakapo</b> The endangered <i>kakapo</i> (KAH-kah-poe), the world's heaviest parrot, can't fly. When weasels, house cats, and foxes were brought to its New Zealand home, they nearly killed off the bird. (23)</p>	<p><b>Leopard</b> The beautiful coat of endangered <i>snow leopards</i> keeps them warm in their Asian mountain home. But people kill too many for their fur. And people are taking over parts of their homeland. (20)</p>	<p><b>Mandrill</b> This endangered baboon is known for its colorful face. It roams the western African rainforests in big groups. Now there are fewer places to roam. And people still kill and eat it. (12)</p>	<p><b>Numbat</b> This anteater slurps up termites in western Australian forests. But dead trees where the termites live have been cleared away. And foxes, brought in by people, are killing the endangered <i>numbat</i>. (22)</p>	<p><b>Orchid</b> The <i>small whorled pogonia</i> (WAR-Id puh-GO-nee-ya) orchid is endangered. Why? People are cutting down its North American forest home. (10)</p>

				
<p><b>Pitcher plant</b> Like the Venus's fly-trap, the endangered <i>green pitcher plant</i> catches insects. People are taking over its wetland homes in the southeastern U.S. And some people illegally collect the plants. (9)</p>	<p><b>Quetzal</b> The Central American rainforests, where the <i>resplendent quetzal</i> (kel-S AHL) lives, are being cut down. Some people also collect these birds for their feathers or to sell as pets. (5)</p>	<p><b>Rhea</b> Like its ostrich relative, the endangered <i>Darwin's rhea</i> can't fly. Farms now cover much of its South American grassland home. And too many have been killed for feathers and food. (8)</p>	<p><b>Snail</b> The threatened <i>noonday snail</i> creeps along in wet woodlands of North Carolina. But plants brought in from other areas have been spreading there. They're pushing out plants the snail eats. (9)</p>	<p><b>Turtle</b> The threatened <i>loggerhead sea turtle</i> is in trouble. People are destroying its nesting beaches, accidentally catching it in shrimp nets, collecting its eggs, and polluting its oceans. (2)</p>

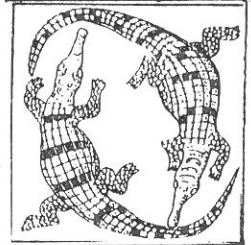
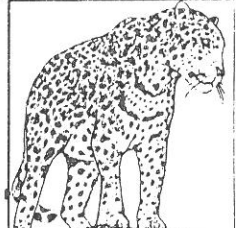
				
<p><b>Urial</b> The endangered <i>urial</i> (OO-ree-al) is a wild sheep found in central Asia. Too many have been killed by people and wild dogs. And people have taken over too much of its homeland. (11)</p>	<p><b>Vicuña</b> The <i>vicuña</i> (vi-KOON-yah), a camel cousin, climbs around the Andes Mountains in South America. But it has been hunted so much for its wool that it is now endangered in many areas. (7)</p>	<p><b>Whale</b> The <i>humpback whale</i> sings its haunting songs in the Atlantic and Pacific oceans. Like many whales, the humpback has been over-hunted. So this whale is now endangered. (1)</p>	<p><b>Yak</b> The <i>wild yak</i>, a cow cousin, roams the highlands of central Asia. Yaks look awkward, but they're super climbers. They are endangered because too many are killed for food. (19)</p>	<p><b>Zebra</b> The endangered <i>Grevy's zebra</i> lives on the dry grasslands and hillsides in East Africa. But people have taken over much of this land. And too many zebras are killed for their skin. (13)</p>





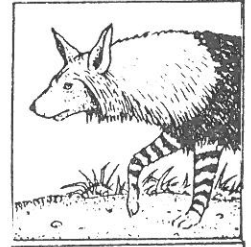
## SPECIES IN TROUBLE, A TO Z

Instructions: Read the poem below. Each Letter is a clue describing the animal in trouble. Connect the clue to the picture of the animal by drawing a line, matching the letter to the animal. Check your answers on the answer page.



**A** is for Aye-Aye,  
With its strange little hands.  
**B** is for Butterfly,  
From faraway lands.

**O** is for Orchid,  
Some are quite rare.  
**P** is for Pitcher Plant—  
Fly-trappers with hair.



**C** is for Cactus,  
As prickly as can be.  
**D** is for Dugong,  
A big beast of the sea.

**Q** is for Quetzal,  
Green, crimson, and blue.  
**R** is for Rhea,  
It runs faster than you.



**E** is for Eagle,  
With strong talons and beak.  
**F** is for Ferret,  
So slender and sleek.

**S** is for Snail,  
This kind lives in dead leaves.  
**T** is for Turtle,  
This one swims in the seas.



**G** is for Gavia,  
It has quite a snout.  
**H** is for Hyena,  
It can bark, growl, and shout.

**U** is for Urial,  
It's a sheep, not a goat.  
**V** is for Vicuña,  
With a thick, fuzzy coat.



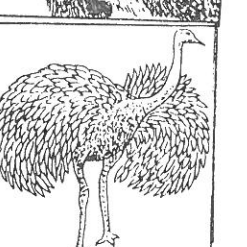
**I** is for Indri,  
With eyes big and bright.  
**J** is for Jaguar,  
This cat hunts at night.

**W** is for Whale,  
This sea mammal breathes air.  
**Y** is for Yak,  
It has long, shaggy hair.



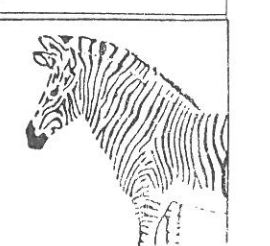
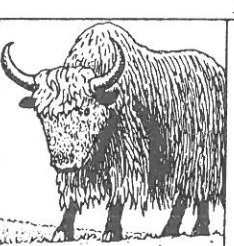
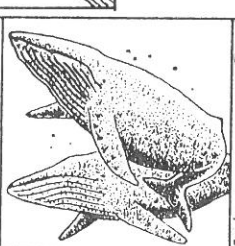
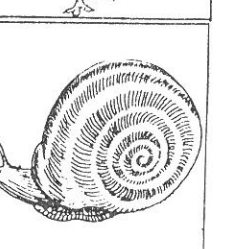
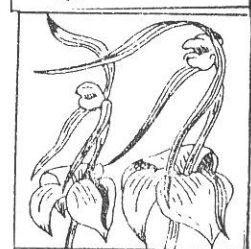
**K** is for Kakapo,  
This parrot can't fly.  
**L** is for Leopard,  
It has spots on its hide.

**Z** is for Zebra,  
It's last on the list.  
Now the rhyme's over—  
Which letter was missed?

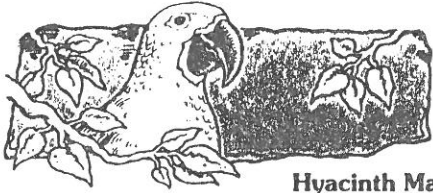


**M** is for Mandrill,  
With colors so bright.  
**N** is for Numbat,  
It's brown-and-white striped.

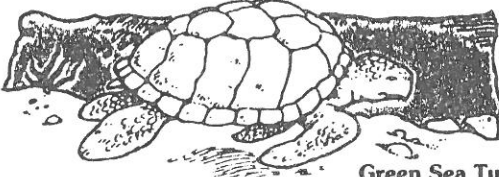
*Note: The only letter without an animal or plant is X. When the kids discover the missing letter, explain that it stands for extinct, and discuss the meaning of extinction.*



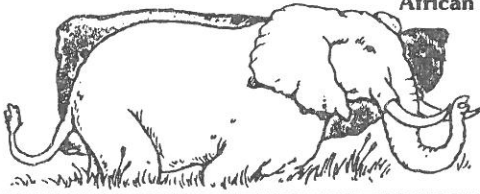
# Wildlife for Sale



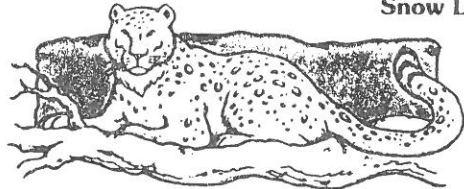
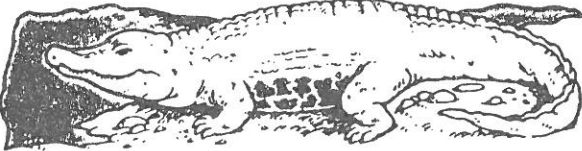
Hyacinth Macaw



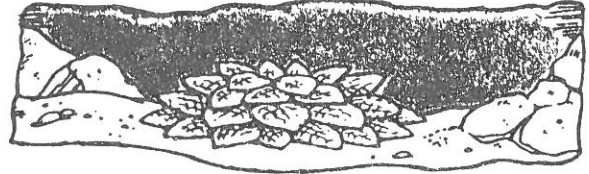
Green Sea Turtle  
African Elephant



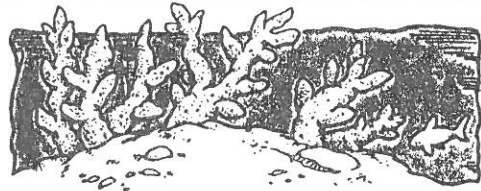
Black Caiman



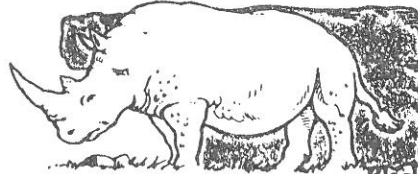
Snow Leopard



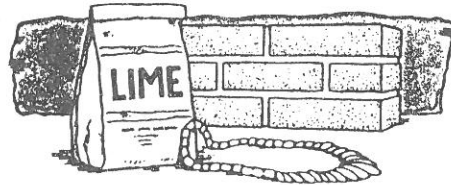
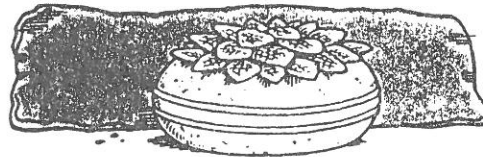
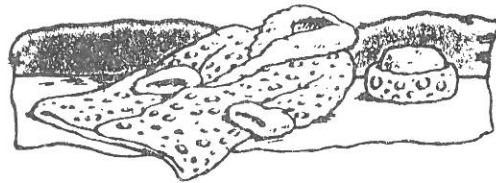
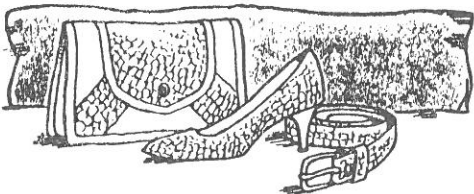
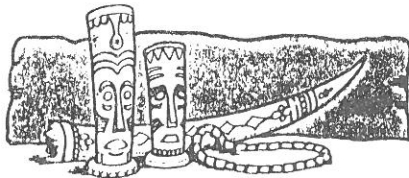
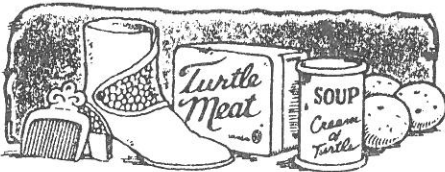
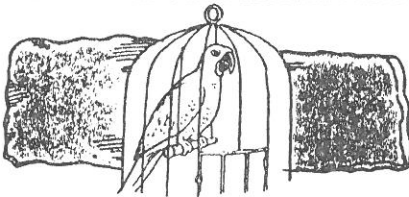
Living Rock Cactus



Corals



Black Rhinoceros



Wildlife for Sale

FOLD

FOLD

CUT

Glue top part here

**Snow Leopard**—lives in remote mountainous areas in central Asia; eats mountain goats, deer, sheep, marmots, and other animals; spotted coat in demand for fur coats; also killed by trophy hunters and by people who consider it a threat to livestock; most fur coats marketed in Japan and West Germany.

**Living Rock Cactus**—grows in single desert valley in Mexico; its name comes from its resemblance to rocks; dug up by private collectors and by commercial dealers

**Corals**—small animals that live in colonies in tropical waters; their limestone skeletons form reefs that take many years to build; reefs support great variety of life, also reduce erosion of beaches; some coral collected for jewelry and souvenir trade; used in buildings and to make fertilizer

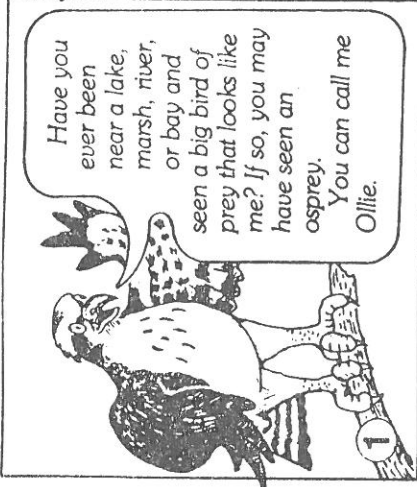
**Black Rhinoceros**—lives in eastern and southern Africa; threatened by habitat destruction as more land is cleared for farms; killed for its horns, which can sell for thousands of dollars a pound; horns are used in Asian medicines; horns are also carved into handles for daggers

**Hyacinth Macaw**—a type of parrot that lives in tropical forests in Brazil; endangered because of habitat loss and illegal trade; sold as a pet—each bird sells for as much as \$8000; many macaws die during capture and transport

**Green Sea Turtle**—lives in warm oceans worldwide; endangered for several reasons: meat and eggs used for food, shell for jewelry, oil for cosmetics

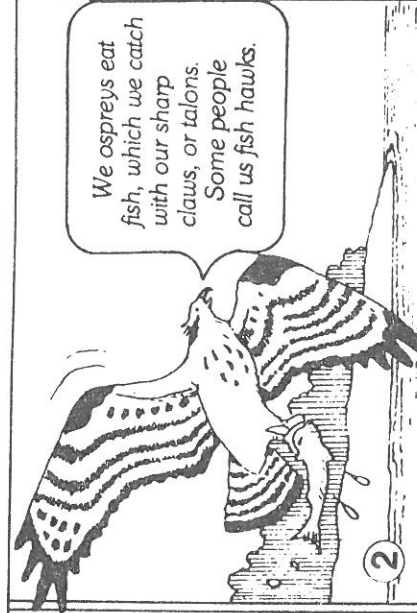
**African Elephant**—lives in African grasslands and forests; poaching is major reason elephant populations are decreasing; ivory from tusks carved into jewelry or ornaments (elephants are killed to collect ivory)

**Black Caiman**—lives in slow-moving rivers in South America; relative of the alligator; killed for its skin; shot by people who consider it a threat to livestock and humans



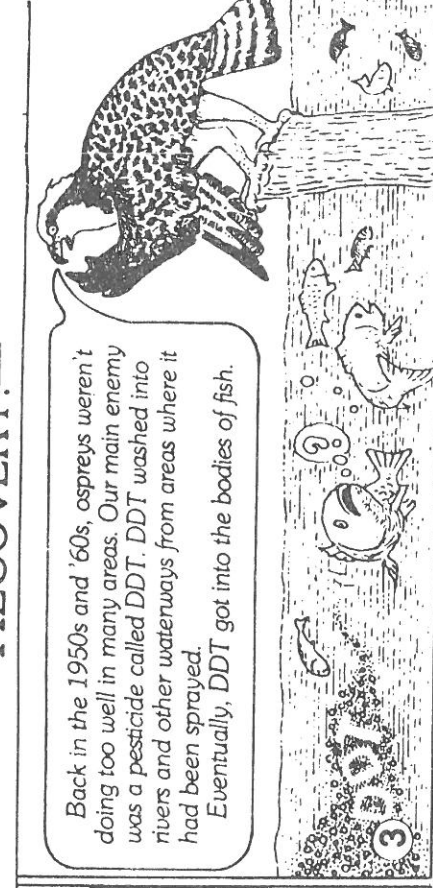
Have you ever been near a lake, marsh, river, or bay and seen a big bird of prey that looks like me? If so, you may have seen an osprey. You can call me Ollie.

1



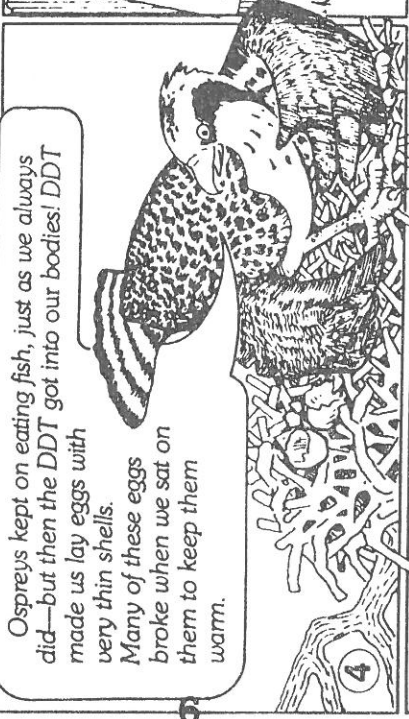
We ospreys eat fish, which we catch with our sharp claws, or talons. Some people call us fish hawks.

2



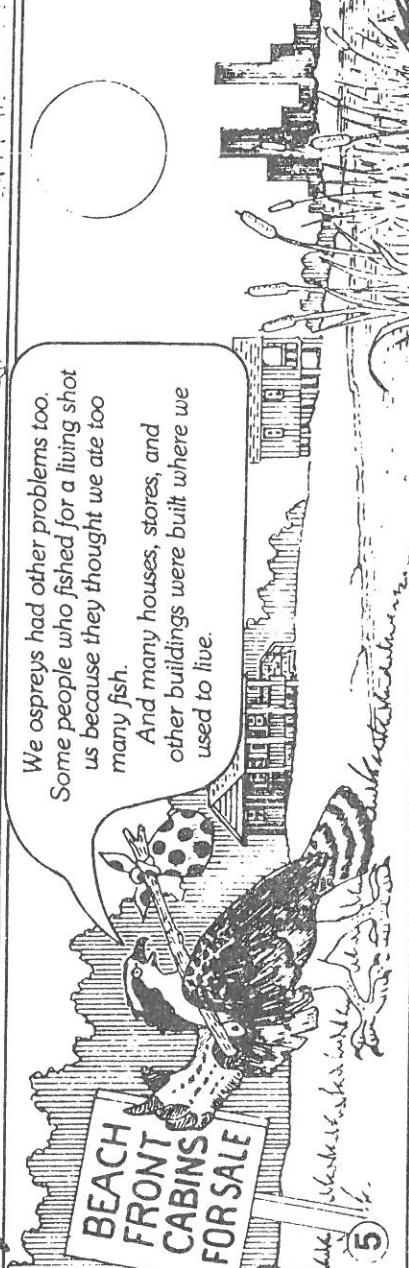
Back in the 1950s and '60s, ospreys weren't doing too well in many areas. Our main enemy was a pesticide called DDT. DDT washed into rivers and other waterways from areas where it had been sprayed. Eventually, DDT got into the bodies of fish.

3



Ospreys kept on eating fish, just as we always did—but then the DDT got into our bodies! DDT made us lay eggs with very thin shells. Many of these eggs broke when we sat on them to keep them warm.

4



We ospreys had other problems too. Some people who fished for a living shot us because they thought we ate too many fish. And many houses, stores, and other buildings were built where we used to live.

5



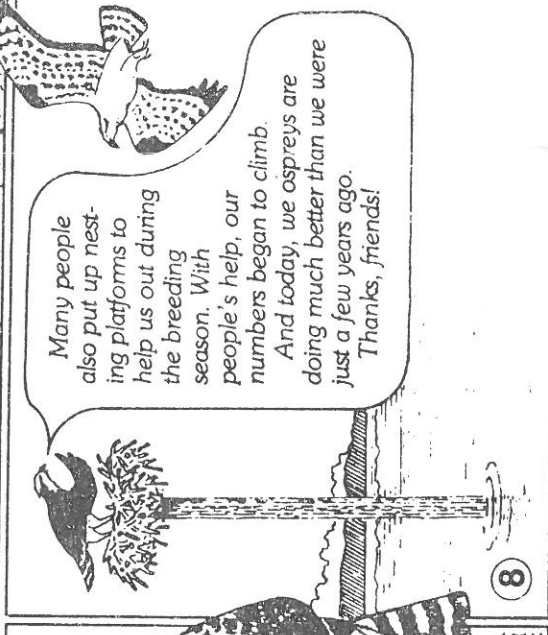
But things gradually began to get better for ospreys. Our biggest break came in 1972. That's when DDT was banned in the United States. Also, we finally got more protection from the government, which helped cut down on the shooting.

6



In some areas, special refuges were set up to protect osprey habitats.

7



Many people also put up nesting platforms to help us out during the breeding season. With people's help, our numbers began to climb. And today, we ospreys are doing much better than we were just a few years ago. Thanks, friends!

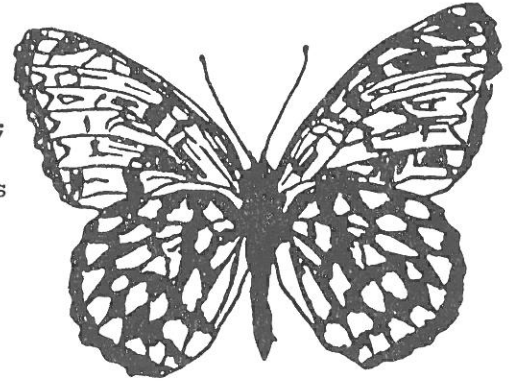
8



# REGAL FRITILLARY

*Speyeria idalia* (Drury)

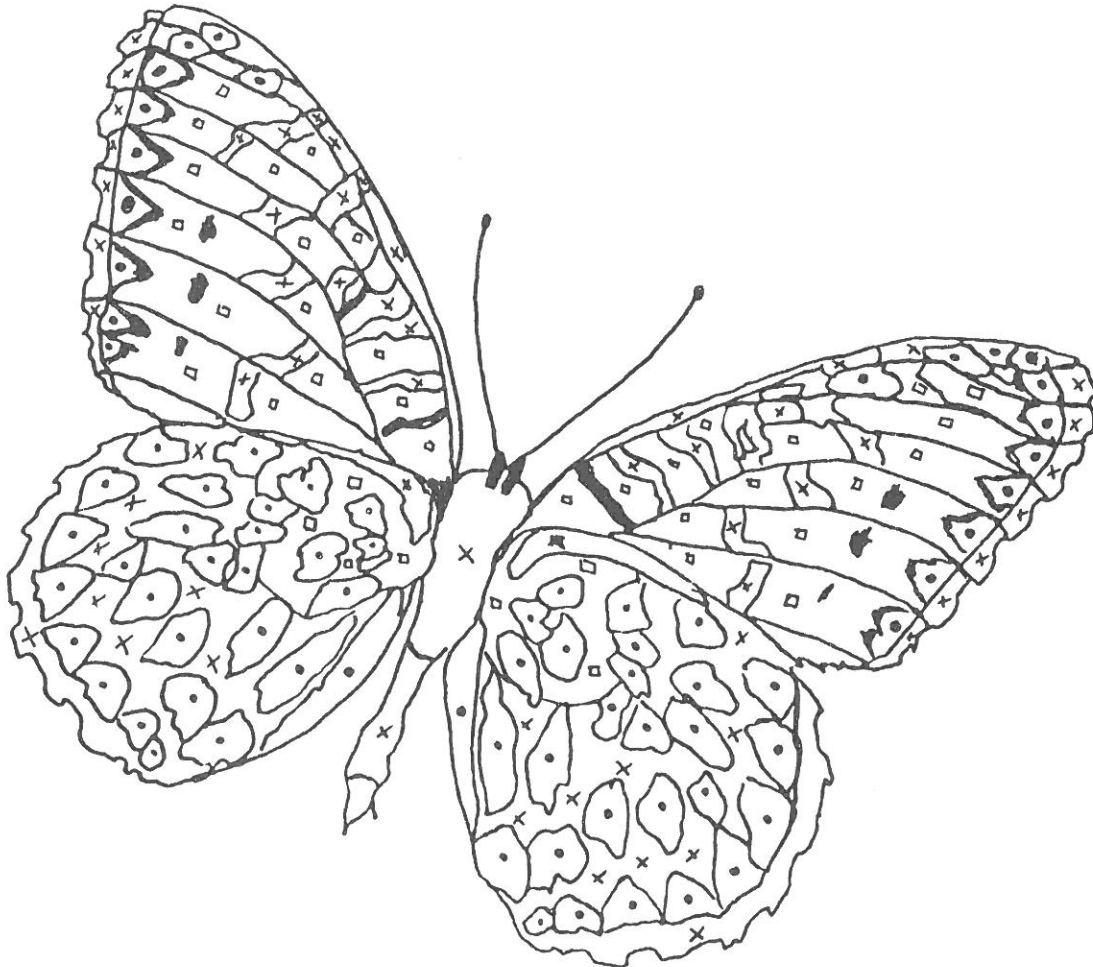
STATUS: Native resident species found most often in prairie localities in western Missouri; less common in Northeastern Missouri and practically absent from the Eastern Ozarks and Mississippi Lowlands.



FOOD PLANTS: Violets (*Viola* species), Common milkweed, Pale purple coneflower.

LARVA: Velvety black to yellowish with orange or reddish stripes and yellowish-white branching spines with black tips.

USE THE KEY TO COLOR THE REGAL FRITILLARY..... □ = ORANGE  
● = YELLOW  
x = BLACK

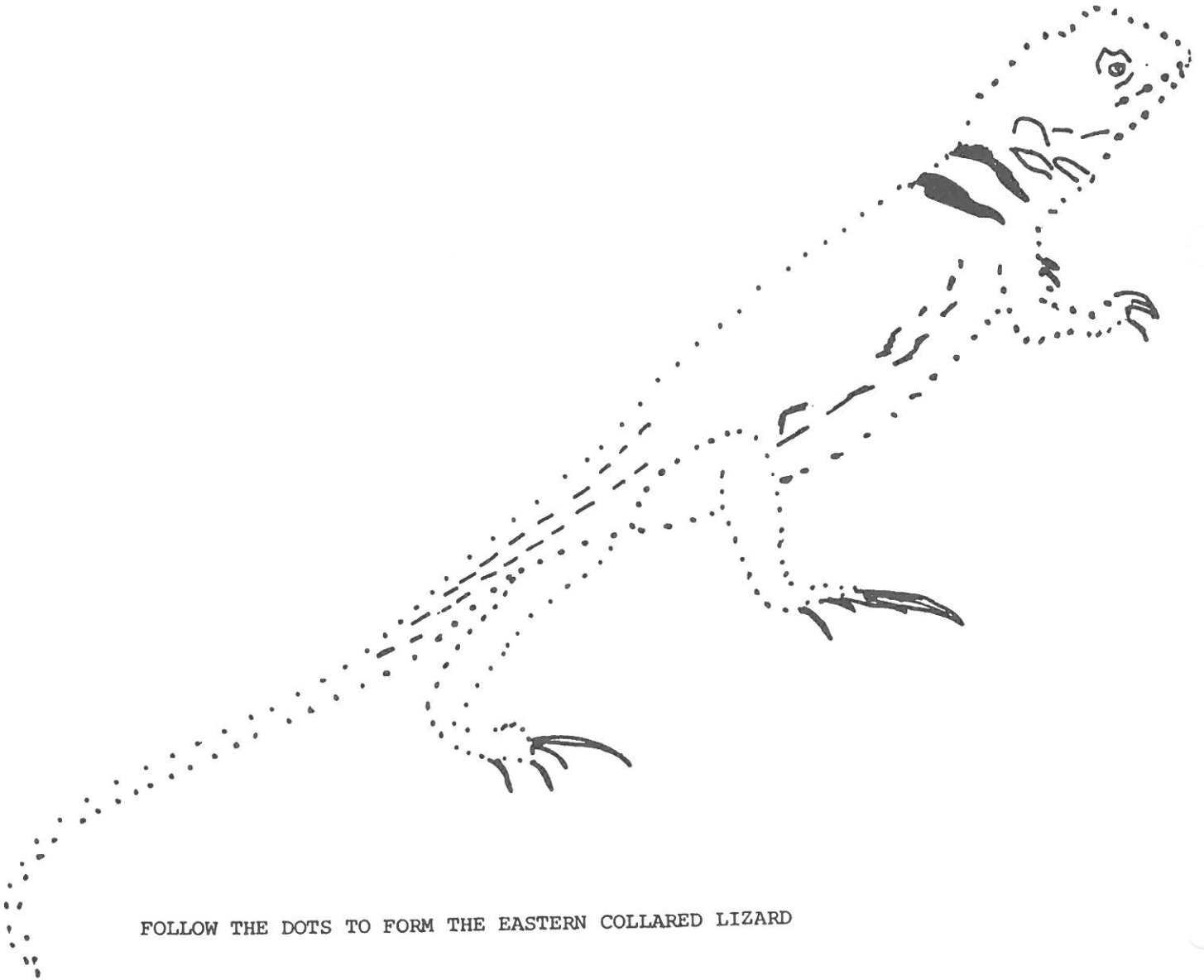


## EASTERN COLLARED LIZARD

Description: A colorful, long-tailed lizard with a large head.

Male... (general ground color is tan, yellow, green or bluish green.) There are usually a number of small light spots scattered over the upper body and legs and dark bands across the dorsum.

Females... They are yellowish tan or light brown with faint light spots.



FOLLOW THE DOTS TO FORM THE EASTERN COLLARED LIZARD

# ENDANGERED LETTER SCRAMBLE

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

Can you find these words relating to endangered species  
in the above mix of letters?

EXTINCT  
EAGLE  
BEAR  
ENDANGERED  
AMPHIBIANS

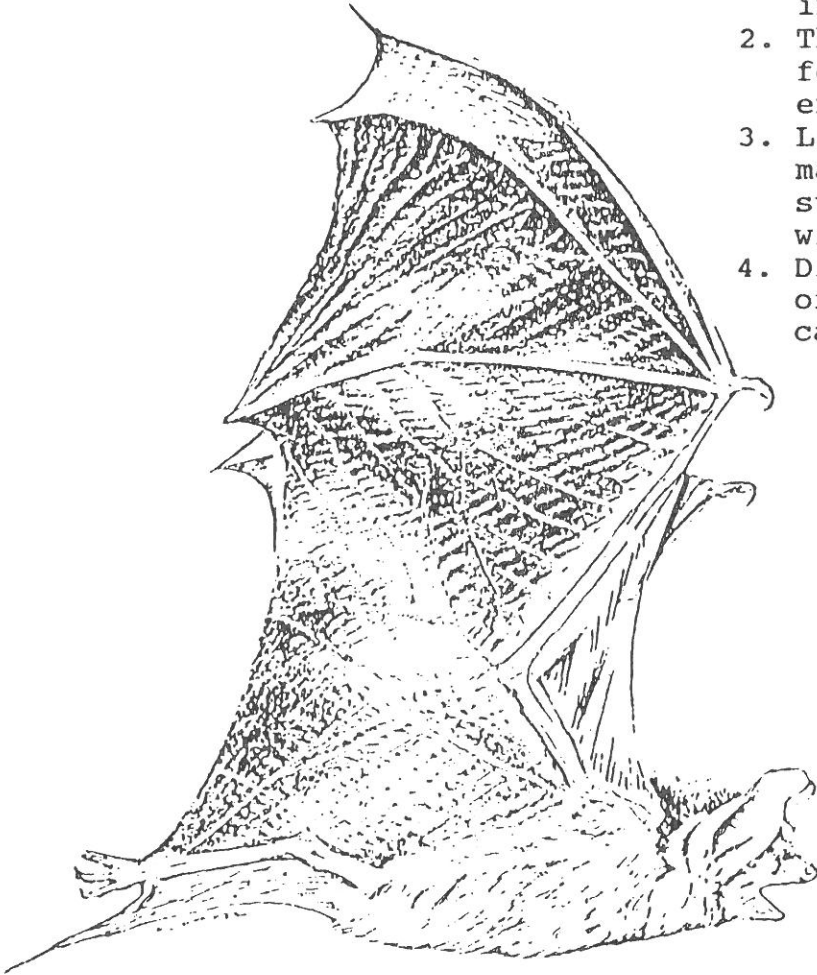
CAVEFISH  
REDWOLF  
RIVEROTTER  
PEREGRIN  
RARE

PADDLEFISH  
MAMMALS  
PLANTS  
REPTILES  
STATUS

## GRAY BAT

After reading the text below, answer the following questions. Circle "T" for true and "F" for false.

1. The Gray Bat can only be found in Missouri caves in the winter. T F
2. The Gray Bat is on the federal and state endangered list. T F
3. Like other hibernating mammals, the Gray Bat stores up fat for its winter survival. T F
4. Disturbing the habitat of a hibernating bat may cause its death. T F



Gray Bat

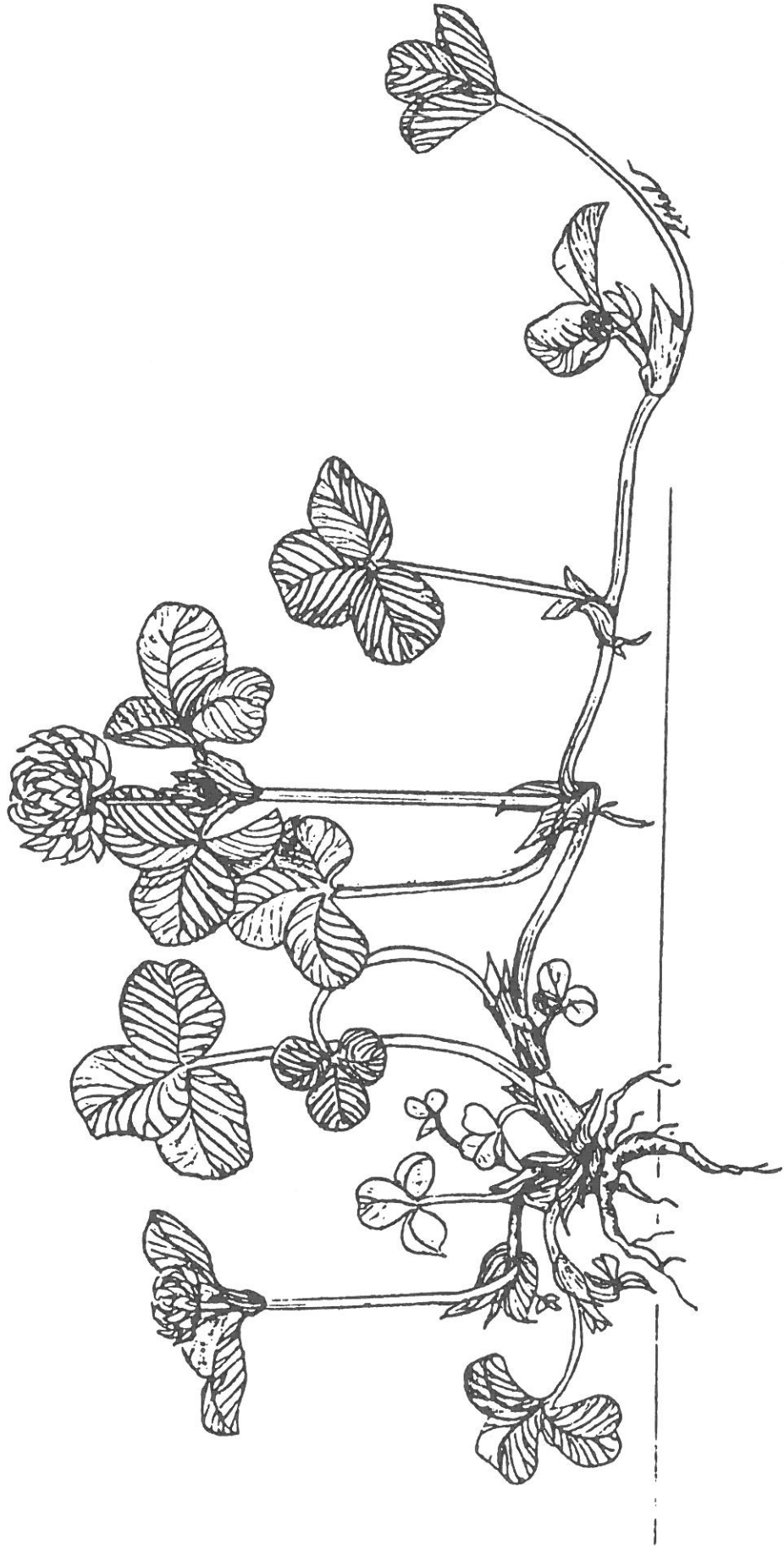
The Gray Bat is on both the federal and state endangered list. It is the only species in Missouri that inhabits caves all year. Because it is a cave dweller both summer and winter, its habitat has been subjected to increased disturbance due to the popularity of cave exploration and cave commercialization. During hibernation, harassment may cause undue activity of the bats, which uses up stored fat the animals need for survival. This may lead to death during winter. Also, since the Gray Bat lives in so few caves over a restricted range, interference in any one of these caves has a profound effect on this species' total population.

# BARN OWL



# RUNNING BUFFALO CLOVER

*Trifolium stoloniferum*





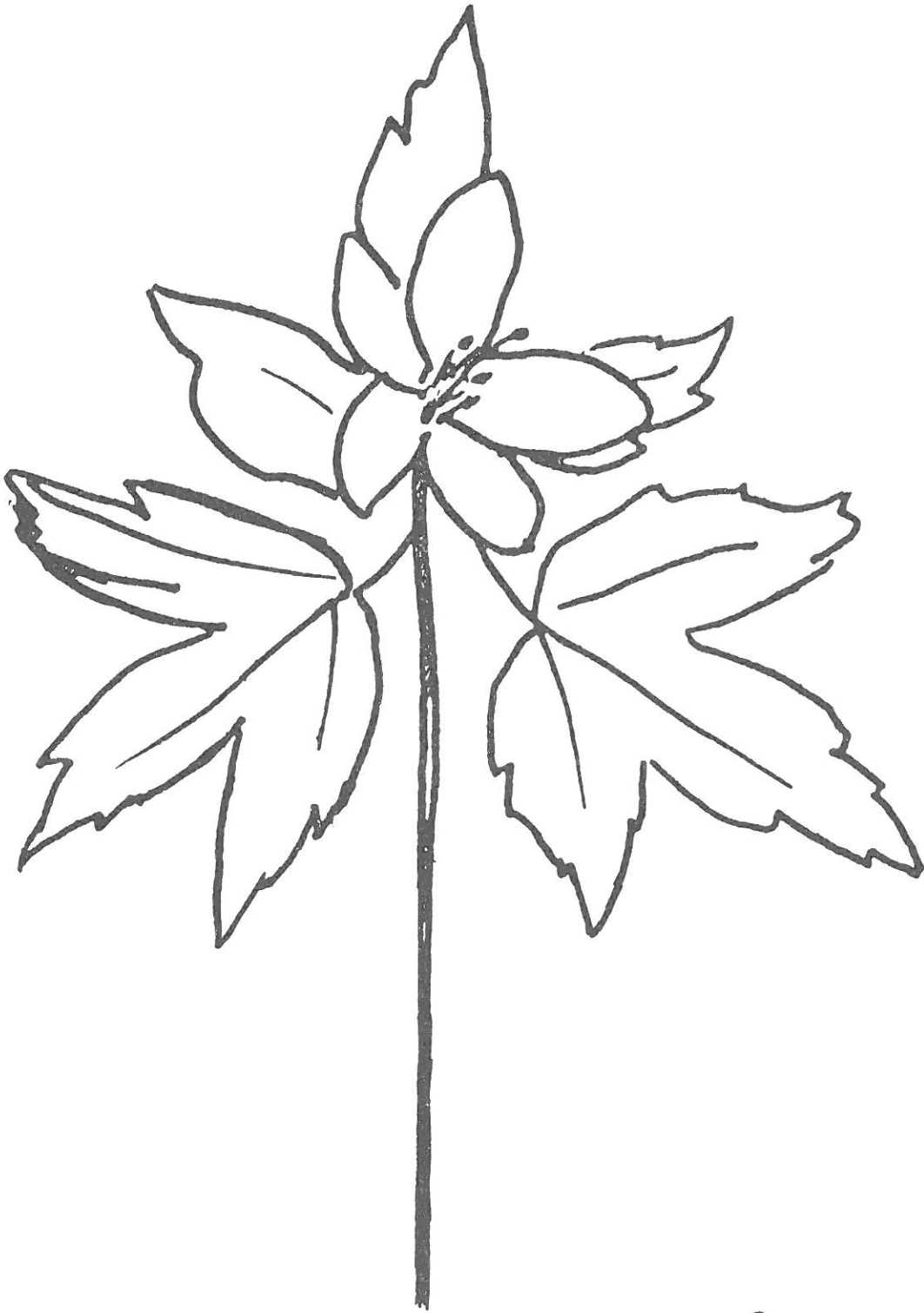
**Spotted Skunk (*Spilogale putorius*).** Skunks are carnivores of the weasel family. This species is about 22 inches long. Black with white spots and stripes. Night forager in grassy, brushy or wooded areas in Mexico and in most of U.S. south of the Ohio and west of the Mississippi.



**Longtail Weasel (*Mustela frenata*).** About 15 inches long. Brown; yellow-white belly; black tail tip. Mainly nocturnal. Lives near water in most of U.S., parts of southern Canada, Mexico.

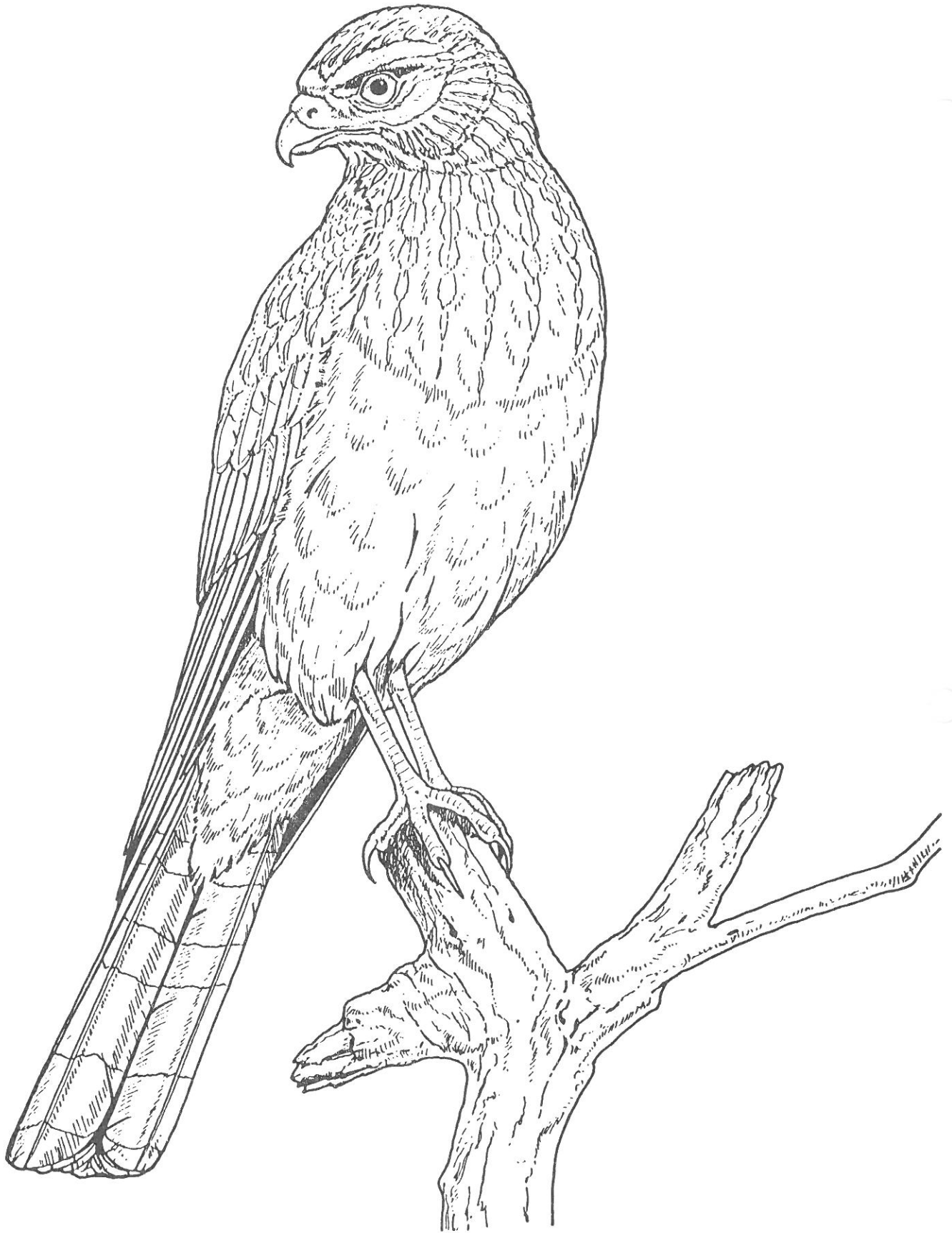


Anemone quinquefolia



COLOR...

Sepals - white  
Leaves - GREEN



Northern Harrier (*Circus cyaneus*). COLORATION: Male: blue-gray and white; black wingtips. Female: brown and white, streaked. Immature birds (both sexes) resemble females but have rich cinnamon underparts. The "harriers" form a distinct group of hawks (actually a sub-family), typically soaring leisurely low over the ground in search of reptiles, frogs, birds, insects, and, especially,

rodents. The widespread Northern Harrier (17-23 inches long), or Hen Harrier, as it is called in Europe (also Marsh Hawk in North America), is found in much of the Northern Hemisphere. Harriers have a slight facial "disk" like owls, which apparently helps them locate prey by hearing.



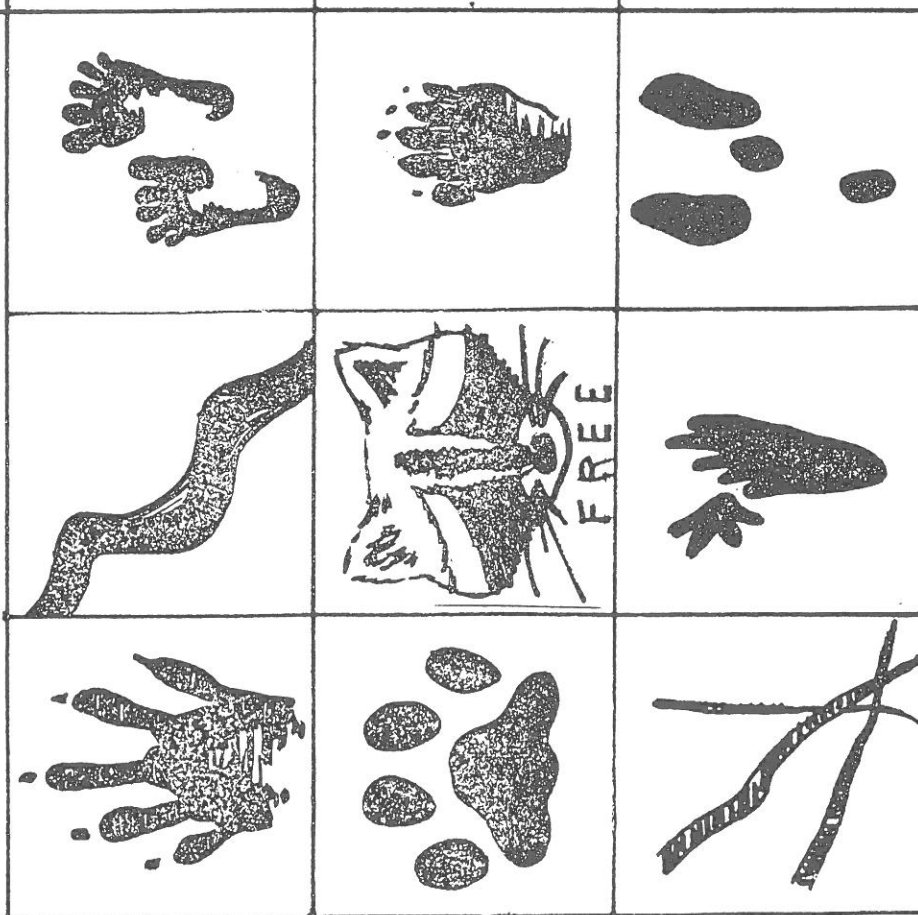
**Sharp-shinned Hawk (*Accipiter striatus*).** COLORATION: Dark slate gray, with rusty-barred underparts. Immature birds are brown, with white, brown-streaked underparts. This small American Accipiter (10-14 inches long), like its Old World counterpart the Eurasian Sparrowhawk, feeds almost exclusively on small birds, which

it chases down or approaches stealthily, seizes, and then squeezes to death with its powerful talons. As with many birds of prey, particularly bird hawks, the female Sharp-shinned Hawk is considerably larger than the male. Unlike Buteos, Accipiters do not often soar, but, typically, alternately flap their wings a few times and glide.

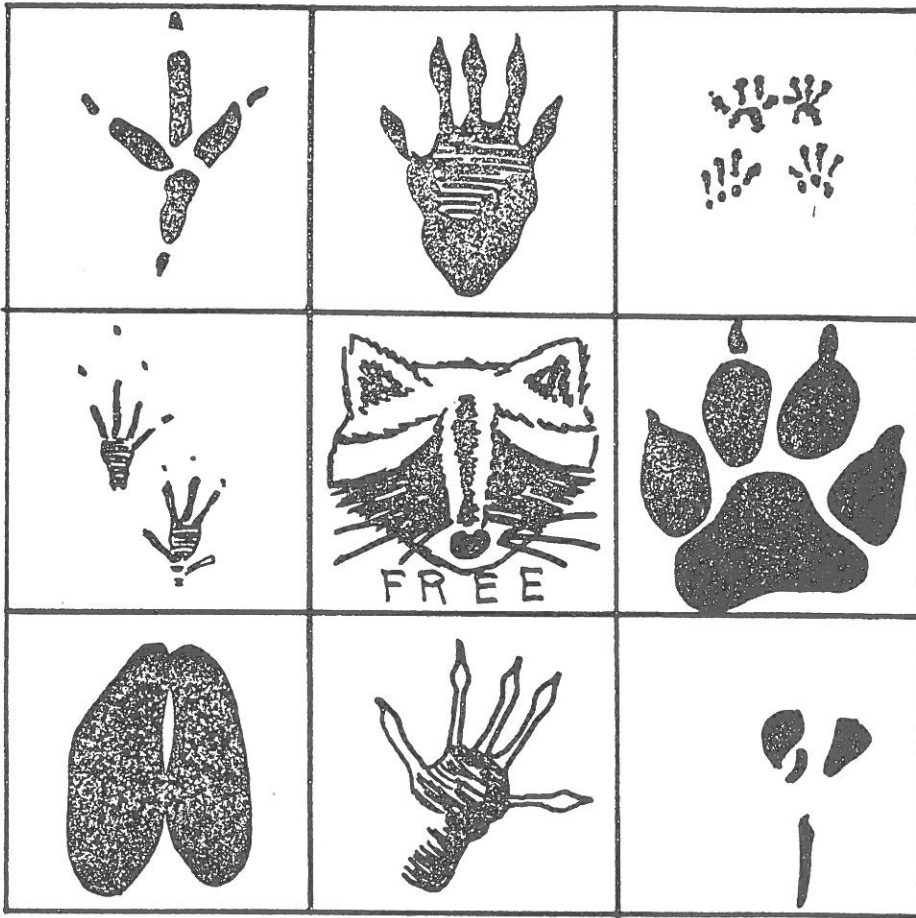
# T R A C K



# T R A C K

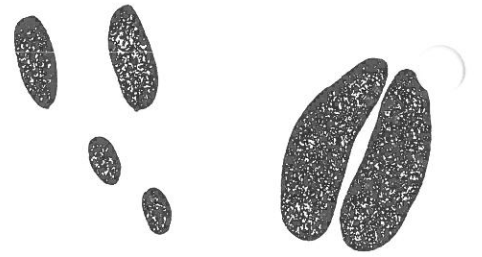


# TRACK



These pages may be reproduced and cut apart for playing Track Bingo, Track-matching card game, and Track flash cards.

Here are some more of  
my friends. I will not  
tell you their names, now.  
Later, I want you to tell  
me their names.



Now I want you to make your track  
right here.

T R A C K

POCKET GOPHER	RACCOON	TURTLE	EARTHWORM	RED FOX
SNAKE	WOODCHUCK	DOG	SHREW (WITH TAIL DRAG)	OPOSSUM
HOUSE CAT	SKUNK	GREAT HORNED OWL	FOX SQUIRREL	HUMAN
	BULLFROG	RABBIT	DEER	
CROW	MOUSE	BEAVER	LIZARD	

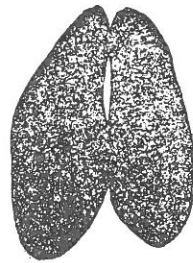
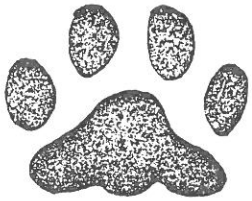
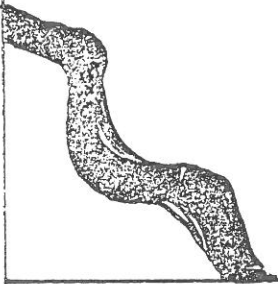
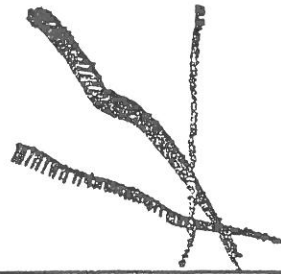
T

R

A

C

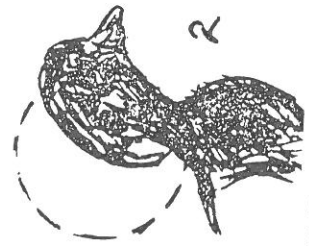
K



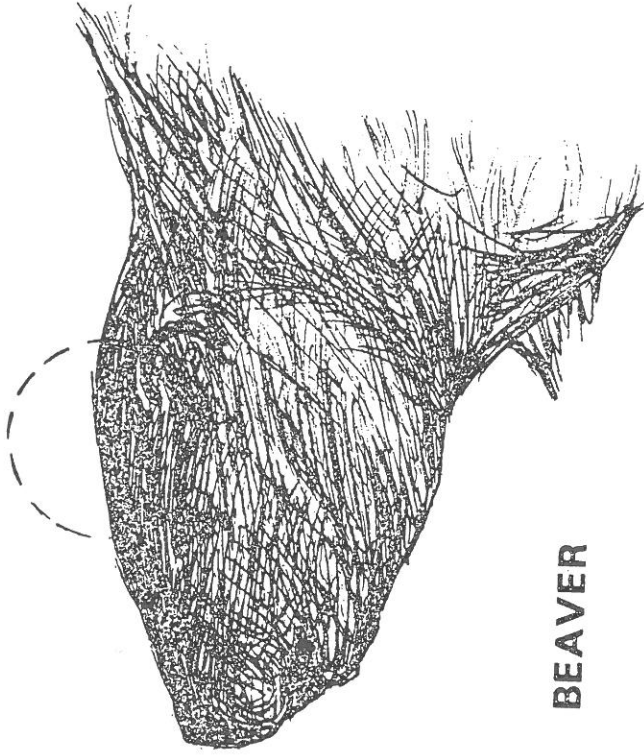


Dotted circles indicate "flash features", some of the first clues to identification.

**MALLARD**



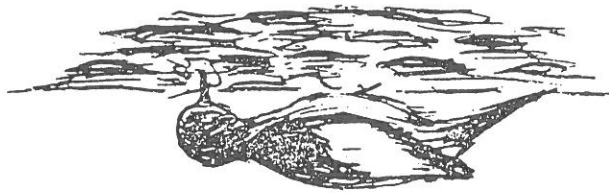
**WOODDUCK**



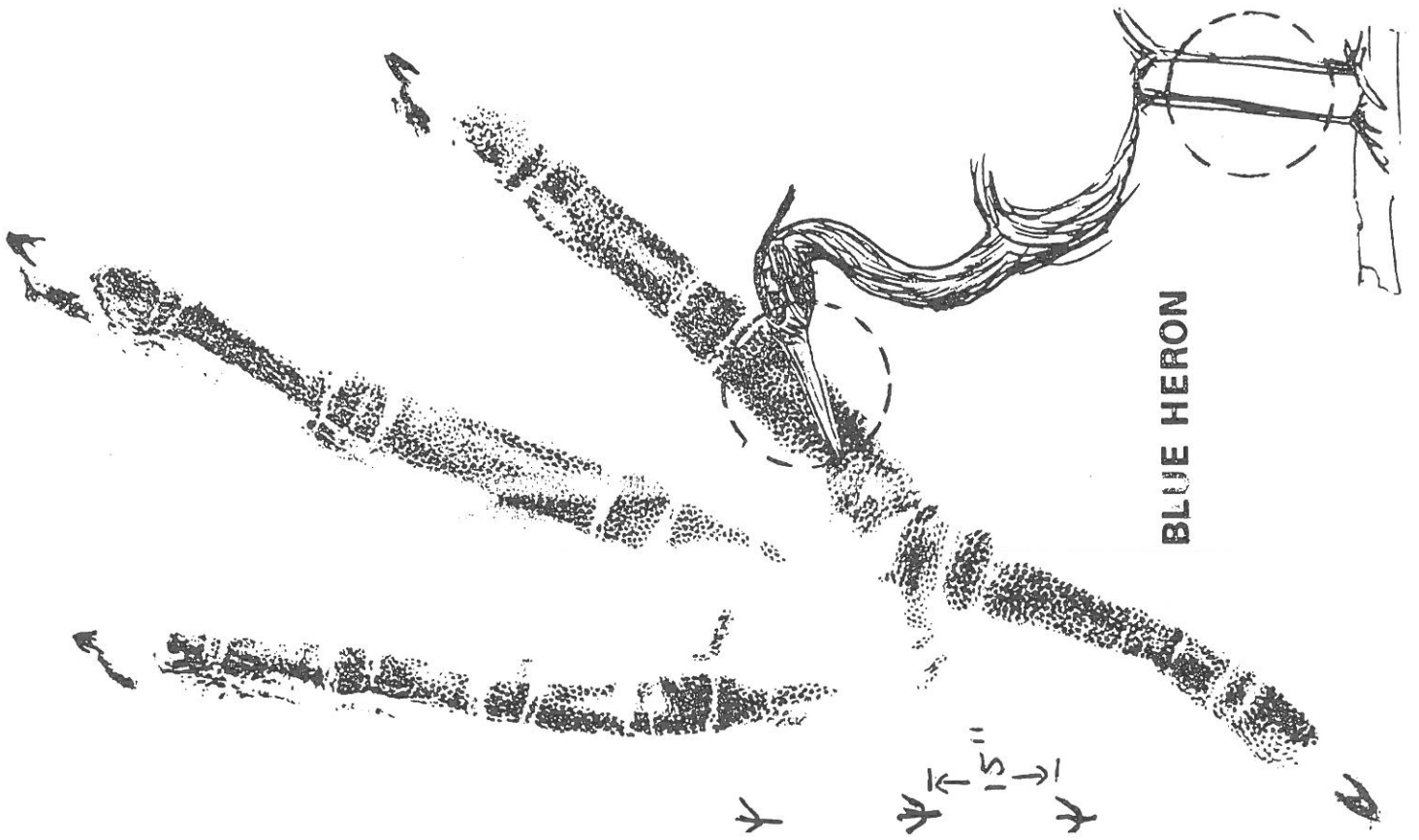
**BEAVER**



Climbing Birds



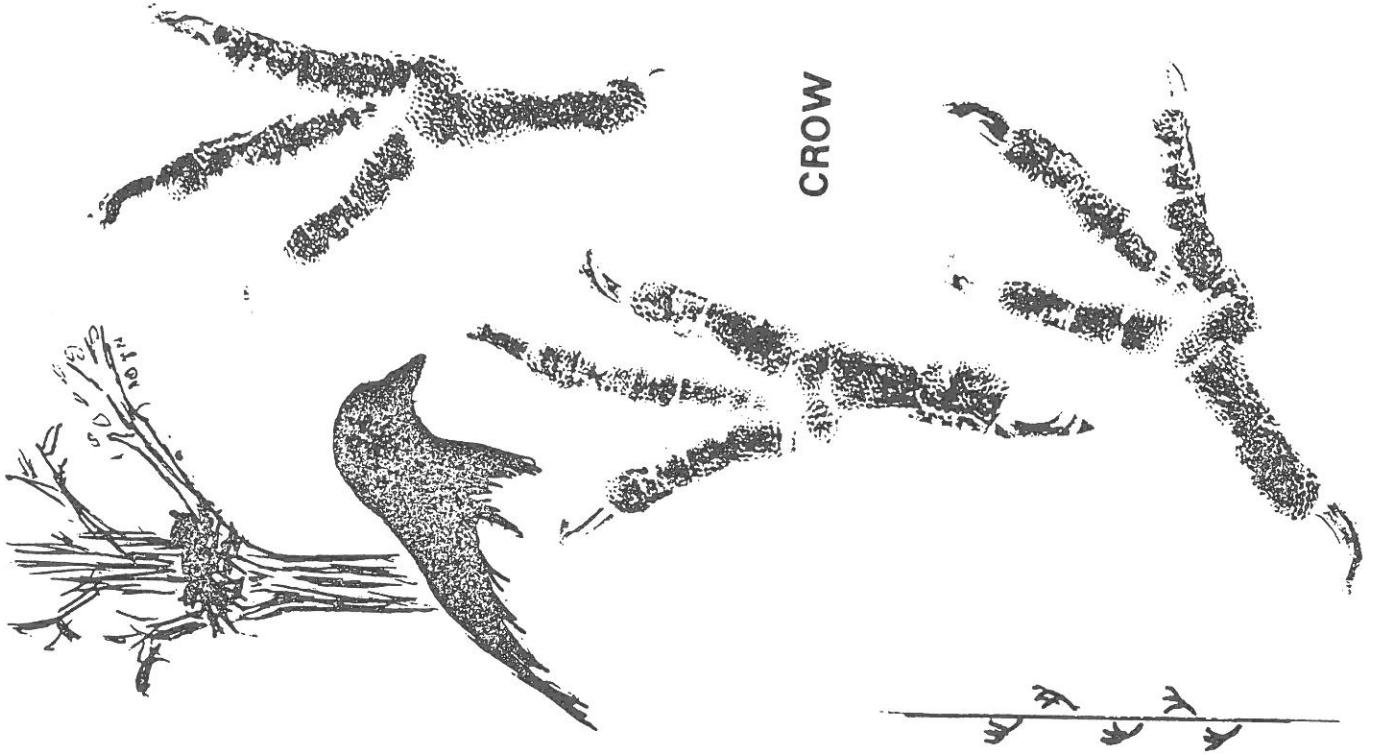
RED-HEADED  
WOODPECKER



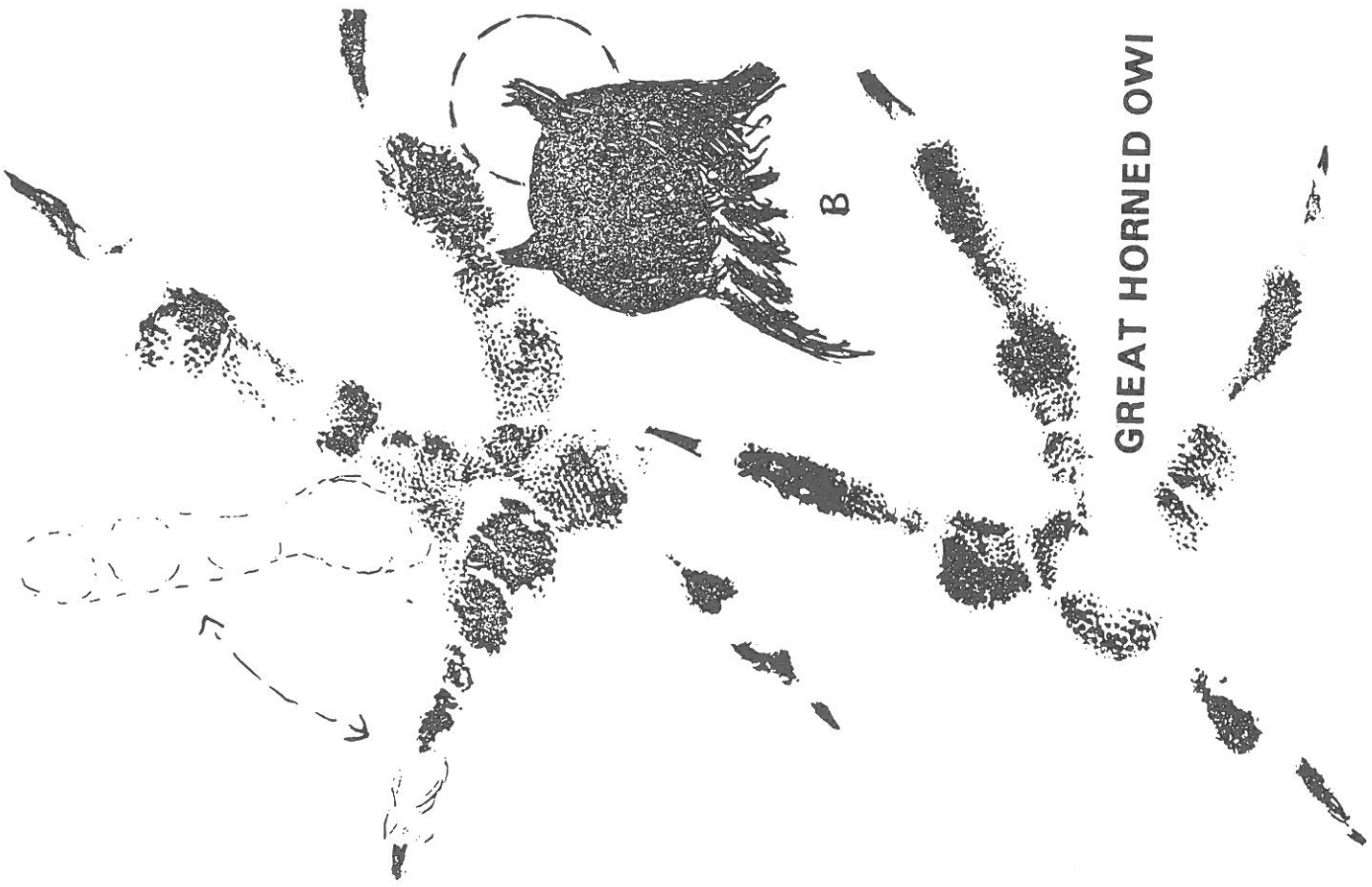
BLUE HERON



BLUE JAY



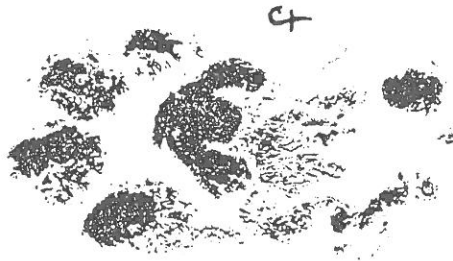
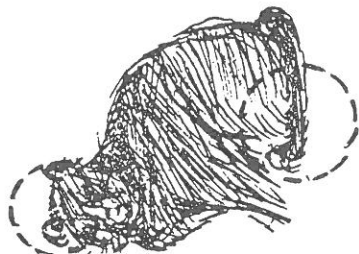
CROW



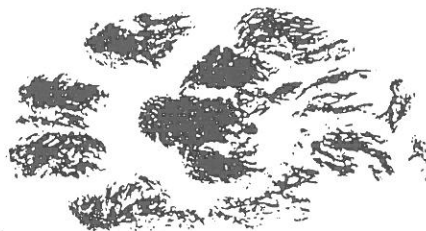
GREAT HORNED OWL

1 ht signs along highways -  
(eyes)

cat 4" 6"  
↑ 12" fox ↓  
↑ 36" ↓ Deer

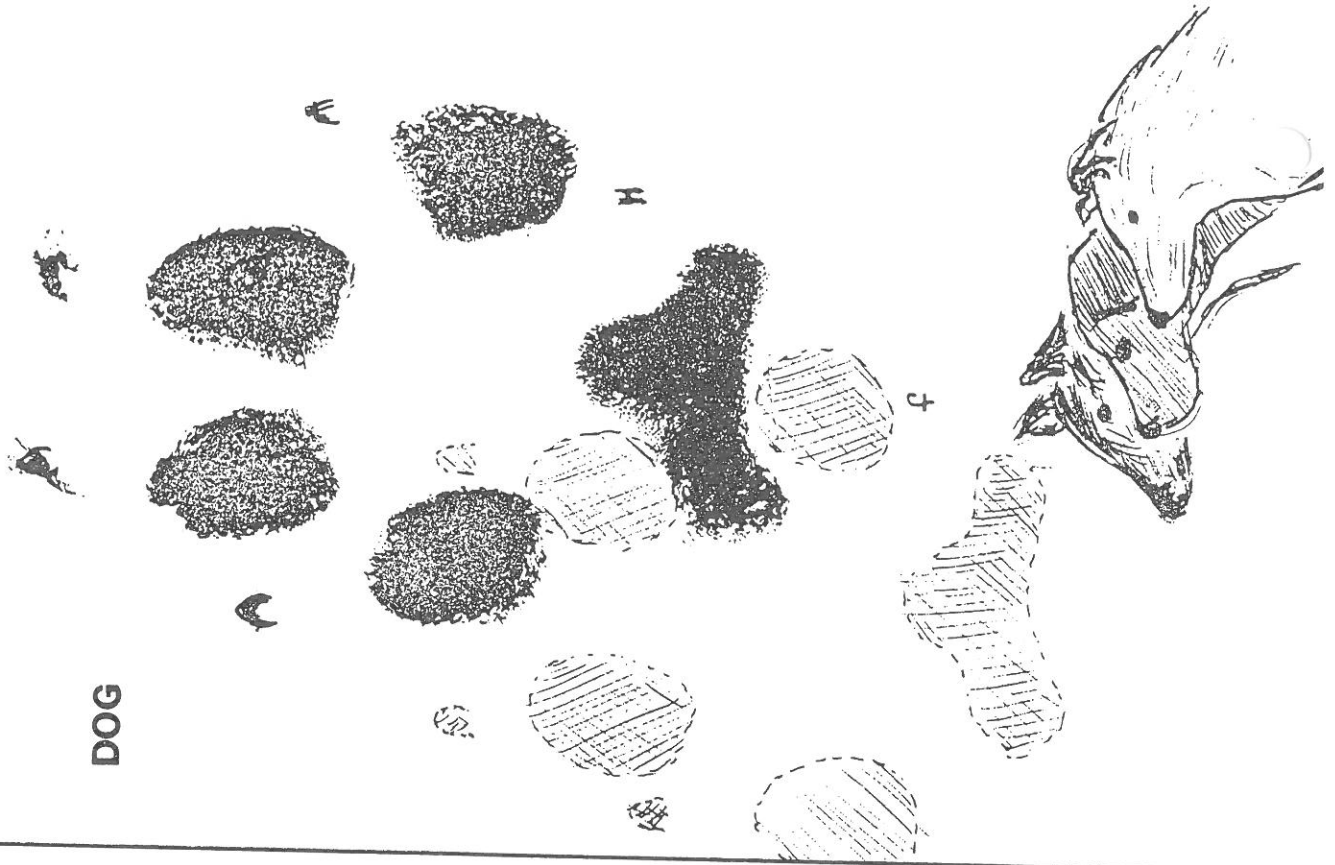


HOUSECAT

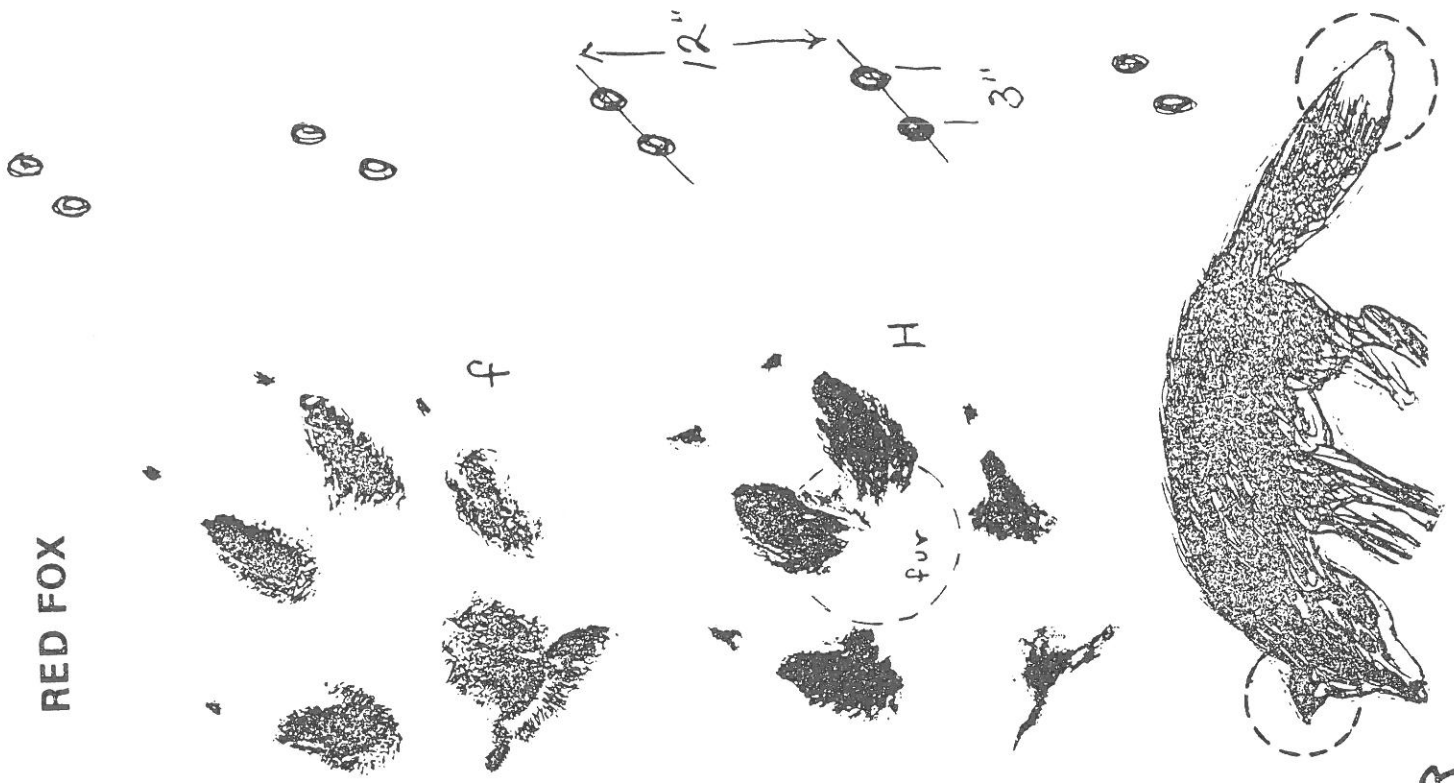


R.F. 5 cm  
2.5 cm  
20 cm TO  
NEXT TRACK  
HOUSE CAT WALKING

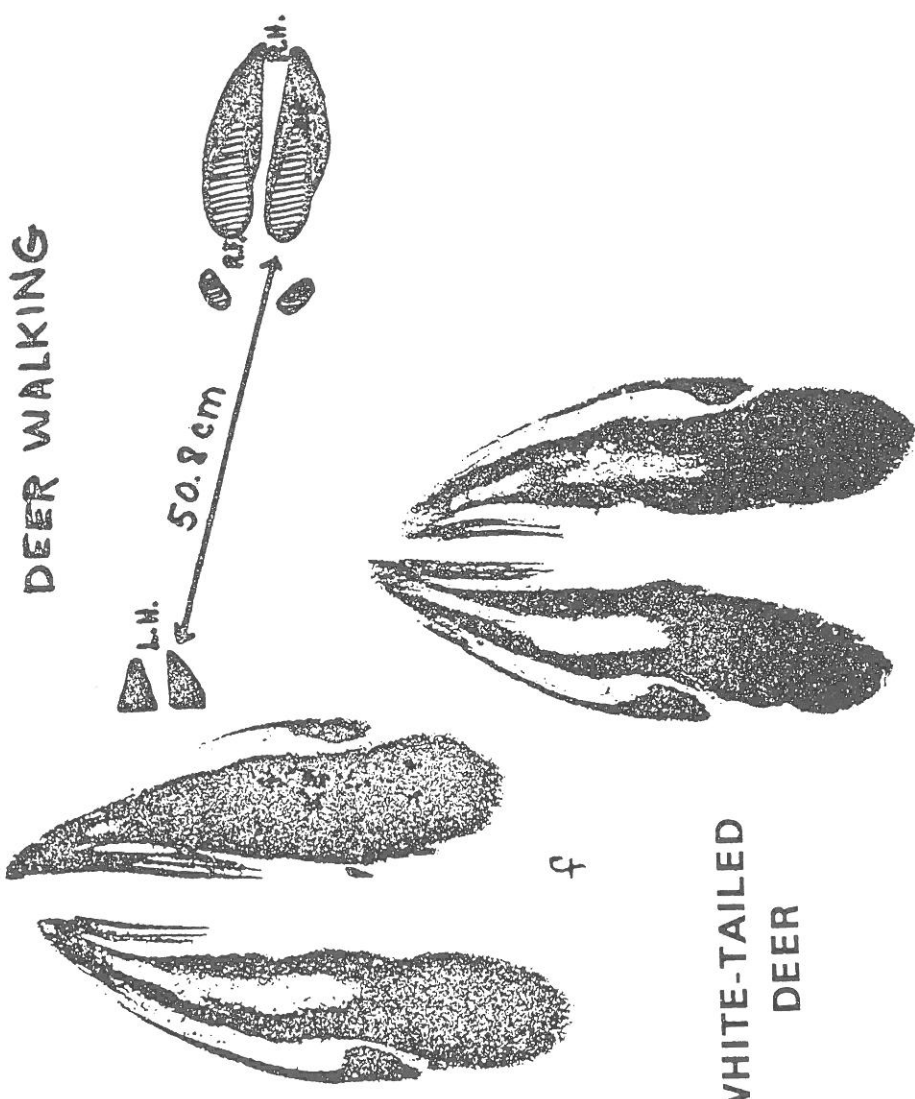
DOG



RED FOX



DEER WALKING



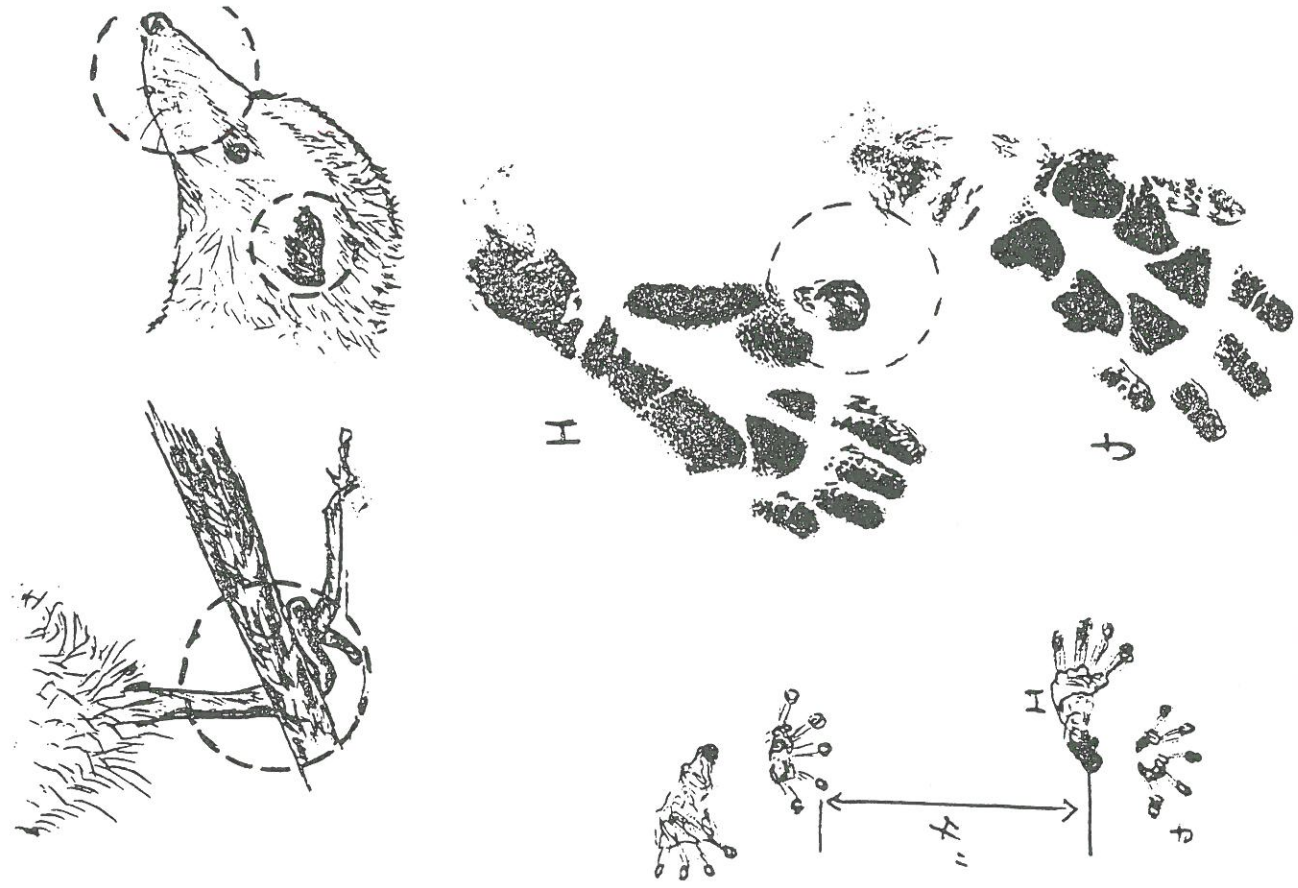
WHITE-TAILED DEER



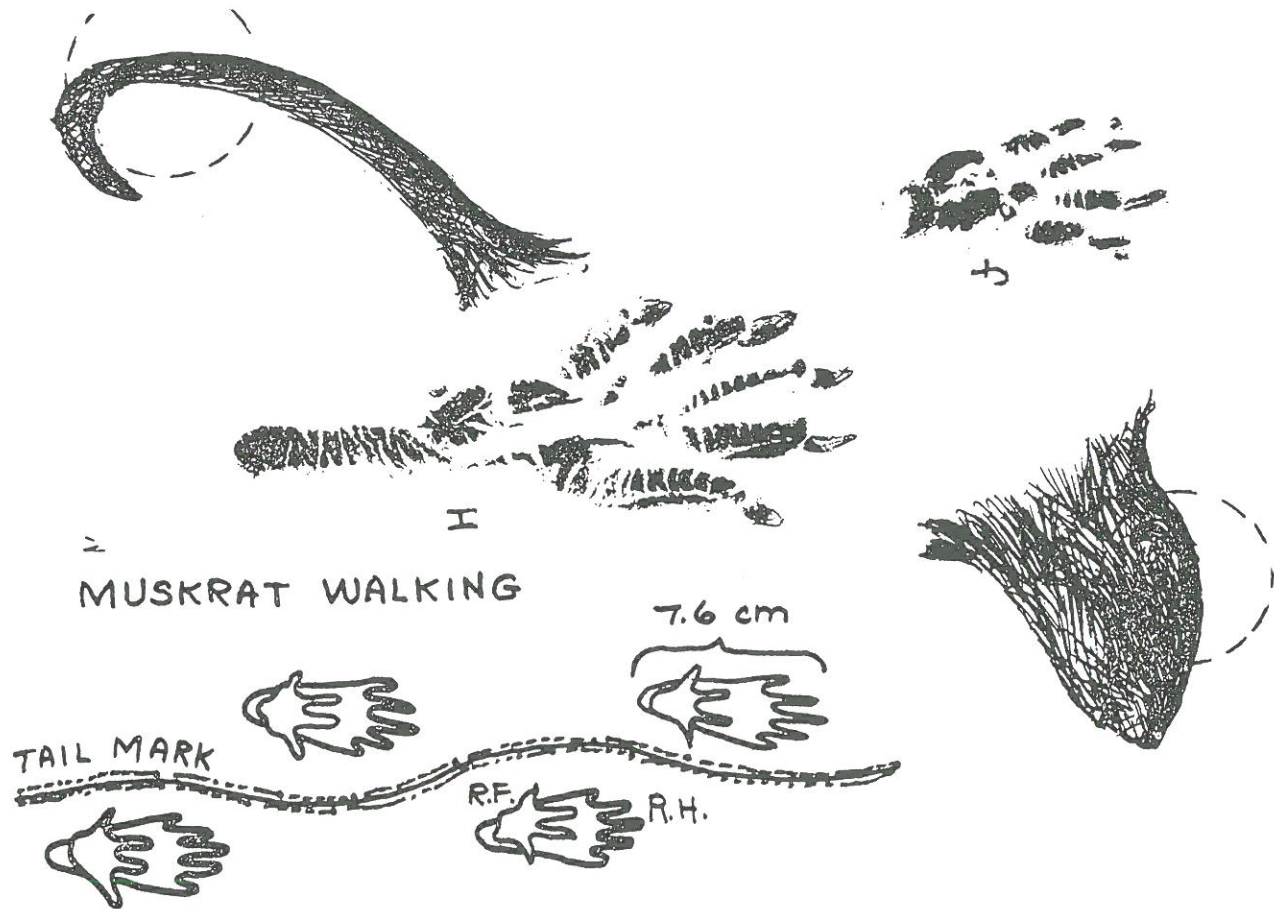
POCKET GOPHER



OPOSSUM



MUSKRAT



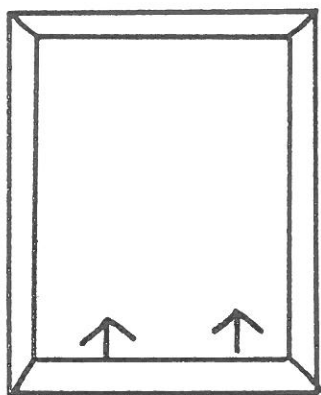
# TRACK HUNT

Follow

me.....



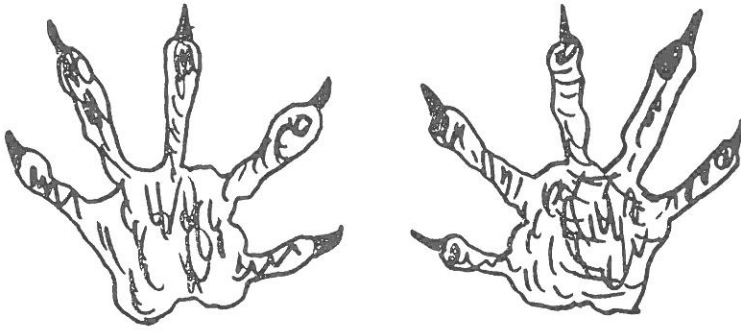
Do you know  
what I am



Why don't you  
draw my picture?

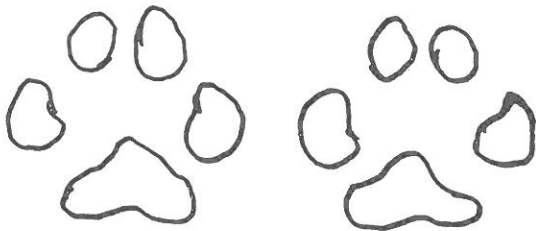
Say! You're good. Would you like  
to do some more? I have lots of  
friends. Oh, by the way. My name is  
Trackie

1.



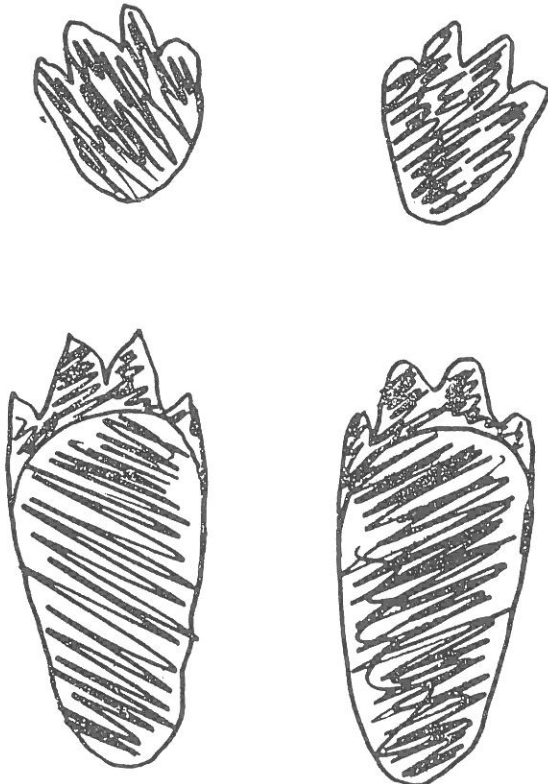
What kind of animal would make this track? Would this animal be able to climb trees?

2.



Is this a large animal? What kind of food do you think he eats?

3.



What do these tracks tell you about this animal? What do you think this animal does with his hind feet?



# CEREMONIES

## Tiger Cub Candlelight Induction Ceremony

Personnel: Cubmaster, Committee Chairman, Den Chief, Tiger Cubs

Procedure: Tiger Cubs wait outside room with Den Chief. Table is placed at front of room holding large Cub emblem and three candles. The room is in darkness. When all is ready, the Den Chief knocks on the door from the outside. CM and CC stand behind the table.

CM: Who wishes to enter this meeting room?

DC: Den Chief (name) with Tiger Cubs to join this pack.

CM: What are the names of the Tiger Cubs?

DC: (names the Tiger Cubs).

DM: Bring the Tiger Cubs inside.

(DC brings Tiger Cubs into room and leads them to front of table. He then takes his seat in the audience.)

CM: (To Tiger Cubs) You have entered from the darkness of the outer world to the light symbolizing Scouting. This candle (he lights one) stands for the Spirit of Scouting. There are many benefits to be gained from belonging to Cub Scouting. You will learn a great deal, you will have a chance to help others, you will be rewarded for your efforts, and you will have a lot of fun. The Cub Scout Promise is the basic principle of Cub Scouting. Will you repeat it with me please. (Light candle representing Promise.)

(CM gives Cub Sign and begins Promise. Tiger Cubs join in with him.)

CC: Just as the Cub Scout Promise is the basic principle of Cub Scouting, the Law of the Pack is the fundamental rule governing Cub Scouting. Please give the Cub Scout sign and repeat the Law of the Pack with me.

(CC gives sign and leads boys in repeating Law of the Pack.)

CM: Remember well the Promise and the Law of the Pack and use them as your guide for personal conduct in the years to come.

CM: And now we ask that the parents of these Tiger Cubs come forward to receive the patches and certificates for their sons.

(Parents come forward and stand behind their son.)

(CM presents the Tiger Cub patches and certificates to parents, who in turn present them to their sons.)

Parents play an important role in Cub Scouting. You will work with your sons on their achievements and electives. You will find that you will learn as well as your sons, and in having fun with him will become a closer family.

Congratulations! (to boys.) And good Cub Scouting to you all. (Salutes)

## Tiger Cub Graduation Ceremony

Materials: Four candles and candle holders. Cub Scout neckerchiefs and slides. (One for each Tiger.)

Procedure: Cubmaster, Group organizer and den leader or den leaders.

Cubmaster: (Call boys and adult partners forward. Stand in front facing the pack. Candle table in front of the inductees).

"SEARCH-DISCOVER-SHARE" has been the motto of this TIGER CUB group for the past few months. Exploring new things and places and used this motto in home, school and neighborhood.

(Light candle on left) You and your partner have SEARCHED out your home and community and have worked together and had fun.

(Light middle candle) You and your partner have DISCOVERED new things together with family and friends and had a sense of being a part of the community and your country.

(Light third candle) You and your partner have SHARED with your family and your friends and fellow TIGER CUBS which let them learn about you and the great things you did together.

Now is the time to take your first move up the Scouting trail into CUB SCOUTS. (Light fourth candle) In CUB SCOUTING, your family is still important as it is throughout your whole Scouting experience. Support in earning each badge comes from your family as well as from your den leader. Your parents will help you each step of the way. (Boy's name and adult partner's name) on behalf of PACK \_\_\_\_ I'd like to welcome you. (Organizer's name) will you bring forward your den leader (name) to welcome you into the den with the Cub Scout neckerchief. (Den leader presents neckerchief to the adult, who puts it around the neck of the boy.

## TIGER CUB GRADUATION

Supplies: 8 pieces of construction paper, Certificate, Pin, Patch, Wolf Book, Seven candles (1 tall white, 3 black, 3 orange), Rope, string, or crepe paper to make a bridge or use pack bridge, Candle holders

Arrangements: The white candle centered on ceremonial table with 3 black on one side and 3 orange on the other (B; B; B; W; O; O; O). Place the 8 pieces of paper on floor of bridge in such a way to make walking on them difficult. On each piece write one of the following: SIGN, HANDSHAKE, MOTTO, SALUTE, PROMISE, LAW, THE SYMBOL OF THE ARROW OF LIGHT, AND WEBELOS.

Characters: Cubmaster, den leader, Tiger Cub organizer, den chief

Cubmaster speaks: Tonight, we honor our Tiger Cubs. Will (name of Tiger Cub organizer) our Tiger Cub organizer, come to introduce them. (Tigers and adults come to the front.)

As each candle is lit, the organizer says: White is for the purity on living, black is for the unknown, the fear, and doubts, orange is for knowledge, joy and confidence. These are the colors of the Tigers. You have completed the tenure of the Tiger Cub program. Adults, here is the patch for your Tiger; place it on his right pocket. Tigers, here is the pin for your adult partner who worked with you through your deeds as Tigers. Place their pin on their collar. Here, too, is the certificate for all to see. As your organizer, I bid you farewell and show you the path of a new challenge. The challenge of Cub Scouts. Each step you take tells you what you must learn, so you can earn your next rank. Walk the bridge of Cub Scouts and meet your new leaders. (at the end, stands the Cubmaster, den leader and den chief.

Cubmaster says: Welcome to Pack \_\_\_\_\_. This is your Den Leader, \_\_\_\_\_, and Den Chief \_\_\_\_\_ of Den # \_\_\_\_\_. Your meetings are on \_\_\_\_\_, at \_\_\_\_\_ p.m. at the location of \_\_\_\_\_.

The den leader puts the Cub scout (yellow) neckerchief on the Tigers. (This is optional, each pack or leader can decide on this.)

## Bobcat Induction

Materials needed: Food coloring, water, bottles or beakers, dry ice, blanket, white smocks, uniform, book, neckerchief and other props as needed.

Characters: Mad Scientist (Cubmaster), Reporter, Cameraman, Cub Scout being inducted, Parents being inducted, Assistant to Mad Scientist.

Begin with the reporter saying something like this.

Reporter: Here we are at the secret laboratory of Dr. Heckle a world renowned scientist as he does some top secret experiments that have never been witnessed by the human race before.

(CUBMASTER IS DRESSED IN THE WHITE SMOCK AND HIS HAIR IS STICKING OUT ALL OVER. HE IS VERY PRE-OCCUPIED AS HE CONDUCTS HIS STUDIES MUTTERING TO HIMSELF IN AN ACCENT OF SOME KIND.)

Reporter: Dr. Heckle, is it true you think that you have discovered a new life form?

Doctor: Yes that is correct. Yes...A new life form.

Reporter: How far are you from a break through?

Doctor: Any moment. Just stand back. This could be dangerous! Do not like people talking so much! Move out of my way as I get things ready.

Reporter: Can you tell us what you are putting in to those beakers?

(WORKING WITH ASSISTANT) Pours colored water into various sizes of bottles and stirs and fusses with each one. Add things like spider eyes, lizard tongues, pulverized dragon teeth, etc. Make it fun and laugh like a mad scientist as you go along. Run your hands through your hair, as you get frustrated etc. Have your assistant assist and hand you things. Banter back and forth for interest. Have dry ice in the bottles so that as you pour in the colored water it will start to bubble. (You will only need small pieces of dry ice.)

Doctor: Ah Ha! I am ready. The potion is ready. I need a lift form to work my magic on! Is there a life form who would volunteer?

(HAVE THE ASSISTANT GO INTO THE AUDIENCE AND GET THE NEW BOY AND HIS PARENTS. HAVE THEM SIGN A CONSENT FORM. DR. CAN SAY. HAVE THEM SIGN A CONSENT FORM.)

Doctor: It's just a formality. Nothing to worry about! If your boy isn't completely normal in three years from now you get your money back.

(HAVE THE BOY COME FORWARD. THE PARENTS SHOULD HAVE BEEN COACHED TO SAY AT THIS POINT.

Parents: We won't let him do this alone! We want the potion too!

(DOCTOR GIVES A SMALL DRINK OF THE COLORED WATER TO THE PARENTS AND TO THE BOY. IT COULD BE PUNCH THAT WAS SET ASIDE BEFORE WITH NO DRY ICE IN IT. JUST MAKE IT LOOK LIKE IT IS THE SAME THING YOU HAVE BEEN WORKING ON.)

Doctor: Please step behind this screen. The actual process can be quite gruesome! We would not want any pictures to appear in the paper and scare the citizens!

(BEHIND THE BLANKET, MON AND DAD HELP BOY PUT ON A NEW CUB SHIRT, NECKERCHIEF AND BOOK IN HIS HAND. THE DOCTOR KEEPS CHECKING AND SAYING)

Doctor: Just about . . . Oh my absolutely awe inspiring! . . . Yes, I think the metamorphose is complete!

(HAVE THE BLANKET DROPPED AND THE BOY AND PARENTS STRIKE A STILL POSE. A PARENT ON EACH SIDE WITH THEIR HANDS ON THE BOYS SHOULDER TO SYMBOLIZE SUPPORT. THE BOY IS STANDING UP STRAIGHT AND HAS HIS NEW WOLF BOOK IN HIS OUTSTRETCHED HAND. THEY ARE SMILING. THE REPORT AND CAMERAMAN RUSH IN AND TAKE PICTURES AND SHAKE THE DOCTORS HAND.)

Reporter: Doctor, tell the boy that training in his new life form of Cub Scouting will begin next (day/time of den meetings). With assistance from his leader. (INTRODUCE NEW DEN LEADER.)

Bobcat Induction Ceremony  
Conducted by the Webelos Scouts of the pack

Personnel: Cubmaster, Webelos Scouts (6), Bobcat candidates

(Drum beats slowly - a 'wolf howl' is heard.)

Cubmaster: Who goes there?

Webelos Leader: A boy (boys), seeking fun of Cub Scouting.

Cubmaster: Is he (Are They) wise in the ways of the Bobcat?

Webelos Leader: He is (They are), Oh Akela.

Cubmaster: Then bring him (them) forward and let him (them) be tested.

Webelos #1: Show us the Cub Scout Sign. (Cubs give sing). Pass on.

Webelos #2: Say the Cub Scout Promise with me. (Repeat Promise). Pass on.

Webelos #3: Show the Cub Scout salute. (Give Salute). Pass on.

Webelos #4: What is the Cub Scout motto? (Repeat the motto). Pass on.

Webelos #5: Repeat the Law of the Pack with me. (Repeat Law). Pass on.

Webelos #6: Show the Cub Scout handshake: (Demonstrate shake.) Pass on.

Cubmaster: You have been tested by your Webelos brothers and they have accepted you into the pack. Will the parents of these Bobcats come forward and join us?

(All parents come forward and stand by their son.)

Cubmaster: I, as Akela, welcome you and your family into Pack \_\_\_\_\_. Parents, please pin this Bobcat badge on your son's shirt upside down. This new Cub Scout must do a good deed to have his badge sewed on his shirt right-side-up!

(Parents pin on badges)

Cubmaster: Will the leader (leaders of den(s) \_\_\_\_\_ come forward and take the new Cub Scouts new entering your den and into your care as their den leader.

Test of Fire  
Arrow of Light Ceremony

This is a very impressive ceremony, and done as a great honor.

Supplies: Magic solution (actually 60 percent water and 40 percent acetone), drum, candle of truth, Webelos scarf with the emblem removed, FIRE EXTINGUISHER (Class BC).

Drum beat:

Narrator: Many moons ago a Webelos brave started on the trail of the Arrow of Light. Much work and many hard hours went into preparation. After many council fires - Akela come forward.

Akela: (Enter Akela to the sound of drum beats.) The great Eagle, bird of truth, has come to me with the name of a candidate for the sacred award of the Golden Arrow of Light.

Drum Beat:

Akela: Will (name) and his parents come to the council fire. Also the Webelos den leader for this candidate.

Drum Beat:

Akela: Brave (name), I ask your Webelos leader if you have tried to follow the Cub Scout Promise and the Law of the Pack. Has this brave learned from the trail of the Bobcat, Wolf, and Bear, and now, form the tribe of the Webelos?

Webelos Leader: Yes, he has.

Akela: I now ask you one question. Have you TRIED to do your best?

Brave: Yes.

Akela: This is indeed a proud moment for our tribe, when we can see you advance. It symbolizes the cooperation in your pack and in your tepee. You have shared many experiences and much knowledge. Without this sharing and caring along the trail of the Golden Arrow of Light, it would have been for more difficult. As your parents take the Webelos Scarf from around your shoulders, I want you to think about the one question I asked you before. You answered "yes", that you have done your best. If this is true, after we dip your scarf into the magic potion and pass it over the flame of truth it will flame up but will not be consumed by the fire.

Akela and Webelos leader should take the scarf from the parents and dip "it" in the potion, Then pass it over the candle.

Akela: Welcome to the Brotherhood of the Golden Arrow of Light. You have indeed done your best. (At this time, give parents the award to pin on their son.

## Graduation-Advancement

Cubmaster: Tonight we have an important occasion . . . the recognition of (names of boys graduating) who are continuing along the Scouting trail. Will (names of boys) and their parents please come forward.

When you joined our pack you stood in front here and

with the other members, repeated the Cub Scout Promise and agreed to live up to it. In memory of the occasion, let all of us assembled here repeat that Promise as a group.

(everyone stands and repeats the Promise)  
By repeating the Promise you agreed to do your best as a Cub scout and agreed to follow the Law of the Pack.

A lot has happened to you since that night. You have grown, you have helped the pack go, you have followed Akela, you have given good will. You entered Cub Scouting as a child, so to speak. You have learned a lot, had a lot of fun, and have grown into a fine young boy. You first became a Bobcat, then a Wolf Cub Scout, a Bear and earlier this year you became a Webelos Scout. Now you are nearly 11 and are ready to enter Boy Scouting.

Just as you continued to grow and moved from Cub Scouts into Webelos, so you are continuing into Boy Scouting. As you continue to grow older and wiser, you may become an Explorer when you are old enough.

Our charge to you is that you continue to grow, to learn more, to enjoy the challenge of Boy scouting that you will take on the way to young manhood and prepare yourself to enter manhood and become the kind of citizen our country needs. Scouting and your parents and friends will continue to help you along the way.

To show that you accept our charge, will you join the members of your new troop and give the Scout sign that you learned as a Webelos Scout and repeat with them the Scout Oath?

(Scouts step forward, give the Boy scout signal and repeat Oath)

As your Cubmaster, I pass you on to Scoutmaster (name) so that you will continue to grow and learn, so that you can meet the challenge of those words, "On my honor, I will do my best . . . "Congratulations and good luck along your way."

## Webelos Graduation Ceremony Outdoor Theme With Eagle Feathers (by Roy Hefner and Joe Nix)

Cubmaster speaks to graduating Webelos:

Through your Webelos activities you have had many opportunities to experience the outdoors, including activities such as Day Camp, camping with your Webelos den and with Boy Scouts. You now know that OUTING is the essence of SCOUTING.

Now that you completed the transition from Cub Scouting in to Boy Scouting you will experience more of the

outdoors. As you cross over into Boy Scouts you will begin as a TENDERFOOT Scout. You must learn to walk before you learn to fly. And fly you will as you expand your horizons and build your endurance to someday become an EAGLE. An eagle of nature is a creature of God that has learned to be one with the outdoors and is not satisfied with just watching the world pass by. You are developing to be such a creature of God.

Are you willing to make the commitment to work hard to build your strength and work with your fellow Scouts to develop your wings to soar as an eagle? (Scout responds "Yes".)

To encourage you on the trail, here are your first Eagle feathers. The blue feather represents your progress through Cub Scouts and into Webelos. The yellow Eagle feather is for earning the Arrow of Light. Not all Webelos Scouts earn the Arrow of Light. The yellow feather represents your first flight over the first steps of Boy Scouting toward the Tenderfoot rank. You are indeed at least two steps ahead of those boys who enter Boy Scouts without progressing through the Webelos program. (Give blue and yellow feathers to the boy.)

As you cross the bridge to Boy Scouting, your Scoutmaster will present you with a red Eagle feather, representing your first step as a Boy scout toward becoming an Eagle Scout.

Remember these first Eagle feather as you progress through the hardest years for a young Eagle, the teenage years. You will be pulled in many directions and often lose sight of your objectives. Remember that an Eagle flies above those things that confront him in order to gain a better perspective. He does not always fly past his problems but does see more clearly the obstacles that confront him. Only in the Outdoors can the Eagle truly arise above his troubles and not lose sight of his objectives.

Go now and join your fellow Scouts who will teach you to walk with tenderfeet as you develop your strong wings to fly.

Go my son, get your education! . . .

## **Webelos Cross-Over Graduation**

**Materials Needed:** Cross-over bridge, Arrow of Light badge, Boy Scout neckerchief, slide and book

**Arrangements:** Have bridge brought to center of floor with Cub Scouts on one side of bridge with Cubmaster and Webelos Leader. Boy Scouts and Scoutmaster on other side of bridge.

**Cubmaster:** Cub Scouting is the younger brother of the great Scout movement. In it boys are grouped together in dens, and thus provided with good friends, and an opportunity for fun in their first contact with the ideals of Scouting. The last few months in Cubbing are spent learning the requirements for the Tenderfoot Boy Scout rank. Tonight's meeting has special meaning to (no. of boys leaving of our boys. This is their graduation night. (Call graduating boys, with parents, forward.) I would like to introduce Mr. (name of Scoutmaster to receive boys) from Troop (no.). Please come forward.

(To boys) Three (or four) years ago you became Cub Scouts. On that night a whole new world of opportunity opened to you through Cubbing. You have been loyal to your den and to your leaders. You have learned to share, to assume responsibility, and to discipline yourselves. Being a Cub scout has helped you to understand the importance of being a member of a team. You have reached the crossroads; the end of Cubbing, and the beginning of Boy Scouting. I congratulate you in deciding to become a Boy scout. Some day one of you may return to us as a Den Chief, to help other Cubs to learn to become Scouts.

**Webelos Leader:** I'll miss you boys at our den meetings, but I know you'll be having lots of fun in Scouting. So long and good luck.

**Cubmaster:** Boys, you have earned the highest award in Cubbing, the Arrow of Light. This is the only Cub badge you can wear on your Boy Scout uniform. It is my pleasure to present it to you and congratulate you on a job well done. (Cubmaster present badge to parents who pin it on boys. Cubmaster gives Cub salute—graduating Scouts return it.) And now it is time to cross over to your Boy Scout Troop.

(Parents follow boys over bridge, boy's Webelos scarf and slide are removed and the Scoutmaster gives them their Scout scarf and slide. The Scoutmaster gives them the Scout handshake to welcome them. All Boy Scouts exchange handshakes with the new Scouts.)

## **"Professor Plop" Opening and Closing**

This is a combination opening and closing for a pack meeting.

**Equipment:** Professor Plop's invention, as shown here.

**Personnel:** Cubmaster, Professor Plop, the stereotypical absent-minded inventor, wearing a lab coat.

**Cubmaster:** "We have a ceremony specialist here tonight to help us get started. He is Professor Plop from M.I.T., Mighty Ingenious Tech."

**Professor:** "I'm not quite ready yet. I'm not quite ready yet. I'm still working on my special invention."

Cubmaster: "That looks like quite a gadget."

Professor: "It is, it is!"

Cubmaster: "Well, we'll get on with our pack meeting and let you continue to work on your invention. Will Den \_\_\_ please begin our flag ceremony?!"

(Den performs flag ceremony. Periodically during the meeting, the Cubmaster may call attention to the fussy Professor Polp and his progress.)

At pack meeting closing time:

Cubmaster; "Now we'll check on Professor Plop one last time. Well, Professor did you ever get it together?"

Professor: "I did! I made it!"

Cubmaster: "We can hardly wait to see how it works."

Professor: "I will demonstrate this wonderful invention for you!" (He releases the reel on his invention, letting the plunger drop in the water with a plop. He then reaches into the tub, pulls out a piece of cloth, wrings it out, and shakes it open. It reads: "THE END.")

## Audience Participation

'Too Much Go'

Divide audience into four groups and assign each a call and a hand motion as follows:

THINGAMAJIG: "Back and forth: (Move hand back and forth).

DOHICKEY: "Up and down (move hand up and down).

WATCHAMACALLIT: "in and out" (cup on hand in semicircle and dip other hand in and out).

CONTRAPTION: All sounds at once.

Then read the following story, pausing for audience response at emphasized words.

Ever since the beginning of time, men have been competing to invent something that will go farther, higher, or longer than anyone else. There are THINGAMAJIGS, there are DOHICKEYS, and there are WATCHAMACALLITS. Only the inventors know what these CONTRAPTIONS are supposed to do. A THINGAMAJIG could be almost anything. The same goes for a DOHICKEY and a WATCHAMACALLIT.

Whenever a man sees a CONTRAPTION which has a THINGAMAJIG, a DOHICKEY, or a WATCHAMACALLIT on it, his mind immediately goes to work to try to invent something that will outdo the CONTRAPTION. One such ambitious man created a CONTRAPTION which had a THINGAMAJIG, a DOHICKEY, and a WATCHAMACALLIT.

After watching it for a while, he decided that the THINGAMAJIG needed to go faster, the DOHICKEY needed to go higher, and the WATCHAMACALLIT should to deeper. But he destroyed his CONTRAPTION because when he made the THINGAMAJIG go faster, it hit the DOHICKEY, which he had made go higher, which in turn shot right into the WATCHAMACALLIT as it dove deeper. The result was that the whole CONTRAPTION quit on him.

Inventions mean progress. But if you're not careful, you can make a CONTRAPTION in which the THINGAMAJIG, the DOHICKEY, and the WATCHAMACALLIT are all working against each other. I guess the moral is: If it ain't broke, don't fix it.

# CLOSING THOUGHTS

The following thoughts are from the book "A Father's Book of Wisdom" by H. Jackson Brown, Jr., published by Rutledge Hill Press.

Behold the turtle. He makes progress only when he sticks his neck out.—James B. Conant

Too soon old, too late smart.—Jackie LaRue Smith

To travel hopefully is better than to arrive.—Sir James Jeans

If you don't stand for something, you'll fall for anything—Unknown

Courage is resistance to fear, mastery of fear, not absence of fear.—Mark Twain

Don't be afraid to take big steps. You can't cross a chasm in two small jumps—David Lloyd George

When you judge others, you are revealing your own fears and prejudices.—Dad (H. Jackson Brown's Dad)

I will speak ill of no man, and speak all the good I know of everybody.—Benjamin Franklin

Some goals are so worthy, it's glorious even to fail.—Unknown

Happiness is not an absence of problems, but the ability to deal with them—Dad

You see things that are and say, "Why?" But I dream things that never were and say, "Why not?"—George Bernard Shaw

There are no unimportant jobs, no unimportant people, no unimportant acts of kindness.—Dad

The smallest act of kindness is worth more than the grandest intention—Dad

Real generosity is doing something nice for someone who will never find it out.—Frank A. Clark

We don't know one-millionth of one percent about anything.—Thomas Edison

Don't wait for your ship to come in. Row out to meet it.—Dad

Fathers are pals nowadays, because they don't have the guts to be fathers.—Dad

Laughter has no foreign accent.—Paul Lowney

The following are from "Life's Little Instruction Calendar, Volume II

Give people more than they expect and do it cheerfully.

Someone will always be looking at you as an example of how to behave. Don't let them down.

Never decide to do nothing just because you can only do a little. Do what you can.

Never swap your integrity for money, power, or fame.

Encourage anyone who is trying to improve mentally, physically, or spiritually.

Remember that what you give will afford you more pleasure than what you get.

Remember that just the moment you say, "I give up," someone else seeing the same situation is saying, "My, what a great opportunity."

Reject and condemn prejudice based on race, gender, religion, or age.

Never laugh at anyone's dreams.

When you say, "I'm sorry," look the person in the eye.

When there is a hill to climb, don't think that waiting will make it smaller.

Don't overlook life's small joys while searching for the big ones.

Never betray a confidence.

Remember the three Rs:  
Respect for self;  
Respect for others;  
Responsibility for all your actions.

When you realize you've made a mistake, take immediate steps to correct it.

Don't believe all you hear, spend all you have, or sleep all you want.

Judge your success by what you had to give up in order to get it.

Don't get too big for your britches.

Learn to save on even the most modest salary. If you do, you're almost assured of financial success.

Don't mistake kindness for weakness.

Don't be thin-skinned. Take criticism as well as praise with equal grace.

Pray. There is immeasurable power in it.

Remember that a person who is foolish with money is foolish in other ways too.

Never sell yourself short.

Be quick to take advantage of an advantage.

Deadlines are important. Meet them.

Volunteer. Sometimes the jobs no one wants conceal big opportunities.

Read more books. Watch less TV.

Remember that everyone you meet wears an invisible sign. It reads, "Notice me. Make me feel important."

Be better prepared than you think you will need to be.

When camping or hiking, never leave evidence that you were there.

Accept the fact that regardless of how many times you are right, you will sometimes be wrong.

No matter how old you get, hug and kiss your mother whenever you greet her.

When you find someone doing small things well, put him or her in charge of bigger things.

Do a good job because you want to, not because you have to.

When you lose, don't lose the lesson.

When you get really angry, stick your hands in your pockets.

Call a nursing home or retirement center and ask for a list of the residents who seldom get mail or visitors. Send them a card several times a year. Sign it, "Someone who thinks you are very special."

Be open and accessible. The next person you meet could become your best friend.

Remember that the more you know, the less you fear.

Ask anyone giving you directions to repeat them at least twice.

Remember that not getting what you want is sometimes a stroke of good luck.

Watch your attitude. It's the first thing people notice about you.

When declaring your rights, don't forget your responsibilities.

Remember that *how* you say something is as important as *what* you say.

Never be ashamed of your patriotism.

Don't be so concerned with your rights that you forget your manners.

Don't expect the best gifts to come wrapped in pretty paper.

Never remind someone of a kindness or act of generosity you have shown him or her. Bestow a favor and then forget it.