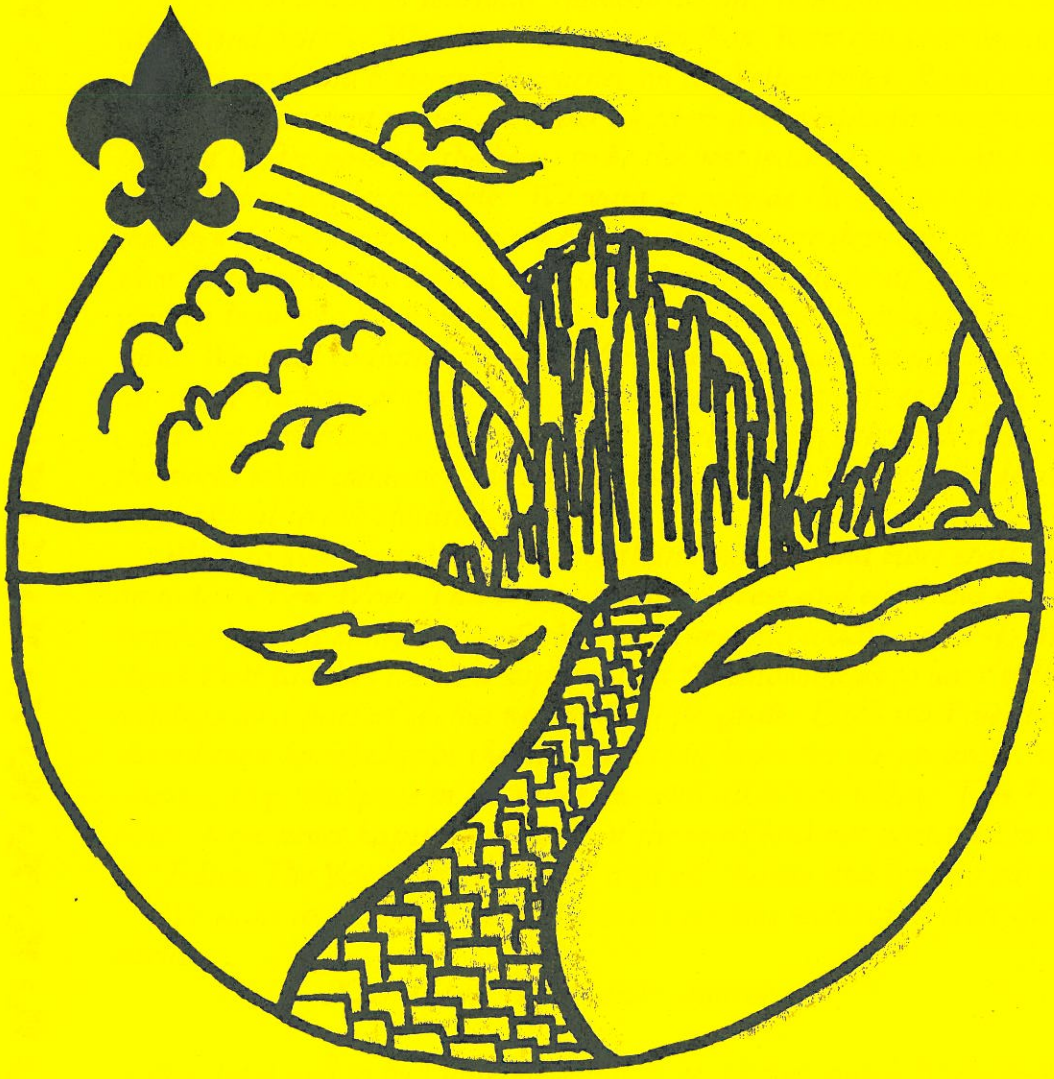
1995
Denver Area Council
Pow Wow



Follow The Yellow Brick Road

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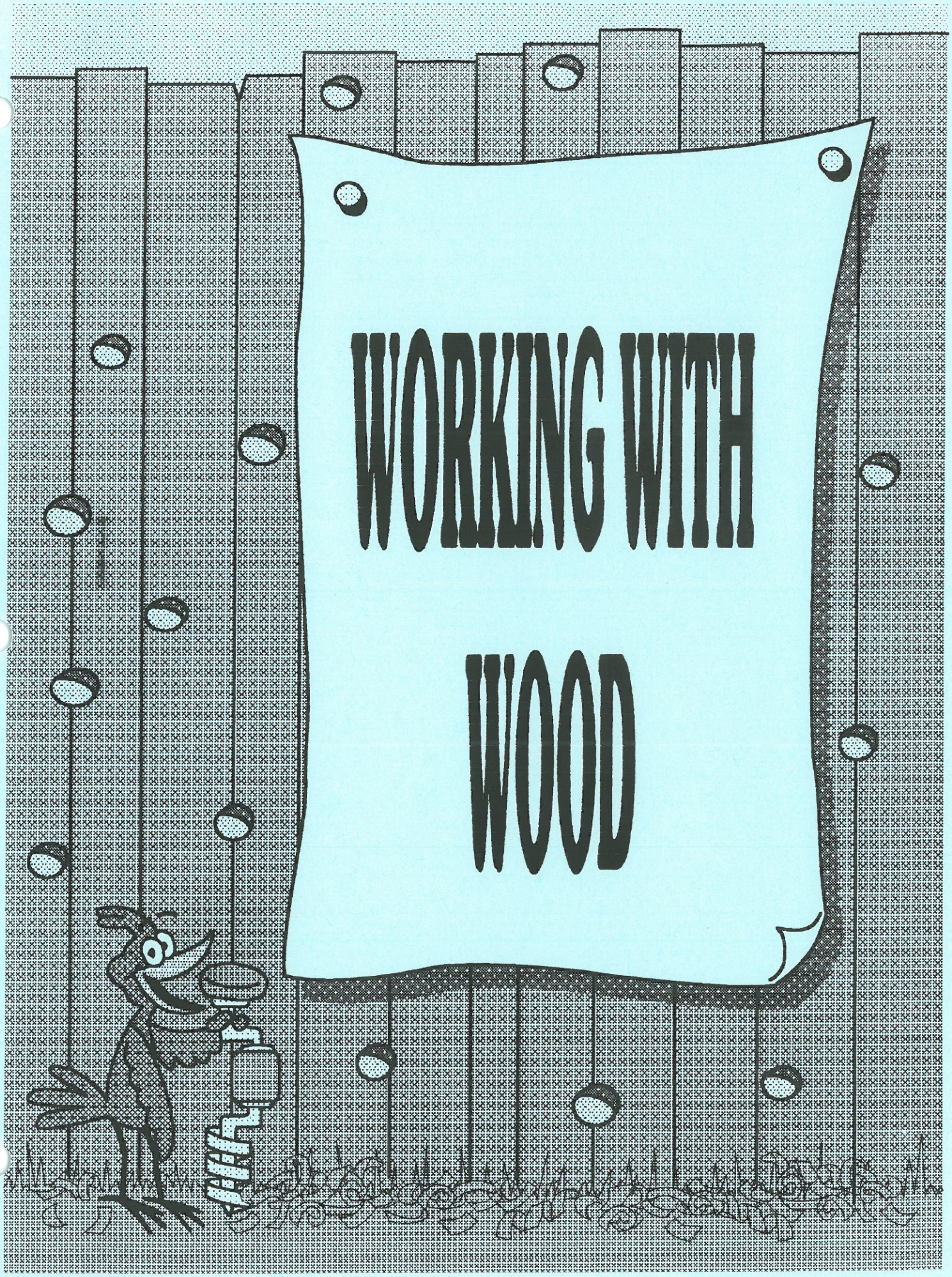
WORKING WITH WOOD



January 1996

Working With Wood

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Basic Woodworking Tools for Cub Scouts

1. Hammer - an 8 to 10 ounce hammer is the best size for a Cub Scout to swing.

2. Screwdriver - use the longest one convenient to the job. Make sure the blade fits the screw slot. If you rub a little soap on the threads of the screw it will go in more readily.

3. Plane - teach boys to use a block plane, it is the best type for Cub Scouts to use on their projects.

4. Handsaw - teach Cub Scouts to use a 20" saw, it is recommended for boys their age.

5. Coping Saw - allows boys to cut wood at different angles and curves. Has removable blades which should be changed frequently for best results when cutting.

6. Brace & Bits - if you want to bore a hole in a piece of wood use a brace and bit. The brace is a tool to hold bits.

7. Drill - for making holes smaller than 1/4" in wood a hand drill can be used. Some hand drills are similar to an egg beater.

8. Jigsaw - a power saw for cutting out patterns and curves. It is the best tool to teach children the virtues of a power tool.

Safety Rules For Tools

1. Use each tool for the job it was intended and the way it was intended to be used.

2. Most accidents occur to the hands, face or feet. Protect your eyes; keep fingers and hands away from cutting edge of tools; secure or clamp down the wood on which you are working.

3. Be patient and never use force. Don't work with tools when you are tired - you need to be alert.

4. Don't wear loose clothing that can get caught in moving parts.

5. Never use electrical tools in damp or wet locations.

6. If extension cords are used, be sure they are heavy-duty. Don't use the type extension cords which are used for small appliances.

7. Unplug all electrical tools when you are finished and put them out of reach of children. Don't leave any tools unattended.

8. Keep tools sharp and clean.

Make Rules For The Boys In Your Den And Enforce Them

1. All projects are to marked on the underside with the boys name before beginning the wood project .

2. Never use an electrical tool without an adult present.

3. All tools are cleaned and put away before leaving.

4. All sawdust and sand dust are swept up before leaving.

5. Paints and stains are used only under the guidance of an adult.

6. Pattern ideas for just about every monthly theme can be found in coloring books and kids activity books.

7. Have a sample of the craft already and in view. Have the measurements written down -- also step-by-step instructions.

8. Using sandpaper, make a sandpaper block by cutting a piece of 2"x 2" wood about 3" to 4" long. Wrap a piece of sandpaper around it and secure overlapped edges with thumb tacks.

A Bit Of Woodshop Information

Lumber is at a premium, but occasionally a friendly foreman at construction sites may allow you to scrounge their cast-offs. Just about any size is usable for craft projects. Check other sources for ideas to use the lumber.

Another source is fruit crates from your friendly produce manager, unless you already have a carte blanche agreement with the store manager about the "throw-aways" behind the market. Packing crates are another source as well as the wood bracing from large appliance boxes.

Of course, the smoother the piece you select for a project, the less sanding for everyone. Sanding is a must for smooth edges and no splinters. Start with coarse grit, then medium, then fine. Coarse can be skipped.

Knots are hard to saw through. Blades may frazzle. Try to work around them or incorporate them within the project when laying out your pattern.

Be prepared before starting to carve.

Review basic first aid with Cubs.

Know how to stop bleeding from cuts.
(1)Apply direct pressure
(2)Get medical help
(3)Apply band-aid or larger bandage
(4)Get stitches if wound requires.

1.When teaching carving to Cubs, have at least one other adult with you to help supervise. Boys without help can often be too much to handle, especially for one person.

2. Instruct Cubs in basic knife safety.

a. Never play with your knife--respect it.

b. The. only safe knife is a sharp knife.

c. Use a pair of leather gloves, if possible

d. Keep other hands and fingers out of the way of the knife.

e. Don't walk around with the knife (put it down before you get up)

f. Don't carve in your lap.

g. Clamp material down, if possible before working on it.

h. Refer to Cub Scout Bear Book-pg... 28,29,20,31 for further safety rules while whittling.

Wood

When you visit a lumber yard to buy a piece of board, you will find that it is sold as "rough" or "surfaced" material. Rough lumber is the way it comes from the sawmill and the surface is rough. Surfaced lumber has been planed on one or two sides and it is, of course, easier to work with. Remember in giving sizes that surfaced lumber will measure less than it did in the rough, because the surface will have been planed down.

Among the softer woods are the firs, pale brown in color and usually straight grained. This wood is easy to work with and can be stained or painted with ease. It is used mainly for frames and boxes.

WHITTLING CHIP

This certifies that

has completed the Shavings and Chips achievement 19 in the Big Bear Cub Scout Book or read the Outdoorsman section of the Webelos Scout Book and has demonstrated knowledge of, and skill in, the use of a personal pocketknife. By completing these safety requirements, he has earned the right to carry a pocketknife at Cub Scout functions.

Den Leader

POCKETKNIFE PLEDGE

I understand the reason for safety rules.

I will treat my pocketknife with the respect due a useful tool.

I will always close my pocketknife and put it away when not in use.

I will not use my pocketknife when it might injure someone near me .

I promise never to throw any pocketknife for any reason .

I will use my pocketknife in a safe manner at all times.

PINEWOOD DERBY OPENING

Personnel: 9 Cub Scouts (they hold large cardboard cut outs of Pinewood Derby Cars, each with letter on it DERBYTIME.

D-Dads and sons this month have had fun

E- Everyone working to make their Pinewood Derby car run

R- Races will be held right here tonight

B- Boys and dads hoping they built theirs just right

Y- Yearning to win a race or two

T Thinking hard about the competition our cars must go through

I In just a short time the races will begin

M May the best cars win

E Everyone please now rise as the Pledge to our Flag we say,

Thus declaring Pack _____'s Pinewood derby underway.

SAFETY TIPS

1. Protect your eyes, mind hands, fingers, and toes.

2. Be patient, be alert, and be careful at all times.

3. NEVER use electrical tools in damp conditions.

4. Always use heavy duty extension cords.

5. Always unplug power tools when not in use, don't leave any tools unattended.

6. Don't wear loose clothing or jewelry around moving machinery or tools.

7. If you can't do it safely, don't do it at all.

8. Keep your edged tools sharp. A sharp tool is a safe tool. A dull tool will not cut wood, but it can slip and will cut you.

9. If you don't know how to use a tool, don't let the boys use it.

10. NEVER allow horseplay around tools or machinery.

HELPFUL HINTS

1. Prefabricate more complicated parts. Some boys may not be able to handle anything more than assembly.

2. Allow adequate time for the project. Some projects may take several den meetings to complete. Provide something else to do for those boys who finish first, as some boys will finish faster than others and will be looking for something else to do.

3. Teach the boys how to use a tool before allowing them to use it. Have them practice on some scrap material before working on their project.

4. Build the project yourself before giving it to the boys to build. This will give them an example and it will give you an idea of how long it takes and how hard it is to build.

5. Use available resources. Scrounge materials from businesses, etc. ask for help from Dads, neighbors, etc.

6. Insist that the boys clean up after themselves.

7. Accept individuality. Their project doesn't have to look just like yours.

8. Stay with them and watch out for problems, either handling tools, the project, or each other.

9. Have the materials and tools ready when you need them.

10. Don't leave something out that you don't want cut up or broken.

11. Mark each boy's name on his project. This will prevent problems.

12. When using any paint or finish: Read label first and follow directions. Always have solvent or cleaner for the paint handy. Don't use paint or finishes indoors unless absolutely necessary.

13. Explain the project so the boys will understand it. Give step by step instructions and measurements.

14. When painting a project, have the boys bring one or two of Dad's old longsleeve shirts to wear over their clothes.

15. Give lots of encouragement and praise. Their project may look a little rough to you, but it is something they built, maybe for the first time, and they will be proud of it.

FASTENERS

Most projects require some kind of fastening device to hold it together. The most common devices are discussed here.

NAILS: The most primitive and least sophisticated fastening device, also the most widely

used because they can be quickly driven into place to form a strong joint. Basic woodworking nails are listed and shown below. The nail should be driven through the thinner piece into the thicker piece of wood when using different thicknesses, with 2/3 of the length of the nail in the second board for best holding power.

Nail types (left to right) cut, common, box, finishing, casing, brad, doublehead (or duplexhead), masonry, roofing, drywall.

(See Appendix)

SCREWS: They have better holding power than nails, and they can be tightened to draw the joint firmly together. They have a neat appearance when properly driven, and can be removed without damaging the wood surface. The most common screws are made of steel or brass and are threaded about 1/3 of their length. The most common types of head are flat, round, and oval. Select the screw length so that 2/3 of the length of the screw penetrates the second board for best holding power.

Flat round and oval head screws: length measured to wide part of head

Slot head screw and screwdriver (left)

Phillips heard and screwdriver (left)

(See Appendix)

GLUES

The strongest joints are made with screws and glue. When using glue, remember that more is not better. Glue is not very strong by itself. The strongest joint has a very thin layer of glue holding the wood together. One possible exception to this is hotmelt glue, depending on the type of glue and how it is used. The most common types of glue are listed below.

POLYVINYL ACETATE: This fancy name means white glue (such as Elmer's). It makes a strong bond, dries clear, is best used with porous materials, and is not water resistant. Setting time is about 8 hours.

ALIPHATIC RESIN: Carpenter's glue or wood glue. This is a yellowish color. It is similar to white glue but bonds stronger and is more resistant to moisture than white glue. It dries clear in about 8 hours.

CONTACT CEMENT: This is commonly used to put Formica on counter tops. It bonds on contact, has high moisture resistance, and dries to whatever color the glue happens to be.

HOTMELT: This glue is mostly used for quick repairs and in crafts. It is generally applied with a hotmelt glue gun. Setting time is about 2 minutes, depending on the amount of glue in the joint. Moisture resistance and color when dry depends on the type of glue.

TOOLS

Generally only hand tools are approved for use by Cub Scouts. This does not mean that hand tools are safe, only that they are safer than power tools because they don't move as fast. Some exceptions are: JIGSAW or SABER SAW: A fairly safe power saw, primarily used on thinner, softer woods.

ORBITAL OR VIBRATING SANDER: So called because it moves in small circles or vibrates.

HAND DRILL MOTOR: Probably the most dangerous power tool on this list. It may be used safely with some supervision. Always use both hands and pay attention to what you are doing. The drill can bind in the part and go out of control, resulting in a broken bit and possible injury.

HAND TOOLS:

HAMMER: There are many types of hammers in use today.

Claw Hammer: Used primarily to drive and pull nails, a carpenter's tool. There are several variations of this type.

BallPeen: Also called a machinist's hammer, generally used in metal and mechanics shops on metal and machinery.

SoftFace Hammer: There are many types of soft hammers , made of plastic, rubber, hardwood, rawhide, aluminum, copper or brass, and lead. They are used for pounding on parts that need to be protected from dents. For example, rawhide or wood mallets are used on leather working tools.

Sledge Hammer: A large heavy hammer used for heavy work. Also called a blacksmith's hammer, it may have two faces or one face and a cross peen.

SCREWDRIVER: There are several kinds of screwdrivers in use today.

Standard or Slot: The oldest style of screwdriver, used on screws with a straight slot in the head.

Phillips: Used on screws with a cross slot in the head. This style is less likely to slip and mar the work.

Allen Head: More likely to be found as a wrench, this style is more generally used in metal work or cabinet and furniture work.

SQUARE: There are several types of squares in use today.

Try and Miter Square: Also called a combination square. It has an adjustable blade and can measure 90 and 45 degree angles. The stock also has a small spirit level and d small scratch awl.

Carpenter's Square: Also called a Framing Square, used by carpenters in framing wooden buildings and rafters. A very versatile tool.

TAPE MEASURE: The tape measure is found in blade widths ranging from 1/'2" to 1" and lengths from 6' to 32' in spring loaded retractable cases, and up to 100' in winding cases.

SAWS: There are many types of hand saws in use today.

Handsaw: The most common carpenter's hand saw consists of two parts, the handle and the tapered blade. The two types of hand saws are the Ripping saw, used for cutting with the grain of the wood; and the Crosscut Saw used for cutting across the grain.

Back Saw: The back saw is similar to the handsaw except the blade does not taper toward the tip. Instead it has a straight blade with a metal rib along the back.

Coping Saw: Used for cutting shapes into thin wood. The blade is very narrow for making tight curves.

Hacksaw: Used primarily to cut metal. The frame is strong and very rigid. It may also be used on harder wood for a fine cut.

FILES AND RASPS: Files are available in many different shapes and degrees of coarseness. They come in three types of cut; singlecut, doublecut, and curvedcut. The cut of the file determines the amount of material removed with each stroke and how smooth the

cut on the part is. Softer materials work down better and faster with a coarser cut. Rasps are similar to files except the cutting surface is a set of points instead of blade edges.

DRILL BITS: A bit is the part of the drill that actually cuts the hole. It cannot generally be used by itself so it is put into a drill motor, a hand drill, or a brace to hold and turn it.

CCLAMP: Sometimes called a GClamp because of it's shape. It has a screw on one end to tighter or loosen. It to used to clamp parts together or to clamp a part to the worktable. It is best to use a pad or piece of wood or metal between the clamp and wood to avoid marring the work..

FINISHES

Not every project needs a finish, those that do require thought and preparation. Some of the most popular finishes are discussed below.

STAIN: Used to tint or tone wood, generally used under varnish or clear enamel. Fairly easy to use, but somewhat messy.

VARNISH: Clear, tough, and durable finish for woods, resistant to water, acids, alkalis, and alcohol. Used directly on wood for a natural-look or used to seal in stain. For a very hard and durable finish, use a polyurethane (plastic:) varnish.

PAINTS

Water Base Paints are the easiest to use and clean up after. They also dry the quickest, generally in 1 hour or less.

Oil Base Paints are more durable but take longer to dry (generally overnight) and require a solvent for cleanup.

Spray Paints are convenient and easy to use, but are more expensive and require a place to use them. Smaller projects can be placed in a box set on it's side. This helps catch the over spray.

If in doubt about what kind of finish to use, ask your local dealer for advice and tell them what you are doing. Most projects should be sanded before painting. Start with 80 grit (coarse), 120 grit (medium), then 220 grit (fine). A sanding block is helpful, either commercial made or wrap the sandpaper around a block of wood.

PATTERNS AND TEMPLATES

After finding or designing a project, a pattern should be made for all but the simplest parts. If you have any problems or doubts about duplicating it, make a pattern and/or a template. A pattern is generally made from light weight cardboard or other durable material so it will not be destroyed by handling. You can trace a pattern using carbon paper or photocopy the page and cut the copy out. Some copy machines can enlarge or reduce the copy, or you can use the grid method to copy, enlarge or reduce the pattern. A template is generally used as a guide in cutting, drilling, or marking the project. It is usually made from metal, Masonite, or you can use one of your parts for the template.

RESOURCES

First in your personal resource file you should have a Parent Talent Survey sheet. Include Cub Scout parents, neighbors, friends, and other acquaintances. Most people are willing to help and have a talent or skill to share. Many businesses have small pieces or scraps of material that they cannot readily use. Most are willing to give it away or sell it for a small charge. Places to look are lumber yards, upholstery shops, cabinet shops, metal

working businesses, and even paint stores. Tell them who you are and what you want to do. They will usually give you material and/or advice on how to do the project. School shops are a good place to go for help and advice. The teachers are usually helpful and may offer to do some of the more complicated cutting and shaping either themselves, with you, or give it to their class as a project.

UNDERSTANDING WOOD

The origins of lumber

All woods are composed of approximately 60 percent cellulose and 28 percent lignin. These substance make up the woody and fibrous cell wall of plants and trees and the cementing material between them. The remaining 12 percent consists of the elements that give each species individual qualities, like the rich color of mahogany used in cabinetwork, the unmistakable aroma of cedar in blanket chests, and the rot resistance that makes redwood so ideal of lawn furniture. The other characteristics that match lumber to specific uses are the results of the way it is sawed from the log and seasoned. After that it is up to you and your tools to cut it, shape it, join it, and finish it into the object you have in mind.

The bark or outside covering of a tree, has little commercial value except as fuel and with some types as a garden mulch, Just below the bark is the only living part of the tree - the cambium layer which extends from the tips of the roots to the tips of each branch. The cells on the outside layer of the cambium form the bark, those on the inside the wood of the tree.

The rounded sides of the log are called "slabs". In the drawing, the entire logs is being used for lumber withe exception of the slabs, which are going to a chipping machine. The machine grinds them into chips and flakes for use in making chip-board, a kind of course-grained hardboard. As cutting continues, other pieces not suitable for lumber (edges and trim) are also fed to the chipper.

The outer portions of a log usually have the fewest knots. This so-called clear lumber is made into boards or planks from one to three inches thick.

Toward the center of the log, the oldest part of the tree, the number of knots increases. Knots mark the joints of branches that were cut or broken off, as well as damaged to the bark caused by disease or animals. Wood in this center portion is not well suited for boards and is generally cut in to heavy planks and square or rectangular beams used mainly for construction work. The reason is the weakening effect of knots, which does not affect large thick lumber as much as smaller cuts such as 4 X 4 or 3 x 10 s.

Hardwoods

Hardwoods come from broadleafed, deciduous trees, such as the oak, walnut, maple, birch, and mahogany. Woods in this group cost more than softwoods, but as a general rule the hardwoods are stronger and longer lasting. Don't be afraid to use hardwoods. As long as your tools are sharp, these woods can be cut, turned, and jointed as successfully as softwoods. The decorative effect of most hardwoods is superior because of better surface finishing properties. The quality of hardwood depends on how it has been seasoned and stored. Modern kilndrying or airdrying is satisfactory, but wood should still be given time to adjust its moisture content to the conditions under which it will be used. When lumber is improperly airdried, or neglected during storage, water can collect around the stacking boards (sticks), causing permanent

stick marks ingrained deep into the boards. Because the ends of boards dry out faster than the centers, apply paint or pitch to the ends to protect them during airdrying.

Softwoods

Softwood is lumber from coniferous (cone bearing or evergreen) trees, such as pine, cedar, fir, hemlock, redwood, spruce, cypress, and basswood. It is usually sold sawed and, since timber from the saw is rough, planed to finished dimensions. Because of shrinkage and planing, lumber is actually smaller than the nominal size by which it is sold. As an example, mill machining and drying reduce the dimensions of a piece sold as 1 X 6 inches to approximately 3/4 X 5 inches. If the exact size is vital, order your lumber to that full size. It will be milled from the next larger standard size. Since you will be paying for that size, the cost will be somewhat greater. Softwoods vary in their resistance to weather. Common structural species, like pine, must be protected with preservatives or paints. Others, like redwood, have natural weather resistance. For posts that are to be imbedded in the ground, order lumber chemically, impregnated against rot and insect damage. Softwoods for floor, walls, and ceilings need protection against dirt, There are finishes made specifically for this purpose.

When softwood boards have hard brown pockets that give off a sticky liquid. These should be cleaned with turpentine, then shellac-sealed (loose knots white glued first, then shellacked) before finishing. Softwoods are susceptible, too, to very rough or split boards ends; allow for this by ordering 5 to 10 percent more boards than you need.

CRAFTS WITH SMALL WOODEN OBJECTS

POPSICLE STICK TRIVET 10 sticks, 10 large wooden beads, paint, glue. shellac. Paint one side of the sticks. Let dry, Shellac. Let dry. Glue 5 sticks painted sides up at right angles to the other sticks. This will form a latticed square. Glue wooden beads under the bottom sticks at both ends. About 1/2" from the ends.

GOLF TEE GAME Scrap lumber 3/4" thick large enough to cut a triangle with 5" sides. Drill 15 holes 5/8" deep, spaced 13/16" apart. An easy way to lay out the pattern is to lightly pencil a smaller triangle 1/2" inside the edges of the wooden one. Mark off a spot every 13/16" along the penciled line. Connect all of the marked spots with penciled straight lines and drill wherever two lines cross. Finish off with shellac or stain. To play, just put a tee in all but one of the holes. Jump pegs as you do for checkers, one at a time, removing each one you jump, until only one tee remains.

SPRING CLOTHESPIN PLACE CARDS Use half of a Styrofoam ball for the head. Glue onto a spring clothespin. Paint features.

SPOOL CANDLE HOLDERS Use giant size wooden spools. Decorate as desired. Add letters to spell NOEL Use candles that fit into spools. Add ribbon/bows around bottom of candles.

TONGUE DEPRESSOR PLEDGE PLAQUE Use tongue depressors and write the Cub Scout Promise in blue. (Cubs write large so allow 10-12 per boy.) You may also use popsicle sticks and alphabet noodles for this. Drill holes in the ends of the sticks and thread with yarn. Leave extra yarn at the top to form hanger.

SPRING CLOTHESPIN CHRISTMAS ORNAMENTS Paint and decorate pins as desired. Soldier, Tree, Snowman, Santa, Angel. Use your imagination. Clip to tree branches .

SPRING CLOTHESPIN TRIVET~ A very attractive accessory. Remove springs from 24 pins. Glue the two halves together in pairs. Glue 6 pairs together into a square. Make four squares. Then glue the four squares together alternating them to make a patchwork trivet. Add bead feet and paint or varnish as desired.

DOWEL NECKERCHIEF ROLLER 3/8" dowel 3 foot long, painted in Cub Scout colors. Decorate as you wish. Let dry. Lay neckerchief down on table, with emblem side down. Place dowel on neckerchief and roll until it is about 6" from point. Then slide the dowel out. Stripes will match and slide will go on easier and stay in place better.

MATCH BOX HOLDER Use a luncheon meat can. Open carefully and tape the raw edges. Apply a coat of strong glue to can sides. Press used matches over them. Use a rubber band to hold matches in place while drying. Paint, shellac, or leave as is.

MATCH OWL NAPKIN HOLDER For the base use a cardboard cocoa can. Cut the can as shown. For the owl's eyes, cut four 2" circles of cardboard and glue 2 to each side of can. Cover the napkin holder with burnt matches. Start at the bottom and cut matches to fit around the eyes. Overlap on the bottom of the head. Cover any seams where cut ends join with additional pieces. Cover the sides of the holder with matches, gluing them horizontally and alternating burnt ends. To weight the holder, fill the bottom with plaster. Glue on paper beak and eye centers. Varnish.

SPRING CLOTHESPIN CUBBIE PLACE CARD Make a Cubbie figure of chenille bumps and a bead or small Styrofoam ball. Glue onto pin.

ROUND CLOTHESPIN NAPKIN HOLDER Paint pin to look like a Cub Scout. Add pipe cleaner arms. Fold napkin and place in pin. Spread napkin so it will stand up.

SPRING CLOTHESPIN VALENTINE HOLDER Paint pin white. Add paper hearts, cupids, etc. Add a name card or place card.

SPRING CLOTHESPIN CLOWN 1 red, and 1 yellow chenille stem. Pink or red bead, glue, paint, 3 spring clothespins. For body, glue two half pins together on the flat sides. Glue the slanted ends of the two pin groups formed together to make the body and legs. Glue a half pin with the flat side out to each side of body to form arms. Use a 1 " foam ball for the head. Push a pencil into the ball and rotate it to make a hole. Place glue in the hole and push the ball down onto the top of the body. Paint the head, half the body, and one arm white. Paint other half red. Paint last leg section black for feet. Wrap yellow chenille stem around a pencil to form coil. Slip off pencil, shape and glue in a ring around neck. Cut the red chenille stem into 6 pieces, coil each piece around pencil, uncoil slightly and glue to head. Cut a paper mouth and glue to face along with eyes and a bead nose

SPRING CLOTHESPIN INDIAN PLAQUE 17 large pins, heavy cardboard, paint, glue. Using the pattern, cut the head from heavy cardboard. Glue circle to head as indicted. Separate the pins into halves. Glue the first pin(#1) to the head as shown on pattern. The tip should rest against the hairline. Add the second half pin, gluing the slanted side of pin #2 to the flat side of pin #1. Add 24 additional pins in the same way. Glue 4 half pins

together for ear piece, glue to circle. Make another section just like the ear piece but glue it to the bottom of the headdress to make it longer. Paint and let dry, shellac. FACE lt. brown. HAIR black. EYE white with black rim. EAR CIRCLE yellow. HEADDRESS & EAR FEATHERS white. Headband is formed by painting inner edge of headdress green. Paint ends of feathers alternating red, blue, black, green, yellow. Glue beads to the circle for trim. WAR PAINT red, yellow, and green

FLAT CLOTHESPIN KEY BOB Decorate the pin as desired, some ideas are shown, add a screw eye and ring or chain.

FLAT CLOTHESPIN PLANTER Wash an empty tuna can thoroughly, dry well. Apply glue to inside edge and rim of can. Slip pins down all the way around the can. A little glue inside where the pins touch will add strength. Let dry completely. Decorate. Add a Small plant and a small bow and you have a nice mother's day gift.

RING TOSS GAMES

For the wall

A plain square or rectangle may be used for a back, or figures such as those in the drawing. Plywood of l/2" thickness or less serves best for this. The pins are dowels 4" long and 1/2" in diameter. After the back has been cut out, bore small holes near the top for a cord with which to hang it on a wall, doorknob or hook. Then bore the holes for the pins, all at the same angle, either 45 or 60 degrees. If the back has the shape of a head, the eyes should have pins in them, but paint the nose on if a pin is placed in the mouth. In the case of the goat, it should be a pin in the nose and the mouth painted. A wicked leer on the goat and a breathless look on Miss Puff will enhance the game. If any of the work requiring power tools is done with the boys, be sure there is adequate adult supervision.

For the floor

Either rings or horseshoes may be used. Plywood, 1/2" thick is excellent for both, especially for the horseshoes. Basswood or pine of the same thickness will serve for the rings without much breakage resulting. Designs for the bases are suggested in the sketches, but they may be of any shape so long as the bases are kept heavy enough to prevent toppling. Bases should be at least 6" square and of 3/4" or 1" wood. Paint them before assembling. Holes for the 1/2" dowel pins should be bored halfway through the base. If only one is used, it should be 6" high; if more, they should be of uneven lengths, the shortest about 4" and the tallest about 8". After the pins have been painted, glue them into the holes, reinforcing with a nail or screw from underneath. The rings have a diameter of 5" with a 3/4" rim. After all edges have been filed and sandpapered, paint each ring a different color; horseshoes, of course, should be black.

Horseshoe pitchers of the future start their training here.

GAMES

Make a set of tool flash cards. Using 3 x 5 cards put pictures of tools on them. Make two cards of each tool. The name of the tool can be written on the back if needed. These can be used in several ways:

Concentration - put all cards face down on table or floor. Boys take turns turning over two cards at a time. If cards match the boy keeps them. If unmatched he must turn them back over trying to remember them for later. The

winner is the boy with most cards when all have been matched. This will also work with a picture of a tool and its name on different cards.

Use as regular flash cards to help the Cub Scouts learn all the names of the various tools.

Use as flash cards with the boys telling the use of each tool as the card is held up.

TOOL CHARADES

Instead of a title or saying, give the boys the names of tools. Each must get his team to guess the tool by pantomiming its use.

WHAT IS IT

Put different tools, one at a time, in a paper bag or a pillowcase. Each boy reaches into the bag and tries to identify the tool inside by feeling its shape. If the boys are quite knowledgeable, more exact names should be required and less common tools could be used in the bag.

FIND THE TOOL

Around the den meeting area hide about ten tools. They should be in plain sight but not too obvious. Give each boy a paper and pencil and have them look around the room writing down the names of the tools as they see them. The first boy to find all ten tools must then show the den leader where he saw each one. (Other boys should be out of the room in case the boy misses one.) This game should be played with no talking.

WOOD TAG

Choose a Cub Scout to be it. Play tag using anything as a base that is made of wood. Any new runner touching base forces the present base holder to run to another base.

The Pancake Toss

Take several old ping pong paddles or make paddles out of scraps of wood. The first boy on each team takes a paddle and flips a leather pancake to a finish line and back. The next boy takes the paddle and does the same till everyone has had his turn. First team finished wins.

Cub Scout Pack 'O Dice

Make dice from large cubes of foam rubber or blocks of wood. Paint words pertaining to Cub Scouting on all 6 sides of each die. Boys take turns tossing out one die at a time, then trying to match the word on top by tossing the second die. If player matches word, he gets 5 points; special scoring can be set for words such as den leader, Akela, etc. First player to get 10 points is winner.

Clothespin Mixer

Equipment Clothespins 3 or 4 for everyone. Give everyone 3 or 4 clothespins. Tell them that the object of the game is to get rid of their clothespins without having any one else pin THEIR clothespins on them. With everybody trying to get rid of their clothespins at the same time, as fast as possible, this is a rowdy and fun way to start a meeting.

Clothespin Relay

Equipment Clothespin for each player, wire or rope suspended across the playing area . (2 people could hold it up.) Divide the group into 2 relay teams. String a clothesline from one end of the area to the other, shoulder high to the average player. Clip all the clothespins to the line. On the signal, the first team player must run to the line, remove a

pin with his teeth (no hands), and bring it back to the team. First team done wins.

Chopstick Puzzle

One wooden chopstick

One piece of string

One friend with a shirt that buttons

This puzzle takes only about ten minutes to make but it will entertain the boys for many days. The instructions for how to use it though are rather tricky and easy to forget. To make the toy use an ordinary wooden chopstick, drill a very small hole in the flat end, just large enough for two widths of string to pass through. Then take the piece of string about 15 inches long, fold it in half and thread both ends through the hole. Then tie a knot in them so that the loop formed on the other side will be about three quarters of an inch shorter than the length of the chopstick. It is important that the string loop not be able to pass over the long end of the chopstick. A little glue should be added where the hole is to hold the string firmly in place. The toy is now ready to use. The object of this puzzle is to attach the chopstick to someone's shirt through a button hole then have them try to get it off. Sound easy? It isn't!

WORKING WITH WOOD SKIT

The Closet Scene:

Living room of a house with a closet. (Can have imaginary or real walls but needs a tall box for closet.)

Props:

Paint buckets, brushes, saw, hammers, saw horses, etc. for remodeling.

Characters:

3 or 4 painters who start painting.

The "Master Carpenter."

The boss (dressed in good clothes)

Painters enter and begin painting. After painters have been painting and the master carpenter figuring, the boss enters and walks over to the 2 painters.

Boss: I'd like for you 2 to paint the closet.

Painters: OK (getting gear)

Master Carpenter: Wait a minute (rushes over and starts to measure painters. Picks up saw and hurries to closet.)

Boss: (Close after Master carpenter) What are you doing?

Master carpenter: Enlarging the closet.

Boss: (explosive) Why?

Master carpenter: (calmly) You wanted those two painters to paint it.

Boss: Yes....

Master carpenter: Well now, they won't both fit until I make it larger. Those two are too much for one closet.

All painters laugh hysterically.

DAILY CUB SCOUT SKIT

Boys start with back to audience and each turns around when it is his turn to speak. (This is a built skit. At end, last boy speaks punch line and then each boy in turn comes in 2 lines after one in front of him. The very last boy to speak will go through his lines 12 times. The first boy to speak will do his lines 6 different times.)

All: We are daily Cub Scouts as you can plainly see, but if weren't a Cub Scout:

#1: A hammer I would be. And as you pass me by you would hear me cry: "Hammer it, pound it, smash it ouch!" (2X)

All: (Repeat first line.)

#2: A screwdriver I would be. And as you pass me by you would hear me cry: "Turn it, twist it, fasten it tight." (4X)

All: (Repeat first line.)

#3: A saw I would be. And as you pass me by you would hear me cry: "Cut it, saw it, it doesn't fit, start again." (6X)

All: (Repeat first line)

#4: A pair of pliers I would be. And as you pass me by you would hear me cry: "Hold it tight, now It's bent, jerk it out!" (8X)

All: (Repeat first line.)

#5: A ruler I would be. And as you pass me by you would hear me cry: "Measure it, mark it, be sure it's right." (10X)

All: (Repeat first line.)

#6: A carpenter I would be. And as you pass me by you would cry: "Two by four, nail floor." (12X)

QUICK SKIT IDEA

#1: I wonder what it would be like to be a piece of wood?

#2: I probably would be bored.

SONGS

This Pinewood Derby Car

(Tune: This Little Cubbing Light)

This pine wood derby car of mine

I'm going to build it fine

(3 times)

CHORUS

Build it fine and it's going to shine.

I'm going to carve it from a block

I'm going to build it fine

(3 times) (Carving motion)

I'm going to sand it down so smooth

I'm going to build it fine.

(3 times) (sanding motion)

I'm going to paint it up real nice

I'm going to build it fine

(3 times) (painting motion)

I'm going to show it around the block

I'm going to build it fine

(3 times) (4 corners motion)

Toolbox Song

(Tune: I'm a little Teapot)

by Joalene and Cordell Whitmer

I'm a pair of pliers just because

Here is my handle, here are my jaws.

CHORUS

Keep me in your toolbox bright and new

Take me out and I'll work for you.

I'm a coping saw that's strung too tight

Pull me then push me to use me right.

CHORUS

I'm a big strong hammer, a mighty tool.

Hit the nails only, that's the rule.

CHORUS

I'm a happy Cclamp, I'll tell you what I do,

I eat board sandwiches filled with glue.

CHORUS

I'm a wood plane, give me a try.

I can help you out if your door's too high.

CHORUS

Use appropriate actions when singing the song. It also could be used as a skit by having each boy hold a large cardboard cutout of the tool and demonstrating it's use at the appropriate time. He should step forward for his verse.

PINEWOOD DERBY CAR

Pinewood Derby Car

(Tune: My Bonnie)

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

Bring back, bring back

Oh bring back my car to me, to me.

Bring it back, bring it back

I'll win next year, wait and see.

CRAFT

WOODEN WIND CHIME

Material needed:

3 - 5 inches dowel sticks

12 - ice cream spoons

Nylon fishing line (at least 12 pound test)

Drill with small drill bit

With one dowel stick drill 5 holes evenly spaced across the dowel stick. With 9 ice cream spoons drill one hole in both ends. With 3 ice cream spoons drill a hole in one end. With 2 dowel sticks drill a hole in one end. With the fishing line cut off about 18 to 24 inches. Start with the spoon with one hole through the hole twice and tie a knot. Leaving about one inch between spoons, take a spoon with a hole in both ends, go though the hole twice and tie a knot, don't cut the fishing line, go up to the next hole go though the hole twice and make a knot. Take another spoon with a hole in both ends, leaving about one inch between spoons do as you did the last spoon. Do the same again until you have 4 spoons on the fishing line. Leaving about a inch go through the middle hole in the dowel stick a few times and tie a knot cutting off left over fishing line. Do the same with four more spoons. Go though the end hole of the dowel stick. Do the same with four more spoons. Go though the other end hole of the dowel stick. You should have three sets of spoons tied on the dowel stick one on the middle, one in the left hole, and one in the right hole. Now with the dowel stick with a hole in one end, tie on about 12 inches of fishing line then go though the hole between the end and middle holes on the dowel stick that you have the spoons tied on, leaving enough space so the dowel stick will hang about half way down between the spoons. Now with the other dowel stick do the same but let this one hang down a little farther than the other dowel stick. Take about 10 inches of fishing line, go though the hole on one end of the dowel stick and tie on leaving enough for a hanger go though the last hole on the other end tie and cut off the left over fishing line. The wind chime can be painted or stained.

TYPES OF WOOD

There are many types and grade of wood available. The most common types are discussed here.

NATURAL SOFTWOODS

Balsa: Very soft, lightweight, very easy to carve. Too soft for substantial projects like boxes or bookshelves. Ideal for airplanes, molds, or small carvings.

Pine or Fir: Excellent softwood for most projects. Easy to work with hand and power tools, strong and durable, usually available in 1' and 2' thick lumber 2" to 12" wide.

Redwood: Reddish color, easily worked, excellent for outdoor projects such as flower boxes, benches, and bird feeders.

Others: Other softwoods are available but not common in our area. If you have some or can find some, it may lend special appeal to your projects.

NATURAL HARDWOODS

Hardwoods are generally not suitable for Cub Scout projects because they are hard to work

with hand tools and are usually fairly expensive. Examples are oak, maple, walnut, ash, mahogany, and the various fruit woods such as cherry and apple. One exception to this group maybe alder.. It is more expensive than pine or fir but has a nice grain pattern, and is fairly easy to work.

MAN-MADE MATERIALS

Plywood: Easily recognized by it's sandwiched appearance when viewed from the side. Available in many grades from C-D (rough both sides) to A-B (smooth both sides), and in interior glue, exterior glue, and marine grade. Standard sheets are 4' X.8'", most lumber yards have smaller stock or can cut it for your for a small charge. It is versatile, but has some drawbacks; the edges are hard to sand smooth, and nails or screws driven into the edges do not hold very well.

Fiberboard: Also known as masonite, it is made from wood fibers. It works up well and takes paint well, is good for small shelves, drawer bottoms, and cabinet backs.

Particle Board: Similar to fiberboard except made of wood chips. Sixes are similar to plywood, it has the same general problems, and it is also into very strong for it's size.

CEREMONY

Working with Wood Opening Ceremony - The Family Tree

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

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

There's one thing in God's natural world

That means a lot to me.

It symbolizes most of life;

It is a lovely tree.

With roots so deep in God's rich earth.

It's not disturbed by weather:

Like families with faith in God

Who live in peace together.

It's trunk, the body strong and firm

Like parents anywhere,

To guide, control, direct, sustain

The offspring which they bear.

The branches which like children spread

In every known direction,

Until the fruitage of their growth

Has reached it full perfection.

And so a tree appears to me

The gem of God's creation,

As it portrayed our families,

Which constitutes a nation

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

CLOSING THOUGHT

Equipment needed: Block of wood, knife, finished wood carving.

For the past month we have been working with wood (show block of wood). This block of wood is not unlike the Cub Scouts we work with. Right now they may be a little rough and unfinished. If I take this knife (show knife) and whittle on this block of wood the result, hopefully will look like this (show finished carving). How ever, it will only turn out to be a beautiful carving if I use the proper care and skill when applying the knife to the wood. So it is with boys. If we as parents, leaders, teachers and friend use only the right tools and the right, positive strokes we can help each boy to become something to be proud of. We may make mistakes just as a nick may be taken in the wrong place when carving. But if this happens we must take the time to repair the damage so that the finished product can be of great worth. Our boys are so much more precious than this wood. Let us take great care with them.

AUDIENCE PARTICIPATION

Wood Be - Good News - Bad News

As the narrator gives the good news or bad news items listed below the audience responds with a loud "YEAH" for the good news and a loud "BOO" for the bad news.

Good News: We have refreshment for tonight's pack meeting!

Bad News: The beaver den brought them - it's all BARK!

Good News: It's raining outside!

Bad News: Ed Greene says it's going to rain 40 days and nights!

Good News: We can build an ark!

Bad News: You all have to GOPHER WOOD!

Good News: It finally cooled off so we can wear our fall fashions!

Bad News: All we have are FIR coats!

Good News: We finally found a new den leader!

Bad News: Trouble is it's MESQUITE.

Good News: It just got a new sewing machine with lots of settings!

Bad News: I can't get out of HEMLOCK!

Good News: The Cubmaster just got a big promotion!

Bad News: He will have to move and we will PINE for him!

Good News: Roy Romer will be our guest for the Blue and Gold Banquet!

Bad News: We'll really need to SPRUCE up the place.

Good News: The Webelos den finally got he pioneering tower up!

Bad News: They're too PLUM tired to climb it.

Good News: Johnny is now over the flu!

Bad News: The rest of use are still SYCA-MORE or less!

Good News: This the last of these puny items!

Bad News: If you ASH me, they are just OAK Kay!

GAME

Tool Scramble

1. MHEMAR

2. RQSEAU

3. IELF

4. SHELIFC

5. LNPEA

6. CHAK WAS

7. IBT

8. NPCUH

9. PSAR

10. LAW

11. NTI PSSIN

12. IEPP RHCNEW

13. VIDSEWRRECR

14. LDLIR

15. DAHN XA

16. NLAI TES

ANSWERS: hammer, square, file, chisel, plane, hack saw, bit, punch, rasp, awl, tin snips, pipe wrench, screwdriver, drill, hand ax, nail set.

ICEBREAKER

Guess the Tool

As people arrive put the nave of a tool on each person's back without letting them see what it is. Each person must then guess what tool he is wearing by asking only "yes" or "no" questions of the other players.

APPLAUSE

Racers: Move hand like a racer and go "ZZRRRROOOOOMMMMM" three times.

Nail-Pounder: Start the nail, drive it in, and hit thumb, "ouch!"

Tree Topper : Simulate climbing a tree, branch at a time: cut off the top of the tree with an ax and yell "TIMBERRRRRR!"

Woodchopper: "How, how, how: Chop, chop, chop: TIMBERRRR!"

Chip Chop: Dive the room in half. Point of one side, they say "Chip". Point to the other side and they say "Chop". Vary the speed and direction you point. Be sure that each side does the chopping motion as they say "chip" or "chop" to add to the fun.

CEREMONY

Tree Advancement

Equipment: A three foot high tree limb with several branches, set as if it were a tree in a can of mortar, green paper leaves (make with thin wire frame and with wire sticking out) with Cub Scouts' names and awards: badges and arrow points

Personnel: Cubmaster, Webelos Den Leaders, advancing Cub Scouts and Webelos Scouts and parents.

CUBMASTER: This little tree is a symbol of the natural beauty of our land. The tree also represents Cub Scouting. It takes a long time for a beautiful tree to grow. In the same way, a Cub Scout spends a lot of time and effort in advancing from rank to rank. So do his parents, who help him. Today we will see how much prettier this Cub Scouting tree will be when we put some leaves on it. Each of these leaves represents the time and effort put into their advancement work by our Cub Scouts and their parents.

(Call forward the boys and their parents who are receiving Wolf badges, and arrow points. Give then the awards and have them put one leaf for each award on the tree. Then award Bear badges and arrow points, etc. After all the awards are presented and the leaves added to the tree, the Cubmaster resumes speaking:)

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

CRAFTS

Pull Toys

Toddlers will love watching the wings on the bird or bee turn, as they pull the toy along.

The body of each toy is a 20 ounce detergent box; the wheels are plastic lids from 3 pound coffee cans.

Bird Pull Toy

Close the top of a 20 ounce detergent box and tape it shut. Turn the box so that this taped flap will be on the bottom of the body. At one of the top; corners, cut a triangular section (shaded areas from the front and back, as shown, leaving the strip between intact. Cut across the strip to make a flap. Trim the flap to fit the curve, and tape it down. Leaving 1" at each end, cut out the bottom of the box. Make a hole in each side of the

body, 2" from the bottom, to fit a cardboard roll from a coat hanger. The roll, 9" long, will be inserted later for an Axle. For each wheel, use a plastic lid from a 3 pound coffee can. Clue a cardboard circle inside each plastic lid for extra strength. Make a hole in the center of each wheel to fit the axle snugly. 'To attach the wheels, insert the axle through the body with the two wheels on the inside. Push the Wheels to the sides so that they are as far apart as possible. For each wing, cut two pieces of light weight cardboard, each 5 1/2 " x 7", in the shape shown. Glue them together, with the axle between, so they stick straight out from the sides of the body; the feathers should cover the end of the a Axle. Repeat for the other wheel. For the head, cut two pieces of light weight cardboard, each 4" x 6 1/2", in the shape shown. Cut slits in the tabs so the tabs will lie flat on the curve of the box. Glue the heads together at the beaks; bend the tabs and glue them to the front of the body, as pictured. Paint the bird with tempera or acrylic paint; use a dark colored paint, if necessary, to cover printing on the box. Glue on a fringed paper tail. Make a hole in the beak to insert a knotted string for pulling.

Bee Pull Toy

Make the body the same as for the bird, but curve both the front and the back ends at the top of the body. Assemble the wheels as for the bird. Cut out two heads and four wings from light weight cardboard, as shown; glue the heads together and to the body as you did on the bird. Glue the wings as for the bird. Cut two antennae, 1/2" x 6 1/2", with 1/2" circles at the top ends, from around a plastic bottle. Glue inside the head, as pictured. Paint the bee.

(See Appendix)

Popsicle Stick Planter

Here's an idea for Mom. The planters are as easy to make as stacking Popsicle sticks, and it's so pretty, too!

All you need to make the planter is a lot of popsicle sticks (about 300), white glue, a metal foil pot pie pan, and some spray paint or shellac. Once you catch on to the method of making the planter, you can design your own. The planter could be made taller for a floor vase, or made smaller to hold artificial flowers on the table. To make the planter, first make a paper pattern of a hexagon by drawing an 8" circle of paper; cut out. Fold the circle in half and then into thirds. Draw a line between the two outer corners and cut along this line. Open out the paper, and you have your hexagon. For the first row of sticks, place a popsicle stick on every other outside line of the hexagon. Now glue three sticks on top of and between the first three, overlapping the ends, as shown. The six sticks complete one row. Glue on additional rows of sticks in the same manner, as follows: Three more rows straight up. Seven rows slanting inward. (Work inward, row by row, overlapping the ends more to make the slant.) Three rows straight up. Six rows slanting outward. (Simply reverse the procedure you used for slanting inward.) Five rows slightly inward. Ten rows slightly outward. Six rows straight up. Nine rows slightly inward. Spray paint the planter, or just keep the natural look by spraying on a coat of shellac or plastic spray. Insert a metal foil pot pie pan down into the planter to rest on top of the indented section near the bottom. Place your plant in a jar or can; place the jar on the foil pan.

Creatures from Nails and Tacks

Junior carpenters will keep busy and fascinated for hours with a hammer, a good sup-

ply of tacks and nail, and various scraps of wood. Once the kids get started making these whimsical creatures, they won't be able to resist coming up with some of their own ideas for animals.

General Instructions

For the bodies of the creatures use, 1" lumber. For heads and tails, use 1/2" lumber. You can use any kind of lumber except for the bodies of the porcupine and turtle. For their bodies, use balsa wood because of the amount of tacks and headless nails (brads) inserted in these pieces; other woods would tend to split apart. In softer woods, push in the tacks and brads with your fingers. In harder woods, hammer them in place. Saw the wood to the specified size and sand smooth. Any painting should be done before the tacks and brads are inserted. Or, you may finish the creatures and then apply a coat of spray varnish to retain the natural wood finish. When hammering the tacks or brads into the wood, don't go too close to the edge of the wood to avoid splitting the wood. Also, don't hammer the tacks or brads too close together along the same line (grain) in the wood. If a few of the tacks or brads should slip out, apply craft glue and reinsert them with your fingers. ***(See Appendix)***

Octopus

For the body, use a pieces of wood, 1" X 1 ". For tentacles, insert eight 3/4" tacks around the base. Add two thumbtacks for eyes; glue on a paper mouth.

Turtle

For the body (shell), use a piece of balsa 1" square; for the head, use a piece, 1/2" x 3/4", tapered as shown. Glue the head to the body. For legs, use 1 1/4" nails, push them in place. The tail is made with two 3/4" brads, inserted together. Cover the entire body with 3/4" tacks; add thumbtack eyes.

Porcupine

For the body, cut a piece of balsa 1" X 1 ". For the head, cut a piece 3/4" x 1", tapering it for a snout, as shown. Cut a piece, 1/4" x 1", for the tail, tapering it to a point. For the legs use 1/4" wooden dowels, 1/4" long. Glue all the pieces together. For the porcupine's quills, insert 3/4" wire brads into the head, body and tail. Add thumbtack eyes.

Bulldog

For the body, use a piece of wood, 1" x 2". Use 3/4" tacks for the legs and tail, and hammer or push in place. For the head, use a piece of wood, 1" square. Round off the top corners on the head. Add 3/4" tacks for ears and thumbtacks for eyes. Cut a piece or paper for the jowls; glue to the front of the head. Add two 1/4" tacks for nostrils. Glue the head to the body.

Rooster

The head and body are all one. Use a piece of wood, 3/4" by 2" and 1/2" thick. Use a tiny (1/4" X ") pointed piece of wood for the beak, as shown. Glue the beak to the head. For the fan-shaped tail, add four 3/4" tacks. For each wing, insert three 1/2" tacks at an angle. For the comb, add three more 1/2" tacks. Add thumbtacks for the eyes.

Hammered Wood

Hammered with a ball-peen hammer and then painted black and green, wood takes on an entirely different texture and appearance--giving it an aged look. You'd never guess these handsome antiqued wood projects are simple to make. Use pine, fir or other soft wood so it can be easily textured. Do all cut-

ting with a jigsaw. Sand all cut edges so they are smooth and rounded. To texture around the outline of a figure accurately, place the head of a ballpeen hammer in position and tap it With a heavy piece of wood or a small hammer. Use a ballpeen hammer to texture the background, striking at random. To antique the pieces, first paint them with any type of black paint. When the black paint is dry, apply light green paint to a piece of cloth. Using a second piece of cloth, wipe it across the wet surface of the first. Then quickly and lightly wipe the second cloth over the textured wood surface. The paint will adhere to the raised surfaces only.

Owl Wall Rack

Cut the owl, the size and shape shown, from wood, 1" thick. Cut the wings, eyes and beak from 1/4" plywood. With pencil, mark off the area to be covered by the wings; texture the rest of the body. Glue the wings, eyes and beak to the owl and paint. Antique the body. Finally, paint eyes white, adding black pupils. Attach a hanger at the top and two L- shaped hooks for feet on which to hang keys.

Duck Doorstop

For the body, cut a block of wood, about 4" x 4" x 6". Cut the head and tail, the size and shape shown, from 1" lumber, and the wings, as shown, from 1/4" plywood. With pencil, mark off the areas on the body to be covered by the head, tail and wings. Texture the remaining area on all exposed sides. Glue the head, wings and tail in place and paint. Antique the body only, leaving head, wings and tail plain. Add eyes.

Planter

Cut four pieces of wood, 41/2" x 51/2". Glue apt nail the pieces together, as shown. Cut a square piece of wood to fit the bottom glue and nail it in place. Texture and antique. Place a cottage cheese or other small plastic container inside to hold a small plant.

Picture Background

Use a piece of wood larger than your picture. Outline the picture onto the wood and texture around the outline. Antique with paint. Glue the picture onto the wood; add a hanger.

Candle holder

This is a good way to use up odds and ends of wood. For each holder, texture various shapes and sizes of wood. Stack and glue the blocks together. Glue an inverted plastic bottle cap to top of holder. Antique with paint.

SKIT

The Months on Parade

A New Year's Skit By Jan Schreiber

This simple verse skit has a cast of 16--four children (the quartet) to introduce the months, and one Child for each month. For each member of the quartet to carry, make one of the numbers for the year (1996); cut the numbers from cardboard. For each of the months, make a large cardboard sign with the name of the month. Make a white crepe paper hat for each child and let him decorate it suit his part. The quartet can have the year painted on their hats. The months can use the following suggestions for decorations on their hats: January Snowman; February Valentine Heart; March Kite; April Umbrella; May Queen's Crown; June Roses; July Cherries; August Sun; September Basket of Fruit; October Paint Brush; November Turkey; December Santa Claus.

The quartet comes out, recites its verse, and then stands to one side of the stage as each of the months gives its verse. The month exits after its lines. After December, all the months line up and, with the quartet, give the final verse.

QUARTET: The parade of the months we now will see, as they perform for you and me. You know their names and know them well. So now their secrets we will tell.

(1): I am January, cold and white, my winter land is gay and bright. Now is the time to skate and slide. To build a snowman, big and wide.

(2) I am February, short and cold; the shiny icicles I mold. I come to bring you valentines. A big red heart--will you be Mine?

(3): I am March; I bluster loud. My whit will make your kites all proud. To sail up high into the air, over the treetops, everywhere!

(4): I am April, full of springtime showers; bringing umbrellas, buds and flowers. I soak the ground; I plant the grain; now is the time for rain, rain, rain.

(5): I am May, and hear the song! The lark will sing it all day long. The meadow grass is turning green. Come see the Maypole; crown the queen!

(6): I am June. It's summertime. Now, roses red will climb and climb. My windows I will open up for azalea and buttercup.

(7): I am July, with ripe red cherries, a garden full of fruit and berries. Come, fill your hat and eat your fill, for if you don't, the blackbirds will.

(8): I am August! Time for fun! So swim in the lake; play in the sum. The moon is lazy as can be; it shines and Shines down through the trees.

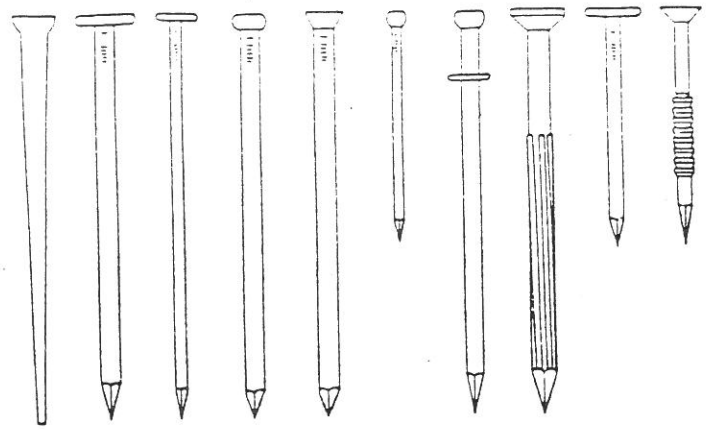
(9): I am September; gather ill--fill your basket and your bill. Fruit from the garden store away; this is a rich, rich harvest day.

(10): I am October, hear lily call; paint the leaves and make them fall. In summertime, they all were green. Now, autumn's gold will soon be seen.

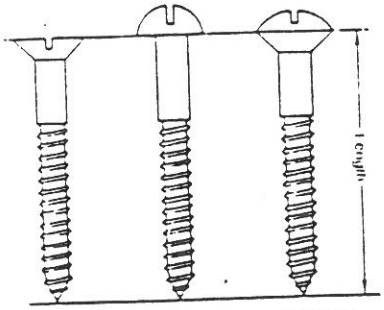
(11): I am November, full of praise for the blessings of these days. For joys of summer, spring and fall. Thanksgiving time, give thanks for all.

(12): I am December, full of fun, bringing joy to everyone. Santa comes with gifts and mirth--good will to men and peace on earth!

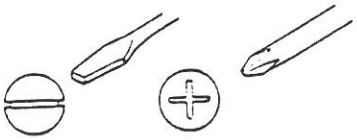
ALL: Each month, as you can plainly see, has much to offer you and me. So, as we go throughout the year, let's all enjoy the month that's here.



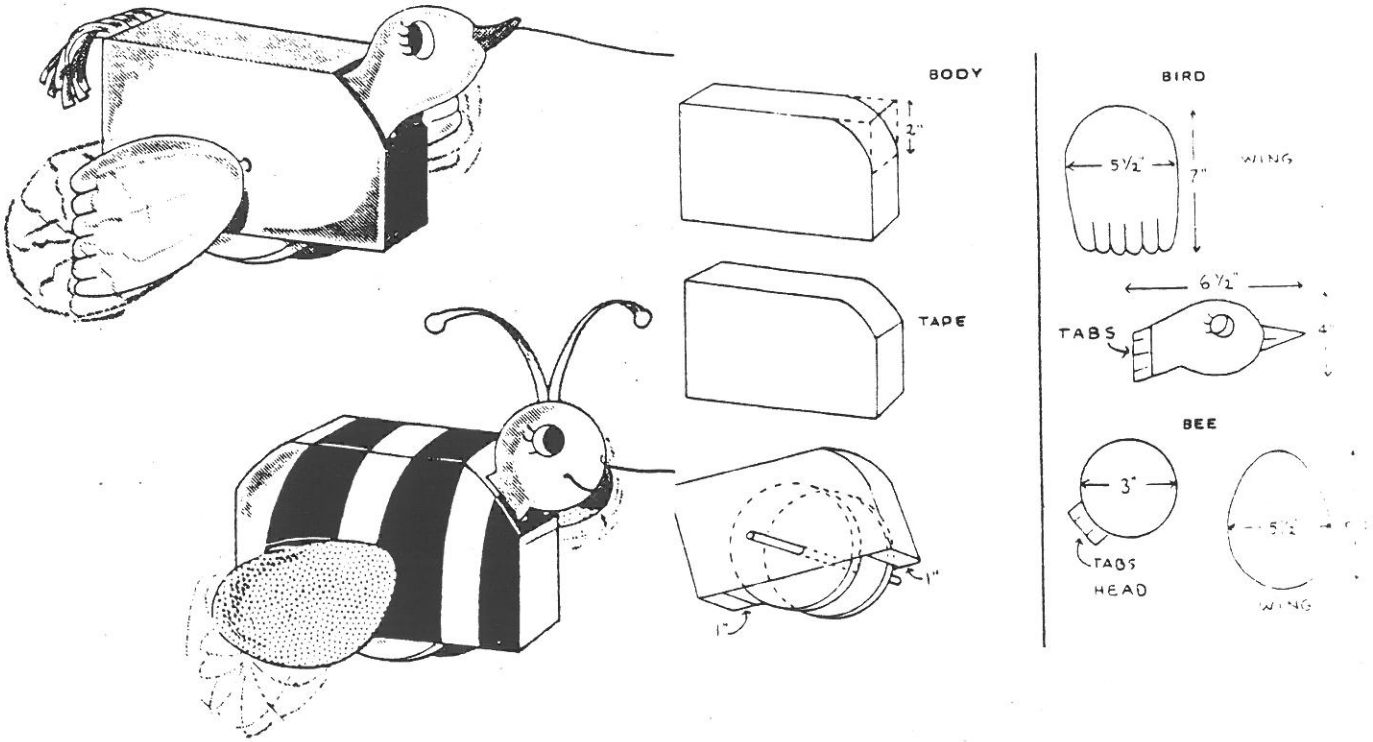
Nail types (left to right): cut, common, box, finishing, casing, brad, double-head (or duplex-head), masonry, roofing, drywall.



Flat, round, and oval head screws: length measured to wide part of head.



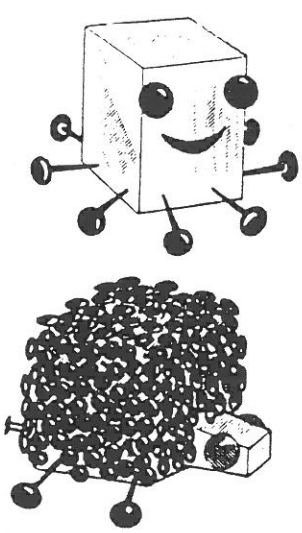
Slot-head screw and screwdriver (left), Phillips head and screwdriver (right).

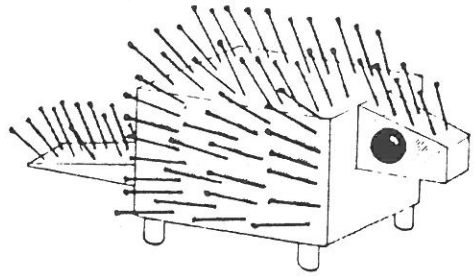


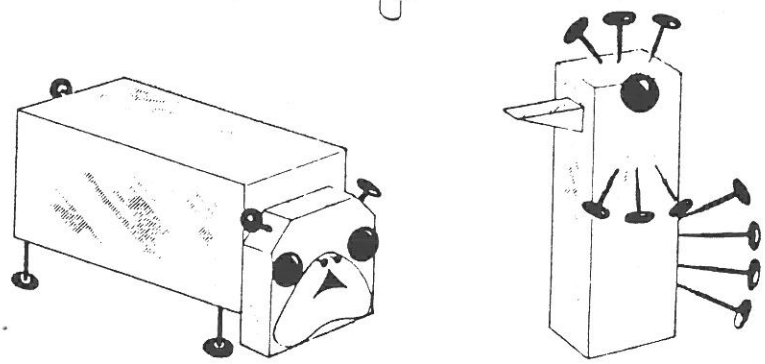
A BIRD AND A BEE have wings that spin around as a toddler pulls them along.

APPENDIX

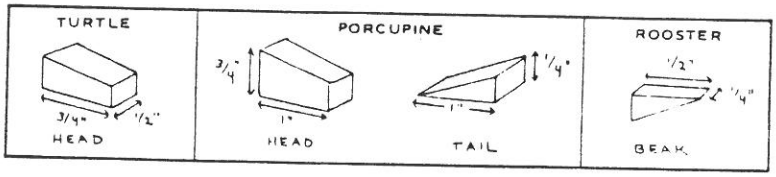
AN OCTOPUS (top) and a Turtle (bottom) for whimsical and creative fun.

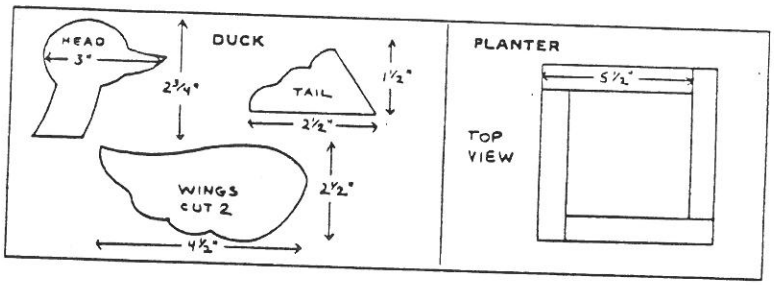


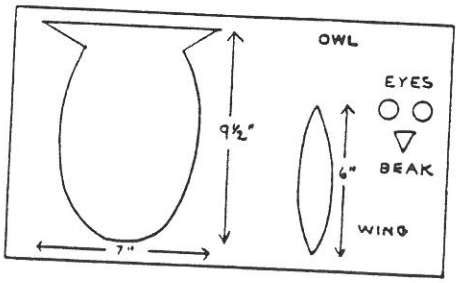




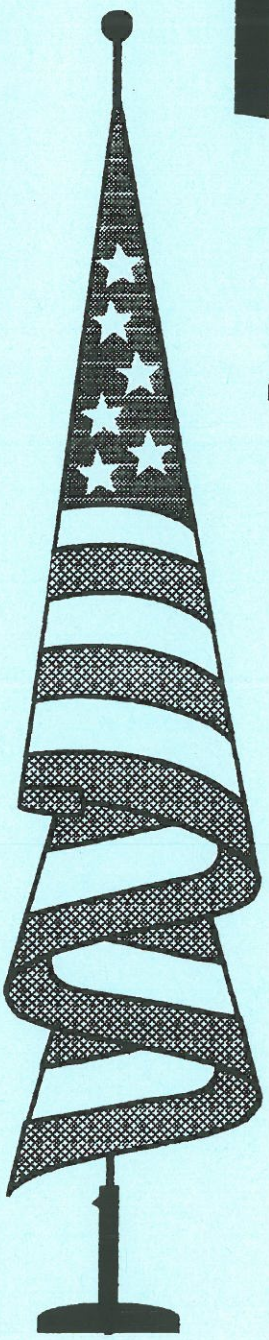
A PORCUPINE (top), plus a Bulldog and Rooster (bottom) have significant details made from nails and tacks. All the creatures use scraps of wood for bodies and heads.

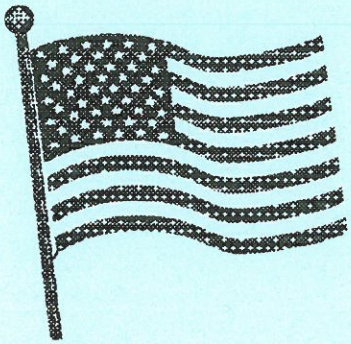






THE BLUE AND THE GOLD





February 1996

The Blue and the Gold

February 1996

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
28	29	30	31	1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	1	2
3	4	5	6	7	8	9

Oh Blue and Gold

(Tune: Tannanbaum)

Oh, blue and gold, oh, blue and gold

You know it stands for truth untold

Oh, blue and gold, oh, blue and gold

The youth that wear it aren't so old

So, carry on your colors bright

Until the whole world you will light.

Oh, blue and gold, oh, blue and gold,

The memories live though we grow old.

Cub Magazine Centerpiece

Materials:

1 Reader's Digest magazine

12" gold cord

Heavy white paper

Yellow felt (neckerchief)

1 can blue matte spray paint

1 Styrofoam ball - 3" (pink head)

1 Styrofoam ball 3" (cap)

1 white chenille paper

Black construction paper

White glue

1. Fold magazine as shown below. When folded, stand it up and open in a complete circle. Glue a disc of cardboard to bottom of book and hold pages in place. Spray paint blue.

2. Stick 6" piece of chenille stem into pink Styrofoam ball for head and neck. The other end of the chenille stem is inserted in blue body. Glue together.

3. Cut a 1-1/2" slice off other Styrofoam ball. This will be the hat. Cut a hat brim of heavy white paper and glue to hat. Paint hat blue. Slice off top of head. Glue hat to head. Cut gold cord into 3 pieces and glue to top of hat. Cut eyes and mouth of black construction paper and glue to face.

4. Arms are heavy white paper. Paint sleeves blue. Glue arms to book. Glue one hand to forehead in a salute. Cut a triangle of yellow felt for neckerchief and tie around neck.

The Story of the Blue and Gold

Place	Any Cub Scout Meeting
Time	Now
Personnel	Seven Cubs and One Den Chief
Props	Light Blue Board and Cards

DEN CHIEF: Back in the good old days, the waving of school colors gave people a feeling of school pride and loyalty. Today, the Blue and Gold of Cub Scouting helps to build this spirit among Cub Scouts.

FIRST CUB: Points to Blue. The blue reminds us of the sky above. It stands for truth, spirituality, and steadfast loyalty.

SECOND CUB: Puts TRUTH card on board Truth means we must always be honest.

THIRD CUB: Puts SPIRITUALITY card on board in upper right hand corner. Spirituality means a belief and faith in God.

FOURTH CUB: Puts STEADFAST and LOYALTY on bottom. Steadfast loyalty means being faithful and loyal to God, country and fellow man.

FIFTH CUB: Puts SUN in center. WARM SUNLIGHT across top of sun. The gold stands for warm sunlight.

SIXTH CUB: Puts GOOD CHEER and HAPPINESS in sun. 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 .

SEVENTH CUB: As we wear our Cub Scout Uniform, may the meaning of the Blue and Gold colors make us more mindful of our Cub Scout Ideals, the Cub Scout Promise and the Law of the Pack.

CM: What are you doing?

CUB: (Tossing up cards marked "UP") I'm throwing up.

CM: Well, no wonder, you've got your shoes on the wrong feet.

CUB: (Looking at shoes) No...these are my feet.

#1: Why does a lawn mower live a hard life?

#2: Why?

#1: Because it's always getting pushed around.

THE BLUE AND GOLD!

He's learned to be more self-reliant and he can do most any task,
He's made so much progress, what more could a mother ask?

One day a week he makes his bed and does just as he should do
Cause that's the day for Cub Scouts, when he's dressed in Gold and Blue.

Our family has grown much closer by doing the projects together,
It's truly amazing what can be made from scraps, glue, and a feather.

And one day a week he minds me, and he does just as he is told,
That's the day for Cub Scouts, when he's dressed in Blue and Gold.

We're so proud of all his badges and the arrow points that he's earned,
But prouder still of what they mean and the knowledge that he's learned.

He's much more self-confident and more dependable too.
I believe he stands so much taller, when he's dressed in Gold and Blue.

His shirt is getting quite tight now and his pants are short on him, too.
But they don't show the real growth of all the new things he can do.

Yes, the things he's been taught in Cub Scouts cannot be bought or sold
But they are what he'll carry with him, when he takes off the Blue and Gold!

Patriotic Centerpieces

Our Flag

This fluffy crepe paper flag is made on a background of hardware cloth with mesh 1/4" square. We used a piece 18" x 24". (To protect hands, tape edges while working.)

You will need one package each of red, white and blue crepe paper. In addition, you will need a carton about 25" long for a base and a strip of wood about 1" wide and 18" long for a flagstaff.

To cut the needed 2" squares of crepe paper, leave the package of paper unopened and cut.

Use a pipe cleaner bent in half for pushing paper squares into mesh; then with fingers, grasp paper on underside of mesh and pull about halfway through opening. It is not necessary to stuff every opening, but be sure none of the mesh is visible when flag is completed.

To start your flag, place the stars first. Leave 3 squares of mesh open along the left-hand side for attaching the staff. Insert the first star in the sixth square from the left edge and the third square down from the top. Place 6 stars, 5 squares apart, in the top row.

Begin second row of stars in ninth square from left side. This row has 5 stars. Continue in this way until you have nine rows containing a total of 50 stars. Fill in blue.

Allow three rows of squares for each stripe with a vacant row between each color. Let stripes extend to the right a little more than twice the length of the blue field. When the 13 stripes are complete, cut off excess hardware cloth on right-hand side. Weave an unfilled area across the bottom of the flag.

Glue an ornament to top of flagstaff (we used a glue bottle cap). Paint staff before stapling to the left side of flag.

For the base, cut down your carton to 3-1/2" deep and invert. Cut a curved slit in base the length of your finished flag. Cover base with foil or other suitable paper, slitting to match base. Widen end of slit to accommodate flagstaff. Insert unfilled border of flag so bottom of flag rests on base.

On paper streamer, print the word, "RESPONSIBILITY"; glue across the front of the base.

For the Cub Scout, use a cardboard roll 7" long. Cover with blue crepe paper; tuck in excess and glue at ends of roll. Cut a V about 3-1/2" long at front and back of roll for trousers. Glue on paper feet and a paper belt. Glue paper circle to the top of the roll.

Use a 2" plastic foam ball for the head with paper features and painted hair. Glue a 1 1/2" wide strip of crepe paper around head for cap. Cut into six sections, fold over and pin at center to hold. Add a visor, yellow strips and emblem.

Glue head in place. Glue on paper arms and hands cut about 4" long, placing left arm against side of body and right arm in saluting position, bent at elbow with hand glued to cap visor. Add a paper neckerchief.

United States Shield

We took our shield design from the official seal of our country. Let the size of your shield he determined by the size box used for a base.

Cover a dress box 16" to 18" long with suitable paper. With felt tip pen, print "To God, Country, Family, Home, Friends, Neighbors,

Den, Community . . ." on a strip of paper; glue around the sides of the base. On a second paper strip, Print the word, ''Responsibility."

Duplicate a shield 10" to 12" across from heavy cardboard. Cut the stars, stripes and blue area from paper and glue in place. Glue an easel at the back. Duplicate shields may be made, attached back to back with tape at the tip, then spread at bottom to stand on the base.

Attach the sign, "Responsibility," by applying a thin line of glue along lower edge; then hold in place until glue dries enough to hold it. Make two Cub Scouts as before to stand on each side of shield.

Patriotic Candy Favors

1. Wrap a fairly thick candy bar with blue paper and add several gold star stickers. Insert a miniature American flag.

2. Wrap rolls of mints in colored paper. Glue on flag stickers or add miniature shields.

3. For Uncle Sam's hat, glue a nut cup at center of a 3" circle of blue construction paper. Glue a 3" x 7" strip of blue paper around the cup to form the high crown. Glue on red and white vertical stripes, leaving blue at the base for a hatband. Fill hat with small candies.

Pill Bottle Favors

These candy-filled animal favors are certain to appeal to young party guests!

Impressive on a party table and perfect for little take-home favors, these animals are inexpensive and easy to make. Use round plastic pill bottles for the bodies and paper cutouts for the front and back.

If you haven't enough of the little bottles available, you can buy empty bottles at your local drug store. The bottles we used measured about 2" high and 1" in diameter. Legs in proportion should be added.

Cut the fronts and backs from stiff paper or lightweight cardboard. Fold tiny tabs forward on the legs, so your animals stand alone. Fill the bottles with small candies, such as cinnamon hearts, chocolate-covered raisins, and so on. If you wish to hide the candy, cut paper about 1 3/4" x 2 3/4"; roll it and slip inside bottle before filling your bottle with candy.

Finally, glue the paper cutouts to the ends of the bottle.

Scrap-Craft Colonial Band

What would be more fitting this year than a bunch of musical instruments based on our nation's symbols?

Uncle Sam's Hat Drum

A large can, such as a 2 pound coffee can, makes a great drum. You'll also need a large balloon, ordinary paper, rubber bands and cardboard.

To cover the top of the can, slit the balloon and stretch it over the top, holding it in place with rubber bands. If you don't have a balloon, use paper. Draw the outline of the rim of the can on the paper, adding 1"tabs on the outside of the circle all around. Cut it out. Place it over the can, taping the tabs to the sides.

Glue on paper or cardboard to cover the sides of the can. Glue a large cardboard circle to the bottom for the brim of the hat. Decorate the hat with stars and stripes. For each drumstick, use the eraser end of a pencil, or glue a thread spool on a pencil.

Hummer

This is the instrument that carries the tune! A cardboard roll from kitchen wrap, tissue and a rubber band are all that's required to make it. Cut the roll to 8" long. Decorate it with stars and stripes (use tape for the stripes instead of painting them, if you wish).

Cut a circle of tissue paper to cover one end of the roll; slip a rubber band over the tissue paper to hold it in place.

To play the hummer, the musician hums the tune through the open end of the tube.

Sanders

Simply nail coarse sandpaper around two wood blocks, and rub together in time to the music.

Liberty Bell Chimes

All you need are heavy cardboard, string, and assorted pieces of hardware, keys, bells and old silverware.

Cut a large Liberty Bell from cardboard and make holes along the bottom. With string, tie on hardware and bells. To play the chimes, shake the bell or strike the hardware with a drumstick.

Scraper Eagle

With corrugated cardboard and some ice cream sticks, you can make a unique instrument! Cut out a cardboard eagle. Then glue ice cream sticks to the bottom of the wings, so that half of each stick extends below the edge. Reinforce with masking tape. Paint the eagle and use another stick to "scrape" across the sticks.

Rattle

A handful of dried beans and two pulp fruit trays are all you need to make this quickie! Place the beans in one tray and tape the other on top. Decorate the rattle. (Large size spice boxes or foil pot pie pans work well, too.)

Star Cymbal

Use a foil pizza pan for the star, plus a 3 1/2" lid from a tin can, some string, and a hammer and nail.

Make a paper pattern of an 11" star; tape it to the foil pan, and cut out the foil star. Punch two holes near the sides of one point and hang the star 2" below a pencil with strings.

With a hammer and nail, make two holes in the center of the tin can lid, and two corresponding holes in the center of the star. Tie the lid to the star. Use a drumstick to play the cymbal.

Target Centerpiece

This centerpiece is perfect for a Blue and Gold banquet with the theme, "Be a Straight-Shooter."

To make the target, cut a 12" circle from corrugated cardboard and paint it blue. Cut two circles, 3" and 9", from yellow paper; cut a 6" circle from blue paper. Glue the circles to the target, with the largest circle on the bottom and the smallest circle on the top. Print the Cub Scout motto, "Do Your Best", on the large yellow circle. Draw the Cub Scout insignia in the center circle.

To make arrows, use soda straws for shafts. Make feathers from colored paper and write "Bobcat," "Wolf," or "Bear" on each. Slit the

end of each straw and glue a feather into the slit. punch holes in various places in the target and insert and glue the tip of an arrow into each.

To make a tripod stand for the target, you'll need to make three legs. Make the legs out of several thicknesses of corrugated cardboard glued together, at least 6" x 18". Cut three legs, 2" x 18", from the cardboard. Glue two legs onto the back of the target, so that they touch at the top and are spread apart below the target, as shown. Tape one end of the third leg to the top of the other two legs, bending it away from the target to make it stand. You may want to add another target to the other side.

Margarine Tub Napkin Rings

Doris R. Budnick

Rogers City, Michigan

Don't let those lovely designs on half pound margarine tubs go to waste!

With ordinary scissors, cut out the designs on the side of the tub in a strip, 1 1/2" wide, cutting around the whole tub. The edges may be cut straight, or you may want to scallop the edges of the strip around the designs.

Wrap the string around a cylinder, 1 1/2'' in diameter, such as a wooden dowel, and secure it with a rubber band. Dip the wound strip in boiling water for a few seconds, and then in cold water to cool the plastic. Remove the rubber band and slip the strip off the cylinder. The strip will keep a tightly wound shape, just the right size to slip over a rolled napkin.

You also can make napkin rings using strips, 1 1/2 " x 5", cut front plastic bottles. Wrap, dip and shape them in the same way. Decorate opaque plastic napkin rings with permanent felt.markers. Glue small pictures on the inside of transparent plastic rings, and coat them with clear nail polish to seal them.

Bath Soap Caddy

Sue McCormick

Wurtsmith AFB, Michigan

Soap and small toys will drip dry after bath time in this handy hammock, made from a plastic mesh bag from vegetables or a frozen turkey.

Weave a heavy string or cord around the open end of the bag; pull the string tightly to gather the end closed, and knot the string. Tie the ends of the string to a suction cup (available at variety and hardware stores).

Tie another piece of string around the other end of the bag and knot it tightly; tie the ends of this string to another suction cup.

Using scissors, slit the bag from end to end. Attach the suction cups to the wall just above the tub, and fill the hammock with bath toys and a bar of soap.

Rug Scrap Totem Pole

Mrs. Lucia Vollmar

Janesville, Wisconsin

Kids will especially enjoy decorating the faces on this totem pole. Each one can be funnier than the last.

Cut three pieces of fur scraps, 3" x 5". Roll each piece into a cylinder, 3" high. With ends touching but not overlapping glue to hold with heavy-bodied craft glue. Allow the glue to dry thoroughly. Stack and glue the cylin-

ders on top of one another, with the seams at the back. Each cylinder will be a face of the totem pole.

For shaggy hair, cut a strip of fake fur, 1 1/2" x 12". Glue the strip over the top and down along the back seams.

Decorate each face differently. For eyes, glue on buttons or cut eyes out of felt. For noses, glue on wooden beads or plastic bottle caps. Use pipe cleaners for a headband and feather for the top totem pole figure, and for wings on the middle figure; bend the pipe cleaners into outlines of the feather and wings and glue them to the totem pole.

Rock Picture Paperweight

Mrs. Cyril Schmidt

Cincinnati, Ohio

Simply beautiful! It's simple to make, and the paperweight is a beautiful addition to a desk or table top.

The base of the paperweight is a flat rock with a smooth surface. Cut a picture, the size of one of the flat surfaces, from a magazine printed on glossy paper. There shouldn't be any printing on it since, in the transfer process, the picture will turn out backwards.

Wolf and Bear Pin Plaques

Hairpins, paper clips and bobby pins create an interesting and attractive design in these wolf and bear plaques.

To make the plaques, you'll need paper, carbon paper, heavy weight cardboard, black hairpins, black bobby pins, paper clips, kitchen shears, safety pins, dark colored paper, paint, picture hangers and white glue.

For each plaque, cut cardboard, 15" square, for a background. Paint the cardboard. Enlarge the graph pattern onto paper. Using carbon paper, transfer the enlarged pattern to the cardboard.

For the wolf, use bobby pins in the center of the snout, and paper clips (painted black) on either side. Glue hairpins on the forehead.

Cut hairpins to 1 3/4" and glue them on the side of the head for fur (they will extend beyond the pattern outline). Then cut hairpins to 1 1/2" and glue them on the chin, extending beyond the outline. Outline the ears with paper clips (painted black), and then fill in with hairpins, trimming to fit.

For the eyes, use safety pins; for the nose, use a paper clip. Paint the safety pins and paper clip white, and glue them to a dark colored paper backing. Then, glue them to the plaque.

For the bear, glue bobby pins on the ears and snout, and use hairpins for the rest of the plaque, trimming them with kitchen shears to fit within the outline. Make eyes and nose as for the wolf.

Happy Birthday, Scouts!

Any one of these three distinctive centerpieces, with matching favors, will help you to commemorate the ___ year of Scouting in America.

Time Machine

Show the passage of Scouting's ___ years visually with this up-to-the-minute Scout time machine.

To make this centerpiece, you need a cardboard carton, about 7" x 9" and 13" high, a salt box, yarn, crepe paper, cardboard rolls

from kitchen wrap, cardboard, clay, paint, bottle caps, jar lids, a tomato basket, 18 gauge wire, masking tape, a 12" x 19" dress or suit box, paper, a stapler, a needle and thread and white glue.

For the time machine, invert the cardboard carton. Cut out doorways in the sides. Cover the box, inside and out, with paper. Glue bottle caps for knobs to the front near the bottom; add colored paper pointers. Glue a large paper dial to the front; paint on markings and add a colored paper pointer. Make signs on paper and glue them to the front.

For decoration on top of the time machine, cover 18 gauge wire with masking tape. Paint it and then loosely coil it. Also use the bottom of a plastic tomato basket and a jar lid, glued to the end of a wire. Insert the decorations in the top of the machine; glue to hold.

For the 1910 Scout, cut a cardboard roll, 3 1/2" long for his body. For each leg cut a cardboard roll 4 1/2" long. To make each leg thinner, slit the roll lengthwise and re-roll it to make a 1" wide tube. Staple to hold at the top and bottom. Cut out a section at the top of each leg. Fit one inside the other at the top and staple to hold.

To make knickers, cut two strips of creape paper, 2 1/2" x 6". Sew each strip along the long edges and gather to fit around one leg; tie each to hold.

Cut arms (including hands) 4" long, from cardboard. Glue the arms to the body. Paint the body and arms.

For the head cut a ring 2" wide from a salt box. Cover the open sides with cardboard circles, glued in place. Paint the head or cover it with paper. Add paper features and draw on ears. Glue on yarn hair. Cut the top of the body to fit the curve of the head; glue the head in place.

For the hat, cut a 4 1/2" circle from cardboard for the brim. Paint the brim and cut an opening in the center so it fits down over the head.

For the crown, cut a strip of crepe paper, 3" x 15". Using needle and thread, sew along one long edge and gather tightly; tie the ends together. With the gathered edge on top and the knot on the inside, fit the crown over the head and glue the ungathered edge to the brim, trimming the crown to fit.

Paint the hat and uniform a tan color. Add details on the jacket with felt marker. Shape feet from clay and press them onto the bottoms of the legs.

For the 1996 Scout, cut a cardboard roll 6 1/2" long for the body and legs. Add the arms and head as for the 1910 Scout. Paint the body and arms, adding pockets, a belt and a line for the leg separation. Add clay feet.

For his hat, cut a piece of blue crepe paper. Using needle and thread, sew along one long edge and gather tightly; glue the ends together. With the gathered edge on top and the knot inside, cut away the bottom edge leaving a visor at the front. Glue the hat on the head.

From yellow crepe paper, cut a strip 3" x 15" for a scarf. Taper to a point at the center of one long edge. Tie the scarf around the neck.

For the base, cover the suit box with paper. Add a paper sign saying: "___ Years of Scouting" to the front. Glue the time machine to the base. Place the Scouts in their appropriate doorways, gluing their feet to the base.

Egg Carton Eagle

Made from foam or pulp egg cartons, an eagle makes a regal centerpiece. To make him, you need an oatmeal box (the large 1 pound 10 ounce size), cardboard, egg cartons, a large, flat box (about 14" x 22"), crepe paper, or colored or plain paper, and heavy-bodied craft glue. To paint the eagle use acrylics or craft spray paint, if foam egg cartons are used. If you use pulp egg cartons, any kind of paint will do.

Use the oatmeal box for the body. Cut the wings from cardboard. Cut slots in the body for the wings, just below the lid. Insert the wings and glue to hold. Before covering the body with feathers, cut a slot in the top, 2 3/4" long, to insert the neck later.

For feathers to cover both sides of the wings, cut petal-shaped pieces from egg carton cups. Glue three feathers sideways on the upper part of the wing next to the body. Starting at the bottom, glue on the remaining features in overlapping rows, covering each wing completely.

To cover the body, cut fringed feathers from egg carton cups. The fringed feathers are about 3/4" high and cut halfway around the cup. Starting at the bottom of the body, glue on the feathers in overlapping rows. Cover the top of the body with feathers, too, leaving the neck slot uncovered. Paint the body and wings.

Cut the head and neck from cardboard. Allow 1/2" at the bottom for a tab. Paint the head. Cut an eye from an egg carton cup; glue in place. Cut a piece from an egg carton lid to cover the beak; glue in place. Insert the tab in the neck slot; glue to hold.

For feathers to cover the base of the neck, cut pieces as you did for the wings. Paint these feathers white and glue them to the base of the neck.

Cut feet with talons from the lid of an egg carton. Paint the feet. Glue them under the body.

For the base on which to set the eagle, cover the suit box with crepe paper or colored paper. Glue a paper sign, saying: "1910-1996 Scouting", to the front of the base. Cut talons from the corners of egg carton lids and glue them over the corners of the base.

(See Appendix)

Akela Birthday Cake

What could be more appropriate on a Scouting birthday cake than an Akela candle? To make this centerpiece, you need cardboard (both light weight and heavy weight), paint, two newfangled potato chip cans (or a cardboard roll, about 3" across and 15" long), a pipe cleaner, paint, a sponge, felt markers, kitchen foil, a popsicle stick, plaster of paris, colored paper, cellophane tape and plastic wrap.

For the Akela candle, cut off and discard 2" from one of the potato chip cans. Glue the cans together, one on top of the other. Cover the top (open end) with a painted cardboard circle.

Cut a strip of flesh colored paper, 5 3/4" wide, to fit around the top of Akela; about 2 1/4" will be the face area. Make a paper headband with paper feathers, about 3 1/2" high. Glue around the head. Paint features and markings.

Wrap the rest of Akela with brown paper, cutting one edge, so it resembles a blanket. Glue the blanket in place, adding decorations.

For a candle wick, use a piece of pipe cleaner, 3" long. Cut a hole in the top to in-

sert and glue the wick. For a candle flame, use a 3" square of foil. Color one side of the foil with red felt marker and the other side with yellow. Arrange it around the top of the wick.

To give the candle a waxy look, wrap it tightly with plastic wrap, taping the plastic over the top and under the bottom. Cut a slot where the hand would be under the blanket. Insert and glue a popsicle stick. Add a paper sign saying: "___ years old," to the end of the stick.

For the cake, cut a strip of light weight cardboard, 5" x 32". Overlap about 1" of the ends and glue to make a ring. From heavy weight cardboard, cut a circle to glue over the top.

To decorate the sides of the cake, apply paint with a sponge for a "cakey" look. For frosting on top, mix plaster of paris to a stiff consistency, adding food coloring to get the shade you want. Spread the plaster over the top. Before it sets, place Akela in the center.

From yellow paper, cut diamond shapes. Outline them in blue and glue them around the top edge of the cake. On one side of the cake, paint "1910 - Scouting - 1996."

Favors

Now that you have the banquet centerpieces, make matching favors.

Time Machine:

For the time machine, use a pudding or gelatin box. Fill it with candy and cover it with plain paper. With a felt marker, draw on knobs, and a dial. Label it "'Time Machine."

Cut a 3" circle of colored paper into a spiral, 1/4'' wide. Glue the large end of the spiral to the top of the machine, spreading the spiral so it stands up.

Eagle:

Use two egg carton cups. Join them with cellophane tape for a hinge. Glue on paper wings, head with neck, and feet, cutting slits to insert the wings and neck. Place candy inside.

Akela Candle:

All you need to make this favor is a cardboard roll, about 5" long, cardboard, paper and paint. Cover the roll with paper or paint to look like Akela. Glue a cardboard circle to the bottom. Place candy inside and then cover the top with a paper circle. Add a paper wick and name.

Presidential Puppets

From milk cartons

In addition to a quart-size milk carton needed to make each puppet, you'll also need cardboard, colored paper, glue, facial tissue, sturdy but flexible wire (18 gauge), and yarn.

Basic Puppet

Cut down a quart-size milk carton to 5" high and invert it for the head and body. To make the puppet's wide mouth, slit three sides of the carton, 2" from the top. Lightly score the uncut side of the carton and fold back to make a hinge for the back of the mouth.

Cut two openings for your fingers, 1" x 2", in the back of the carton, above and below the mouth. The puppet is operated by inserting the fingers in the top opening and the thumb in the bottom opening.

Cut a piece of cardboard to fit the bottom of the body; glue in place. For legs, cut a section of a toothpaste box, 1" high, and glue it to the bottom of the body. Then, cut feet from cardboard, 2 1/2" wide and 3" long. Glue the feet to the legs.

For the head, paint the top 3 1/2" of the carton. Make upper and lower mouth linings and lips from red paper. Cut the paper to fit inside the mouth with 1/8" tabs on three sides for lips. Glue the mouth linings in place, bending the tabs (lips) to fit over the outside of the carton.

George Washington

For a collar, cut a strip of white paper, 1-1/2" x 13", and glue it around the body, " below the mouth. For a coat, cut a strip of colored paper, 2 1/2" x 13". Wrap it around the body with the ends at the front. Cut away the paper from the finger openings in the back. For lapels, bend down triangular pieces at the top of the coat. Glue paper of a contrasting color onto the lapels. Glue the coat on the body. Cut small paper circles for buttons; glue them in place. For the ruffle at the neck, gather a strip of facial tissue, 1" x 4", down the center with your fingers; glue it to the collar.

Cut arms from colored paper, 1 1/2" x 3", rounding them at the shoulder end. Cut out paper gloves and glue them on the arms. Glue the arms to the body. For trousers around the legs, glue on a strip of colored paper, 1" x 6", draw a line for the separation of the legs.

To make a tricornered hat, cut a strip of colored paper, 1 1/2" x 9"; roll into a cylinder for a crown, 1 1/2" high. Overlap the ends 1/2" and glue to hold. Cut a circle from colored paper to fit the top and glue in place. For the brim, cut two colored paper circles, 8" across. Cut three pieces of wire, 2 1/2" long. Glue the two circles together with the wires between. Glue the crown in the center of the brim; roll up the brim, bending the wires, to complete the tricornered hat.

Glue on yarn for hair, letting it hang down at the sides and back. For side curls, make narrow paper cylinders (about 1/2" in diameter and the width of the carton). Wrap the ends of yarn on each side of the head around a paper cylinder, gluing to hold. Tie the yarn in back to make a ponytail.

Glue the hat on the head. Cut out eyes and a nose from colored paper; glue in place. Glue on yarn eyebrows.

Abraham Lincoln

Make a collar as for Washington. For a vest, cut a strip of colored paper, 1 1/2" x 8", as shown. Glue the vest on the body. Make a coat in the same way as you did for Washington, trimming the lapels to make them narrower; also make arms, gloves and trousers.

For his stovepipe hat, cut a strip of colored paper, 4" x 11"; roll it into a c cylinder, 1 " high and about 3 1/4" across. Cut a paper circle to fit over one end. Cut a 4 1/2'' circle from colored paper for a brim; glue the crown to the brim.

For hair and eyebrows, glue on yarn. Cut a paper shape for the beard and glue on yarn; then glue the beard on the puppet. Cut out eyes, ears, and a nose from paper and glue them in place. Glue the hat on the head.

Teddy Roosevelt

For the coat, cut colored paper, 2 3/4" x 11-3/4". Glue it around the body; cut curves at the bottom front of the coat, as shown. Glue on narrow paper strips at the collar and waist, and add paper circles for buttons.

Make trousers and arms as you did for Washington; cut out longer paper gloves and glue them over the sleeves.

For his hat, cut a 5 1/2" circle for a brim. For the crown, cut a piece of colored paper, 4 1/2" x 11". Wrap the paper around the head loosely and glue the ends; remove the paper from the head. Cut 2" slits at the corners of the crown, making flaps. Fold down and overlap the flaps so the crown is 2 1/2" high; glue to hold. Glue the crown to the brim.

For hair and eyebrows, glue on yarn. Cut a paper shape for the mustache and glue on yarn; then glue the mustache on the puppet. Cut out eyes, ears, a nose, and glasses from paper and glue them in place. Glue on the hat.

Ulysses S. Grant

Follow the directions for Washington to make a collar, coat, arms, gloves and trousers for this puppet. For his hat, follow directions for making Roosevelt's hat, except cut 2 1/2" slits at the corners of the crown, and fold the flaps down so the crown is 2" high.

For hair and eyebrows, glue on yarn. Cut paper shapes for the mustache and beard and glue on yarn; then glue them on the puppet. Cut out eyes, ears, and a nose from paper and glue them in place. Glue on the hat.

Presidential Puppet Party

A puppet skit for banquet fun.

Here's a special skit for use with the "Presidential Puppets". To perform the skit, you need five actors (four operators for the puppets and a narrator). If you want, the operators with the puppets can be in full view of the audience. Or you can cover a long table with a tablecloth or sheet that drapes to the floor. The operator can kneel or sit behind the table, out of view of the audience, and reach up to place the puppets on the table. In any event, make sure the operators speak the lines loud and clear. No other props or scenery are necessary to put on the skit.

You could also have the audience participate in the skit and add to the fun. To do this have the narrator divide the audience into four sections - one for each President - before the skit begins. Each section will make a sound at the mention of its President's name. Have the narrator rehearse the sounds with the audience beforehand. The Presidents' sounds are as follows:

George Washington - Clap

Theodore Roosevelt - Stamp Feet

Abraham Lincoln - Cheer

Ulysses S. Grant - Whistle

Be sure the operators pause after the mention of each name (underline the script) to give the audience time to respond. As the skit opens, the narrator stands to one side of the stage and the puppets are in the center, except for Theodore Roosevelt.

NARRATOR: You all know that the United States will be celebrating its ___ birthday this year. Various groups are already planning big celebrations for this special occasion. But I bet you didn't know that a group of former presidents - George Washington, Abraham Lincoln, Ulysses S. Grant, and Theodore Roosevelt - are also planning a celebration. Let's listen as they make their plans for a gigantic birthday party for all the presidents.

LINCOLN: Eleven score years ago, our fathers brought forth on this continent a new nation ....

GRANT: Cut the dramatics, Abe. We know about the ___ birthday of our country. We're here to do something about it.

WASHINGTON: Let's see if everyone on the planning committee is here. I'm in charge of refreshments.. Abe, you're the chairman of the hall and decorations committee. Ulysses, you're suppose to take care of the music. The invitations will be handled by Teddy - say, where is he?

ROOSEVELT: (appears on stage, sounds tired and out of breathe): Here I am George, Sorry I'm late.

LINCOLN: We're just starting. You look awfully worn out and tired, Teddy.

ROOSEVELT: I sure am. I had a rough ride here. Say, I haven't seen all of you for a long time. You know, Abe, with both you and Ulysses wearing beards, you look a lot alike.

LINCOLN: Yes, I know. Everyone is always taking me for Grant, Ted.

GRANT: That's enough visiting for now. We've got work to do. Teddy, there'll be 38 invitations. Abe, where should we have the celebration?

LINCOLN: We'll need a lot of room. A big hall . . . maybe I can find a jumbo log cabin that's available.

WASHINGTON: How about having it at the White House?

LINCOLN: You never did get to see it finished, did you, George?

WASHINGTON: That's right. The East Room should be a perfect place for our party, if I remember the plans correctly. After all, I have such a great memory!

ROOSEVELT: What makes you think so?

WASHINGTON: Well, wasn't a monument erected to my memory?

ROOSEVELT: Ahem, well, yes. I guess so.

GRANT: Now that we know where the party will be, what will we eat?

WASHINGTON: As chairman of refreshments, I would like to suggest my all-time favorite--cherry pie!

GRANT: Sure, George, and then we'd have to cut it with a hatchet!

LINCOLN: Well, Ulysses, we could have chocolate Lincoln Logs . . .

ROOSEVELT: Preposterous! Remember, gentlemen, that this is a birthday party. No birthday is complete without a birthday cake!

WASHINGTON: Yes, Teddy, I suppose you're right. We could ask the Poppin' Fresh Doughboy, Duncan Hines, and Betty Crocker to help us out with the cake and other refreshments. How does that sound, Ulysses?

GRANT: Delicious, George. Now if any of you are entertaining any ideas I'd like to hear about them, since I'm on the entertainment committee.

LINCOLN: We need some real all-American entertainment ....

ROOSEVELT: Why not invite John Phillip Sousa and his band? You can't get any more patriotic than him--he's got "USA" in his last name!

WASHINGTON: Personally, Teddy, I think it's an excellent idea. After all, he did write the "Washington Post March"!

LINCOLN: That settles about everything now. I'm checking on the place. Teddy will send out invitations. George is ordering the birthday cake. Ulysses will get Sousa and his band.

GRANT: What a party! Abe, we'll have the finest of everything!

ROOSEVELT: It'll be a grand celebration!

WASHINGTON: Hold it! (Pause.) how are we going to pay for all of this? The money's got to come from somewhere . . .

LINCOLN: We could ask for a donation at the door ....

GRANT: Or sell raffle tickets and candy bars

ROOSEVELT: Or sell cookies ....

WASHINGTON: There must be a better way to pay for our party. Let's think a little harder.

(All the puppets huddle together and continue to mumble, as if in discussion, as the Narrator speaks.)

NARRATOR: And so, Abe, George, Ulysses and Teddy tried to think of a way to pay for the wonderful party they had planned. They thought and thought. How would they pay for it? How could they pay for it? Finally, Teddy Roosevelt came up with the perfect answer. What could be more American! He told the other Presidents how they could pay for their expensive birthday party when he uttered his immortal word ....

ROOSEVELT (opening his mouth wide and shouting): CHARGE!

Hat neckerchief slide can be made either from the smaller half of a plastic hosiery egg or from an egg carton cup.

Draw around base of egg or cup onto cardboard. Also draw on a brim. Cut cardboard base and glue to cup or egg. Paint blue and gold. Add a square of blue paper for emblem on front of hat.

Punch two holes in cardboard on back to insert pipe cleaner slide ring. Glue ring in place.

GREAT EVENTS OF SCOUTING

1st CUB: 1910 The Boy Scouts of America was incorporated, February 8, in the District of Columbia. President Taft accepted the office of Honorary President.

2nd CUB: 1930 The Cub Scout program officially launched; 5,102 Cub Scouts at the end of 1930.

3rd CUB: 1935 The entire Scout membership celebrated the Silver Jubilee of Scouting the twenty fifth anniversary.

4th CUB: 1939 Philmont Scout Ranch was opened for advanced camping for Scouts and Cub Scouts.

5th CUB: 1941 With declaration of war entire resources of Boy Scouts of America placed at the service of the government.

6th CUB: 1949 "Crusade to Strengthen The Arm of Liberty" inaugurated in February. Dramatic ceremony at base of the Statue of Liberty.

7th CUB: 1952 Get Out the Vote Campaign had Scouts and Cub Scouts distributing 1,000,000 posters and 30,000 Liberty Bell doorknob hangers.

8th CUB: 1953 Scouts take part in inauguration of President Eisenhower.

9th CUB: 1987 Cub Scouts celebrate ___ anniversary and Boy Scouts are ___ years old.

10th CUB: 1987 Cub Scouts are ___ and Boy Scouts of America is celebrating ___h year of Scouting. ___ years of fantastic Scouting for Scouts throughout this great land.

BLUE AND GOLD OPENING

NARRATOR: Den Chief or Cubmaster or Den Leader.

We're gathered here tonight

To honor the Blue and Gold,

And pay a tribute to Scouting,

Which is ___ years old.

(Cub holds up number)

Now as we look all about us,

Cub Scouting in action we see,

Bringing fun and adventure,

As Baden-Powell meant it to be.

(Cub holds a couple of fun things, pinewood derby car, crafts, ropes, etc)

Let us all join together,

As our program we start,

By pledging allegiance to our flag,

With our hand over our heart.

(Cubs stand at attention and turn to face flag)

(They lead the Pledge of Allegiance)

MAGIC CANDLE OPENING

Arrangements:

On tables are arranged magic candles (instructions follow ceremony) which should be lighted as ceremony begins. Be sure each candle is in a holder and has something under it.

Personnel: Cubmaster to read lines, a Cub Scout at each candle around the room.

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

HOW TO MAKE CANDLES:

We take a tall white candle. Drill 1/4" diameter holes every 2" down opposite sides of candle. Place scrapings of blue and yellow crayons in the holes. Melt paraffin and whip with egg beater. Cover candle with whipped paraffin using the tines of a fork to give candle a rough decoration. As the white candle burns, it will drip blue and gold wax decoratively down the sides of the candle.

BLUE AND GOLD OPENING

Print block letters on 8" X 10" sheets of poster board the word "blue" blue, "and" in

black, and "gold" in yellow. Print speech on back of cards.

Personnel: 11 Cubs in uniform.

B is for Boys – Bobcat, Wolf, Bears, and Webelos.

L is for Leaders – the Cubmaster who guides us and our Den leaders who care.

U is for Understanding and Useful – we learn to help others.

E is for Excellence – we try to "Do Our Best".

A is for Anniversary – Cubbing's ___year.

N is for Neighborhood – where Cub dens meet every week.

D is for Den Chief – Scouts who help us in many ways.

G is for Goals – for each of us to attain.

O is for Opportunity – for us to do and to learn new skills.

L is for Liberty – the Constitution guarantees us this right.

D is for Den Leaders – who love us for what we are and help us grow.

SOUP, SOUP, WE ALL WANT SOUP

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

Soup, soup, we all want soup,

Needn't stop to strain it,

Tip your bowl and drain it.

Hark, hark, the funny noise,

listen to the gurgling boys.

Meat, meat, bring on the meat,

Fresh and juicy canned meat,

Ham and pickled pigs feet,

Lamb chops and pork chops too,

Any kind of meat will do.

Pie, pie we all want pie,

Coconut or cherry,

Peach and huckleberry, Mince pie and apple too,

Any kind of pie will do.

THE MEAT'S ALL GONE

Hail, hail, the meat's all gone,

What'll be the next course?

What'll be the next course?

Hail, hail the meat's all gone,

What'll be the next course now?

Hail, hail the drink's all gone,

(Continue with as many food items as you wish.)

ALL YOU ET-A

(Tune: Alouette)

All you eta, think of all you eta,

All you eta, think of all you et.

Think of all the soup you et,

Think of all the soup you et,

Soup you et, soup you et,

Ohhhhh.

All you eta, think of all you eta,

All you eta, think of all you et.

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

BLUE AND GOLD

(Tune: Clementine)

Verse 1 sung by boys/leaders,

2 by boys,

3 by parents, and

4 by all.

We're the Cubbies (boys only)

We're the Cubbers, (adult leaders)

Here we are both young and old,

Altogether we're a Cub Pack

Having fun at Blue and Gold.

We're the Bobcats,

Wolf and Bear Cubs,

And the Webelos are we,

Altogether we're a Cub Pack,

Having fun in harmony.

We're the Mothers,

We're the Fathers,

Helping Cub Scouts as they go,

Up the ladder of achievement,

Climbing higher as they grow.

Let's give thanks on

this occasion

To the mighty blue and gold

Pack___ is the number,

Representing me and you.

SECURE THE FOLLOWING PEOPLE'S SIGNATURES

1. Tallest man:

2. Shortest man:

3. Oldest man:

4. Lady with the green dress on:

5. Person who owns a black dog:

6. Man with a green necktie:

7. Lady with the most flowers on her dress:

8. Man with the broadest shoulders:

9. Man with the least hair on his head:

10. Lady who has been a den leader longest:

11. Man who has been in Scouting the longest:

12. Man who has a beard:

13. Man with the longest feet:

14. Lady who has been to Calif.:

15. Den leader with 10 Cubs in den:

16. Person who arrived at meeting first:

Packing Foam Flag

Large pieces of plastic foam packing, used in packing appliances and fragile items, can be grated and used like confetti to make a pretty and unusual flag. The flag can be used as a centerpiece at your Blue and Gold banquet, or for a patriotic party. To grate the foam packing, use a kitchen grater, a stiff wire brush (such as a commercial floor brush), or make a nailboard by pounding 1/2" brads about halfway into a block of wood, at least 5" square. The nails should be about 1/2" apart. For safety, wear gloves when grating and rub the foam packing back and forth over the grater, brush or nails.

For a background for the flag, use a piece of cardboard, 11 1/2" X 14". Adding a 1/4" tab along the left edge, draw the furled flag on the cardboard with the furled line down the center. Cut out the flag. Mark off the field for the stars and the bands for the stripes, 3/4" wide.

Cover the star field with white glue and press on gratings; spray paint blue. Mask this area with paper and masking tape while you fill in the stripes. Fill in the areas for the red stripes with the gratings and spray paint. Finally, fill in the white stripes and leave unpainted. Attach 1/2" gummed stars to the blue field.

For the flagpole, use two cardboard rolls from coat hangers. Cut one of the rolls down to 10" long and tape the rolls together. Wrap the pole with a strip of crepe paper, 1" wide, using rubber cement to glue as you wrap. Glue the 1/4" tab on the flag to the pole.

For the base, use a two pound cottage cheese container. Fill the container about halfway with plaster of paris; insert the bottom of the pole and let set. To help hold the flag upright after the plaster is partially set, tape a string to the top of the pole and tie the string to a doorknob so the string is taut.

When the plaster is set, insert straightened coat hanger wires down through the pole, letting about 3/4" of the wires extend at the top. Place a 1" foam ball over the wires. Paint the ball and decorate the base.

To make matching favors, glue 3/4" strips of fluted crepe paper around nut cups in rows of red, white and blue. Glue a small flag (available at party stores) to one side of each cup. Or, make your own paper flags.

Blue and gold banquets are held by most packs in February. Decorations planned and made ahead of time are fun.

TABLE DECORATIONS

Rainbow of Blue and Gold

Materials:

Cardboard

Styrofoam block 10 x 12"

Cub Scouts made from paper or pipe cleaners

Small baby food jars

Blue, yellow, and green construction paper

Cover Styrofoam with green paper. Cut rainbow shape out of cardboard. Cut 2 blue and 2 yellow strips of construction paper that will fill in the rainbow shape. Glue onto cardboard alternating blue and yellow to cover rainbow. Glue rainbow standing up on block. Paint baby food jar black, let dry, and glue onto end of rainbow. Make Cub Scouts and place at the other end of the rainbow.

Make placemats to match rainbow by using the same color scheme but making the rainbow larger.

Name Tags For the Blue and Gold Table

Using the same dough you made Cub Scout heads from, make letters out of dough for each family name. Let the dough dry and paint. Cut cardboard cards and fold to stand at each place on the table. Glue the letters onto the cardboard.

Blue and Gold Decorations

One of the three centerpieces, with matching favors, will make your blue and gold banquet table sparkle.

Cub Scout King

Made to resemble a small float, this Cub Scout king reigns in the center of the banquet table, beaming proudly at his Cub kingdom. Use rubber cement for gluing crepe paper.

The base of the float is a cardboard carton, about 12" x 18". Cut the carton down to 5" high and invert. To decorate the base, cover the top with blue crepe paper, taping it over the side edges. Then, cut three strips of blue crepe paper, 3" wide and the length around the base, with the grain running crosswise. Ruffle the bottom edge of each strip by stretching it with your fingers.

Tape or glue the ruffled strips in layers all around the base, starting with the bottom layer. Make a paper sign and insignias, and glue to the front of the base.

For the head, inflate a round balloon to about 6" in diameter. Tie the balloon at the neck, which will be the bottom of the head. To cover the balloon, cut white tissue paper into pieces about 1" x 2". For a paste, mix equal parts of white glue and water. With a small paint brush, coat an area of the balloon with paste. Place a piece of tissue on it, and then brush over it again with more paste. Cover the entire balloon, adding four to five layers of tissue paper. Brush glue over the top layer of tissue paper and let the head dry overnight.

When the head is dry, cut out ears, with tabs, from lightweight cardboard, and glue them to the sides of the head. Paint the head and the ears with tempera or acrylic paint; paint on eyes and a mouth. Spread a little glue around

the top of a foam drinking cup, and place the head in the cup.

To make a stand (shoulders) for the head, cut a piece of lightweight cardboard, 8" x 12 1/2". Mark off 1/2" along one 8" edge for a tab. Fold the tab. Now mark off for folds at 4" from the tab line, then at 6 1/2" from the tab line, and at 9 1/2" from the tab line. Fold on the lines, and glue the tab to the other 8" side. Cut cardboard pieces to fit the ends; glue them in place.

Cut a hole, about 2 1/2" in diameter, in the top of the stand so the cup will fit inside and extend slightly above the shoulders for a neck. Cover the stand with blue paper, cutting out around the hole. Insert and glue the cup.

Use rug yarn for the eyebrows, mustache, hair and beard. For the beard, glue a long single piece of yarn from ear to ear; then glue short pieces of yarn just beneath it. Trim the beard to shape it, if desired.

For the neckerchief, cut a triangle of yellow crepe paper, 8" high x 25" wide at the base; paint a blue stripe around the edge. Make a scarf holder by taping the center of a 2" piece of pipe cleaner to the back of a 2" cardboard diamond; paint the insignia on the diamond. Place the neckerchief around the neck, and attach the scarf holder by folding the ends of the pipe cleaner around the neckerchief.

For the crown, remove the top and bottom of a gallon plastic bottle. Mark off 1" above the bottom edge; then mark off four 1" strips, evenly spaced, around the sides. Mark off two diamond-shaped insignias between each strip. Using kitchen shears, cut out the crown, removing the shaded portions.

For the top of the crown, cut down a toothpaste box (about 1 1/2" across) to 1" high. Bring the strips of the crown together at the top and, holding the toothpaste box with the open end down, tape the four strips to the sides of the box, one strip to each side. Paint the crown, and decorate with enamel or acrylic paint.

For the liner inside the crown, cut a strip of crepe paper, 7" x 22". Gather one long edge (top) and tie tightly with a piece of string. Turn the liner inside out, so that the string is on the inside. Now tape the bottom of the liner to the inside bottom of the crown.

For the back of the float, use another section of a cardboard carton, as wide as the base and 18" high. Cover the background box with crepe paper, and glue it in place. Add a sign, "King of the Mardi Gras," across the top.

Broom Akela

The bristles of a child's broom are his headdress. For a larger Akela, to stand at the door of the banquet room, use a regular size broom and adapt the instructions for the centerpiece.

To make the basic structure for the centerpiece, use a child's broom, a two pound coffee can, and a coat hanger.

To anchor the broom in the coffee can base, tie a string around the tips of the bristles. Now fill the coffee can 1/3 full with plaster of paris. Insert the broom handle in the plaster. After the plaster is partially set, place Akela under a doorknob, tying the string on the bristles to the doorknob, to hold the broom taut and upright until the plaster is thoroughly set.

Bend the ends of a coat hanger inward to make Akela's shoulders about 10" across. Tape the hanger to the back of the broom

head, so that the bent ends curve toward the front to form the front of the shoulders.

Cut a 5" wide strip of flesh-colored crepe paper, or other heavy paper, and wrap it around the broom head for the face; tape to hold. Add paper eyes and a mouth. Paint the broom straws with acrylic paint to look like feathers. Cut a 1 1/2" wide strip or colored paper for a headband; glue it in place. Cut very narrow strips of colored paper, 9" long, and glue them to the sides of the headband to hang down as side feathers.

Drape the figure with crepe paper or fabric, arranging and taping the folds, as desired. Indian designs may be painted or pasted on.

Globe Uncle Sam

His head is a standard size globe. If one is not available, you can make one by covering an inflated round balloon with tissue paper, as for the Cub Scout King, painting on the continents when the mache is dry.

Use rubber cement for all gluing, as this can easily be removed if it is applied to one surface only. All of these directions will be general, as the size of the globe may vary considerably.

Uncle Sam's hair and beard are cut from white paper. For a globe about 12" in diameter, cut pieces of paper, 5" x 7", and fringe each to within 1/2" of a 7" side. Curl the fringe by wrapping it tightly around a knitting needle. Glue the pieces of fringed paper in two layers around the sides and back for the hair, and near the bottom of the front for the beard. The top layer of the beard is rounded at the upper corners. Glue on paper features.

For the crown of the hat, glue a sheet of heavy colored paper into a tube. For the hat brim cut a circle of lightweight cardboard about 3" larger than the diameter of the crown. Cut an opening in the center to fit the crown; glue the brim to the crown Cut a circle from colored paper to fit the top of the crown, and glue it in place. Paint the brim. Cut strips of colored paper and stars to make a design for the crown. Glue them on the crown.

To cover the stand with a collar for Uncle Sam, cut blue paper at a slight curve, gluing sheets of the paper together to get the necessary length. Wrap the paper around the base, trimming as necessary, and glue to hold. Make a bow tie from red paper, and glue it in place.

Favors

Party favors, to fill with candy, are especially designed to go with each of the three centerpieces.

Cub Scout: Cut a cardboard roll from kitchen wrap to 3 1/2" high. With a pencil, draw a line 1" from the bottom all around the roll. The lower part will hold a nut cup.

Draw an outline of a Cub Scout on the roll above the line, cut out around the Cub Scout and cut along the remainder of the 1" line. Paint the Scout on the inside of the roll with tempera or acrylic paint. Cut the rim off a nut cup, and push the nut cup down into the 1" base.

Tepee: The guests will be able to see the goodies inside this little tepee. Cut a wax paper circle, 8" across. Slit the circle to the center and overlap the cut edges until the paper is doubled. Staple at the bottom to hold.

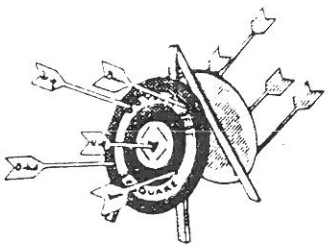
Now, cut off the very tip of the tepee, and use small scissors to cut 1/2" slits all around the top. Reach down inside this opening and

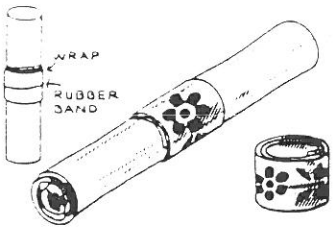
staple just under the slits, to hold the tepee at the top. For the entrance flap on the tepee, cut a diagonal slit from the bottom and fold the flap open. Paint on Indian designs with acrylic paint, or glue on paper cutouts with white glue. Place the tepee over a nut cup, filled with treats.

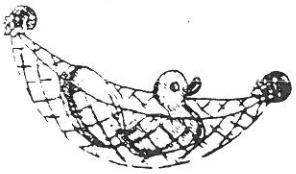
Uncle Sam: Cut a cardboard roll from kitchen wrap to 3 1/2" high. Using tempera or acrylic paints, paint on a suit and face; add paper or painted features, a beard, hair and a bow tie. Invert a white nut cup for the crown of the hat. Paint stripes on the hat, using the folds as a guide. Cut a paper circle for a brim, and glue it to the crown of the hat. Glue on a paper strip for a hat band; glue paper stars on the hatband.

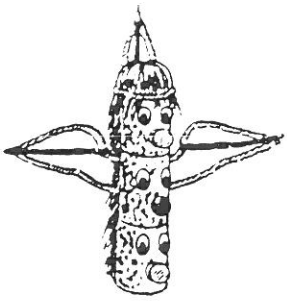
Remove the rim from another nut cup, and push the cup down inside the roll all the way to the bottom.

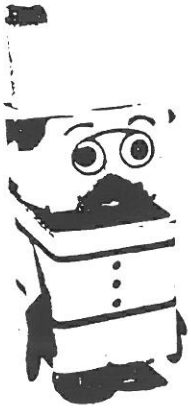
APPENDIX



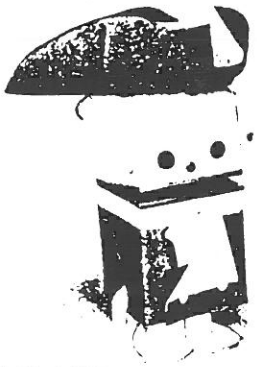




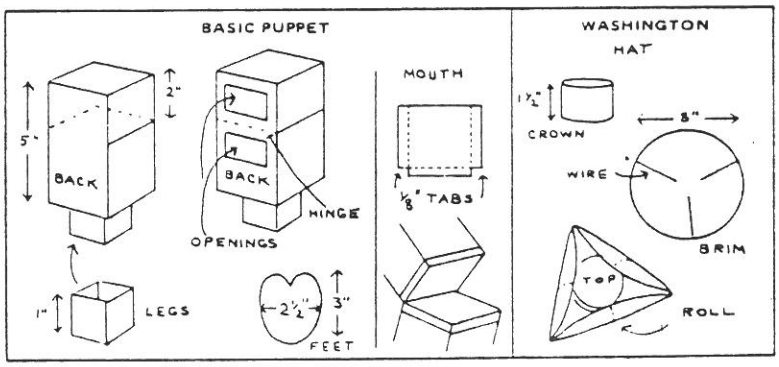


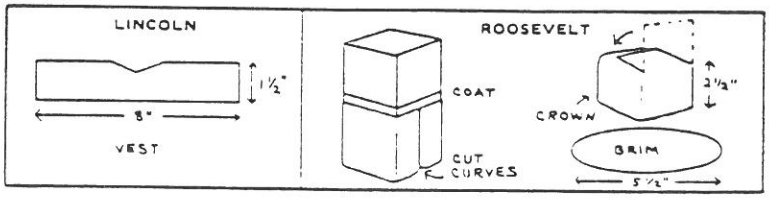


TEDDY ROOSEVELT and Ulysses S. Grant complete the Presidential foursome.

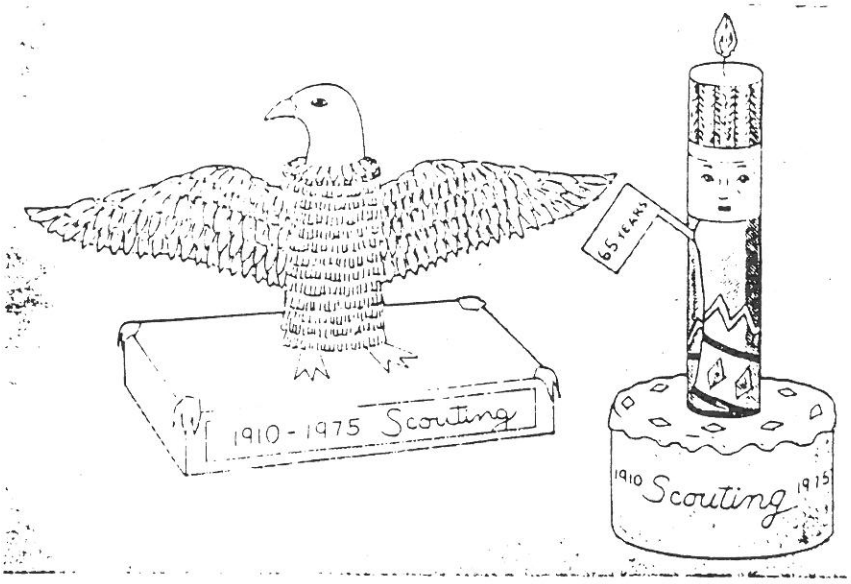


GEORGE WASHINGTON and Abraham Lincoln are especially suitable for February

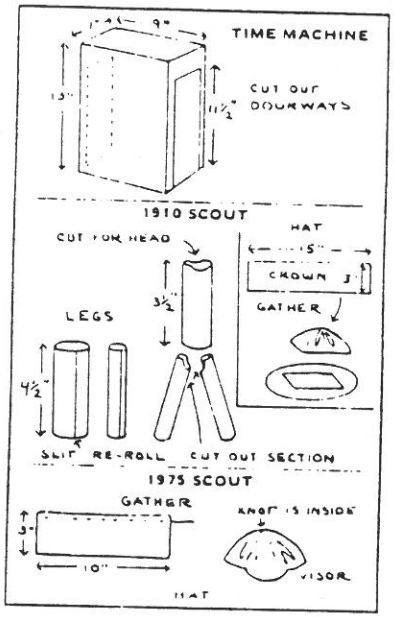


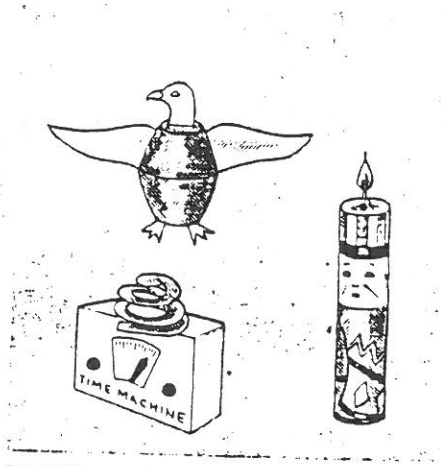


APPENDIX

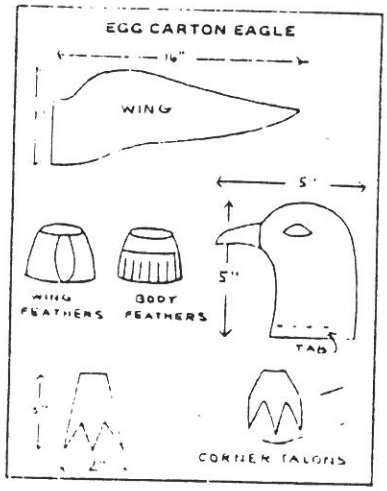


AN EGG CARTON EAGLE (left) and an Akela Birthday Cake (right) for centerpieces.

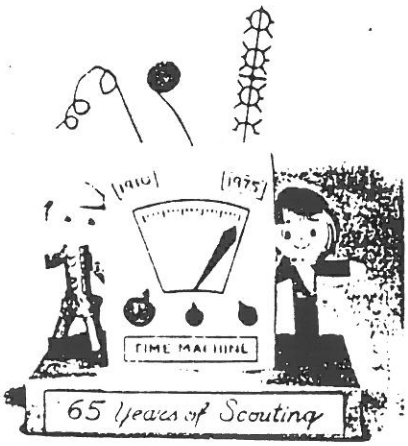


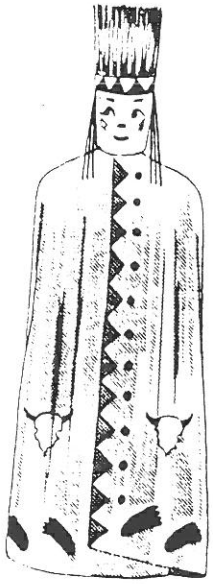


FAVORS to match the centerpieces.

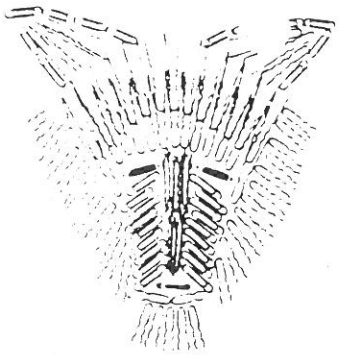


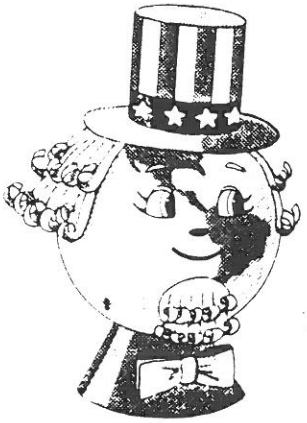
TIME MACHINE shows 65 years

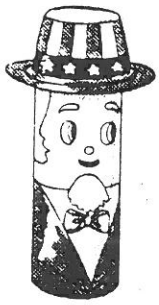


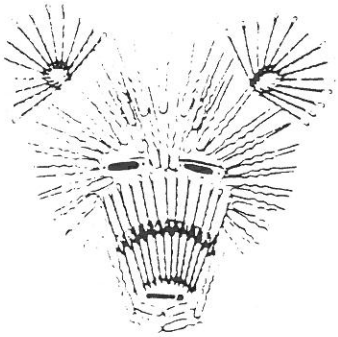


A CUB SCOUT KING (above) sits atop a Mardi Gras Float, while a Broom Akela (above right) stands at attention

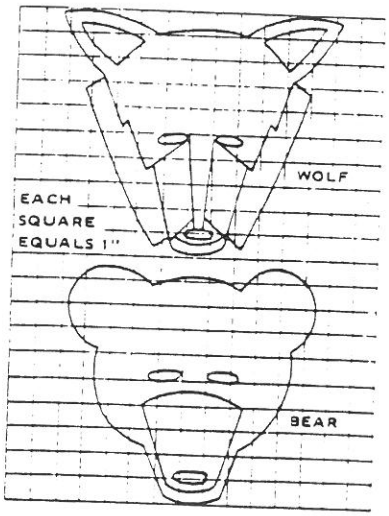


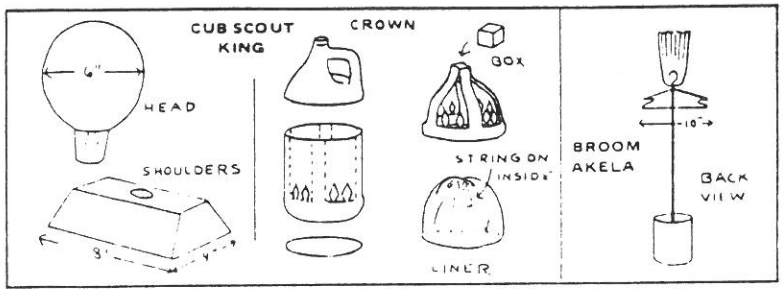


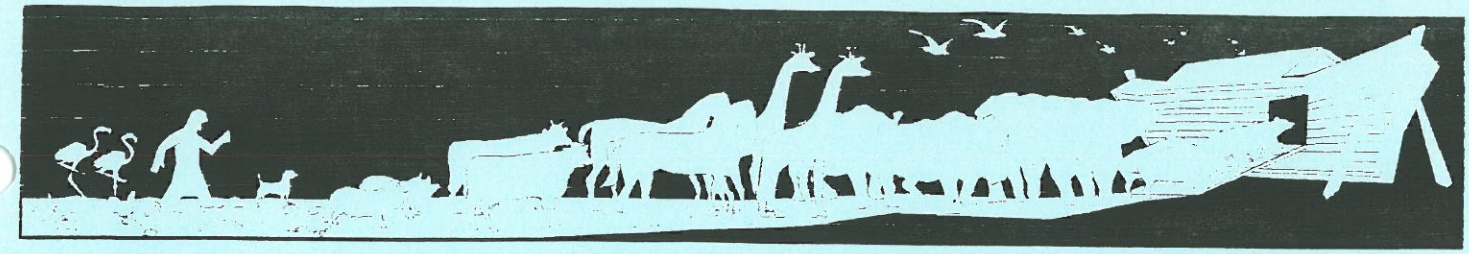




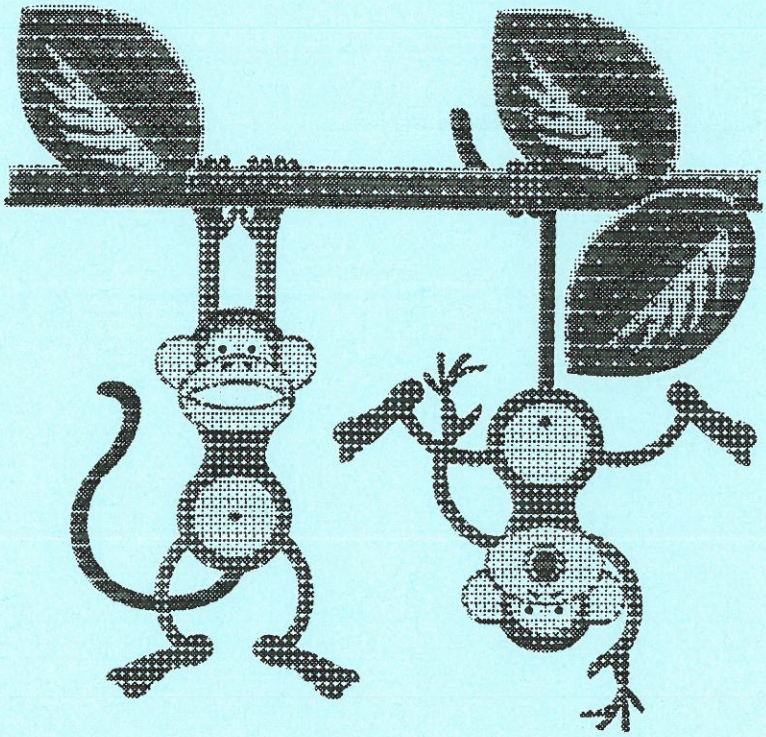
A GLOBE UNCLE SAM (above) completes the trio of centerpieces. Favors (right) round out the table decorations



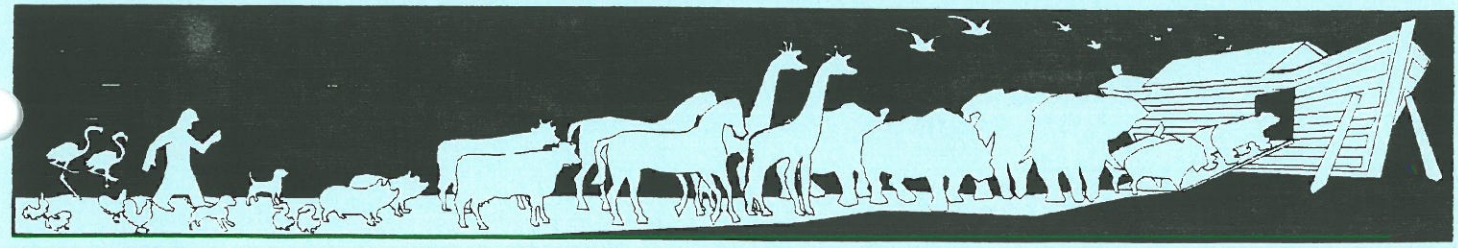




INSIDE



NOAH'S ARK



March 1996

Inside Noah's Ark

March 1996

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
25	26	27	28	29	1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31	1	2	3	4	5	6

INSIDE NOAH'S ARK

PREOPENER

ANIMAL COLLECTIVES

See how well you know your animals. What is the correct terms for groups of the following animals?

1. A gaggle of___.
2. A___ of hawks.
3. A___ of cattle.
4. A___of quail.
5. A___ of sheep.
6. A___of elk.
7. A pod of___.
8. A fall of___.
9. A clowder of___ .
10. A ___ of wolves.
11. A ___ of porpoises.
12. A ___ of oxen.
13. A ___ of hens.
14. A school of___.
15. A pride of___.
16. A ___ of buffaloes.

1. geese
2. hawk
3. herd
4. covey
5. flock
6. gang
7. whales
8. wood cock
9. cats
10. pack
11. shoal
12. drove
13. flock
14. fish
15. lion
16. herd

Noah's Ark Animal Plaque

Here 's Noah 's Ark., crammed full with five little stuffed animals. What could be more fun to make and to play with than this combined wall decoration and toy?

A fun project with actualsize patterns adds up to a wall plaque that's a delight to make and give.

To make the plaque, you need heavy weight cardboard, paint, fabric, rickrack, yarn, felt, and nylon stockings, cotton, or other suitable stuffing.

Noah's Ark

For the background, cut a piece of cardboard, about 12" x 18". Paint the background, or cover it with fabric or adhesivebacked paper. Following the drawing shown on the next page, draw an ark on the background. Glue on narrow rickrack to outline the roof supports and windows.

Make paper patterns for the roof and the three pocket pieces shown. Draw around the patterns onto the wrong side of a piece of fabric, adding " on all sides for hemming. Flop the patterns for the upper and lower sides and draw an additional piece of each side. Cut out the fabric pieces.

Fold the hems under on all the pieces and glue or sew the hems to hold. Using yarn and taking long stitches, sew the pieces in place on the ark. Sew the roof flat and leave the tops of the other pieces unsewn to form pockets. (The pockets will have extra fullness when sewn in place so the animals will fit inside.) Sew the upper sections on first and then the lower sections. Attach a hanger to the back of the plaque.

Animals

For the animals, use the actual size patterns to make paper patterns of all the pieces. The bodies are cut from fabric; the other pieces are cut from felt. Eyes, nostrils, and other details are embroidered or painted on the animals. Paint the zebra's stripes.

To make each animal, use the pattern for the body and trace around it on the wrong side of a folded piece of fabric. Stitch the folded piece together along the drawn line, leaving a 1-1/'2" opening for turning and stuffing. Trim the fabric close to the stitching. Turn right side out and stuff lightly. Sew closed.

(See Appendix)

Draw on features; sew or glue on the felt parts. Place the animals in the pockets.

Jungle Tales

Props:

10 large pieces of cardboard (2 for each Cub).

The front piece should have the face of each of the following animals: lion, elephant, monkey, zebra, and snake. The back should have a tail hanging. Hang boards over Cubs sandwich style.

Cub 1 (lion): I'm a lion and I'm very fierce. I stalk the jungle looking for food. (Cub turns around)

Cub 2 (elephant): I'm an elephant, the biggest animal in the jungle. People use me for hard work. (Cub turns around)

Cub 3 (monkey): I'm a monkey and I swing from tree to tree. I love bananas. (Turns back to audience)

Cub 4 (zebra): I look like a horse with stripes. I'm a zebra, but I don't know if I'm white with black stripes or black with white stripes. (Turns back to audience)

Cub 5 (snake): I'm a snake. I do my work very close to the ground. If you come up to me I might bite. (Turns back to audience)

Den leader: This is the end of our jungle tales.

ANIMATED ANIMAL MOBILE

Trace animal patterns onto poster board. Make features on animals with marking pens. Cut out all parts of animal, make holes indicated by black dots. Fasten together with swivel fasteners, Attach a fine thread or fish

line by gluing it to the top of each animal so it can be attached to the mobile. (Don't make thread too short because you might need to make adjustments on the mobile). The mobile itself is made by taking coat hangers and cutting different lengths of wire. Tie a string to the center of your longest section of wire and get it balanced. Then start placing your small bars in and get them to balance. When your animals are added, you will have to adjust your balance points. When finished, put drops of glue where threads are tied to wires.

(See Appendix)

Animal Cracker Caravan

Animal Cracker Challenge:

The object is to get thee kids to finish a project before they finish the animal crackers! Then, when the animal cracker box is empty, each child can make a handy carryall!

Animal Cracker Creations

You'll need animal crackers, 9" paper plates and frosting, plus a paper fastener, crayons, aluminum foil, tape, food coloring, paper, and 3" cookies.

Clock.

With a crayon, number from 1 to 12 around the inside of the rim of a paper plate. Cut two clock hands from paper, color, and attach to the center of the plate with a paper fastener. With frosting, "glue" an animal cracker to the rim of the plate next to each numeral.

Mirror.

Cut a circle of aluminum foil to fit the center of a paper plate. Tape it on. Use frosting to "glue" animal crackers around the rim for a frame.

Animal Scenes.

Divide frosting into several small containers, and add a different color of food coloring to each. Using your fingers or a spoon, "paint" a frosting picture on a paper plate, and press the animal crackers into the painted "grass."

Animals in a Cage.

First, glue an animal cracker to the center of a paper plate with frosting. To make a cone for decorating, roll a sheet of paper into a cone, taping to hold. Fill the cone with frosting. Squeeze the cone to "draw" a cage with bars over the animal.

Animal Cage Cookies.

"Glue" an animal cracker in the center of a large cookie. Use the decorating cone to make lines on the cookie to look like bars of a cage.

Carryalls

After the animal crackers are gone, decorate the box in one of these ways and use it to carry little treasures. You '11 need empty animal cracker boxes, glue, eggshells, food coloring, colored paper, crayons, a toothpick and canceled stamps.

Dyed Eggshells.

Dye eggshells in food coloring; spread them out on newspapers to dry. Break the shells into small pieces. Apply glue to a small area of the box at a time, and press the pieces of eggshells onto the box.

Colored Paper.

Tear or cut pieces of paper and glue to cover the box.

Stamps.

Glue on canceled stamps to cover the surface of the box.

Crayon.

Cover the entire outside of the box with paper; then, simply draw a scene on the box with crayons. Or, color the box with black crayon, and scratch designs with a toothpick.

Alice

(In this song all must form a circle and lock arms over shoulders or around waists. On the number in each verse bend at the knees and on the "boom, boom, booms sway hips back and forth.)

1. Alice the camel had five humps.

Alice the camel had five humps.

Alice the camel had five humps.

So go, Alice, go.

Boom, boom, boom.

2. Alice the camel had four humps.

Alice the camel had four humps.

Alice the camel had four humps.

So go, Alice, go.

Boom, boom, boom.

Repeat for 3, 2, and 1.

6. Alice the camel had no humps.

Alice the camel had no humps.

Alice the camel had no humps.

'cause Alice was a horse.

NOAH'S ANIMAL GUESSING GAME

(audience participation)

Pick four or five adults from the audience to participate one at a time in this game. Pin animal pictures on the participant's back. Have the participant show his/her picture to the audience. Then the participant asks the audience questions to determine the name of the picture on his/her back. Award the winner a mule's tale (for determination); the person who guesses with the least questions is the winner.

Noah's Ark With Friends

If Noah had plastic bottles and popcicle sticks thousands of years ago, he probably would have come up with something like this. It would be a great project for a Bible School group.

Ark

For the ark, you'll need two one gallon plastic bottles, a halfgallon milk carton, a 9" paper plate, and a strip of cardboard, 3-3/4" x 15 ".

For the back stern of the ark, cut one of the plastic bottles as shown, removing the neck, handle and back of bottle. Cut a 2" slit in the bottom.

For the front (prow) of the ark, cut the other plastic bottle as shown. The prow is 1" higher on each side than the stern. Cut a slit along bottom up to ridge in bottle. Overlap cut edges about 2" and staple 2" from the

end. Fit the stern in the prow with one half of stern inside the ark and one half between the overlapped section; staple.

For the deck at the front of the ark, cut the paper plate as shown. Place the deck in the prow section with narrow end inserted in neck of prow; tape in place. Trim deck if necessary.

Use the milk carton for the ark's cabin. Make a slit, 3" from the bottom, across the front and 1" along the sides of the cabin; above slit in the front, cut out a doorway, 1-1/2" wide and 3-1/2" high.

Cut out windows in the sides of the cabin. Place cabin in ark, sliding slit over the deck.

Using household cement or a tacky white glue, cover the cabin with popsicle sticks, placing them horizontally on the roof and vertically on the cabin. Finish off top and bottom of cabin with sticks placed horizontally. To cut sticks, use kitchen shears.

Cover the outside of the ark with popsicle sticks, too. To bend sticks so they fit around ends of prow and stern, use a sharp knife and cut only halfway through, across the sticks. Build up the sides and ends of the stern and prow with sticks so as to cover necks and openings on bottles. For added detail and to cover ends of sticks, glue sticks vertically, cutting them halfway through to bend them to the shape of the ark.

From colorful shelf paper, cut a sail in the size and shape shown. Insert and glue a 17" dowel in the front deck for a mast. Glue the top of the sail over a 7" piece of wire. Wrap the center of a piece of string around the mast about 1" down from the top; tie the ends of the string to the ends of the sail wire.

Glue or tape another string to the bottom of the sail and then tape the end to the side of the ark. Repeat on other side. Glue a banner to top of mast. Paint a large "A" on sail for "Ark."

For the gangplank, use the strip of cardboard, scoring and bending it 3" from one end. Cover the gangplank with popsicle sticks, leaving a little space between sticks and the 3" section uncovered. To attach the 3" section in place on the deck, use a ring of masking tape, sticky side out, and place between gangplank and deck. This way, the gangplank can be removed easily for storing the ark.

You may leave the ark as it is, or paint, stain or varnish it.

Animals

The pairs of animals are made with popsicle sticks, using pieces of sticks, paper, yarn and pipe cleaners for details.

The bodies of the elephant, llama, armadillo, lamb and giraffe have two sides of sticks, with additional sticks (shown shaded) glued between for spacers. The spacers enable the animals to stand on spread legs; the legs are pieces of sticks.

To glue the popsicle sticks together for each side of body, it is easier to glue them to strips of paper. Then, glue sides together with spacer between. Necks, and tails, glued between the body sides, will provide additional spacer depth. Legs are glued to spread sides except for the armadillo whose legs are glued under his body.

The bent stick spacer for the elephant is glued on edge to give more depth to his large body. His head is also double- sided, with his extending trunk acting as the spacer; glue

head between body sides. Cover the top edge and back end of the elephant with sticks; make his large ears from paper.

The llama's spacer is a stick glued in side each side.

The lion does not need a spacer; his four layers of sticks (haunches, legs, body and flat feet) give him a firm base.

The monkey, with his pipe cleaner legs, arms and head, is made for dangling, not standing.

The pipe cleaner snake merely crawls.

Since only their long pipe cleaner necks and heads show through the window of the cabin, the ostriches do not need to stand. If you want, you may give them small foam ball bodies with pipe cleaner legs. Loop the ends of the pipe cleaners to make their long feet.

Paint and decorate the animals as you want, adding features. The wilder the colors, the better!

Snake Eating Contest

Pair off the boys. Give each pair a long, black licorice whip. Each one of the pair puts one end of the whip in his mouth and stands with his hands behind his back. When the starting signal is given, each boy begins to eat his way toward his partner. The first pair to reach each other is the champion snake eater.

Barnyard Den

Hide small objects, cutouts, or wrapped pieces of candy around the room. For the hunt, form two teams, the cats and the dogs, each with a leader. When the signal is given to start, individual players begin hunting for the hidden objects. But, ONLY the leader may do the retrieving. When a cat discovers an object, he meows loudly to attract the attention of the leader of his team. (Dogs bark, turkeys gobble, etc.) If the group is large, form additional teams. The team recovering the most objects in five minutes wins.

Catch Your Tail

Divide the players into two equal teams. Members of each team grasp each other around the waist. The last player of each team has a handkerchief, his tail, tied onto his belt at the back. The head player, the captain of each team, leads his team in a chase trying to capture the tail of the opponent. Each players must hold onto the boy in front of him. Any number of teams adds to the fun of this game.

Centipede Rope Race

Divide boys into teams and give each team a very long rope. On signal each boy, in turn, wraps the rope around his waist, ties a knot learned in Cub Scouts and sits down. The first team done wins.

Centipede Run

Divide boys into teams. Using a very long rope, each boy ties it around his waist. The teams form a single file line and in centipede fashion, they run a short distance. First team to cross the line wins. (All boys must be across the line.)

Feed The Crocodile

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

Animal Hunt

Place a toy animal or picture somewhere in the den area and tell the boys to start looking for it. When a boy sees it, he sits down quietly and does not disclose the animal's location.

Merry 3D Pictures

Comical, jiggling animals are fun to make and use

Light weight cardboard is the material that you use to make these "personalityplus" 3D animals.

The parts are cut separately and then assembled and glued together with spacers between. The spacers, about " x 3/4", are stacked and glued together to give depth and shadow. Smaller spacers are used for the legs and noses. The number of spacers (3 to 6) depends on the depth you want. You'll have hours of fun and lots of laughs getting just the right tilt to the head and a feeling of motion to the body.

All the animals are scaled to fit nicely on a 9" background (round, square or oblong). Backgrounds can be of any material you have handy, such as paper plates, box lids, foam trays or corrugated cardboard. Paint or cover them a dark color.

Enlarge the graph and draw an animal onto cardboard. Cut out the parts, assemble the animal (adding spacers) and paint it a bright or pastel color. Draw features with a fine point felt marker.

Trim the edges of the backgrounds with tape, rickrack, braid or something amusingly outlandish, such as the dainty lace around hippo. For added interest, glue a little twig to the background for the monkey to swing on, and draw stars or flags around the eagle. Tape or glue a hanger to the back.

Advancement Ceremony

A long time ago God told Noah to build an ark and to get a male and female of each type of animal and put them on the ark because a great flood would be coming. So Noah built his ark and loaded the animals two by two.

Like Noahhis ark and the animals two by two; the pack - its leaders- its boys its families and the Cub program, good things come in twos.

Parents and the boy are the first things I want to talk about that come in twos. The parents and the boy come to the pack looking for fun and adventure. They find this in the pack and its program. This fun and adventure lead the boy to his first rank: Bobcat. (Call Bobcat candidates and parents forward to present badges and pins.)

The colors, blue and gold, are another twosome. Blue stands for truth and spirituality, steadfast loyalty, and the sky above. Gold is for warm sunlight, good cheer, and happiness. With the ideals of the blue and gold behind the boy, he pushes forward to his next rank, Wolf. (Call Wolf candidates and parents forward.)

God and country make up the next set of two that affect the lives of Cub Scouts. In the Cub Scout Promise, a boy promises to do his best, to do his duty to God and his country. With this in mind, our Cub Scout earns his Bear. (Call Bear candidates and parents forward.)

The next set of twos is the Webelos Scout and the Boy Scout. When a boy enters fourth grade, he joins the Webelos den. This is the transition period from Cub Scouts to Boy

Scouts. The activities change and become more challenging. The first challenge is thee Webelos badge. (Call Webelos candidates and parents forward.)

The last pair I want to talk about is twodeep leadership. What is it and why is it important?

Two-deep leadership means there is one or more trained leaders for the same position. It is important because if one leader is unavailable for any reason, someone is there to carry on the program. This is important to our Cub Scouts, as they have worked hard and come a long wayto the Arrow of Light, the highest award a Cub Scout can earn. The Arrow of Light is a combination of all the twos we have talked about. (Call Arrow of Light candidates and parents forward.)

OPENING CEREMONY

Setting:

Closed door at the front of the room. Room is darkened and door spotlighted.

Voice: This is the doorway to adventure. Behind it there are many new and exciting things: friends, games, trips, new skills, contests, awards, hiking, camping, fun of all kinds.

How can we get so much behind one small door? It's easy. (Open door to reveal pack flag or uniformed Cub Scout.) It's Cub Scouting!

THREE LITTLE FISHES

Down in the meadow in a itty bitty pool swam three little fishes and the momma fishy too, 'Swim " said the momma fishy, "Swim if you can!" and they swam and they swam right over the dam.

Chorus:

Boop, Boop didm dadm wadm choo!

Boop, Boop, didm, dadm, wadm choo!

Boop, Boop, didm, dadm, wadm choo!

And they swam and they swam way over the dam. (1st time through)

And they swam and they swam way out to the sea. (2nd time through)

"Wait", said the momma fishy, "You will get lost." But the three little fishes didn't want to be bossed, So the three little fishes went out on a spree and they swam and they swam right out to the sea.

Chorus:

Matching Animal to Home

Materials needed:

pictures of animals/birds and their homes

glue

Marksalot pens

Glue pictures of animals to four by fiveinch cards. Glue pictures of the animals' homes to other four by fiveinch cards. Color code the animal and his home cards so that the Cub Scout may turn them over to see if he is correct. (Cards will last longer if laminated.)

Alternate suggestion: Pieces of sandpaper may also be glued to the back of the cards so that they may be used on the flannel board.

NOAH AND HIS FRIENDS

PROPS:

Large piece of cardboard made to look like the inside of an ark with enough windows for each boy. This skit is set for a den of 6 but could easily be changed for more or less.

COSTUME:

Noah in robes, white beard, with staff.

SCENE: This skit is running jokes. All should have a copy of it and is funniest if done very quickly. Noah is in front of the ark, keeping things going.

NOAH: Welcome to Den___'s version of Hee Haw.

#1: Hey, Noah. What do you get when you cross an onion with a potato?

NOAH: I don't know.

#1: A spud with watery eyes.

#2: Hey, (#4) Why did the rooster crow early?

#4: Because his cluck was fast.

#3: Why does a cow wear a bell?

NOAH: Why?

#3: Because her horns don't work.

#5: Hey, (#1) what three states have the most cows?

#1: Cowlorado, Moossouri and Cowlifornia.

#2: What do you call it when you pawn a pig?

NOAH: A ham hock.

#5: Hey, (#3), Do you like raisin bread?

#3: Can't say, never tried raisin' it.

#4: (#6), what do you call a carrot that insults a farmer?

#6: I don't know, what?

#4: A fresh vegetable.

#6: What do you get when you cross a dog and a chicken?

NOAH: A pooched egg.

#5: Hey, (#2), How many kinds of milk are there?

#2: Well...there's whole milk, skimmed milk, condensed milk, and.. say why do you want to know?

#5: I'm drawing a picture of a cow and I want to know how many faucets to put on it.

#1: Noah, what did the pig say when the farmer picked it up by the tail?

NOAH: I don't know. What?

#1: This is the end of me.

(Noah turns around with "THE END" on the seat of his pants.)

TOM THE TOAD

(Tune: Oh, Christmas Tree)

Oh, Tom the toad! Oh, Tom the toad!
Why did you jump out in the road?
Oh, Tom the toad! Oh, Tom the toad!
Why did you jump out in the road?
You were so big and green and fat.
But now you're small and red and flat!
Oh, Tom the toad! Oh, Tom the toad!
Why did you jump out in the road?

Oh, Tom the toad! Oh, Tom the toad!
Why are you lying in the road?
Oh, Tom the toad! Oh, Tom the toad!
Why are you lying in the road?
You did not see that car ahead
And you were flattened by the tread!
Oh, Tom the toad! Oh, Tom the toad!
Why are you lying in the road?

Oh, Sue the skunk! Oh, Sue the skunk!
Why do you make my tires go klunk?
Oh, Sue the skunk! Oh, Sue the skunk!
Why do you make my tires go klunk?
Why didn't you look from East to West?
Now on the road there s such a mess!
Oh, Sue the skunk! Oh, Sue the skunk!
Why do you make my tires go klunk?

Oh, Possum Pete! Oh, Possum Pete!
There's nothing left but hair and feet.
Oh, Possum Pete! Oh, Possum Pete!
There's nothing left but hair and feet.
You thought you'd beat that bus across
Now you look like a pile of moss!
Oh, Possum Pete! Oh, Possum Pete!
There's nothing left but hair and feet.

Oh Chicken Cluck you never slowed
As you went running cross the road.
Oh Chicken Cluck you never slowed
As you went running cross the road.
Despite the other's evidence,
Please tell us why you had no sense.
Oh, Chicken Cluck you never slowed
As you went running cross the road.

I ran across! I ran across!

In memory of those we lost!

I ran across! I ran across!

In memory of those we lost!

I had to prove to Tom & Sue,

& Sam & Pete, I could get through!

I ran across! I ran across!

In memory of those we lost!

NOAH'S ARK

(Tune: Rise Shine, Give God the Glory)

The Lord said to Noah, "There's gonna be a floody, floody." The Lord said to Noah, "There's gonna be a floody, floody. Get those animals out of the muddy, muddy, Children of the Lord."

CHORUS:

So rise and shine and sing out your glory, glory. (2X)

Rise and shine and sing out your glory, glory, Children of the Lord!

So Noah, he built him, he built him an arky, arky. (2X)

Built it out of hickory barky, barky, Children of the Lord!

CHORUS:

The animals, they came on, they came on by twosies, twosies, (2X)

Elephants and kangaroosies, roosies, Children of the Lord!

CHORUS:

It rained and poured for forty daysies, daysies, (2X)

Nearly drove poor Noah crazies, crazies, Children of the Lord!

CHORUS:

The sun came out and dried up the landy, landy. (2X)

Everything was fine and dandy, dandy, Children of the Lord!

CHORUS:

The animals, they came off, they came off by threesies, threesies. (2X)

Hippopatomuses and chimpanzeesies, zeesies, Children of the Lord!

CHORUS:

And this is the end of, the end of the story, story. (2X)

Everything is hunky dory, dory, Children of the Lord.

CHORUS:

WHAT'S ON NOAH'S ARK?

As people arrive at the Pack meeting pin, on their back, the name of something Noah gathered on the Ark. He moves about the room asking questions that can be answered "yes" or "no" and try to find out what he is. After the person guesses what he is, the name is removed from his back and pinned on his lapel.

TWOSIES

For a variation of the above game use two of each plant or animal. By asking the same "yes" or "no" questions the pairs must find each other. This is a good way to get acquainted with someone you don't know well...introduce yourself.

Deer Stalking

The deer and the stalker are blindfolded and placed at opposite ends of a long table. At the signal to start they begin to move around the table. The object of the stalker is to catch the deer. Neither may move away from the table. This game is as much fun for those watching as those who participate.

This Is My Tiger Toe

"It" sits in the middle of a circle formed by the other players. "It" runs around the circle and finally comes to a stop in front of one of the other players. "It" may say something like "This is my tiger toe" while he grabs his elbow and holds it. The player whom he has challenged must take hold of his toe and call, "This is my tiger elbow" before "it" can count to 10. If the player is successful, he gets to become "it" and challenges someone else. If the player fails or becomes confused as to the names he should use, the same player remains as "it".

Blind Pig

Provide each player with a sheet of paper and pencil. One at a time, blindfolded, each must draw a pig without removing the pencil from the paper, except to draw the eye. Starting at the tail, each one draws in the body, ears, and legs. Then he must raise the pencil and draw in the eye. The best drawing wins.

Alligator

Two teams line up on opposite sides of a large open space called the "river". The player who is chosen to be the alligator points or calls to a player on one side to cross the "river". This player call or points to another player on the opposite side. They try to cross the "river" and change places without being tagged by the alligator. If one is caught, he becomes the alligator.

Turtle Tag

To insure safety, player must be on his back with all four feet in the air. The boy who is "it" counts to ten and the turtles must hop up and run at least ten steps before assuming the turtle position: If "it" can tag a player before he is "safe", they exchange places and the other boy becomes "it".

Trained Seal

A player sits on the ground or floor with his legs crossed and hands flat on the ground with head lifted high. Place a lollipop in "its" mouth with the stick straight up. Contestants toss five rubber jar rings at the seal and try to ring the lollipop stick. Make sure everyone gets a turn to be seal and get a lollipop!

Gorilla Hunt

Use a long rope and two paper swatters. Blindfold two cubs. Place the rope on the floor or ground. Have the boys crawl along the rope trail, find the swatters and encounter their opponents. The boy delivering the first hlt on his opponent with the swatter wins.

Turtle Race

Invert a paper cup and cut a turtle shape out of the bottom. Bend out head, tail and legs. Each player gets a pie pan of water and turtle. At the signal, players put their turtle at

an established starting point in the pan. Using lung power alone, they blow the turtle around the sides of the pan until it is back at the starting point. The one who completed the course first wins.

Bubble Gum Novelties

Wrapped bubble gum (the kind with wrapper twists at each end), round toothpicks, string and paper will put you in the partytrimmins' business. The Cub Scouts can have a toy and treat at the same time--the perfect party favor.

In addition, you'll need a plastic foam ball and pipe cleaners for the caterpillar, a popsicle stick and needle for the fish, a paper cup and clay for the flowerpot, colored paper for the totem pole, and colored paper and crepe paper for the turkey.

Use white glue for any gluing. Just be sure not to let the glue touch the bubble gum. Make features from paper, exaggerating them so they will show against the brightly printed wrappers. Use kitchen shears to cut the toothpicks, or simply break them by hand. To attach toothpicks through twists on the wrapper, unwind the twist, insert the toothpick into the gum inside, and then wind the twist around the toothpick.

Caterpillar

For the long body, overlap the twists of several pieces of bubble gum and tie together with pieces of string.

For the head, use a 1-1/2" foam ball. To attach the head, bend a piece of pipe cleaner, about 4" long, in half. Insert the ends into the head; tie the looped end inside the twist at the front of the body. Glue paper features to the head. Insert pipe cleaners for antennae.

Fish Mobile

One piece of bubble gum makes each fish. Wrap one twist tightly for the nose of the fish. Spread the other twist for the tail. Glue on features. Make three fish for a mobile. Use a popsicle stick for the bar. To tie each fish to the bar, use a large needle and knotted string. Insert the needle up through the center of the body. Tie the string on each fish to the popsicle stick, leaving the center string long enough for a hanger.

Flowerpot

For the flowerpot, use a paper cup, cut down to 1-1/2" high and inverted. Glue a wad of clay inside the top of the flowerpot. For each flower, push a wrapped piece of bubble gum onto a toothpick stem. Glue paper leaves to the stem. Make holes in the top of the flowerpot to insert the stems pushing the stems down into the clay.

Totem Pole

Each section of the totem pole is a piece of bubble gum. You can arrange them with the twists out to the sides for ears, or have the twists at the front and back. The twists at the front can be twisted lightly or flared for noses; trim the twists at the back.

Stack and glue five pieces of gum together. Open out the side twists on one section; insert a piece of toothpick at each side. Glue paper wings over the toothpicks. Glue on features.

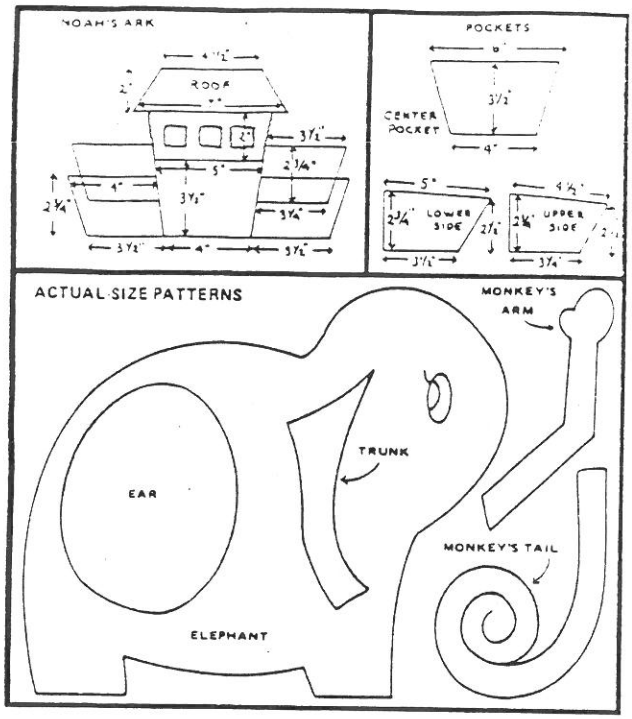
Necklace

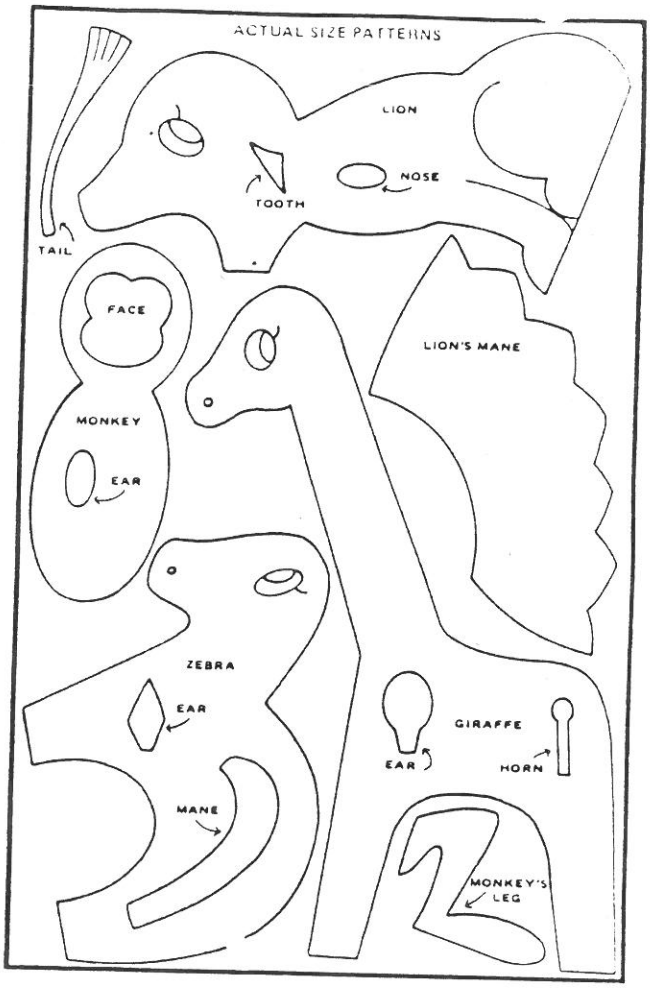
For the chain, use a piece of string, about 36" long. Starting at the center of the string, tie the string around the twist on a piece of gum. Tie on other pieces of gum the same way,

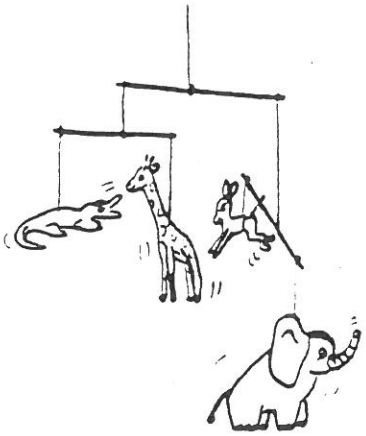
about 1" apart. Make the center "jewels" longer by tieing on additional pieces of gum.

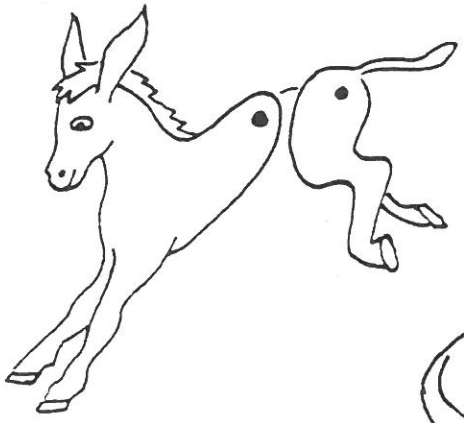
Turkey

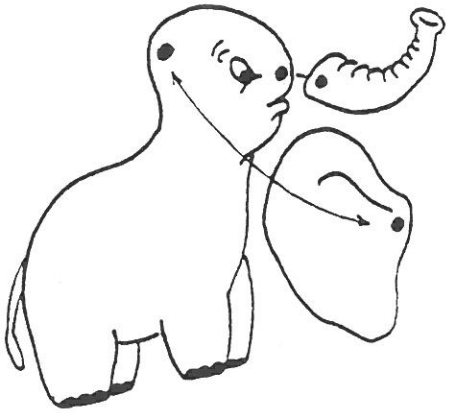
Cut a head from colored paper and glue it to a piece of toothpick. Insert the end of the toothpick into a piece of gum through the twist. Spread the other twist for the tail. For feet, use small unwrapped pieces of gum. Attach the feet with pieces of toothpicks.

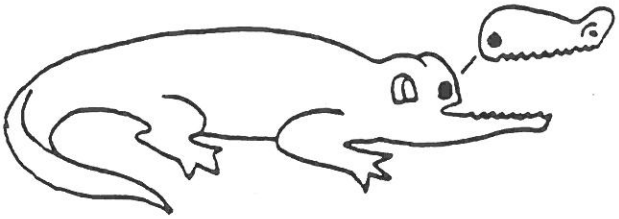

NOAH'S ARK
ROOF
POCKETS
CENTER POCKET
LOWER SIDE
UPPER SIDE
ACTUAL SIZE PATTERNS
MONKEY'S ARM
TRUNK
EAR
MONKEY'S TAIL
ELEPHANT

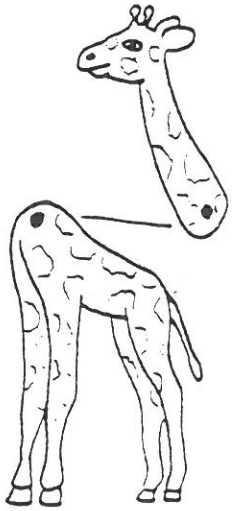

ACTUAL SIZE PATTERNS
LION
TOOTH
NOSE
TAIL
FACE
LION'S MANE
MONKEY
EAR
ZEBRA
EAR
MANE
GIRAFFE
EAR
HORN
MONKEY'S LEG



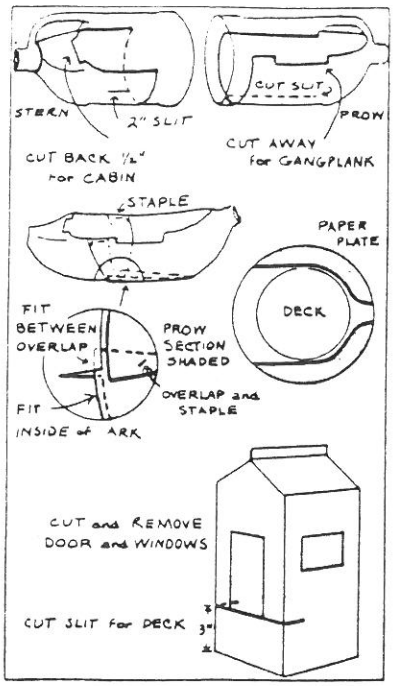


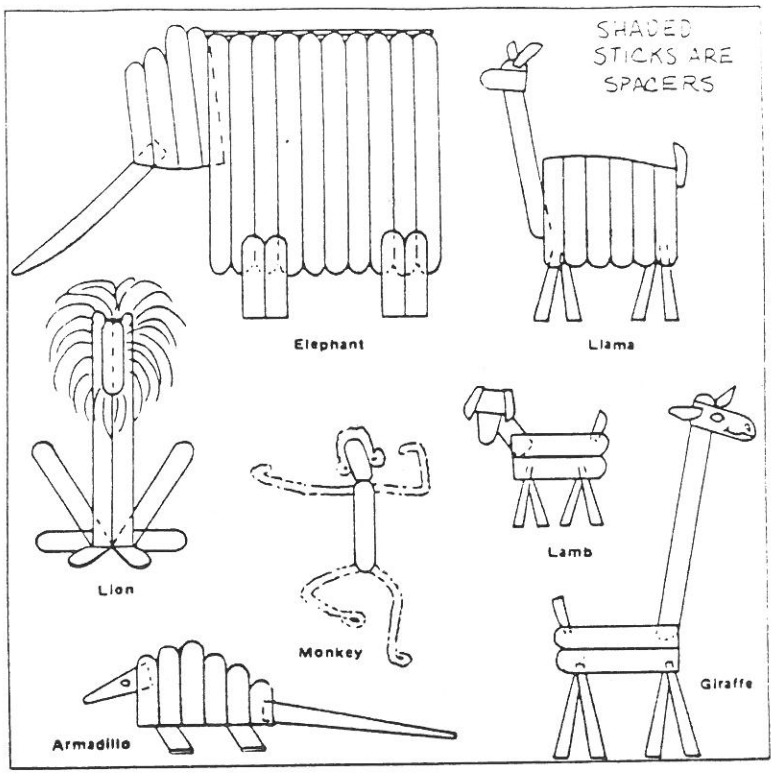


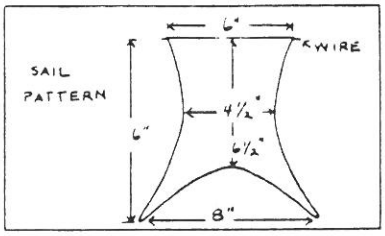


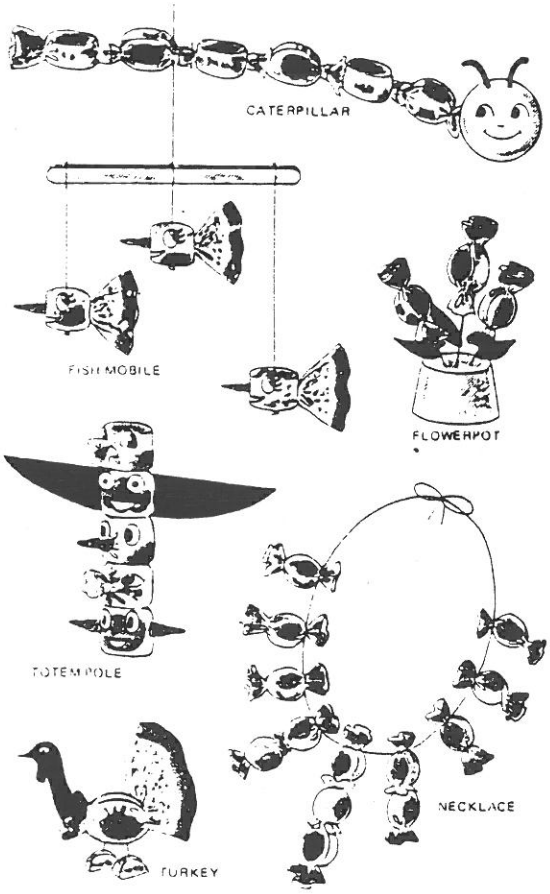


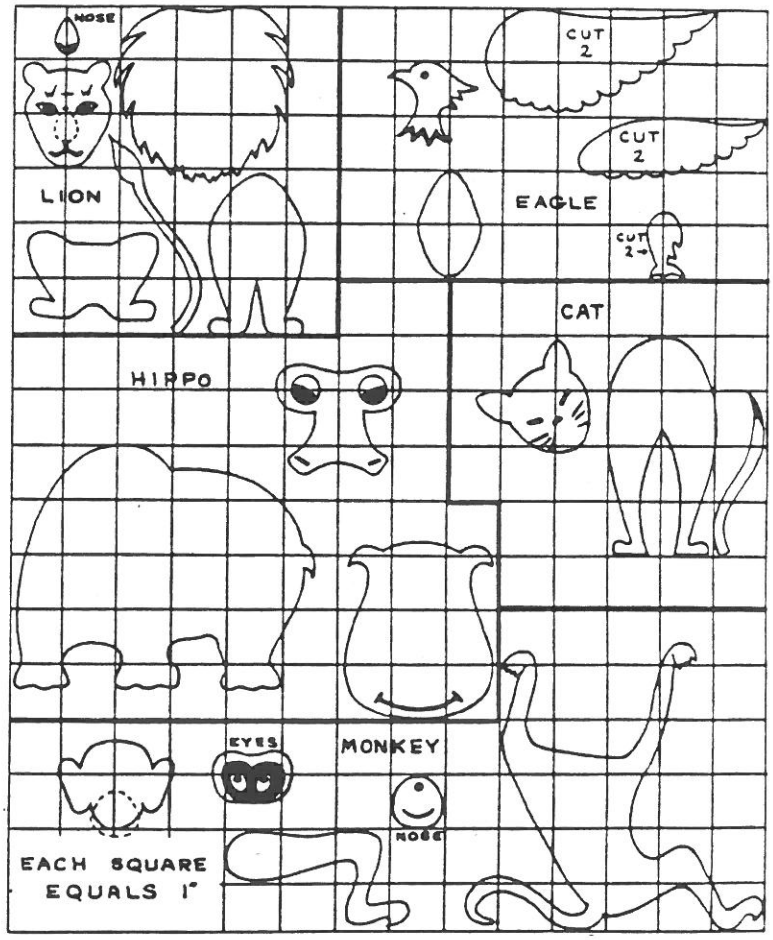
APPENDIX


STERN
2" SLIT
CUT SLIT
PROW
CUT BACK ½" for CABIN
CUT AWAY for GANGPLANK
STAPLE
PAPER PLATE
DECK
FIT BETWEEN OVERLAP
PROW SECTION SHADED
OVERLAP and STAPLE
FIT INSIDE of ARK
CUT and REMOVE DOOR and WINDOWS
CUT SLIT for DECK
3"


SHADED STICKS ARE SPACERS
Elephant
Llama
Lion
Lamb
Monkey
Giraffe
Armadillo


SAIL PATTERN
6"
WIRE
4½"
6½"
6"
8"


CATERPILLAR
FISH MOBILE
FLOWERPOT
TOTEM POLE
NECKLACE
TURKEY


NOSE
LION
CUT 2
CUT 2
EAGLE
CUT 2
CAT
HIPPO
EYES
MONKEY
NOSE
EACH SQUARE EQUALS 1"

AKELA'S COUNCIL

April 1996

Akela's Council

April 1996

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
24	25	26	27	28	29	30
31	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	1	2	3	4

OPENING

Personnel: Cub Scout, as leader; Cubmaster

Equipment: Copy of statement below for each Cub Scout or have statement printed an large sign or film slide far everyone to see and read.

CUB SCOUT: All Cub Scouts stand and read together..."As future citizens, we will do our best to be prepared in body and will, in spirit and skill. We accept our obligation to God and will show by our actions we are willing to serve others and to be good members of the Scouting team." (Cub Scout salutes Cubmaster who returns salute.)

CUBMASTER: Cub Scouts join with me in the Pledge of Allegiance.

Indian Race and Stop"

Supplies: Chalk

This race is used to teach the runners to stop fast. A line may be drawn to mark the start and another to mark the finish of a 40 yard run. Ten yards from the start, a white strip of cardboard or a paper drinking cup can mark the spot where a full stop must be made in a second or less. Ten yards further along another stop point is marked, and the third and last is marked 10 yards from it. These stop points are set out directly opposite the starting point of each runner. on the word, "Run" the runners race, each one observing the stop points on the way to the finish line. the contestant who finishes first wins, provided he has made the best, most complete stops. Such races taught the young braves to stop in a hurry -- quite often a lifesaving skill when people lived dangerously as the Indians did.

"Guess What Game"

Take cards or slips of paper and on each, with a marking pen print a letter of the alphabet. On the back, print a question or statement whose answer begins with the letter printed on the other side of the card. Hold up the card so the audience can see the letter, then ask the question.

A Give the name of an important Cub Scout Leader

B Something Cubs want to be. when they are older

C Name of the leader of the pack

D An elected officer of the den

E A Cub Scout Elective

F Something every Cub Scout should respect

G We all want to belong to the right one of these

H Something all Cub Scouts like to do.

I We use this to write with

J We like to see how far or how high we can do this

K We do this to a football

L Something we do when we're happy

M What we can make with a guitar or by singing

N These can be saved for raising money for the pack

0 At these Cub Scout events we compete in athletics

P These are fun to make and use in skits.

Q What everyone is when the Cub Sign is given

R Something we do at the Olympics

S We like to do this at den and pack meetings

T What we don't do when the Cub Sign is given

U What we wear to show that we're Cub Scouts

V What we take during the summer

W What a fourth grade Cub Scout is called

X A musical instrument

Y A noise that Cub Scouts like to make

Z A place where lots of animals live

ANSWERS: AKELA, BOY SCOUT, CUBMASTER, DENNER, ELECTRICITY, FLAG, GANG, HIKE, INK, JUMP, KICK, LAUGH, MUSIC, NEWSPAPER, OLYMPICS, PUPPETS, QUIET, RUN OR RACE, SING, TALK, UNIFORM, VACATION, WEBELOS, XYLOPHONE, YELL, AND ZOO.

Twig Horseshoes

Use two straight twigs for the pegs and four forked ones for the horseshoes. (You may paint the horseshoes red and green.) Put the pegs in the ground four feet apart, with about 2 - 411 above the ground. Each player pitches his two horseshoes at a peg. A ringer counts 3 points, a leaner 2 points. If there are no ringers or leaners, the shoe nearest the peg counts 1 point. Game is 21 points.

SONGS

THE INDIAN WENT A HUNTING Tune: "For He Is a Jolly Good Fellow"

The Indian went a hunting The Indian went a hunting The Indian went a hunting To see what he could find.

All that he could find

All that he could find

Were fishes, bobcats, bears and wolves,

Fishes, bobcats, bears and wolves

Fishes,, bobcats, bears and wolves

Were all that he could find.

RINGO

Tune: "Bingo"

There was a brave who had a pony, and Ringo was his name-o, R-I-N-G-0, R-I-N-G-0. R-I-N-G-0, and Ringo was his name-o.

(Sing song through six times, the first time just spelling out the name R-I-N-G-o, second time, spell out first four letter and clap the "O", third time spell out first three letters and clap the "G" and "O". etc. until all five letters are clapped out.)

FOLLOW AKELA

Written by Jim Fulton of Quivira Council

Tune: Waltzing Matilda

Oh, a young boy was all alone, though he was but eight years old,

Follow Akela, my young man, with me --

'So he turned to Akela and joined his friends in Blue and gold

Follow Akela, my young man, with me.

Chorus:

Follow Akela, follow Akela, Follow Akela, my Cub Scout with me.

And we'll sing, and we'll work and we will have a lot of fun,

Follow Akela, my Cub Scout with me.

Oh, there once was a Cub Scout, doing what the Bobcats do --

Follow Akela, my Cub Scout, with me --

When he promised to help the pack, he learned that they would help him too.

Follow Akela, my Cub Scout, with me.

Chorus

Oh, there once was a Cub scout, following the Bear Cub track -.

Follow Akela, my Cub Scout, with me --

He learned pride in his country, in his God, and In his Pack.

Follow Akela, my Cub Scout, with me.

Chorus

THE STORY OF THE CUB SCOUT COLORS

(An Advancement Ceremony)

PERSONNEL: Akela, two Indian braves, a Narrator.

EQUIPMENT: Tripod with pot suspended over fire, small container-such as a coffee can-that will fit inside the large pot and hold a Cub Scout neckerchief and any awards; dry ice to pack around the small container. Dry ice will vaporize and cause a smoking effect and it looks as if the pot were boiling. The smoking increases when water is added. You will need two clean bottles. Fill one with diluted yellow food coloring to color the water gold. In the other use blue food coloring to tint the water a sky blue. Have an Indian headdress for Akela.

NARRATOR: (Speaking to audience, seated in a circle with Akela standing behind the smoking ceremonial fire) Many moons ago the great chief Akela called a council to see what could be done to make the Webelos strive the best of all the tribes. After many hours, Akela called his two most trusted braves to the council fire. (He continues as two Braves come in and stand on each side of Akela) He told the first Indian Brave to climb the mountain and tell the great eagle to fly high into the sky and bring back part of the beauty of the sun (first Brave leaves). 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 leaves. Then, both Braves return immediately. One carries a bottle of blue water and the other a bottle of yellow water that were located just outside the room. They come in and kneel, one on each side of fire, and hold up the bottles of colored water for everyone to see.) Akela: (Orders First Brave) Pour some of the beauty of the sun into our

council mixing pot. (The Brave with the yellow water pours some of it into the large pot containing dry ice, being careful not to pour the water into the small container. The water causes the dry ice to smoke more, and it seems as if the pot is boiling faster. Akela signals the second Brave) Pour some of the beauty of the sky into the council mixing pot. (The rapid boiling action starts again. Then raising his right hand, Akela speaks.)

AKELA: From this day forward, blue will stand for truth and loyalty. Yellow will stand for warm sunlight, happiness, and good cheer. (Then Akela stirs the pot, reaches in, and pulls a Cub Scout neckerchief from the small container. He holds the neckerchief open so everyone can see it, and speaks.) And that is why the Cub Scouts use the colors blue and gold. Now let us meet the Cub Scouts and parents the helped us keep the blue and gold of Cub Scouting alive and growing this month. (Akela stirs the pot again and takes out the boys, awards from the small container in the middle. Boys and parents are called forward to receive them.) These are excellent guides to follow on our Cub Scout trail. Let each one help you as you travel onward. Good night.

AUDIENCE PARTICIPATION

CLIMBING THE MOUNTAIN

BOY - "wow,

CHIEF - "Ugh"

Mountain - "To the Top"

Afar In our dry southwestern country Is an Indian village; and in the offing Is a high MOUNTAIN, towering up out of the desert. It is considered a great feat to climb this MOUNTAIN, so that all the BOYS of the village were eager to attempt It. One day the CHIEF said: "Now BOYS you may all go today and -try to climb the MOUNTAIN. Start right after breakfast, and go each of you as far as you can. Then when 'you are tired, come back; but let each BOY bring me a twig from the place where he turned."

Away the BOYS went, full of hope; each feeling that he surely could reach the top. But soon a pudgy, fat BOY came slowly back, and in his hand he held out to the CHIEF a leaf of cactus. The CHIEF smiled and said, "My BOY you did not reach the foot of the MOUNTAIN: you did not even get across the desert." Later a second BOY returned. He carried a twig of sagebrush. "We'll," said the CHIEF, "you got up as far as the MOUNTAIN'S foot, but you did not climb upward." The next BOY had a cottonwood spray. "Good," said the CHIEF, you got as far as the MOUNTAIN springs." Another came later with scene buckthorn. The CHIEF smiled when he saw It and spoke thus: "You were climbing; you were up to the first slide rock."

Later In the afternoon, one BOY arrived with a cedar spray, and the CHIEF said; "Well done. You went halfway up." An hour afterward, a BOY came with a switch of pine. To him the CHIEF said; "Good, you went to the third belt; you made three quarters of the climb."

The sun was low when the last BOY re turned. He was a tall I, splendid BOY of noble character. His hand was empty as he approached the CHIEF but his countenance was radiant, and he said; "My father, there were no trees where I got to; I saw no twigs, but saw the shining sea." Now the old CHIEF'S face glowed too, as he said aloud and almost sang; "I knew it. When I looked on your face, I knew It. You have been to the top. You need no twigs for token. It Is written in your eyes and It rings in your voice. My BOY,

you have felt the uplift; you have seen the glory of the MOUNTAIN."

Oh, ye Scouters, keep this in mind, then: The badges that we offer for attainment are not "prizes." Prizes are things of value taken by violence from their rightful owners. These are merely tokens of what you have done, or where you have been. They are mere twigs from the trail to show how far you got in climbing the MOUNTAIN.

INDIAN TIE SLIDES

Brave

Materials: Plaster
English walnut shell
Glue
Pop can ring
Yarn
Paint

Fill walnut half-shell with plaster and insert a pop top ring. Let dry. Make a braid out of yarn and glue on for hair. Add feathers and headband. Paint eyes and features.

Canoe

(See Appendix)

Materials:

Vinyl
Yarn

Cut 2 canoes out of vinyl. Punch holes matching both sides. Lace bottoms together leaving a hole in the middle for the tie.

Tepee

Materials:

Vinyl
Paint

Cut vinyl tepee shape. Leave top open large enough for the tie to fit in. Staple front together and paint pictures on the outside.

Arrow

Materials:

Vinyl
Wooden match (bum tip before using)

Cut vinyl into a 2" strip, 4" long. Punch two holes side by side " apart. Insert match. Cut one piece of vinyl for a point and one piece for a feather on the arrow. Glue onto match stick. Staple ends of vinyl strip together.

Tepee Piggy Bank

Materials:

Paint
Heavy cardboard
Glue
Bleach bottle 1 gallon or larger

Cut top half of bleach bottle off and discard bottom. Cut circle of cardboard to fit bottom and glue on. Paint as a tepee. Remove lid and glue three sticks in the hole. Cut a slot in the back for money. The handle on bottle is a handle for the bank. Decorate.

Indian Beads

Materials:

Modeling dough
Enamel paint
String

Make beads different shapes; some can be animal claws or teeth. Dip into enamel paint and hang to dry. Use beads for Indian jewelry and decoration for headbands.

Drums can be made from most anything: coffee cans, old pans without handles, bottom half of bleach bottles, metal bowls.

Materials:

Can
Leather or vinyl

Cut the material you choose to fit across top of can plus 1" extra for the edge. Punch holes around the edge of material and lace with Yarn or vinyl laces, or leather strips.

Bowl or Dipper

After drying a gourd, cut in half the long way. Paint outside with bright colors and use for dipper or bowl.

Scout Patches

Materials:

lacing string
Large piece of vinyl
4 dowels or straight sticks

Cut vinyl into shape of animal skin. Punch holes in the sides of the skin for lacing. Cut sticks to fit around the skin for a frame. Lace around skin and poles for a tight fit going under and around poles and skin.

Totem Poles

Thread spools make a small totem pole. Stack and glue, putting largest on the bottom and gluing to heavy cardboard or wood 4 x 6." Paint it all light brown. After paint is dry, add faces and Indian signs.

Turquoise and Silver Jewelry

Materials:

Dental floss
Dried lima beans
Foil
Laundry bluing (buy at supermarket)

Soak beans in bluing and water overnight. Rinse. This colors beans to look like turquoise and softens them enough so they can be strung with a needle large enough to be threaded with dental floss (dental floss will not break, and one package should be enough for a den).

If desired, alternate beans with silver beads made by this method: Cut a square of foil anywhere from 1" to 4". Roughly turn over the 4 corners toward the center, dull side toward the center; do not crease. If using a piece larger than 1", turn new corners the same way. Now gently crush the foil into a ball, squeezing and rolling between fingers. Beads are now ready to string.

You can also try feed corn from a feed store.

CUBMASTER INDUCTION

Equipment: Indian headdress for Old Chief Akela, artificial campfire, Indian blanket.

Setting: Committee Chairman and new Cubmaster stand beside the campfire. Former Cubmaster as Old Chief Akela is out of sight.

Chairman: We are expecting a visit from Old Chief Akela of the tribe of the Webelos.

(A knock is heard and Old Chief Akela enters.)

Old Akela: I am here to help you install a new chief. Are the elders of the tribe assembled?

Chairman: They are here, Akela.

Old Akela: Have they selected a new chief?

Chairman: They have, and he is here. (The new Cubmaster is brought before the old chief.)

Old Akela: You have been chosen to be the new chief of the tribe of the Webelos. Will you be loyal to the trust that has been placed in you by our committee, Cub Scouts, and parents?

New Cubmaster: I will be loyal.

(Old chief puts his blanket on the shoulders of the new Cubmaster and a war bonnet on his head.)

Old Akela: I declare you to be Chief Akela, of the tribe of the Webelos of Pack in the council of the Boy Scouts of America. Do the young braves know the Law of the Pack?

New Cubmaster: They do.

Old Akela: Then let them give the law.

All Cubs: (Repeat Law of the Pack.)

Little-known Indian Lore

A skit little Braves will enjoy performing.

You can present this program with any number of little Indian Braves. If you have separate ones perform each of the actions, you will need eleven. If you have less available, each one can take two or more parts. If you have extra actors, have them sit in the circle in costume and participate in the dancing. As the scene opens, the Braves are all sitting in a semi-circle, facing the audience. One, the Chief of Ceremonies, rises and comes to the center of the stage.

CHIEF OF CEREMONIES: How! I am Chief Bob Standing Hope, your Chief of Ceremonies. We are here tonight to give you a little background on Indian lore. To open the evening's program, I would like to present the first real American combo, "The Fore-locks."

(Four Braves come center stage with their tom-toms and play in rhythm. They should practice and work out a routine beforehand. After playing, they bow and return to their seats in the semi-circle.)

CHIEF: Thank you, Fore-locks. Now, here is the first real American music critic to comment on their performance.

(Another Brave rises, comes center stage, says "Ugh!" loud and clear, and resumes his seat.)

CHIEF: Next on the program, Tom Rumpled Fur, a real cool cat, will tell you something of Indian home life. (Another Brave comes center stage.) Good evening, Tom Rumpled Fur.

TOM: Good evening, Chief.

CHIEF: Tom, I understand you just got back from a hunting trip. Did you go for bear or for buffalo meat?

TOM: Oh, no, nothing like that.

CHIEF: Oh? Then, what did you hunt?

TOM: Well, I went to get something for my son. His name is also Tom. To avoid confusion, we call him "Tom-Tom."

CHIEF: What did you got for him?

TOM: Well, my wife wanted me to get him a bird.

CHIEF: And did you?

TOM: Well, sort of.

CHIEF: Sort or? What do you mean, "sort of"

TOM: Well, I sort of got him a bird. You see, I got Tom-a-HAWK. (Holds up tomahawk.) And boy, was my wife mad!

CHIEF: I can understand that. What did she do?

TOM: hat every Indian wife does - she really SQUAWked!

CHIEF: Well, I think that's enough of your personal life. I thought you might like to tell the folks here a few facts about Indian names. For example, how did the tepee get its name?

M: Oh, that's easy - the tepee was named by an old Spanish gentleman who was

visiting the tribe one day.

CHIEF: Oh, really? I didn't know that.

TOM: Yes. He was a guest one night when the wind was really blowing. The wigwam began to shake and tremble, and he became quite frightened. He said he didn't like our houses.

CHIEF: What has that got to do with the name "tepee?"

TOM: It's got everything to do with it. When we asked the Spanish gentleman why he didn't like our house, he said, "Eet ees a leetle teepee." And the name "tepee" stuck, and that's what our houses are called today.

CHIEF: That's fascinating. Thank you, Tom, for this interesting insight into little known facts about Indian life. (Tom returns to the circle.) Also with us this evening is Chief Benson Hedges. He stands tall among other men - he's a silly millimeter longer. Chief Benson will speak to us this evening on the origin of the peace pipe and why it is no longer used by the tribe. (Chief Benson comes center stage.) Chief Benson, what is the purpose of the peace pipe?

BENSON: The peace pipe was used as a sign of peace and friendship among members of our own and other tribes. (Displays pipe.) As you can see, it was highly decorated and became a part of a ceremony. Chiefs would sit in a circle and pass it from one to the other. Of course, that's where the problem started.

CHIEF: What do you mean?

BENSON: Well, we'd pass this pipe around. First, the Chief would get it, and say he had a cold. He'd pass the pipe to the next Brave, and then the Brave would have a cold. Then, the pipe would be passed on, and so would the germs. One year we had a very bad cold epidemic. That's when the medicine man did what he did.

CHIEF: What was that?

BENSON: He insisted that all peace pipes manufactured have this warning on them. Here, read this. (Hands the peace pipe to Chief Bob, pointing to printing along the stem of the pipe.)

CHIEF (reading): "Warning! The Medicine Man has determined that smoking peace pipes is dangerous to your health." (Hands pipe back to Benson.) Thank you, Benson. (Benson resumes his seat.) Speaking of witch doctors, we're fortunate to have with us tonight Chief Mumbo Jumbo, President of the M.M.M.A. - Medicine Man's Medical Association. (The Doctor rises.) Good evening,

Medicine Man. Tell us, what's new in the field of Medicine Men?

MEDICINE MAN: Oh, there are many new things. Most important of all, we have developed new ceremonies for preventive medicine.

CHIEF: How interesting. Medicine Men have gone in for preventive medicine, too. Could you show us one of your ceremonies?

MEDICINE MAN: I shall be happy to. (The Medicine Man performs a brief dance.)

CHIEF: That was great. It reminds me of a dance that was popular in my grandmother's day, called "The Big Apple."

MEDICINE MAN: You're absolutely right. We Medicine Men perform this dance for our tribes daily now.

CHIEF: No kidding. Why?

MEDICINE MAN: Because it's the greatest form of preventive medicine. You know the old saying, "Big Apple a day keeps the medicine man away!" (Dances back to his seat.)

CHIEF: Speaking of dances, we thought we would show you two dances that were done in honor of the buffalo and the horse - two animals that were very important to the Indian. First, Buffalo Bill.

(Buffalo Bill comes center stage with his buffalo head costume and performs a short dance, mimicking the movements of the buffalo.)

CHIEF: Very good, Bill. The buffalo was very important to the Indians, wasn't he?

BILL: Oh, yes. The buffalo provided the Indian with food, skins to make his home, and countless other things.

CHIEF: Other people also appreciated the buffalo. Why, even a song goes, "Oh, give me a home where the buffalo roam . . ."

BILL: Yes, I could never understand that song. Why would anyone want a home where the buffalo are roaming in and out? Now, I like buffalo, but that would be a little too much! (He shakes his head and resumes his place in the circle.)

CHIEF: And now, Sam Saddle-sore will do the Horse Tail Dance.

(Sam comes forward wearing his Horse Tail Costume and does a short dance, imitating the movements of a horse.)

CHIEF: Thank you, Sam. The horse, too, was certainly valuable to the Indian, wasn't he?

SAM: Oh, very much so. He provided the Indian with transportation. Why, the horse was every bit as important as the buffalo.

CHIEF: I know he was.

SAM: Well, I'm glad you admit that. You'd think other people would have. That's why the horses were so upset.

CHIEF: Upset? Why? I think everyone knows the horse was very important, and I think the horse is just as well recognized as the buffalo.

SAM: Oh, yeah? Then why didn't they make a horse nickel? (Sam goes back to his seat, dejectedly.)

CHIEF: Well, folks, I guess that just about winds up our ... (A Brave rises from the circle, rushes up and interrupts.)

BRAVE: Chief Hope, you forgot the most important dance of all!

CHIEF: What dance is that'?

BRAVE: Why, the Rain Dance!

CHIEF: Oh, I'm sorry. I didn't think you did that any more.

BRAVE: Oh, sure we do. And it still works. Okay, fellas, let's show him.

(The Braves all rise and begin a simple Indian dance in a circle, imitating rain falling with their hands. The "Fore-locks "play their tom-toms for the beat.)

CHIEF (holding hands out and looking tip; dancing stops): It's not working. I don't feel any rain.

BRAVE: Just wait. We'll try again. It always works.

(The dancers dance a few minutes and stop again.)

CHIEF: I'm sorry, but it doesn't seem to be working. We can't keep everyone here all night.

BRAVE (looking off stage): Ah, ha! Wait here. I see a far-off smoke signal. I think it has worked! (Goes off stage and comes back on, carrying a slip of paper.) It worked! It worked! We just received this sports bulletin by smoke signal. (Reads the bulletin from the paper, very loud and clear.) "THE BRAVES AND INDIANS BASEBALL GAME HAS BEEN RAINED OUT!"

(Curtain)

FALLING ROCK INDIAN SKIT

Once upon a time, many moons ago, there lived in the land of sky blue water, the noble Indian Chief Cumquat and his hand of loyal Indian brothers.

(Chief and Indians walk to the center of room.) Now, Chief Cumquat had a lovely daughter, Princess Whatshername, and three of the Indian braves asked Chief Cumquat fat her hand in marriage. The first brave was named Little Rock, because he came from Arkansas.

(Little Rock walks up to the Chief.)

The second was named Big Rock, because he had pitched his tepee next to a very large rock.

(Big Rock walks up to the Chief.)

And the third brave was named Falling Rock, because he stumbled a lot.

(Falling Rock walks up to the Chief and trips on something.)

And Chief Cumquat addressed them, saying, "oh, mighty hunters, you cannot all marry Princess Whatshername. So we shall have a great hunt, and whoever brings back the most meat for the tribe will win the hand of the princess."

(Three Indians leave the stage)

Two weeks went by and Big Rock returned from the hunt, bringing two deer, three antelope, a rhinoceros, and a hippopotamus. Big Rock was very tired.

(Big Rock returns as this is said, dragging feet in weariness.)

But the Chief said they must wait for the others. Two more weeks. went by and Little Rock returned, bringing several bats, an anteater, a truck tire and a tree stump. Little Rock was very near-sighted..

(Little Rock returns, peering around squinting)

But the Chief said they must wait for Falling Rock to return, even though Big Rock seemed to be the winner.

(All Indians sit down cross-legged)

Two more weeks went by. And a month passed. Then two months. Finally a year had passed and there was still no sign of Falling Rock.

(All Indians go to sleep on floor)

Falling Rock never came back from the hunt and Princess Whatshername became an old maid. And that's why today, along the roadside, you still see signs that say ... (everyone jumps up from the floor, holding sign and saying) "Watch for falling rock.,'

INDIAN TIE SLIDE

This slide Idea has many variations and can be used for any occasion a merely by writing the 'event or honor, name and den number or pack number on the slide.

Supplies needed:

1 leather thong or pipe cleaner 1 bead

2 colored feathers

2-2" vinyl circles or I leather

concha

glue (quick-drying kind is best)

permanent marker

Writing should be done on circles before' starting (leave center blank). If using vinyl, a glass makes an easy pattern to draw around. If using vinyl circles, glue 2 circles together with 2 feathers between. If using concha, just glue 2 feathers to back.. Cut hole in center of circle. String bead on thong or pipe cleaner, then center bead. Take the two ends of thong and put through hole (coming from front to the back). Secure at back by tying or twisting.

THE BIONIC BRAVE

Characters: Baby and three or more Indian elders

Costumes: Elders costumes are simply headbands and feathers. Baby's costume Is a pillowcase used as a diaper and a headband,

Props: A rattle, an arrow (real or cardboard), a t-shirt, a baby bottle, and a pair of boy's briefs.

Sound effects (off stage) are falling pots and pans

The narrator's verses are on the left; action descriptions are on the right. Coordinate actions with narrators reading.

Not very many moons ago

A stone's throw from this spot,

A husky Indian brave was born.

And what a darling tot!

He seemed to grow and gain in strength

Much faster than the rest.

And anyone who met that brave

Couldn't help but be impressed.

Now by the time the earth had made

lust four spins in the sky,

He'd learned to walk and run and jump Yup!

He was quite a boy.

He picked an Indian rattle up,

And with no hesitation,

He hurled that little rattle toy

Across the reservations

The elders of the tribe declared,

"That kid has some strong arm!"

But next he threw the village chief!

That caused quite an alarm!

At last one of the elders said,

"This situation' s grave.

This little babe is super strong--

A real bionic brave!"

And that became the baby's name.

Bionic brave it was.

The stories of his strength were told.

The whole tribe was abuzz.

On rainy days while other kids

Watched TV and drank pop,

Bionic practiced scrambling

Between those raining drops.

And he didn't shoot with arrows

As it's done in Indian land:

He'd shoot an arrow, run past it,

Then catch it with his hand!

SAND PAINTING *(See Appendix)*

Sand painting - using layers of sand to form objects - was an art of the American Indian which required much skill and a steady hand. Today, a variation of this art makes it simple enough for anyone to do!

You'll need sand, food coloring, margarine tubs or similar plastic containers, kitchen foil, a cookie sheet, a widemouthed jar (with a screw-on top), a spoon, a pointed object such as a knitting needle, and felt or colored paper.

To color the sand, dye it with food coloring. Mix two tablespoons of food coloring with a half cup of water in a margarine tub. Stir sand into the mixture until the liquid is absorbed. Use a separate container for each color.

Make shallow pans from kitchen foil to hold the sand for drying. Put each color into one of these "Pans" and place the Pans on a cookie sheet. Put the sand in the oven for about two hours at 300 degrees. After the sand is dry, store each color separately in a plastic container.

When making the small painting, use salt for any white layers you want. Spoon the first layer of sand into the wide-mouthed jar. Carefully add a second layer of another color on top of the first layer. Vary the depth of the sand along the side of the glass to depict mountains, valleys, desert, clouds, etc.

As you work on each layer, rotate the jar while it is resting on the table; do not pick it up and set it down repeatedly (or tip it), since this causes the sand to mix and the colors to combine.

To make a bird:

Fig. 1. Make an indentation in the sand or salt with the tip of the spoon -against the side of the glass.

Fig. 2. Sprinkle a different color sand in the indentation and on either side.

Fig. 3. With the point of the knitting needle or similar object, poke the sand

gently in the center of the indentation so that it, settles into a point; this is the body of the bird.

Fig. 4. Carefully Spoon a Layer of sand on top of the bird, the same color as the layer below the bird,

When your sand painting is finished, screw on tile top of the jar. Cut a circle from felt or colored paper the size of the top, and glue the circle in place to cover any printing.

AKELA DISPLAY

Akela, the symbol of a good leader, reminds us of our American heritage and encourages Cub Scouts to be good citizens, strong for America.

Our Akela holds a scroll-type display chart on which arrows, giving historical facts either about America or Scouting, can be hung.

To make the body, stack several cartons on top of each other, letting the top carton serve as shoulders. Glue Cartons together with open sides towards the back. Working through open side will make it easier to attach arrow at top of shoulders. Use a long cardboard roll for the arrow. If roll is not long enough, tape two cardboard rolls together. Paint the arrow or cover with paper. Cut out a paper arrowhead and feathers and glue them to the ends of the arrow. The arrow rests in two hooks inserted in slits cut in the "shoulders" as shown. Bend the hooks on two coat hangers at right angles. Insert the hangers through the open back of top carton and push hooks out through the slits. If needed, bend hangers so they fit inside the carton. Also tape hangers inside of box to hold securely in place. For the head, use a large round ice cream carton, a potato chip can or a tube of corrugated cardboard. Glue the head to the body; add a feather headdress cut from paper. Drape and pin a large Indian blanket around the shoulders. Cut arms and hands from construction paper and pin to blanket at shoulders. Bring the hands up and glue in place, so Akela appears to be holding arrow. From an old sheet, cut a display chart; fringe at bottom and attach top to large arrow with thumbtacks. Cut several arrows from construction paper. Have each boy print an event in American or Scouting history on his arrow. Then each Cub Scout, in turn, can pin his Arrow to Akela's chart, after reading his printed fact aloud to the audience.

Neckerchief Slides

Make the basic slide by cutting two pieces of felt in the shape indicated. Glue the pieces together, making the material quite stiff. Then,

sew one side of a plastic curtain ring to the back.

Shiny Penny Eagle

The eagle himself makes the entire slide. Cut two eagles from 2" squares of felt. Glue together and sew the ring to the back. Paint on an eye and glue a penny to the center front.

Indian Brave

Use half of a walnut shell for the head. To make each braid, use pieces of yarn 3" to 4" long; glue a braid to each side of the head. Glue matching yarn across the top of the head, Use contrasting yarn to tie the braids and for a headband. Add features for the face with felt markers.

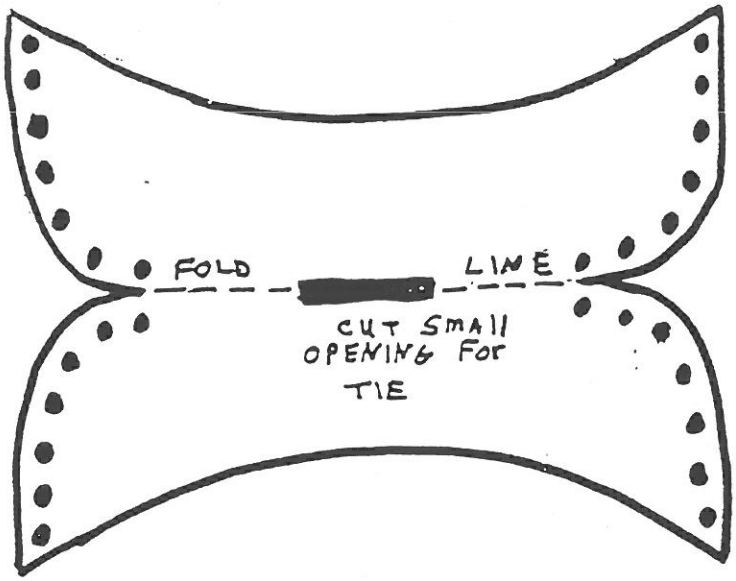
To make the basic slide, make a paper pattern, drawing around the edge of the head and adding a feather at the top. Using the pattern, cut two felt pieces; glue together and sew on ring. Glue the walnut head to the basic felt slide. ***(See Appendix)***

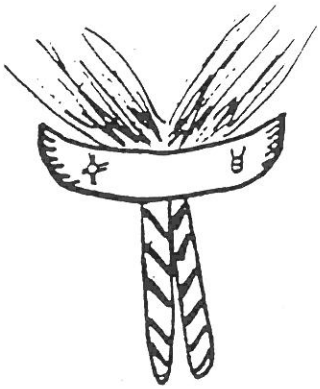
American Flag

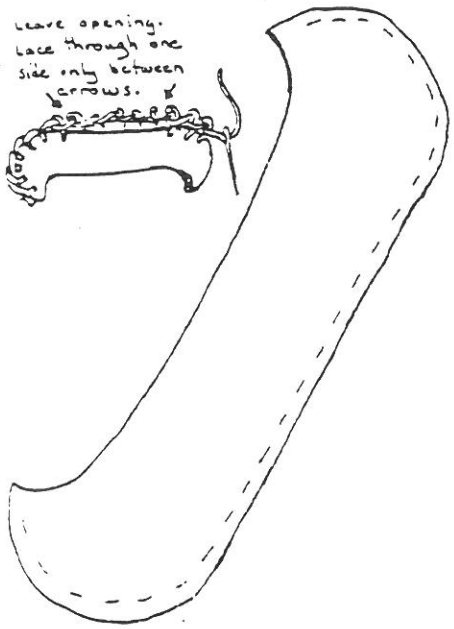
Cut a tongue blade about 2 " long, rounding it so both ends match. Use kitchen shears for cutting. Smooth with sandpaper and then paint. Glue a flag sticker to the center. Apply several coats of clear nail polish to the entire blade. Cut felt ovals and glue together to make the basic slide. Then, glue the basic slide to the back of the blade.

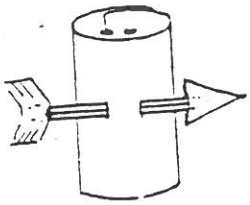
Pompon Lion Head

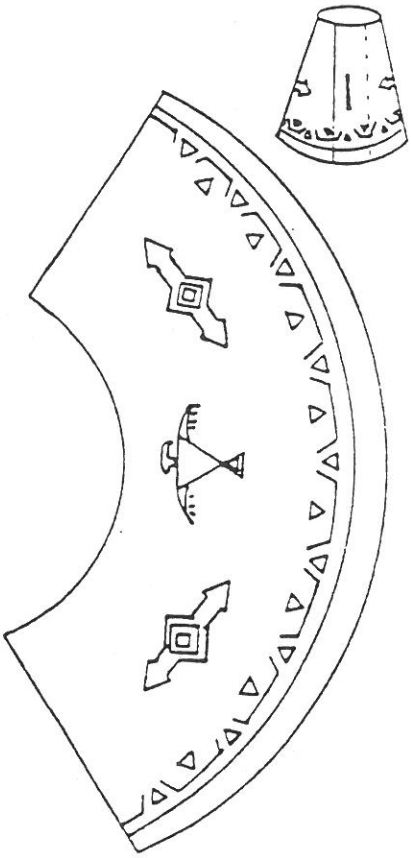
To make the face, use a strip of cardboard, 3/4" x 6". Lay a piece of yarn across the cardboard, lengthwise. Wrap rug yarn around the cardboard 30 times (if lighter weight yarn, wrap more times). Tie the ends of the short piece of yarn together tightly and remove the cardboard. Do not cut the loops; just press the pompon, into a flat circle. For the mane, make another pompon, using a cardboard 1 1/4" x 6", and wrapping with 'the mane, slightly above center. Make the basic slide with 1" circles of felt and glue to the back. Add felt features.

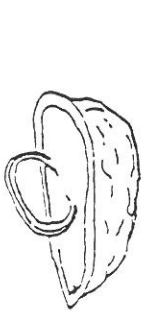


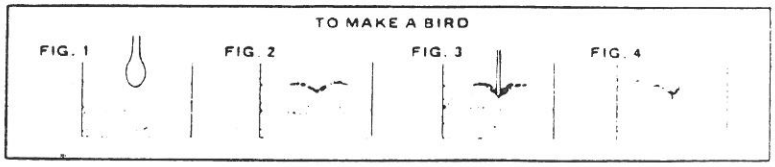






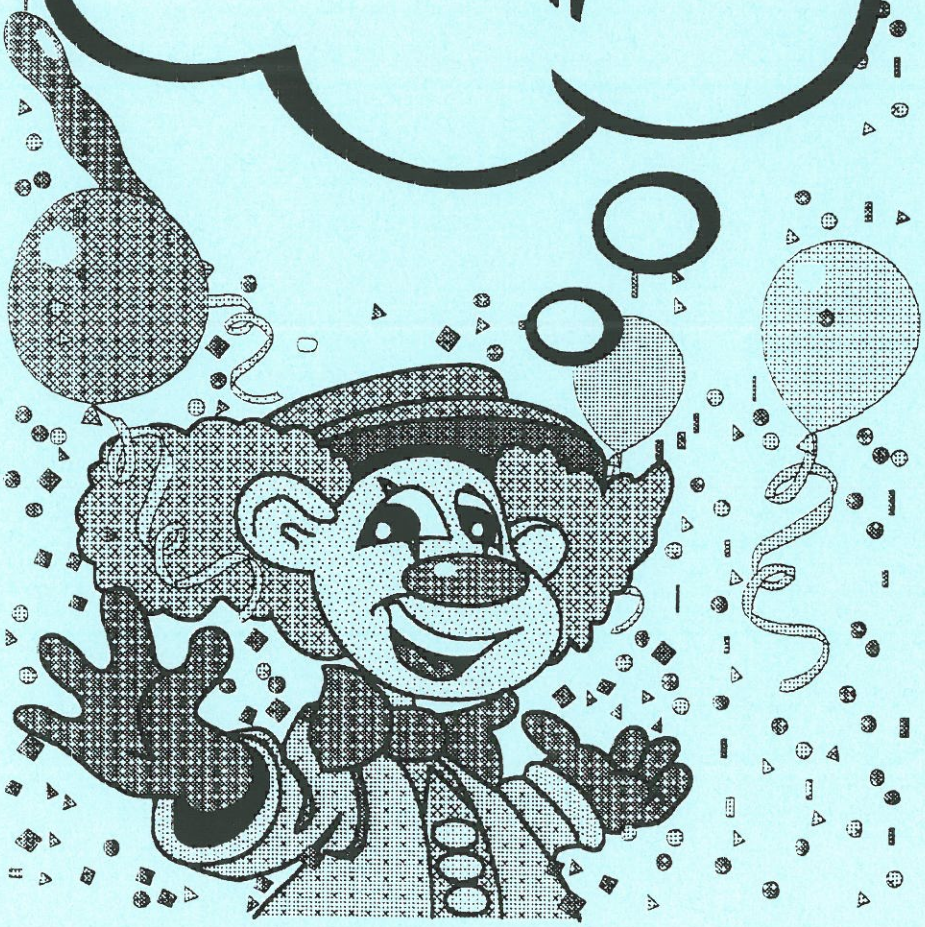






JUNE-JULY 1975

THE SEE AND DO IT SHOW



May 1996

See-and-Do-It Shows

May 1996

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
28	29	30	1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	31	1
2	3	4	5	6	7	8

THE HOOT'N HOLLER TRIBUNE

A skit to help you do a takeoff on your local newspaper.

Mrs. William Drummond, Sawyerville, Illinois

Here is a simple, humorous skit which you can adapt to pertain to your home town newspaper. It is easy to produce, requiring very little in the way of costumes and props. The action is mostly pantomime and the dialogue is quick and easy to remember.

There are eight characters in the skit. You could add more characters very easily, if you wish, by increasing the number of reporters. Instead of one reporter, you could have a sports reporter, a society reporter, etc. You could also have other editors, such as a city editor, night editor or a circulation manager and a publisher. No doubt you will have ideas of your own which you will want to include to make the skit more applicable to the people on the staff of your local newspaper.

CHARACTERS

EDITOR: Dressed in shirt sleeves and wearing an eyeshade.

REPORTER: Wears fedora hat pushed back on his head. Has sign "Reporter" on hat band.
COPY BOY: Dressed as a "beatnik."

LINOTYPIST: Dressed in work clothes. Carries a clothesline.

WALTER WILLTELL: Wears fedora hat, loud tie and suit.

PROOFREADER: Wears a "Sherlock Holmes" hat and carries a magnifying glass.

OFFICE BOY: Wears sweater and slacks and has long white beard.

CUB REPORTER: Wears Dr. Dentons and a fedora hat. Carries a teddy bear.

PROPS

TWO DESKS: One with sign "Editor" on it and a shallow box at each side, one labeled "Incoming" and the other labeled "Outgoing." Other desk is for reporter. Provide two or three toy telephones for Editor's desk, plus a wastebasket. Place a typewriter on Reporter's desk.

ALARM CLOCKS: These are out of sight and are set to go off at regular intervals during the skit.

"THE END" SIGN: This is hidden behind Editor's desk.

ICE CREAM SCOOP: This is carried by Copy Boy.

FLASH BULB CAMERA: This is used by Walter Willtell.

ACTION AND SETTING

The action takes place in the office of the "Hoot 'n Holler Daily Trombone." As the scene opens, the Editor is seated at his desk. The Reporter is pounding away at his typewriter. Each time an alarm clocks goes off, the Editor picks up a phone and bellows "hello!" and bangs the receiver down, saying, "Wrong Number!" There should be an air of hectic confusion throughout skit.

EDITOR (shouting): Copy Boy! (Copy Boy paper in hand, comes dancing; in like a real "hep" cat.)

REPORTER (typing looks up): Dig that Cat!

COPY BOY: Yeah, Man--like, I'm a Copy-Cat! (Editor snatches papers angrily; Copy Boy dances out.)

REPORTER (loudly): What's the deadline? (Boy enters with paper in hand; gives it to reporter.) This is no deadline. This is the obituary column! (Editor shakes his head in disgust.)

COPY BOY: Well, they're all dead, aren't they? (Reporter gets up menacingly, as if to choke copy boy. Boy scurries out.)

EDITOR: I wish we'd get a good "scoop" just once!

COPY BOY (running in with ice cream scoop): Here's one! (Editor snatches scoop and throws it at boy as he beats a hasty retreat, laughing.)

Office Boy enters and takes papers from the "Outgoing" Box and starts to put them into the wastebasket.

EDITOR (angrily): Who are you?

OFFICE BOY: I'm the new office boy, Sir.

EDITOR: Well, get out of here and let my papers alone! (Grabs papers and puts them back in "Outgoing" Box as Office Boy exits.)

REPORTER: Where's the linotypist?

LINOTYPIST (enters carrying a piece of clothesline): Can't find a linotypist, but here's a piece of clothesline.

REPORTER: I don't want that. Get out of here! (Linotypist exits as Proofreader enters. He hovers around Editor's desk examining everything closely with the magnifying glass.)

EDITOR: What on earth are you doing here?

PROOFREADER: Who, me? I'm the Proofreader, and I'm looking for proof. (Editor holds his head in anguish as Proofreader ambles off examining everything as he goes.)

EDITOR: If this keeps up, we'll have to stop the presses. News! News! News! That's what we need. Instead, what have we got. A proofreader with a Sherlock Holmes complex. (Editor pounds his fist on the desk as he talks. He picks up phone.) Hello! City Desk? Send me some news! (After he has completed his call he paces up and down behind his desk. Cub Reporter comes skipping in, carrying his teddy bear.)

EDITOR: Now, just tell me please, what have we here?

CUB REPORTER: I'm your eager Cub Reporter. You asked for news, and here I am. 1 am reporting on the cubs at the zoo. There are exactly four. Well, almost that is. Now there are only three. I brought one along.

EDITOR: Out! Out! Out! (Holds head and groans.) Oh for some news.

REPORTER: Here comes Walter Willtell. Now we'll get some gossip!

WALTER WILLTELL (enters and speaks very rapidly): Good evening, Ladies and Gentlemen and all the ships at sea! I'll be back in a flash with a flash! (He runs out, reenters with camera and takes a flash picture of the audience. Editor props "The End" sign in front of his desk.)

THE DISAPPEARING BANDANA

Props: 4 or more bandanas and one ripe banana.

Characters: 5 deadpan assistants and an announcer.

Settings: Tell the audience you are going to perform a magic trick for their enjoyment. Before their eyes the assistants will demonstrate the disappearing bandana trick. The assistants have been carefully selected for their ability to follow instructions exactly.

Note: Four assistants take their places behind announcer. Bandanas are concealed in the hip pocket. The banana is carefully kept behind one person's back.

Announcer: (Straight faced at all times) "Remove the bandanas from your pockets and show them to the audience." Note: Hold the bandana in front of you, showing both sides. The one with the banana shows a banana with confidence.

Announcer: "Fold the bandana in half." Note: Everyone folds the bandana one time. The one with the banana begins to look concerned, rolls the eyes left and right and then looks skyward. With an "oh, well" attitude breaks the fruit in half.

Announcer: "Fold the bandana in half again." Note: Everyone folds the bandana again to a smaller square. The one with the banana expresses more concern, looks left and right, uses facial expressions to demonstrate an uncomfortable feeling. (Remember to keep a straight face.) He breaks the banana again.

Announcer: "Hold the bandana in your left hand and fold in the four corners." Note: Everyone complies. The one with the banana sort of scoops up the fruit and piles it in the center of the palm of the left hand. Facial expressions should be appropriate to show concern that something he is doing is different from everyone else.

Announcer: "Make a fist'" Note: By now, everyone in the audience is watching the banana. The hands with the folded bandana are discretely exchanged the left for the right. The bandana is placed in the hip pocket. The banana by now is oozing from between the fingers and the audience is usually in tears.

Announcer: "Open your hand and show that the bandana has disappeared." Note: Of course, it has, and applause is appropriate.

What am I?

The answers to all of these riddles are wheel and axle machines. Can you find two that roll and two that turn?

1. My axles are two, but my wheels are three. Even little kids ride on me. What am I?

2. I'm part of a car, but I never roll. You turn me the way the car should go. What am I?

3. My wheels are four and I'm in a store. If you push me around, you can carry more. What am I?

4. Turn me! Turn me! Make me spin! I'll help you bring that big fish in. What am I?

1. tricycle 2. steering wheel 3. shopping cart 4. fishing reel

In the early days of the balloon and the airplane, parachute jumps were a spectacular attraction at barnstorming air shows. Children would re-create these descents by making their own toy parachutes. A handkerchief or any other square of cloth can be used. Four cords are tied to the corners and terminated in a knot around the parachute jumper, which is a small stone or a piece of wood of suitable weight. The parachute is packed by wrapping the cords, starting with the weighted end and continuing until all the fabric is wrapped.

The entire package is hurled as high as possible into the air. As it starts to descend, the weight causes the parachute to unwrap and inflate in umbrella fashion. Then it will slowly float back to the ground.

MATERIALS:

1 (A) CHUTE, bleached muslin cloth 18" x 18"

2 (B) LINES, cotton strings 36" long

1 (C) AVIATOR, wooden clothespin, round type

1 (D) COPPER WIRE, #14 ga. x 10" long

1 (E) SCREW EYE, plated steel, 5/8" outside diam., for wood

1 (F) WASHER, flat plated steel 1/4"

1 (G) NUT, plated steel machine nut, 5/16"

1 (H) spool THREAD, colored

1 (I) PEN, small felt tip, black

Cut the muslin cloth to the 18"square size: sew a very small hem around it using colored thread. Cut a small hole in each of the four corners, and reinforce the holes with thread.

The parachutist is made from a round wooden clothespin. He is decorated with a pen drawing in a face, flying goggles, coat buttons, and so on. Copper wire is wrapped around his body to simulate a parachute harness, but it is also used to add weight. More weight is added with a nut, washer, and screw eye fastened into a drilled hole.

To avoid excessive knots, each of the strings makes two of the four parachute lines, being doubled through the screw eye. Tie each line to one of the four corners, making sure the lengths of the four lines are equal. Tie an overhand knot in the bundle of four lines, about 3" above the man.

Pack chute as follows:

Start with the man (parachutist). Grasp the lines as a bundle and wrap them around the man. In effect, he is rolled up inside the lines. Continue wrapping until all the lines and the cloth are wrapped around the man.

Launch chute as follows:

just throw the bundle as high into the air as you can. At the height of the throw, the weighted man should unroll and drop out, open the chute and float gently to the ground.

After testing, it may be found necessary to add more weight to the man or to tie the overhand knot at a different point for best action.

For a simplified version of the parachute, the strings may be tied around the corners of the cloth (not through them), and a stone or suitable weight may be used for the man.

Make a Catapult to Launch a Parachute

You will need:

A nail

A hammer

A small screw

A screw driver

String or heavy thread

A small nut or lightweight washer

A small mustard or pickle jar lid

A lightweight cloth or cleansing tissue about 10 or 12 inches square

A stick of light wood (orange crating is fine) about 18 inches long and 2 inches wide

Airplanes are launched from the deck of a ship with a piece of machinery called a catapult. Here is a simple catapult for launching a parachute.

To make the catapult:

1. Using a hammer and a nail, punch a hole in the center of a small jar lid. Fasten the lid to the stick of wood with a small screw.

2. If the screw protrudes through the back side of the stick of wood, slip two or three nuts between the lid and the wood to take up the extra length. That's safety first!

To make the parachute:

3. Tie a piece of 12inch string tightly to each corner of a cleansing tissue or lightweight cloth. Then hold the corners of the parachute even, slip the strings through a nut or washer, and tie with a square knot.

4. Test the parachute by tossing it into the air. If it sails to the ground too fast, the nut is too heavy.

To launch the parachute:

5. Mark a pencil line across the catapult 6 inches in from the end opposite the jar lid. This is the lever point.

6. Fold the parachute and wrap the stings loosely around it. Then place the parachute in the jar lid.

7. Use left hand to hold catapult on porch railing. Strike end of board with right fist.

8. The parachute will open as it is projected into the air.

Earn a Wolf Arrow Point credit in Machinery, Elective 8, by making a toy catapult to launch a parachute.

Genius Collages

Put your imagination to work, and you can come up with clever and original ideas for collages. To make each collage, choose related items --such as photographic supplies, sports equipment or kitchen utensils. Specific ideas are presented below.

Besides making the pictures suggested, you can use the collage idea to make unusual coverings for wastebaskets and scrapbooks.

For a background for a picture collage, use a piece of wood or heavy cardboard the size you want. Paint the background and then attach items with tacks, nails, glue or tape. If you are using a wood background, you could glue or nail small shelves to the background to hold heavier items; paint the shelves.

For a photographic collage use such things as film packs, cardboard slide holders, film reels and spools, flash bulbs and cubes, and cardboard film boxes. You could even attach some actual photographs to the background.

For a sports collage gather old ping-pong paddles and balls, tennis balls and their containers, fishing lures, golf tees and balls, score sheets from bowling, and even the strings from tennis rackets. Pictures of sports' stars would also add to your collage.

A kitchen collage can include pot scrubbers, potholders, measuring spoons, plastic forks, and spoons, paper cups and plates, corn holders, old pot lids, or just about anything.

Egg in the bottle

Get a glass bottle or jar (any size) that an egg will fit on top without falling down. Boil the egg (or eggs). Be sure you peel the egg before putting it on top of the jar. Before putting the egg on top of the jar, light a piece of paper and put it into the jar. If for some reason the paper should go out just light another one and be sure to twist the paper before putting it in the jar. Place the hard boiled egg on top of the jar and wait for a few seconds, watch the egg drop down in the jar. Boil as many eggs for as many times you want to do the magic trick. Be sure you put the small end of the egg on the mouth of the jar .

Catch a Coin

Place a half dollar (or any coin) on your elbow and try to catch it with one swing of your arm. It will prove to be very difficult unless you bend your knees a little bit just as you swing your arms.

Mixed up egg

See if you can stand a raw egg on end.

Here's how:

First try one end. It doesn't work! So try the other end. It doesn't work! The trick is to shake the egg real hard until the white and the yolk are mixed. Then carefully balance the egg on the large end. Your chances of balancing the egg is good when the yolk is broken up and settles to the bottom.

GAMES

Alphabet Game

Equipment Needed:

Bag of alphabet macaroni

Toothpicks

Construction paper

Give each boy a piece of colored construction paper, a toothpick and a scoop of alphabet macaroni. The object of the game is to make as many words as possible out of the letters you have in a given amount of time. The boy with the most words when time is called is the winner.

Genius Balloon Race

Equipment Needed:

Several inflated balloons

Divide group into even teams. Establish a goal. Line teams up opposite the goal. Tell them simply that they must go down to the goal and back carrying a balloon and give it to the next person in line, who does the same thing. The first team to finish is the winner.

What makes this a genius race? No one is allowed to touch the balloons with their hands except for passing to the next person in line. It takes a genius to figure out how to transport the balloons.

What's missing?

Equipment Needed:

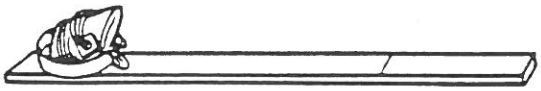
A collection of odds and ends from around the house on a tray or box lid. Put cover over the display.

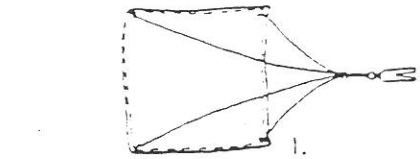
Have all the boys stand where they can see the tray. Uncover it for about one minute and let the boys observe the objects. Recover the tray and ask the boys to turn their backs while you remove one item from the tray. (Be sure to put it out of sight.) Then have the boys look at the tray again. The first one to

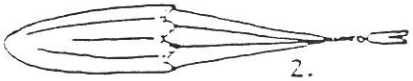
be able to tell you what item is missing is the winner. You could repeat this several times and keep track of each boy's points to determine an overall winner.

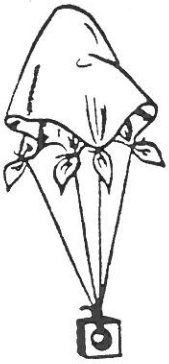
Bottle Target

The boys take turns seeing how many toothpicks they can land in an empty milk bottle. Place the bottle on the floor an arm's length away. Players drop the toothpicks one at a time. They can lean towards the bottle, but they can't move their feet. The boy with the most toothpicks in the bottle wins.



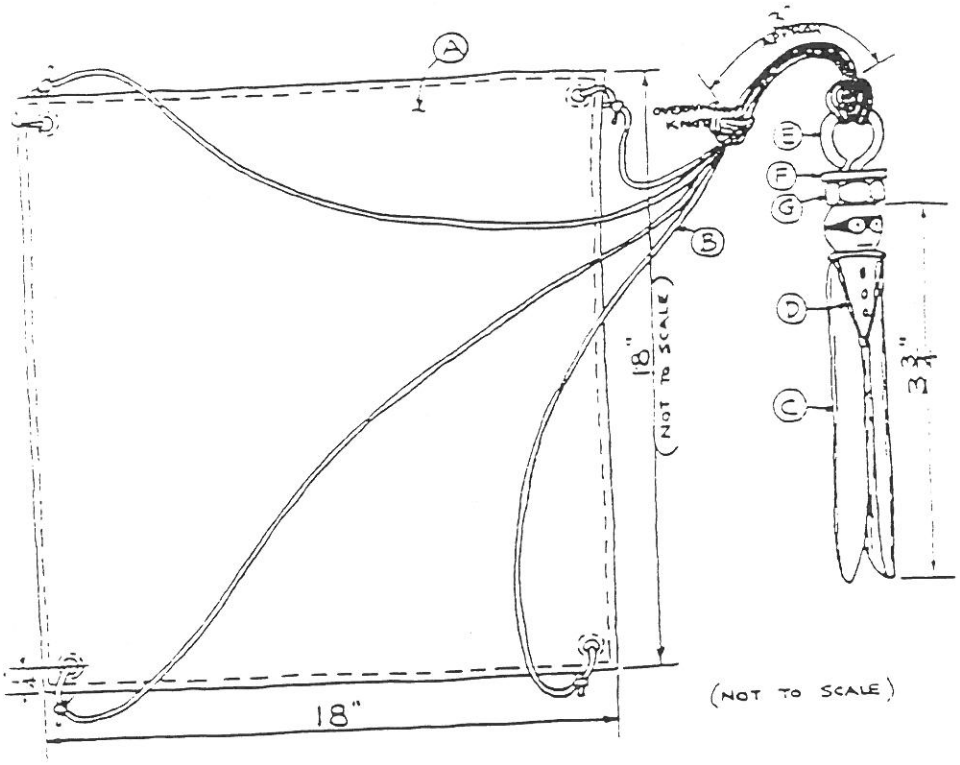


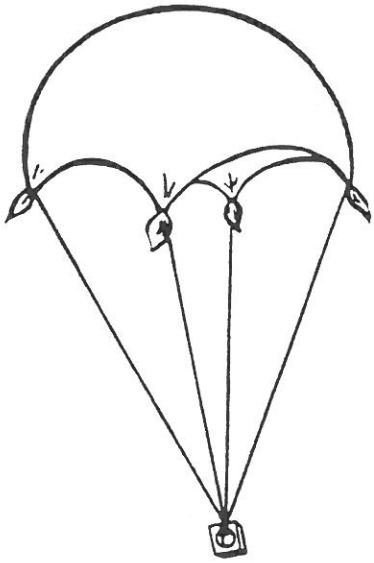


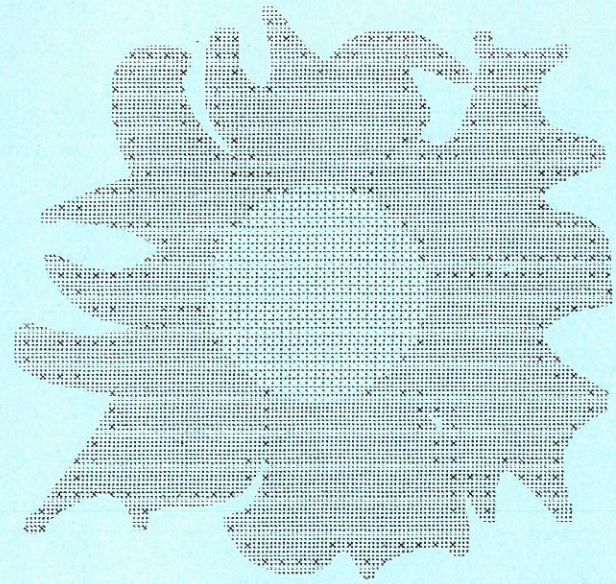


PACKING THE CHUTE

Parachute







BACKYARD FUN !!!

June 1996

Backyard Fun

June 1996

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
26	27	28	29	30	31	1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30	1	2	3	4	5	6

FAMILY PICNIC

See how many things you can name that you would take or find at a picnic. List your articles that start with the following letters:

F

A

M

I

L

Y

P

I

C

N

I

C

S

BACKYARD FUN

Opening Ceremony

There are five (5) basic requirements for a successful get-together.

1. SOMETHING TO DO

It's impossible for a young Scout to do nothing. Action helps overcome feelings of being useless...then somehow everything else is easier.

2. SOMETHING TO WATCH

One way to forget one's self is to become engrossed in somebody or something else. Encourage one another and be proud of other's accomplishments.

3. SOMETHING TO TALK ABOUT

Share stories about the funniest thing, most exciting incident, scariest thing, etc. that happened within the last month week year. It is fun for Scouts to hear adults telling stories and the adults can learn more about their Scouts by hearing their stories.

4. SOMETHING TO LAUGH AT

Sharing funny experiences and laughing together, not at is a big step toward establishing friendly relationships.

5. SOMETHING TO HELP WITH

Get everyone involved, Scouts, Parents, and Leaders in planning and running the get-together. When everyone helps with the get-together it becomes more fun and exciting and will be an experience to remember and want again.

Successful get-togethers provide the necessary cultivation for the roots of a Scout Troop to grow deep and the branches of friendship and dedication to flourish.

Get a branch ... make sure that there are at least 5 arms extending from the branch...take tin can and fill with dirt or sand....insert branch into can.

Make 5 leaves from either green felt or green construction paper... tape or paste hair clip to back of leaf.

Have 5 scouts help give the opening ceremony and as they are reading their requirement have them clip a leaf to one of the arms on the branch (tree).

Closing Ceremony

Even though it is time to bring this get-together to an end...let me tell you three (3) pleasant things:

WE ARE HERE

WE ARE HERE TOGETHER

WE THINK WELL OF ONE ANOTHER

If a Scout would take the time to remember these three (3) pleasant things whenever he' s with his Pack, every get-together would be a success!

Successful get-togethers make more successful, longer lasting Troops.

Like our tree...we will Grow!

DEN PICNIC

by Joalene Whitmer

Divide group into 5 groups and assign each group to one of the following words. Read the story. As you come to each word pause to allow the assigned group to make the appropriate response.

Paul - "I love summer"

Cub Scouts - "We'll do our best"

Den leader - "Signs up"

Cat - "Meo-o-ow"

Picnic - "Yum, yum, let's eat"

Paul___ was really excited. This was the day that the Cub Scouts___ were coming to Paul's___ house for the den picnic___. True, Paul's___ mother was the Den Leader___ and the Cub Scouts___ came to his house every week for their den meetings, but today was extra special. Paul___ had never had a picnic___ in his backyard before and to have the Cub Scouts___ there, too, made it even more special.

Paul___went into his backyard to be sure everything was ready for the picnic___. There he saw his cat___ sleeping under the swing set. "Come on, cat___", said Paul___, "you can help me get ready for the Cub Scouts___. Cat___ rolled over and purred. She liked helping Paul___ and she liked the Cub Scouts___. They always played with her until the Den Leader___ put cat___ outside so the meeting could begin.

Paul___and cat___ walked around the yard. All the leaves had been swept out of the yard; all the outside toys had been put away; there was plenty of room to play the games and the picnic___ table was ready for the food. Cat___ jumped out of Paul's___ arms and started walking on the picnic___ table. "No, cat___," said Paul___, the Cub Scouts___ don't want to eat where you have been walking. And you know what the Den Leader___ will do". Cat___ jumped down and went back to the swing set to sleep some more. She wanted to be wide awake and ready when the Cub Scouts___ arrived. Paul___ went back inside to help with the food.

Soon it was time for the Cub Scouts___ to arrive. Paul___ and the Den Leader___ had the

food ready for the picnic___. Just then Paul___ heard cat___ meowing loudly at the door. "What's the matter, cat___?" he asked as he opened the door. But he didn't even have to wait for Cat's___ answer. He could see the darkened skies outside and feel the strong winds that had sprung up suddenly. Soon great big drops of rain were splashing all over the picnic___ table. The doorbell was ringing as the Cub Scouts___ arrived for the den picnic___. Paul___ was horrified. How could the Cub Scouts___ have a picnic___ out in that rainstorm?

But the Den Leader___ knew what to do. She had been to Basic Training and learned that you must always have a "plan B". Soon the picnic___ was spread on the kitchen table and Paul___, the Cub Scouts___ and the Den Leader___ were eating happily. Even cat___ was happy as she rubbed the Cub Scouts'___ legs under the table.

Backyard Treasures

Here is a nature skit, planned for eight characters. However, the number of characters can be adjusted easily to fit your needs. No costuming is required, and the simplest of props or none at all are needed.

CHARACTERS: JOHN, BILL, BOB, MR. BROWN, FRANK, TERRY, JIM, MIKE.

TIME: A sunny Saturday morning.

SCENE: Alley and backyards of the boys

SCENE 1

(Two boys come sauntering down alley, aimlessly kicking at imaginary sticks and stones. They wear everyday clothing)

JOHN: Gee, I wish we could have fun like lots of kids. Here it's Saturday morning and all we got to look at are the same old backyards.

BILL: Yeah, nothing interesting to do until this afternoon when we can go to the movies. Look, there's Bob by his back steps. Hi, Bob, what's new?

BOB: New, around this old yard? Nothing, of course!

MR. BROWN (coming out of door on way to car): Oh, come now, Son, that's a poor attitude. (Others join them.) Hi, John and Bill, I hope you don't think there's nothing new, too!

BILL: Well, Mr. Brown, we do get kind a tired of the same old backyards, week after week. We're just hanging around until time to go to the movies.

MR. BROWN: Look, boys, I've an idea. I don't agree that there's nothing new in this backyard. Now I'm going to be away until noon and I challenge you boys to see what you can find of interest in your backyards before I get back.

BOB: Aw, Dad, that's silly! You can see there's nothing in this backyard.

MR. BROWN: All right, boys, here's my proposition. I'll give each of you money for a big doubledip sundae if you can each find one interesting thing for me by the time I get back.

JOHN: Oh boy! A doubledip sundae! O.K. boys, let's go. I don't know what I'm looking for, but I'm certainly going to find it!

MR. BROWN (laughing): That's the spirit! I'll see you about noon. (Exits)

BILL: Well, kids, where do we start? Let's each look in his own yard and see what we can discover. At least it will help to pass the time, even if we don't win the sundae.

BOB: Here come Terry and Frank. Hi, fellows, want to go on a treasure hunt?

FRANK: Treasure hunt--what do you mean?

TERRY: Heck, I don't care what you mean, I'll join in. I haven't anything better to do this morning.

JOHN: Say, let's call Jim and Mike, too. This may turn out to be fun and then we all can have sundaes after the movie this afternoon.

BOB: Yeah, fellows, my dad is going to give us all money for a sundae if we

each find one interesting thing right here in our own backyards.

FRANK: Good idea! I'll tell Jim and Mike as I pass their place. See you at noon, then.

ALL: O.K. Let's go!

BOB: Don't forget, everybody, back at noon.

SCENE 2

MR. BROWN (coming from car): Well, well, looks like we have quite a crowd here. And what's all this spread out on the porch?

ALL: Our discoveries, Mr. Brown!

BOB: You were right, Dad, just wait till you see all the things we found. O.K., kids, let's each take our discovery and show it to Dad.

JOHN: Here's a pretty blue feather, Mr. Brown. I looked in my bird book and from the markings on it, I think it's from a Blue Jay.

MR. BROWN: That's fine, John. Now who's next?

BILL: I have an acorn from our oak tree. You know, Mother told me it's a seed. I never stopped to think that nuts are seeds. You could grow a whole new tree just from this little acorn.

BOB: I have something, Dad, but you'll have to come over by the fence to see it. I was afraid to try to move it. It's a beautiful spider web.

MR. BROWN (walking to right of stage): Fine, Bob, and later I can show you a way to mount that web so you can save it. Now who's next?

TERRY: I am, Mr. Brown, and I have to take you to our fish pond where the ground's a little muddy. I found some very unusual tracks in the mud, and you know what animal made them? An old 'possum. At least that's what the postman told me when he saw them.

FRANK: And here's my discovery, Mr. Brown, these rocks and pebbles. I'm going to find out what kind each one is when I go to the school library. Then I'll label them.

JIM: Hi, Mr. Brown, we joined in your treasure hunt, and here's my treasure, an empty cocoon. I don't know much about cocoons, but I'm going to try to find one before it's empty, and maybe I'll see a beautiful butterfly come out of the cocoon.

MR. BROWN: Fine, fine, and I see you joined in, too, Mike.

MIKE: Yes, Mr. Brown, my discoveries are in this box, three kinds of cones. I never paid

much attention before, but I guess each kind of evergreen has its own kind of cone.

MR. BROWN: Well, boys, I'm proud of you, but it's lunch time so you had better hurry if you want to get to the movies on time.

BOB: Oh, we're not going to the movies, Dad, you see we have a better idea. We're going to fix up a nature museum and label all our discoveries.

JOHN: Yes, we think we can find a lot more interesting things, and my Dad said we can use some shelves in our garage for our display.

TERRY: Then when school is out for the summer, we are going to build a club house or shed for our museum.

MR. BROWN: Well, 1 must say I'm amazed and pleased at your change of plans. I suppose that means you won't want any sundaes this afternoon.

ALL: Oh no, Mr. Brown. We still like ice cream!

FUN IN THE SUN

"WATERMELON SEED GUESSING GAME"

Slice a watermelon in half lengthwise. As families arrive, have them write their guess of how many seeds on a piece of paper. Just before opening have someone cut it up for a treat later and count the seeds.

Later after opening ceremony announce the winner and give them the Watermelon Cheer. (Pretend to hold a big slice of watermelon, pull it rapidly across mouth with slurping noise, then turn head to one side and give the "raspberry" sound of spitting out seeds)

GAMES

STRING MAZE

Set up a maze with string tied around trees, over, under, and through garden furniture to dead ends, to switch backs, to aroundincircles, and finally to the finish line. Use lots of string.

The blindfolded player has to find his way to the finish line by feeling his way along the string. Have some string end at a knot at a tree, or have it go around the clothes pole to the same spot they started at. Have it go through a crotch in a tree, under a picnic table. This is fun to do and fun to watch. Winner is the player who comes out of the maze in the least time.

EIGHT ON A NECKERCHIEF (for Pack competition)

Place a Cub Scout neckerchief on the floor. All eight den members have to stand on this neckerchief. This is accomplished by 3 or 4 boys getting their feet on it and holding on to each other. The others that cannot get both feet on the neckerchief have to hang on, climb on, or get one foot or toe on and hold fast to the other Cubs to balance themselves. The winning den is the first one to accomplish this feat without falling over. It is a good rough and tumble game.

BAREFOOT MARBLE RACE

Boys remove shoes and socks. Place two marbles on the starting line in front of each boy. On signal, each boy grasps a marble with toes of each foot and walks to finish line.

BACK TO BACK RELAY

Players are divided into relay teams and take their places behind starting line. Two players from each team race at the same time. They

stand back to back and link arms so that one via walk forward and the other backward. At signal, the two pairs head for the goal line and then come back, with the player who has been walking backwards now walking forwards. They touch off next pair and the race continues until one team has finished.

PENCIL AND LEMON RELAY

Divide into relay teams. At signal, first player in each team pushes a lemon across the room with a pencil until it touches the opposite wall. He then picks it up and brings it back to the starting line, where the next player takes his turn. Don't try to push the lemon too fast. This will turn it around and slow you down. Easy does it.

OLYMPIC TORCH RELAY

Players line up in relay formation. The leader of each team holds a ping pong ball balanced on top of a roll of newspaper. On signal, he runs to goal line and back to his team, passing the torch on to the second player. If the ball drops, the runner must return to starting line.

HAND GAME

MATERIAL:

2 Small Stones

Red Marker or Paint

Paint or mark Red Dot on one of the small stones.

Sit in a circle with some friends. Hold the Stones in one hand.

Pass one of the Stones to the person at your right. Don't let anyone see which Stone you pass. The person to your left has to guess which Stone you passed. If the person guesses...give him both Stones. Then he has to pass the Stones on to another person. Next, ask someone else to guess. The person who guesses the correct Stone the most number of t times wins.

Tin can stilts are fun for children of any age. For each pair of stilts, you will need two large juice cans (about 4" in diameter and 7" high), and two pieces of clothesline rope, about six feet long.

On opposite sides of the can, near the bottom, punch a hole just big enough for the rope to go through. Insert the ends of the rope through the holes, and tie them together securely on the inside of the can. Make the stilt for the other foot the same way.

To walk on the stilts, step on the closed end of the can and hold the rope in your hand. As you lift your foot, pull on the rope to keep it taut.

For the Whole Family

To get everyone into the act, plan one of these activities for backyard or picnic spot entertainment!

Balloon badminton will provide hilarious amusement. To make each racquet, tape a flat wooden stick, or an old ruler, between two paper plates, gluing for extra support. Use a partially inflated balloon for a "bird" and bat the "bird" back and forth over a clothesline You can play as singles or in teams. When one side misses the "bird" and it touches the ground, the other side makes a point. The first side to make 15 points wins the game.

Croquet is a popular, all family game that can be quickly set up in the back yard. Each player will need a mallet and a ball of matching color.

To make each mallet, use a plastic cleanser container (6 ounce size), and a 1/4" wooden dowel, 28" long, for the handle. With a heated nail, punch a 1/4" hole in the side of the container; insert and glue the dowel. Spray paint each mallet a different color; paint a 3" foam ball to match each mallet.

For each wicket, cut a piece of coat hanger wire, 15" long, and bend it into a "U" shape. You will need nine wickets. Place the wickets into the ground.

Use two sticks, 12" long, for the goal stakes at the ends.

The object of the game is to hit the ball through the wickets in the correct direction, going from the starting goal stake to the other stake and back again. The players take turns, each player being allowed to hit the ball only once aiming for a wicket. If his ball passes through a wicket, he may hit the ball again. The player to complete the round first wins the game.

LADY BUG NECKERCHIEF SLIDE

Materials:

walnut shell

black and red paint

thin wire

2 small wiggle eyes

Glue, plaster

Poptop ring or pipe cleaner

Use half a walnut shell for lady bug. Paint head black. Paint body red with black dots. Add a narrow black stripe down center of back. Glue on wire antennae. Use tiny plastic eyes or cut from construction paper. When bug is dry, turn upside down, fill with a little plaster and insert poptop ring or pipe cleaner ring.

LEAF CREATURES *(See Appendix)*

This is a terrific craft for those scouts that think that they can't draw, paint, or do anything artistic. There is no need to make a sketch or design first...just let the leaves do the work.

Collect different types of leaves. Place in a book (a telephone book works best). The more shapes and kinds of leaves you collect, the more fun you will have making all types of creatures.

TOOLS & MATERIALS:

Lots of leaves, all shapes and sizes

Pasteboard or drawing paper

Clear drying glue

Lots of imagination.

Leaves can overlap, but should never be cut.

Once you try designs of this kind, you will soon find how easy it is to produce amusing and often beautiful things from natural materials.

STONE ON STONE *(See Appendix)*

Collect as many different stones and pebbles as possible. It's wise to look for 2, 4, or 6 similar pebbles so that you can match them later. Pebbles make good accent pieces like nose, feet, ears, etc.

TOOLS & MATERIALS:

GLUE clear drying. Fast drying glue is not suggested as it is almost impossible to make any changes and/or corrections once set.

NONHARDENING MODELING CLAY invaluable for fixing and holding stones together while they are being glued and while glue dries.

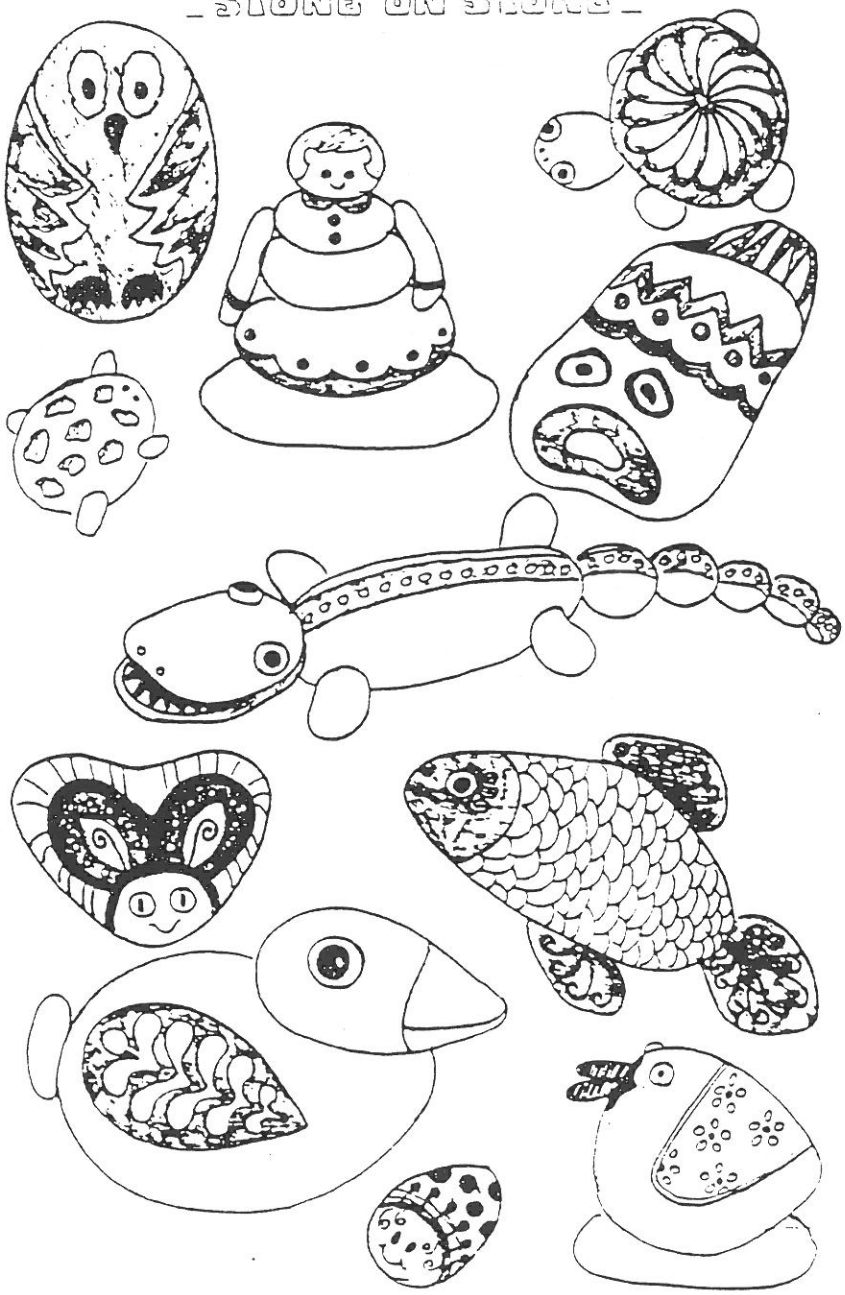
PAINT Use Poster or Acrylic colors. Best to use light colors and just enough to give a good opaque color and no more. Usually painting can be done when entire figure is finished, but in some cases, where very small stones are used as accents, painting first, then gluing is suggested.

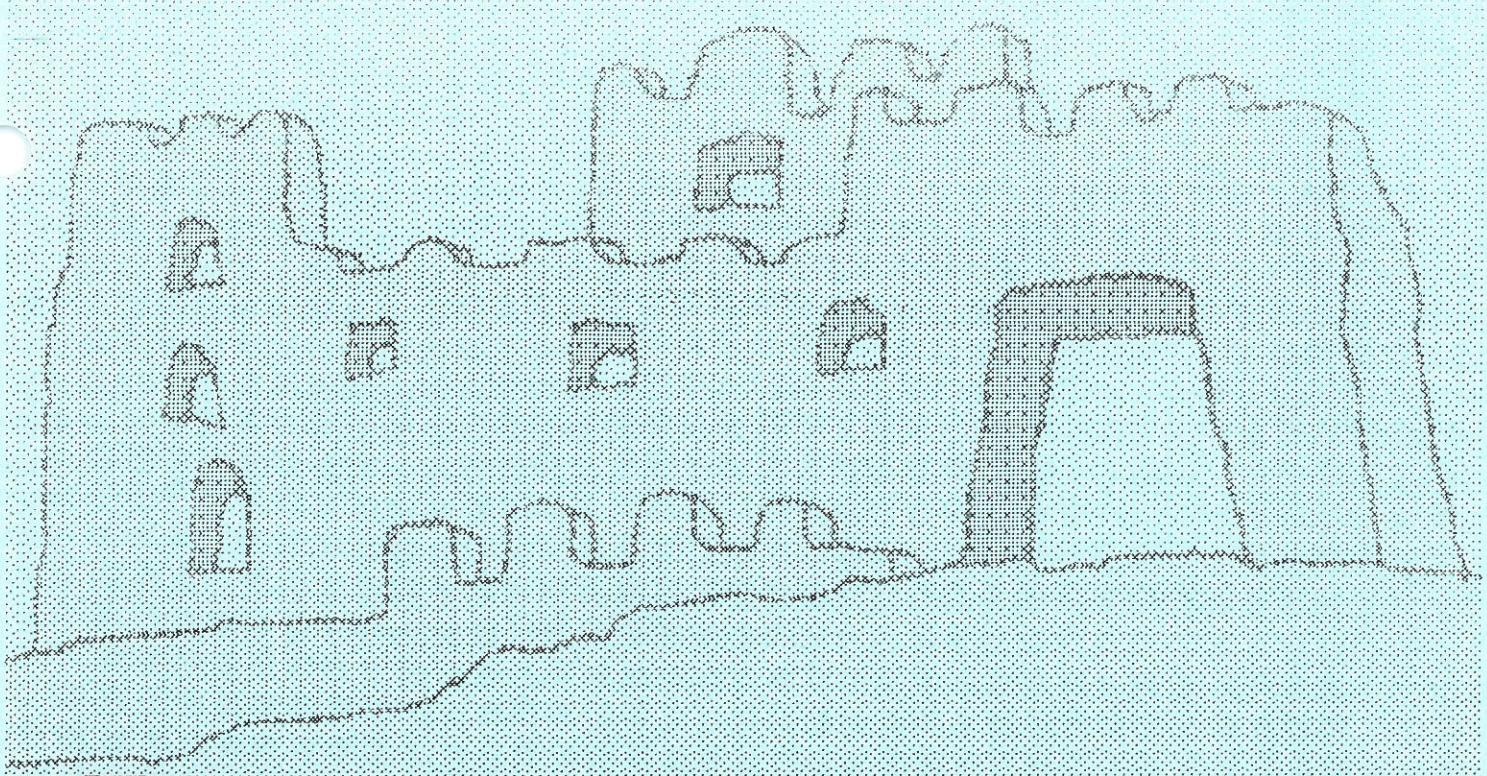
VARNISH The use of a varnish is a matter for personal taste. The color of a varnished stone will look as fresh as if it were under water and does bring out the natural texture.

PAINT BRUSHES Buy the finest size (000) and softest bristle available. Texture of paint is better for painting if more towards the thin side. Rough out desired pattern first and get used to painting thin lines.

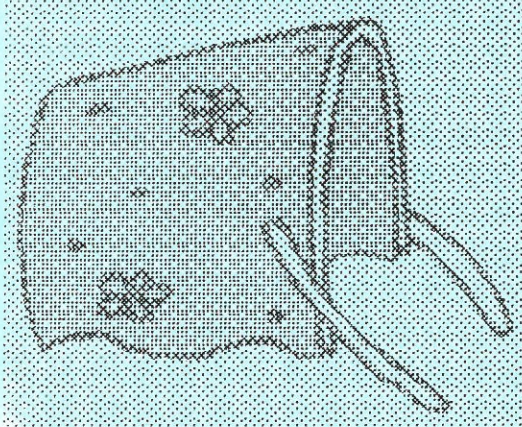
LEAF CREATURES

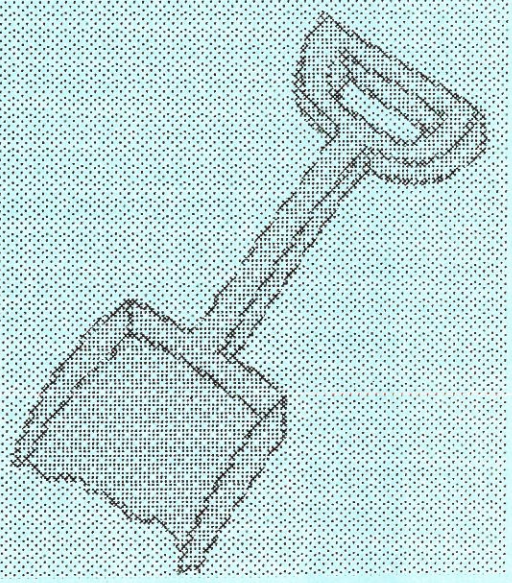
STONE ON STONE





WATER FUN!





July 1996

Water Fun

July 1996

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
23	24	25	26	27	28	29
30	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31	1	2	3

BEACH LESS BEACH PARTY

"Get in the Swim at the BEACH LESS Beach Party". You should have two or more beaches, depending on the size of your group. Say you have four Atlantic City, Palm Beach, Ocean Grove, etc. (Names of local beaches may be used and may add interest.) Decorate each of the beaches individually, this can be done in the Dens ahead of time. Use your imagination for your theme beach, such as palm leaves for Palm Beach, oranges for Orange Grove, sailboats of paper, etc. Perhaps a good idea would be to appoint a line leader for each beach prior to the party.

OTHER SUGGESTIONS: Beach chairs, umbrellas, benches and picnic tables could also be used.

ACTIVITIES

SWIMMING RACE: One person from each beach. Each person should have before him a deep pie pan filled to the brim with water and at the bottom of the pan should be four or five Lifesavers. He must get these out with his mouth. His hands must be folded behind him.

HIGH DIVE: One person from each beach. Each is provided with a pitcher of water. On the floor at their feet is an empty tumbler. The person who gets the most water into the tumbler wins. In case of a tie, time is taken into consideration. You could also do this standing on a chair for a HIGHER DIVE.

A CLAM DIG: A person from each beach and a box of sand will be necessary. Hide ten peanuts in the sand for each team. Give each one a spoon and a bowl. At a signal to go, they run across the room to the sand pile, dig out the peanuts, put them in their bowl, and return. This activity can be set up as a relay race.

SAILBOAT RACE: (You may choose to substitute the Scout Boat Race here.) Stretch as many strings across the room as you have participants. On each string, place a paper cornucopia (cone). Each person is to blow his "boat" from one end of the string to the other.

ROWING RACE: Five from each beach must stand in single file, close together, each grasping the forearms of the players in front of him by extending his arm on either side of that player. When the players have gotten into place, the signal to start is given and they must walk to the finish line, working their arms like pistons all the way. The first team to cross the finish line (by walking) is declared the winner.

CLOSING ACTIVITY

A SCULL (SKULL) RACE: Each group is to work on the following contest as a group, turning in one paper each (the answers must be words beginning with SEA or SE:)

1. A sea that is very old (Senility)

2. A sea that denotes orderly succession (Series)

3. A sea that is quiet (Sedate)

4. A sea that is choice (Select)

5. A sea that follows as a result of something that goes before (Sequence)

6. A sea that is placid (Serene)

7. A sea that is harsh (Severe)

8. A sea that they say few women can keep (Secret)

9. A sea that adds flavor (Season) . A sea whose school days are comparatively short (Senior)

10. A sea whose schooldays are cooperatively short (Senior)

ANOTHER ALTERNATIVE

BEACH VOLLEYBALL: This could be used as a substitute or an addition to your activities. It is also known as Balloon Volleyball and can be used with many other activities. No matter how you hit it, it never goes straight! For the net, you can use four or five folding chairs in a row, then mark out-of-bounds with chalk or masking tape. The same rules apply as in regular Volleyball. An added twist to make the boys feel as if they are waist deep in water is to have them sitting and do not allow them to stand or the other team gets the ball (balloon). (It is best to find an oversized balloon if possible - or as large as you can get!)

"KNOW TO WHOM YOU'RE SPEAKING"

The captain of a ship saw what looked like the lights of another ship heading towards him. He ordered his signalman to contact the other ship. The message was: "Change your course 10 degrees to the south."

The reply was: "Change YOUR course 10 degrees to the north."

Then the captain said: "I am a captain, so you change YOUR course 10 degrees to the south."

Reply: "I am a seaman first class; change YOUR course 1O degrees to the north."

This last exchange infuriated the captain so he signaled back: "I am a battleship; change YOUR course 10 degrees to the south."

Reply: "I am a lighthouse. Change YOUR course 10 degrees to the north."

Little White Duck

There's a little white duck

sitting in the water

A little white duck, doing what he oughter.

He took a bite of the lily pad.

Flapped his wings and he said

"I'm glad I'm a little white duck

sitting in the water.

Quack, quack, quack."

There's a little green frog

swimming in the water

A little green frog doing what he oughter.

He jumped up onto the lily pad

that the little duck bit

and he said, "I'm glad I'm a

little green frog swimming

in the water, glump, glump, glump."

There's a little black bug floating

in the water, a little black bug

doing what he oughter.

He tickled the frog on the lily pad

that the little duck bit and he

said "I'm glad I'm a little black bug

floating in the water, bzzt, bzzt, bzzt."

There's a little red snake wiggling

in the water, a little red snake

doing what he oughter.

He scared the duck and the frog

so bad, ate the bug and he said,

"I'm glad I'm a little red snake

wiggling in the water,

hsst, hsst, hsst."

Now there's nobody left, swimming

in the water, nobody left doing

what he oughter.

Nothing left, but the lily pad,

the duck and the frog went away.

I'm so sad, 'cause there's nobody

left swimming in the water.

Boo hoo hoo!

WATER GAMES

WATER LEAP FROG: Two teams line up with plenty of space between each person. The one at the back of the line goes under the legs of the one in front of him, then over the top of the next. That person has to stoop under water. He continues under, then over, to the end of the line. The first team to have all participate wins.

UNDERWATER RELAY: A variation is to line teams up and have the one at the end of the line surface-dive, then swim under the legs of all the line through to the front of the line. This continues until all participate.

NOSEBALL RELAY: Two teams line up on a line about 25 yards from the finish rope. Each member of the team must push a ball down to the rope using only his nose to push with. Hands are to be behind the back. Do not tie hands, however, since they may lose balance.

HOP RELAY: Have two or more teams hop to a distant rope line holding one foot up behind them. Any relay game is fun in the water and some of the most fun probably will be thought up by you.

MARCO POLO: One person is "it." He is blindfolded. All the other players swim around yelling back the word "Polo" every time "it" calls out "Marco." If "it" tags a player, he then becomes "it."

SHARKS AND FISHES: Half of the group are sharks, the rest are fishes or just one or two sharks. The fishes have a safe area. The sharks have to tag fishes by swimming under water. Many variations of tag can be played with this format.

DEEP SEA FISHING CONTEST: You need a bucket or large pan of water, several

wooden clothespins (not the kind with springs), two homemade fishing poles at least three feet long, two pieces of string, and two nails or bolts. With a wax crayon, write a number on one side of each clothespin. Tie the strings to the poles and tie a nail or blot onto the other end of the line. Put the clothespins in the water with the numbered side down. Cub Scouts then go "fishing," trying to maneuver the nail or bolt so that the string goes between the prongs of the clothespins and catch the "fish" by pulling up. Scoring may be on the basis of the most "fish" caught or highest point total.

TUG-O-WAR: Have two teams, one on either side of a long rope. Have the hose squirting the middle of the rope -- then let the boys tug, and of course, get drenched.

BOTTLE-FILLING RACE: Each Scout has a cup. An empty soda bottle is placed 20 yards in front of him and a can of water is behind him. On signal, each boy must fill his cup with water, run to the soda bottle, and pour in the water. He runs back and forth between the can and the bottle until the bottle is full.

Pin the Tail on the Seahorse

Draw a seahorse on a large sheet of paper, then cut out and color the tail. Each child is blindfolded, gently turned around three times and then given the tail to pin on the seahorse. The child who pins the tail closest to the seahorse wins a prize.

Sharks and Fish

Have the children (the fish) standing at one end of the garden and three selected children (the sharks) sitting around the garden. When someone calls out "Sharks love to eat little fish" the fish have to swim across the garden without being tagged by one of the sharks, who can only move about on the spot. If a fish is tagged, it becomes a shark. The last fish left is the winner.

Pass the Fish

Wrap up a prize in lots of newspaper, old wrapping paper and brown paper in the shape of a fish. The children sit in a circle and pass the parcel from one to the other while music is played. When the music stops, the child holding the parcel unwraps a layer. The child who gets to unwrap the last layer wins the prize,

Captain Blood's Treasure

Captain Blood stands at one end of the room facing the wall with his treasure behind him. The other pirates creep toward Captain Blood on tiptoe from the opposite end of the room. If Captain Blood looks around, the pirates must freeze. If they are seen moving, they must go back to the wall and start again. When close enough to the treasure, the pirates must grab it and run back to the start. If Captain Blood catches them, a new game begins and the thief becomes Captain Blood.

Sea Bed Shuffle

Divide the children into two teams lined up behind the starting line. When the parent calls out "Crabs", each child at the front of their team moves sideways like a crab towards the finish line. The winner scores a point for their team. When the parent calls "Jellyfish", the next child in each team races to the finish, wobbling and slithering, just like a jellyfish all the way. Keep on calling until all the children have a turn. Make a list of various sea creatures whose movements can be easily imitated, such as lobster, snapping turtle, sea snake, shark, etc. The team with the most points wins.

Foam Tray Rafts

Plastic foam trays from meat and produce make ideal rafts because they will float. Use them in lakes, ponds, or even bathtubs. With their balloon or paper sails, they will clip along with the breeze.

To make each raft, use two identical foam trays. Invert one tray and use rubber cement to glue the edges of the two trays together. You could tape the trays together instead, but be sure to use a waterproof tape so as to prevent any naval disaster.

On the balloon raft, inflate and insert the neck of the balloon in a small hole in the top tray before gluing the trays together. Make a toothpick railing, simply inserting the toothpicks into the tray for the vertical posts. Use a thick craft glue to attach toothpicks for the horizontal top on the railing.

For a paper sail raft, insert a pencil for the mast into a thread spool. Then, use rubber cement to glue the spool to the raft. Cut a sail from colored paper and insert the mast through it.

For shelters on the raft, use either pint milk cartons or the tops of plastic bottles. For the milk carton shelter, paint the carton with latex or acrylic paint. Glue on a colored paper roof over the peaked top of the carton. Cut doors and windows in the shelters; add any other decorations you want.

Balloon Boats

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

No. 1. Use a flat-type plastic 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 the 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.

No. 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 No. 1. Cut a slit in hull and insert balloon.

No. 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.

No. 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.

No. 5. You will need two long sausage-type balloons for this boat. Cut a half-gallon milk carton in half lengthwise. Punch two hoes about 3" apart and " from edge on each side of milk carton. Place the balloons side by side with carton on top. Tie strong 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.

Treasure Flag Centerpiece

There's nothing more appropriate for a patriotic centerpiece than an American flag. What makes this centerpiece even more fun is that souvenirs are stored inside and, after the party, the centerpiece comes apart to give the guests gifts.

The centerpiece is made from eight fliptop, instant soup boxes, about 5" high. If you use other flip-top boxes, adjust the dimensions given.

To hold each box closed, make a closure by inserting a paper fastener in the center front of the box, about 1-1/2" down from the top. Tape or staple a small rubber band to the underside of the fliptop lid. The band will fit down over the fastener. The front of the boxes will all face the back of the flag.

To make the flag, paint two of the boxes solid blue. Paint the remaining boxes red; on two of these boxes, paint the top and 3/8" around the sides blue.

Use " gummed stars (or cut stars from white or silver paper). On one box, glue five rows of three stars alternating with four rows of 2-1/2 stars. Do the same with the other box, so that when they are placed together they will form the field of stars.

Use white tape, 3/4" wide, to add the stripes to the remaining boxes. Add three white stripes to each box: on two other boxes, start 3/4" from the top; on two other boxes, start under the blue strip; on the last two, start 3/8" from the top.

Place the souvenirs inside the boxes and then stack the boxes to form the flag. After the party is over, distribute the souvenirs to the guests.

Flags of America Games

Summertime is the time for fun and games, both indoors and out. Here are some ideas for team and individual competition, involving three of the most familiar flags in American history--the first national flag, the flag of the Confederacy, and the present-day flag.

Ask everyone to help in making the various games. They'll have as much fun making the games as using them. Play several of the games at a group gathering, winding up the evening by presenting everyone with a small flag of his own. Then, have a patriotic songfest.

Team Games

1. For this game, make a drawing, 9" x 12", for each of the three flags. Cut three pieces of red paper, the same size as the drawing, for each team. Then, using the drawing as a guide, cut the following pieces for each flag--a blue field and six white stripes for the first national and present day flags, and two blue crossbars for the confederate flag. Gummed stars are used for all.

Place the parts for each flag in two envelopes--the blue field (with appropriate number of stars) in one envelope, and the six white stripes in another for the first two flags; and a crossbar with appropriate number of stars in each of two envelopes for the confederate flag. Be sure there are enough envelopes for each team to complete the three flags.

Give each team the backgrounds of red paper. In a large bowl, place slips of paper, saying "Get field of 50 stars," "Get set of six white stripes," "Get crossbar with stars," etc. Be sure there are enough slips for all the teams. Place several blanks in the bowl, too.

In turn, each player from a team picks a slip from the bowl and, if it says so, he gets the appropriate envelope from a moderator. If the player draws a blank or, as the game proceeds, draws a repeat of a part his team already has, he loses his turn and the paper is returned to the bowl.

As the teams get the parts of the three flags, they pin or paste the parts on the background. The team having the three flags assembled first, wins.

Games

2. This game is for a room with a fairly large floor area, such as a basement or gym, or you can play it outdoors. Mark off the floor (ground) into progressive squares with chalk (string). Mark a starting line and a finish line. At the finish line, are sets of three flags, one set for each team. In this game, the players are the "markers."

Divide your players into three teams - red, white and blue. One player from each team lines up at the starting point.

Make plenty of instructional cards for the game. The cards give instructions, such as: "Go forward three spaces," "Go back two spaces," "Lose turn," etc. Each player selects a card and follows the instructions on it.

If a player lands on a square already occupied, he "bumps" the other player back to the starting point. The player who reaches the finish line first takes one of the flags, and the teams start again with three new players. The team that collects its set of three flags first is the winner.

3. Divide your group into teams and send them on a scavenger hunt to see which team can collect the most American flags in a certain amount of time. They can collect pictures, lapel pins, stamps, or anything else. However, there can be no duplicates on a team.

Individual Games

4. You can have a contest to crown a new "Miss Betsy Ross." Give all the players paper and crayons and tell them they have been commissioned to design a new American flag. After the designs are finished, take a vote to see which design wins. The winner is crowned "Miss Betsy Ross".

5. Each player receives three pieces of construction paper, two white with blue fields in the upper left hand corner, and one solid red.

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6. Make a set of three flag jigsaw puzzles for each player. To make each puzzle, draw the flag, about 9" x 12", on heavy paper; glue the paper to light weight cardboard. Then, cut the flag into at least nine irregular pieces. Place the pieces for all three flags in an envelope, and give an envelope to each player. The player who assembles the flags first is the winner.

Treasure Flag Centerpiece

There's nothing more appropriate for a patriotic centerpiece than an American flag. What makes this centerpiece even more fun is that souvenirs are stored inside and, after the party, the centerpiece comes apart to give the guests gifts.

The centerpiece is made from eight fliptop, instant soup boxes, about 5" high. If you use other flip-top boxes, adjust the dimensions given.

To hold each box closed, make a closure by inserting a paper fastener in the center front of the box, about 1-1/2" down from the top. Tape or staple a small rubber band to the underside of the fliptop lid. The band will fit down over the fastener. The front of the boxes will all face the back of the flag.

To make the flag, paint two of the boxes solid blue. Paint the remaining boxes red; on two of these boxes, paint the top and 3/8" around the sides blue.

Use " gummed stars (or cut stars from white or silver paper). On one box, glue five rows of three stars alternating with four rows of 2-1/2 stars. Do the same with the other box, so that when they are placed together they will form the field of stars.

Use white tape, 3/4" wide, to add the stripes to the remaining boxes. Add three white stripes to each box: on two other boxes, start 3/4" from the top; on two other boxes, start under the blue strip; on the last two, start 3/8" from the top.

Place the souvenirs inside the boxes and then stack the boxes to form the flag. After the party is over, distribute the souvenirs to the guests.

Flags of America Games

Summertime is the time for fun and games, both indoors and out. Here are some ideas for team and individual competition, involving three of the most familiar flags in American history--the first national flag, the flag of the Confederacy, and the present-day flag.

Ask everyone to help in making the various games. They'll have as much fun making the games as using them. Play several of the games at a group gathering, winding up the evening by presenting everyone with a small flag of his own. Then, have a patriotic songfest.

Team Games

1. For this game, make a drawing, 9" x 12", for each of the three flags. Cut three pieces of red paper, the same size as the drawing, for each team. Then, using the drawing as a guide, cut the following pieces for each flag--a blue field and six white stripes for the first national and present day flags, and two blue crossbars for the confederate flag. Gummed stars are used for all.

Place the parts for each flag in two envelopes--the blue field (with appropriate number of stars) in one envelope, and the six white stripes in another for the first two flags; and a crossbar with appropriate number of stars in each of two envelopes for the confederate flag. Be sure there are enough envelopes for each team to complete the three flags.

Give each team the backgrounds of red paper. In a large bowl, place slips of paper, saying "Get field of 50 stars," "Get set of six white stripes," "Get crossbar with stars," etc. Be sure there are enough slips for all the teams. Place several blanks in the bowl, too.

In turn, each player from a team picks a slip from the bowl and, if it says so, he gets the appropriate envelope from a moderator. If the player draws a blank or, as the game proceeds, draws a repeat of a part his team already has, he loses his turn and the paper is returned to the bowl.

As the teams get the parts of the three flags, they pin or paste the parts on the background. The team having the three flags assembled first, wins.

Games

2. This game is for a room with a fairly large floor area, such as a basement or gym, or you can play it outdoors. Mark off the floor (ground) into progressive squares with chalk (string). Mark a starting line and a finish line. At the finish line, are sets of three flags, one set for each team. In this game, the players are the "markers."

Divide your players into three teams - red, white and blue. One player from each team lines up at the starting point.

Make plenty of instructional cards for the game. The cards give instructions, such as: "Go forward three spaces," "Go back two spaces," "Lose turn," etc. Each player selects a card and follows the instructions on it.

If a player lands on a square already occupied, he "bumps" the other player back to the starting point. The player who reaches the finish line first takes one of the flags, and the teams start again with three new players. The team that collects its set of three flags first is the winner.

3. Divide your group into teams and send them on a scavenger hunt to see which team can collect the most American flags in a certain amount of time. They can collect pictures, lapel pins, stamps, or anything else. However, there can be no duplicates on a team.

Individual Games

4. You can have a contest to crown a new "Miss Betsy Ross." Give all the players paper and crayons and tell them they have been commissioned to design a new American flag. After the designs are finished, take a vote to see which design wins. The winner is crowned "Miss Betsy Ross".

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August 1996

High Country

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Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
28	29	30	31	1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31
1	2	3	4	5	6	7

Opening Ceremony:

OUTDOOR CODE RESPONSIVE READING

Personnel: LEADER, adult, in uniform, CUB SCOUT SONG LEADER, PACK.

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

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

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

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

LEADER: Be careful with fire

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

LEADER: Be conservation minded.

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

DEN OPENING

This ceremony could be used just before taking the boys on a hike.

Arrangement: Den leader passes out one candle and one numbered slip of paper to each Cub Scout. She then asks each boy to come forward to light his candle and read his phrase.

1st Cub: We are going to see Nature's treasures.

2nd Cub: We will help to maintain Nature's balance.

3rd Cub: We will observe and learn from Nature's animals.

4th Cub: We will help maintain Nature's resources.

5th Cub: We will protect them from harm.

6th Cub: We will follow the laws of Nature.

HIGH COUNTRY - Closing Ceremony

Why are there mountains for you and me

placed here and there across our country?

For hiking leaders climb and youth just run.

The scent of pine, wildlife, cool weather and fun await all who will do their best.

Views forever from north and south, east and west.

Mountains make outings special too.

God made high places on earth for me and you!

by Cordell Whitmer

CLOSING CEREMONY

STAGING: Lights dim, four leaders with candles.

LEADER #1:(Lights candle) What do we plant when we plant a tree? We plant a ship which will cross the sea. The mast, the keel, the beam and the knee; We plant a ship when we plant a tree.

LEADER #2:(Lights candle) What do we plant when we plant a tree? We plant the house for you and me. The beams, the rafters and siding, all parts that be; We plant a house when we plant a tree.

LEADER #3:(Lights candle) What do we plant when we plant a tree? A thousand things that we daily see! Pinewood derby cars, paper and tools. So we can learn and be no fools. We plant the staff for the flag of the free, yes, we plant all these things when we plant a tree.

LEADER #4:(Lights candle) 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 skill, the games, the joy to be had. We plant a Scout when we plant a lad.

ALL: WHAT DO WE PLANT WHEN WE PLANT A LAD? WE PLANT A SCOUT WHEN WE PLANT A LAD!

CLIMB THAT MOUNTAIN

Actors: 4 to 8 persons

Costumes: Stocking caps, coats, boots (as desired)

Props: Rope, pikes, goggles

Skit opens with boys tied together with rope as mountain climbers are. All talk about how they are going to see the whole world when they reach the top. Finally, the lead climber reaches the very top.

Lead climber: We've made it! We're on the top! I see!

Others: Yes, yes.

Lead climber: I see, I see.

Others: Yes, yes.

Lead climber: I see.

Others: Yes?

Lead climber: The other side (in disappointment).

The leader explains that he is taking the group on a hike and they are to be doing as he does and say what he says. In the following, the lines are repeated twice at first to get you started. The audience should repeat all lines and do all the actions.

LEADER: Do you want to go on a hike in the mountains?

GROUP: Do you want to go on a hike in the mountains?

LEADER: All right, let's go.

GROUP: All right, let's go.

LEADER: Let's start walking (make walking sounds with feet on floor).

GROUP: Repeats above lines and actions. And so on for rest of story.

LEADER: We'll have to cross a bridge (hit palms on thighs to sound like feet on a bridge). Here we are across the bridge, and the horses are waiting to take us up the steepest part of the mountain (hold reins with hands, bounce up and down on chair, while making clucking sounds with tongue against roof of mouth to sound like hoofbeats).

This is the end of the horse trail. We'll hike from here to the glacier.(walking sounds with feet on floor)

Oh dear, we've run into a swarm of mosquitoes.(walking sounds speeded up; start slapping face, neck, scratching here and there)

let's walk faster and get away from these mosquitoes. (walking sounds speeded up)

See off there. There's our glacier.(shade eye with one hand and point with the other)

Let's run.(running rhythm, slapping palms on thighs)

And now for the fun. We'll slide down the glacier. give a 'whooshing' sound, ending with 'wheeeee')

We came down a lot faster than we went up. Keep tramping. We will soon be back home (walking sounds gradually become softer and softer and finally stop).

15 STEPS TO BUILD A CAMPFIRE from the book, How To Do Everything, by Larry Smith, Prince of Philmont

"After many years of study and research, and attending a WoodBadge course, Mr. Smith has developed the following step by step method for building a campfire."

1.Split dead limb into fragments and shave one fragment into slivers.

2.Bandage left thumb.

3.Chop other fragments into smaller fragments.

4.Bandage left foot.

5.Make structure of slivers (including those embedded in hand).

6.Light match.

7.Light match.

8.Repeat "A Scout is cheerful" and light match.

9.Apply match to slivers, add wood fragments and blow gently into base of flame.

10.Apply burn ointment to nose.

11.When fire is burning, collect more wood.

12.Upon discovery that fire has gone out during your absence, soak wood from can labeled "kerosene".

13.Treat face and arms for second degree burns and relabel can to read "gasoline".

14.When fire is burning well, add all remaining firewood.

15. When thunderstorm has passed, repeat steps 1 thru 14.

HIGH COUNTRY LEGENDS

Name the following heroes of the past:

1.___:Great Blue Ox

2. Wild ___ ___:Desperado, remembered as a legendary hero

3. Pacing ___:Wild stallion of the western frontier

4. Christopher "___" ___:Sharpshooter, hunter, trapper and Indian agent; famous in California and the southwest

5. James ___:Discovered the Great Salt Lake

6. Carl ___:Sharpshooter of Idaho

7. Jedediah ___:Explored California and the Pacific Northwest in 1826-1830

8. William "___ ___" ___:Supplied meat for the Kansas Pacific Railroad workers

9. Annie ___:Great woman rifle shot (associated with the Buffalo Bill Wild West Show)

10. Zebulon ___:First sighted the most famous peak in the Rocky Mountains

ANSWERS:

1. Babe

2. Wild Bill Hickcock

3. Pacing Mustang

4. Christopher "Kit" Carson

5. James Bridger

6. Carl Buck

7. Jedediah Smith

8. William "Buffalo Bill" Cody

9. Annie Oakley

10. Zebulon P...?

THE HIKE

By Joalene Whitmer

Divide the group into 5 groups and assign each to one of the following words. Read the story pausing at each key word to allow the assigned group to make the appropriate response.

Hike - sing "We're on the upward trail"

Boys - sing "We're happy when we're hiking"

Food/fish - sing "Food, glorious food"

Bear - sing "The other day, I met a bear"

Leader - sing "I've got that Cub Scout spirit"

The boys ___ in Pack 27 were all excited about the big hike___. All month they had been preparing. Their leaders ___ had helped the boys___ learn about the proper food___ to take and to eat and what to wear, especially about good hike___ing boots. The boys___were ready. They even knew what to do if they met a bear___. Saturday was the big day. Each boy___ knew what he was to bring in the way of food___.

On Saturday the leaders___ and all the boys___ were up early because the hike___

was to start at dawn. The boys___ would hike___ for a couple of hours then stop to fix their food___ for breakfast, then hike___ on to the lake where they would fish___ for their lunch. Everyone arrived on time and soon the boys___ and the leaders___ were happily hike___ing up the trail. The sun rose quietly in the east as the boys___ and leaders___ sang as they hiked___. Soon it was time to stop and prepare the food___ for breakfast. The group stopped in a beautiful little clearing and the boys___ opened their packs while the leaders___ lit the backpack stoves. But no one had remembered to pack the food___ for breakfast except Joe, and he had been assigned the salt and pepper! Oh Well, at least they could salt and pepper the fish___ they caught for lunch.

On up the trail they hiked___. They were getting deeper into the woods and the boys___ began peering down into the trees, just in case there might be a bear___. One boy___was sure he had seen a bear___, but the leaders___ said it was just shadows. Soon they reached the lake. Oh boy, they could hardly wait to get those fish___ and get them cooked for lunch. But when the packs were opened, they made a sad discovery. No one had remembered to pack the fish___ing gear! On, no!!! All the boys___ and leaders___ were hungry as bears___!

What could they do? That's when the leaders___ broke out the granola bars they had been saving for dessert. It wasn't much, but at least it gave them enough energy to get back down the trail to the cars. It was lucky they didn't see any bears___ because the leaders___ and boys___ needed all their energy for the hike___ home. And the first thing they all did when they got back to town was to stop for food___ at the first hamburger stand they came to. But the next time Pack 27 planned a hike___ all the boys___ and leaders___ remembered the food___.

THE HIKE

PROPS: Big fluffy green pipe cleaner, feather, pile of rocks, leaf and round container covered with construction paper to resemble a tree stump.

WEBELOS LDR: Now boys it's very important we stay together and always stay on the path.

As they walk along - walk in place with leader pointing in various directions boy at end of line wanders off.

WEBELOS #1:(Sees caterpillar and picks it up. Says to self) Oh, wow, great.

WEBELOS #2:(Next to wander off. Says to himself) Look, it's a White ash, (he picks up a leaf).

WEBELOS #3:(Stops and listens and off he goes. He says) Listen, do you hear that? Look, a feather! (Picks up the feather to examine it.)

WEBELOS #1:(Scout notices a pile of rocks and goes to check them out. Digs to find one he likes. He says) This is limestone, think I'll keep it.

(Webelos Leader and last boy spot a tree Stump and don't even seem to notice they are walking through poison ivy.)

LEADER: This is great, we can count the annular rings and see how old this tree was

WEBELOS #5: It sure was a big tree.

(Leader and boy lean over to examine tree and both start scratching their legs. At the same time they look down and rush back to the path. where they are met by the other boys.)

WEBELOS #1: I found a caterpillar. I don't know what kind, but I'm going to pick these leaves for it to eat and take it home, put it in a jar and see what happens next.

WEBELOS #2: Look, this is from a white ash tree. They use these trees to make baseball bats.

WEBELOS #3: Look, a feather from a hoot owl. He eats small rodents and bugs.

WEBELOS #4: I've got a piece of limestone. Do you know that if left long enough this will turn into marble?

(All boys look at Leader and Webelos #5 wiggling and scratching.)

ALL: What did you two find?

LDR AND BOY:(sadly,) Poison ivy!

Test your fire safety knowledge:

OUTDOOR FIRE SAFETY

1. Follow___ ___ of your___.

2. Clear all___ materials from your___ ___ fire___.

3. Never___ ___ your fire___.

4. Have a___ or___ of___ nearby in case___start a fire away from the fire circle.

5. When you are finished cooking, make sure the fire is___. Spread the___ and___ and sprinkle them with___. Stir and___ until site is___. Carefully feel it with your___ to make sure.

6. Keep it___ impact___ carry out the___.

Answers:

1. all rules, campsite

2. burnable, 10 foot, circle

3. leave, unattended

4. bucket, can, water, sparks

5. dead, out, coals, ashes, water, sprinkle, out, hand

6. low, ashes

(Make a poster to be reviewed in the Den before testing)

NATURE DISCOVERY

TOUCH SOMETHING:

___ rough

___smooth

___soft

___pointy

___crumbly

___wet

___squishy

___bumpy

SMELL SOMETHING:

___sweet

___sour

___fruity

___fruity

___minty

___pine

___flowery

___bad

___lemony

LISTEN FOR:

___birds chirping

___leaves rusting

___birds singing

___insect sounds

___water running

___wind moving

___animals

___footsteps

LOOK FOR:

___worm

___ant

___caterpillar

___snail

___butterfly/moth

___beetle

___spider web

___squirrel

___animal footprint

___seed

___leaf w/insect holes

___pine needle

___mushroom

___moss

___flower

___cactus

___feather

___nest

___smooth rock

___shiny rock

___multi-color rock

___picture in a cloud

___tree sap

___fallen tree

___insect's home

___something edible

___pine cone

___deer

___rabbit

___lava rock

___nut

___sapling

___oak leaf

___cocoon

___anthill

___animal home

___bone

___hollow tree

___lightening strike

___old campfire

___trail signs

___tree rings

___bird of prey

___old campfire ring

CLEAN UP:

___paper trash

___6-pack ring

___bottle tops

___paper plates

___rubber bands

___cigarette butts

___plastic bags

___aluminum foil

___plastic spoon

___plastic knife

___pop tops

___tie wraps

___string

___plastic fork

___anything "unnatural"

FAMILY NAME:_____

NUMBER OF ITEMS FOUND:_____

RULES:

1. This is a "family group" activity.

2. Look for, or pick up as many items on the list as possible.

3. Be sure to list the items found in the "touch" and "smell" categories.

4. Use "trash bags" provided to pick up litter and dispose of it.

5. Some items may be duplicated, (i.e., a lava rock may also be bumpy).

6. When activity time is up, or list is completed, return it with your family name and number of items found on the bottom of the sheet. The family with the most items will be the winner.

FROG POND: Divide audience into 3 groups. Have the first group say, in high voices,''Tomatoes, tomatoes, tomatoes''. The second group in a deeper voice says,''Potatoes, potatoes, potatoes''. The third group says, in a bass voice,''Fried bacon, fried bacon, fried bacon". You can raise your hand up and down to indicate the level of loudness. Continue until the signal for silence!

PAUL BUNYAN CHEER: Divide group into 2. The 1st group says "Chips" and the second group says "Chops". Repeat faster and faster until the tree is chopped down and all yell "Timber..Woosh''.

MOOSE CHEER: Put your thumbs in your ears and wriggle your fingers. Give a Moose Call!

ECHO CHEER: Have one half of the group yell out a cheer (Great Job!) The other side then yells out the same, repeating the cheer, fainter and fainter.

SPRINGTIME SCENE: In this skit you involve volunteers to "Paint" a beautiful spring scene. You''ll need people to act as trees, as rocks, and a frog, a babbling brook, a bridge, etc. You can ham this up by giving each person an action or sound to indicate their part. Such as a covered bridge by throwing a blanket over oneself, or having the trees sway in the wind, use your imagination. When the scene is finally complete, you realize that something is missing. Ask two volunteers to run thru the trees. "No spring scene would be complete without a sap running thru the trees''!

HUKER HAWSER: This game is sure to prove that ''the bigger they are, the harder they fall". Each player must have a pedestal, about 6 inches high. This could be a block of wood, Styrofoam, a tree stump or an overturned chimney, cooking or even chamber pot. Players hunker down on their platform, which are set about 6 feet apart, each holding one end of a rope about 1 inch in diameter, about 15 feet long. This excess rope lies coiled between them, but not for long! At the starting signal, the players begin reeling in the rope. The object is to cause your opponent to lose balance by tightening or slackening the rope. Sound simple? "Oh, I'll just give a good pull and . . .suddenly your opponent relaxes his, hold and over you go in a spectacular backward somersault..defeated by your own energy. The more aggressive the players are, the more vulnerable they are! Try best 2 out of 3!

SONGS

THE HAPPY WANDERER

I love to go a-wandering, along the mountain track, and as I go, I love to sing, my knapsack on my back.

Chorus: Val-de-ri--Val-de-ra--Val-de-ri--Val-de ha ha ha ha ha ha

Val-de-ri--Val de-ra My knapsack on my back.

I love to wander by the stream, that dances in the sun, so joyously it calls to me, ''Come! Join my happy song!''

Chorus

I wave my hat to all I meet, and they wave back to me, and blackbirds call so loud and sweet from ev'ry green-wood tree.

Chorus

High overhead, the skylarks wing. They never rest at home, but just like me, they love to sing, as o'er the world we roam.

Chorus

Oh, may I go a-wandering, until the day I die! Oh, may I always laugh and sing, beneath God's clear blue sky!

Chorus

SHE'LL BE COMING 'ROUND THE MOUNTAIN

with motions and sound effects

She'll be comin' round the mountain when she comes, toot, toot!

(Pull whistle cord in the air)

She'll be comin' round the mountain when she comes, toot, toot!

(Same motion)

She'll be comin' 'round the mountain, She'll be comin' 'round the mountain, She'll be comin' 'round the mountain when she comes, toot, toot!

(Same motion)

(2nd verse:) She'll be drivin' six white horses when she comes, whoa, back!

(Pull back on reins)

(3rd verse:) And we'll all go out to meet her when she comes, howdy, Ma'am!

(Wave hand)

(4th verse:) And we'll kill the old red rooster when she comes, back, back!

(Chop wrist with side of hand)

(5th verse:) And we'll all have chicken and dumplings when she comes, yum, yum!

(Rub tummy)

At the end of each verse, repeat in reserve order the sounds and motions of the preceding verses.

HIKING STICKS

By Shirley Jorjorian

Every hiker should have his very own stick to carry along for probing the wilds, for aid in climbing mountains and jumping ditches and for the sheer enjoyment of carrying one, particularly if it is fashioned decoratively to his own taste.

Boys and dads alike will enjoy finding appealing limbs or young sturdy sprouts in the woods suitable for hiking sticks. True "cane", which is any hollow or pithy jointed stem like bamboo, has been a favorite for centuries, giving way to the name "walking cane." Find one about 1" in diameter and cut it about 35" long at the joints. Remove all leaves. Sand around joints until smooth. It can be used when green or allowed to dry. Spray or paint with a coat of clear shellac.

The most interesting stick is one entwined with a strong vine that has twisted its growth into a slight spiral. Remove tangle of vines and cut length needed. Cut off any small branches from the stick. Sand down the cut places and ends. Clean stick with paper or rag.

For a natural look, leave bark on if it is from a smoothbark tree or shrub. Coat with clear shellac. For a darker color, first stain, then shellac. You might like to carve the date the stick was found on the larger end and perhaps add dates after special hikes. This hand-

some stick would also make a fine gift for an older hiker.

Sturdy shoots of simple straight lines of almost any kind of tree or shrub can also make a really functional hiking stick. Some woods used by manufacturers are: ash, maple, orange, prickly pear, thorn, cinnamon, oak, myrtle and hazel. Individuals of long ago carved ornate designs on their canes.

If nature does not readily supply you with a cane, a wooden broomstick or mop handle makes an ideal one. Cut and sand the stick smooth; then paint a dark woodsy color with enamel or stain. Or make bright Indian designs, patriotic stripes, or any other decoration.

To make even stripes, first paint entire stick white. When dry, wrap a spiral of narrow masking tape around stick, leaving a narrow space between tape. Now, paint on a contrasting color. When dry, remove masking tape.

LOG AND BARK PROJECTS

From these rustic materials, create sturdy items with outdoor appeal.

You will need logs of various thicknesses for these projects. For bark, search the woods for fallen trees, especially the kind with rough bark with swirled effects. Seasoned logs are the easiest to strip. Cut a straight line vertically on the tree trunk, and using some type of wedge, peel the bark off of the tree.

Any area that is difficult to remove may be pounded with a mallet. Green wood must be pared with a knife. Remember that living trees never should be stripped.

From Logs *(See Appendix)*

Bench or Stool

Logs make a handy little extra seat for the porch or patio. Use a large slice of log for the seat with one somewhat smaller for the base, plus three logs for the legs. Nail or glue the seat and base to the legs. Sand the seat well; varnish or cover with leatherette.

Decorative Banjo

For an unusual wall decoration, make a banjo. You will need an inch thick slice of log from 6 to 7 inches across. For the neck, nail a wood strip, similar to a yardstick, to the underside of the banjo.

Use heads of wooden clothespins for tuning pegs. Glue pegs onto a wedge 1" thick, cut from a log disk. Glue wedge on end of wood strip.

For the bridge, glue a narrow strip of wood to the banjo. Attach strings with nails and stretch them over the bridge up to tuning pegs.

Club House Sign

For a rustic sign, use a slice of log of the desired size. Form the name of your club with twigs, cut to make the letters and glued in place. (Letters can be painted on, too.) Insert screw eyes in the edge of the sign and add lightweight rope for hanging the sign where desired.

Drum Doorstop

Choose a short log in the right proportion to resemble a drum. From leatherette cut two circles at least 3/4" larger all around than the top of the log. About l/2" from the edge, punch eight or more equally spaced holes.

Set the log in the center of one circle and place other circle on top. Lace the two together, drum fashion, with heavy cord.

You could add a couple of dowels, padded at one end, for drumsticks.

Sun Dial

Use a fairly good sized log about 16" high for the upright post of your pedestal. For the top and base, nail on slices about 1" thick that have been cut from a large log. Other wood may be substituted for the top and base, if you prefer.

To make the dial itself, first find the latitude of your state on a map. Second, cut off a section of coat hanger wire. Then using a protractor ;Is a guide, bend the wire to the nearest latitude angle.

On the sun dial, draw a 4" square, marking positions "N" and "S," and figures 12, 6, 6. Drill or punch holes at "N"; and "S"; insert ends of bent wire angle.

At 12 o'clock noon, point the sun dial northward so that the shadow that the wire casts on the wood will indicate 12 o'clock. Each hour, exactly on the hour, mark the shadow lines for 1,2,3,4, and 5 o'clock. The 6 o'clock mark should be on line 66. To draw hour lines for 6,8,9,10, and 11, measure the same spacing as for 1,2,3, etc. on the opposite side of the square.

Doggie Foot Scraper

For the body of the dog, use log of desired length about 3-1/2" thick. Split a short piece of log in half for the feet. Attach crosswise at ends of the body, using extra long nails.

For the head, nail a 1" thick slice of log in place. Nail inverted pop bottle caps onto the dog's back for scraping your feet. Add leatherette ears and tail. Use a knob from a clothespin or a wooden bead for a nose and paint any additional features.

Turtle Belt Rack

For the body of your turtle, use an inch thick slice from the largest log available. Cut pieces from a thinner log slice for the head, feet and tail. Glue in place.

Paint your turtle as desired, adding the characteristic shell markings later. Paint knobs from clothespins and glue in place for eyes.

Insert right angle hooks, for holding belts. Add a hanger to underside of turtle.

From Bark

Steer Book Ends

For these novel hook ends, use birch bark, preferably. Following the natural curve of the bark, cut head, ears and horns. Glue the ears to the underside of the head piece, curving down with the white side of the bark up. Now to curve the horns upward, glue them, brown side up, in back of the ears. Draw facial details with ink.

Glue head to top of a log about 5" to 6" high. Glue a strip of felt to bottom of log, letting end of strip extend under the books to keep book ends from slipping.

Old Oaken Bucket

For this rustic container, use paint can or other large can with a handle. You can make a wire handle hooked through holes punched with a hammer and nail from inside can.

Glue on pieces of bark fitted together, as well as possible to cover the entire surface. We

found it better to run the pieces of bark vertically on the bucket. To help hold bark in place wrap wire twice around the bucket near the top and bottom.

Use your old-fashioned bucket for wastebasket, planter, or catchall.

Cabin Bank

As the base for your little cabin, use a pint milk carton. Cover it with dark paper and cut a coin slot in the top. Glue on windows cut from light colored paper and a door made from pieces of popsicle stick. Add a tiny button for a doorknob.

Cover the sides of the cabin with strips of bark to simulate logs. For the roof, glue on twigs or bark.

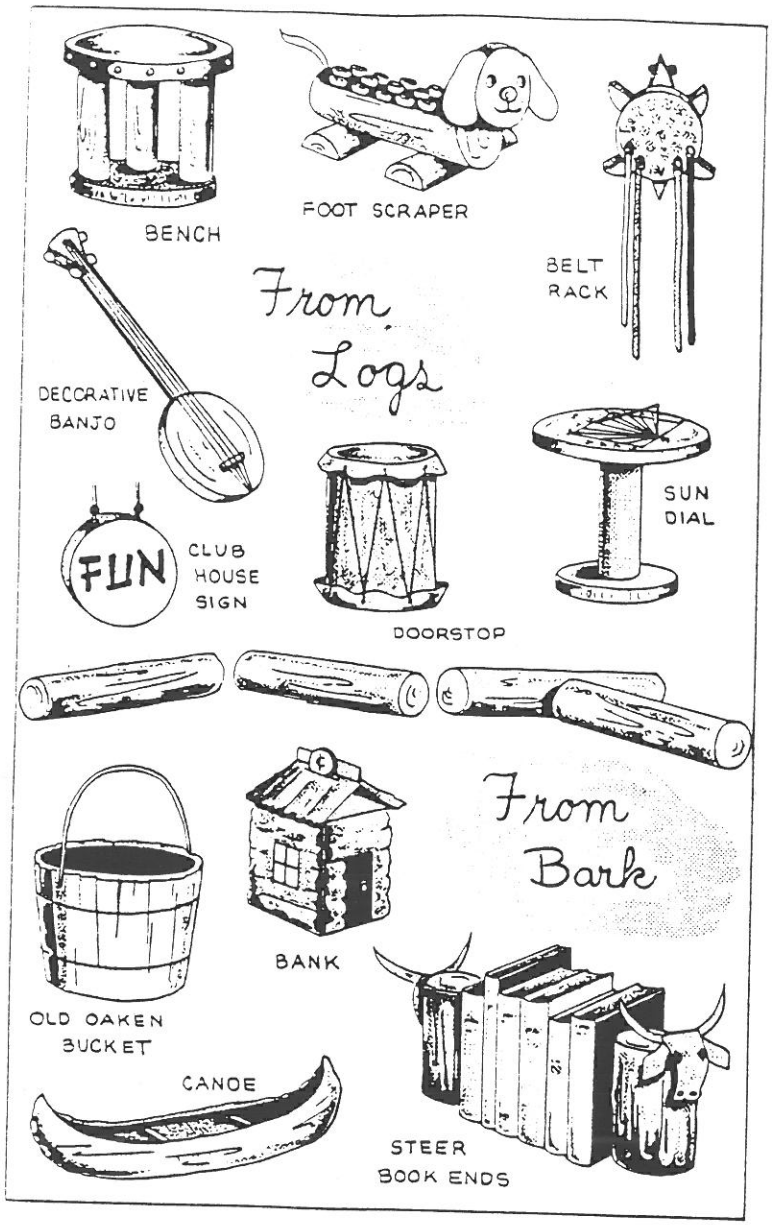
Canoe

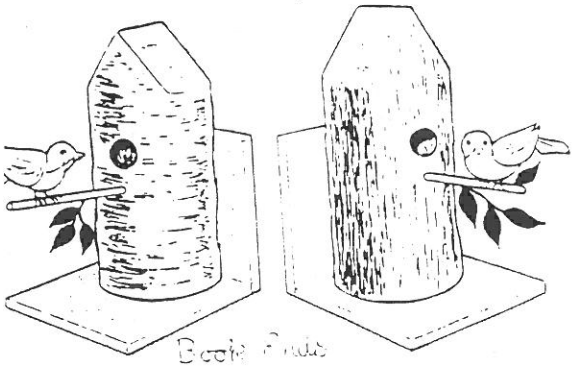
Any boy will enjoy owning one of these novelty canoes for display or for a trinket box on his dresser.

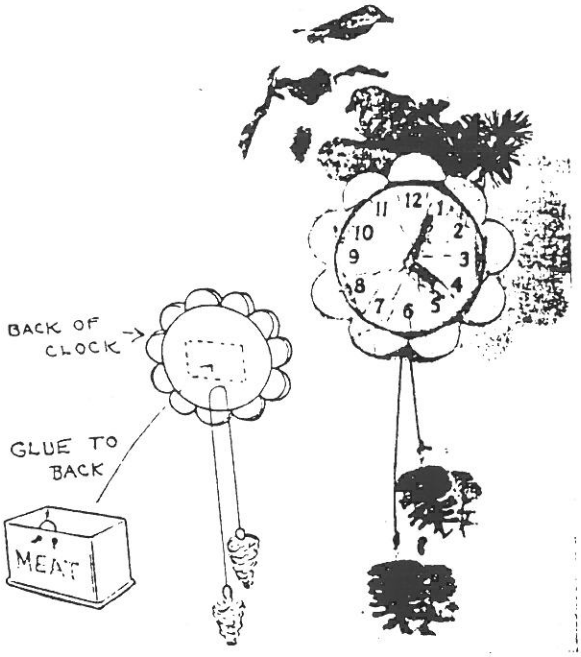
First cut two canoes from lightweight cardboard.

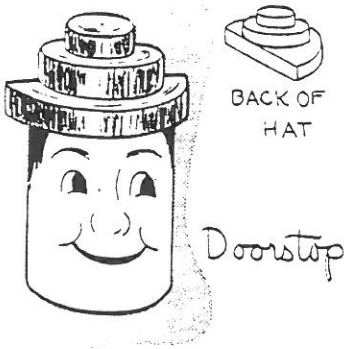
With needle and heavy button thread, attach the two pieces by overcasting along the bottom edges. Leave the top open. To push the sides of the canoe apart, insert two 1-1/2" pieces of toothpick or popsicle stick crosswise. Glue in place.

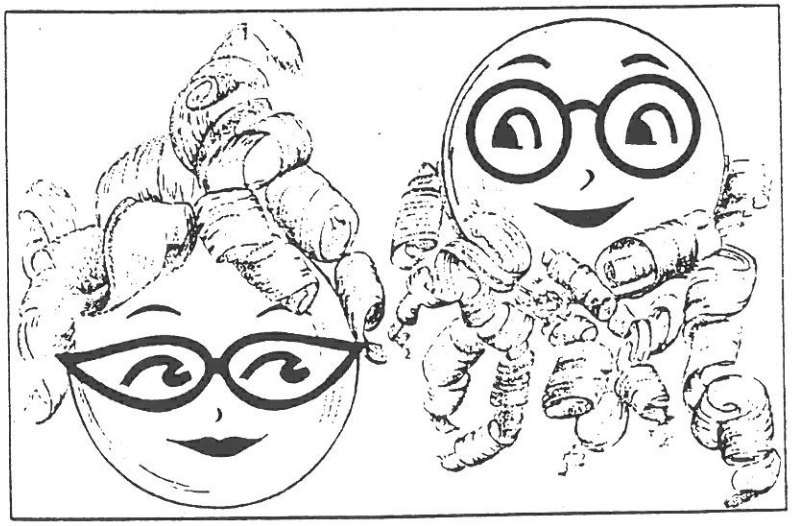
Cover the entire outside of your canoe with bark glued in place. If the bark is not flexible and is rather heavy, tear it apart into small sections before gluing it to canoe. Trim off any rough edges.



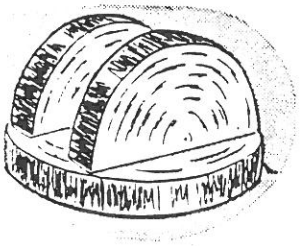


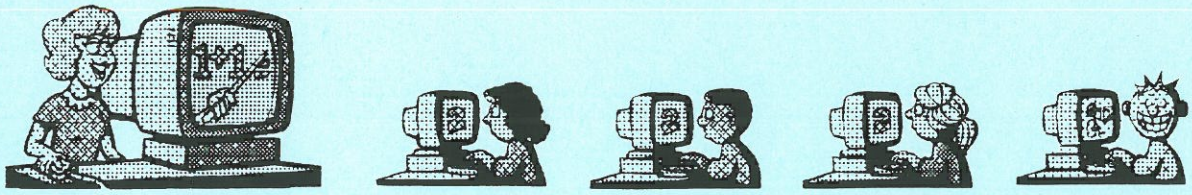




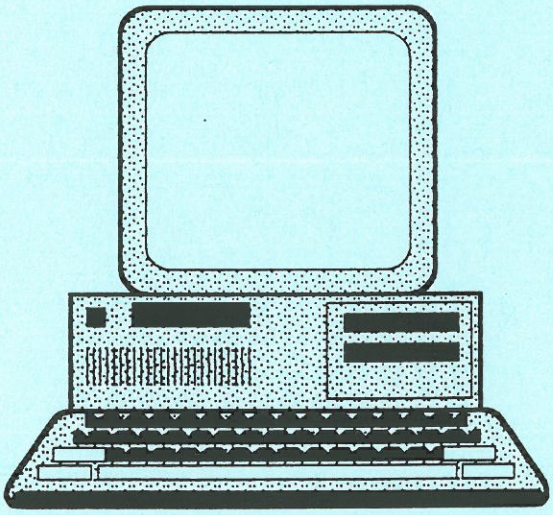


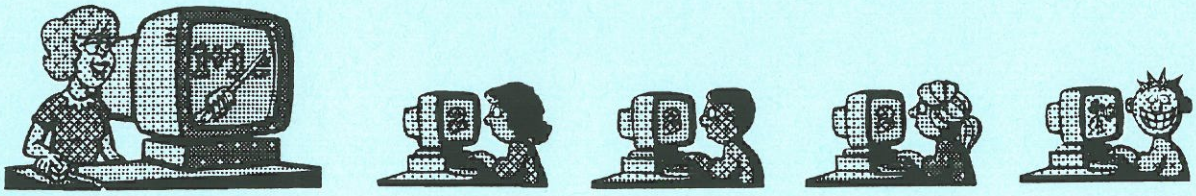
Letter Holder





WORLD OF COMPUTERS





September 1996

World of Computers

September 1996

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
25	26	27	28	29	30	31
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	1	2	3	4	5

SEPTEMBER
WORLD OF COMPUTERS

OPENING CEREMONIES

How We Use Computers

Cub #1: We live in a time in which computers are changing the way we organize our daily lives. We have computers in our schools, homes, places of work and vehicles.

Cub #2: They are a tool to help us work more efficiently. We have yet to invent a computer that will do our thinking for us entirely, but they are a resource for us to use when we need them.

Cub #3: We now have more knowledge at our fingertips than many volumes of encyclopedias could provide in the past and that knowledge is very up to date. Computers talk to other computers linked around the world, they get faster and faster and have more in their memories than we can often conceive.

Cub #4: How can we use computers in our Cub Scouting program? Information, please! Computer Fun and Communicator all have activities that we have been working on this month and earning our advancement at the same time.

Cub #5: We found out how computers are used and visited work places that use different programs. We have used computers ourselves and looked at different programs that will help us or that we enjoy.

Cub #6: We have multi-media computers that link CD's, videos and computers into a network filled with information, games and artistic possibilities. Explore for yourselves, for this is the world of our future.

Computer

Arrangement: 8 (Cup Scouts, each with a large letter printed on a card), Narrator

C - communication not confined
O - operating and on-line
M - memory to store away
P - programs that we learn and play
U - utilities to keep us straight
T - terminals to match and mate
E - entering much information
R - resource for many functions
NARRATOR: In looking far into our futures, we will use more of our computers.

Field Trips: Children's Museum, Newspaper, Computer Store, Radio Station, TV Station
Service Projects: Collect school supplies for needy children, Flag Ceremony for PTA

GAMES

Backward Spelling Bee: Begin with a list of four letter words like "wham" and "sled", then when you can do this easily, go on to a list of five letter words.

Over and Under: Single file formation. First player of each team has a ball. At a signal, the ball is passed back and over the head of the first player and between the feet of the second player, over the head of the third and between the feet of the fourth, etc. The last player on the team runs forward with the ball and starts the play again. Continue until the team is back in its original position.

Clapping Clues: One person is selected to go out of the room. The rest of the group picks an object for the person to find. The person returns to try to find the object while the group claps. As the person gets closer to the object, the claps become loud and enthusiastic. If the person moves farther away from the object, the claps become quiet and weak. When the object if finally found, the person gets a standing ovation.

Alphabet Scavenger Hunt: Each den (boy) on his own tries to collect the most "junk" in a stated period of time. Each must start with a different letter of the alphabet. Example: A-apple, B-berry, bark, etc.

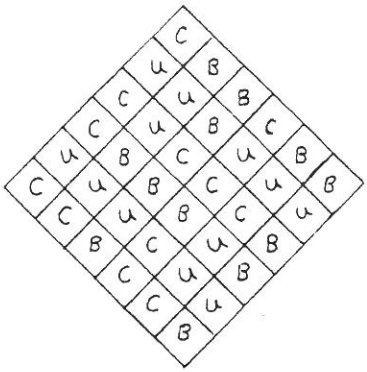
Half Mile: Each team needs a clothespin and a piece of string five feet long wound into a ball. One boy unwinds the ball as a teammate holds the loose end. At signal, he winds the string around the clothespin.

Calculator Game: Each boy needs a calculator. He is to turn it upside down and spell as many words as he can. 1-I, 3-E, 4-H, 5-S, 7-L, 8-B,0-O. Example: 8-3-3 looks like BEE. (Remind them that the words must be spelled backwards into the calculator.)

Measure Time: Using a stop watch or clock with a second hand, ask the boys to stand up when he thinks one minute has passed.

Number Game: See if the boys can answer --

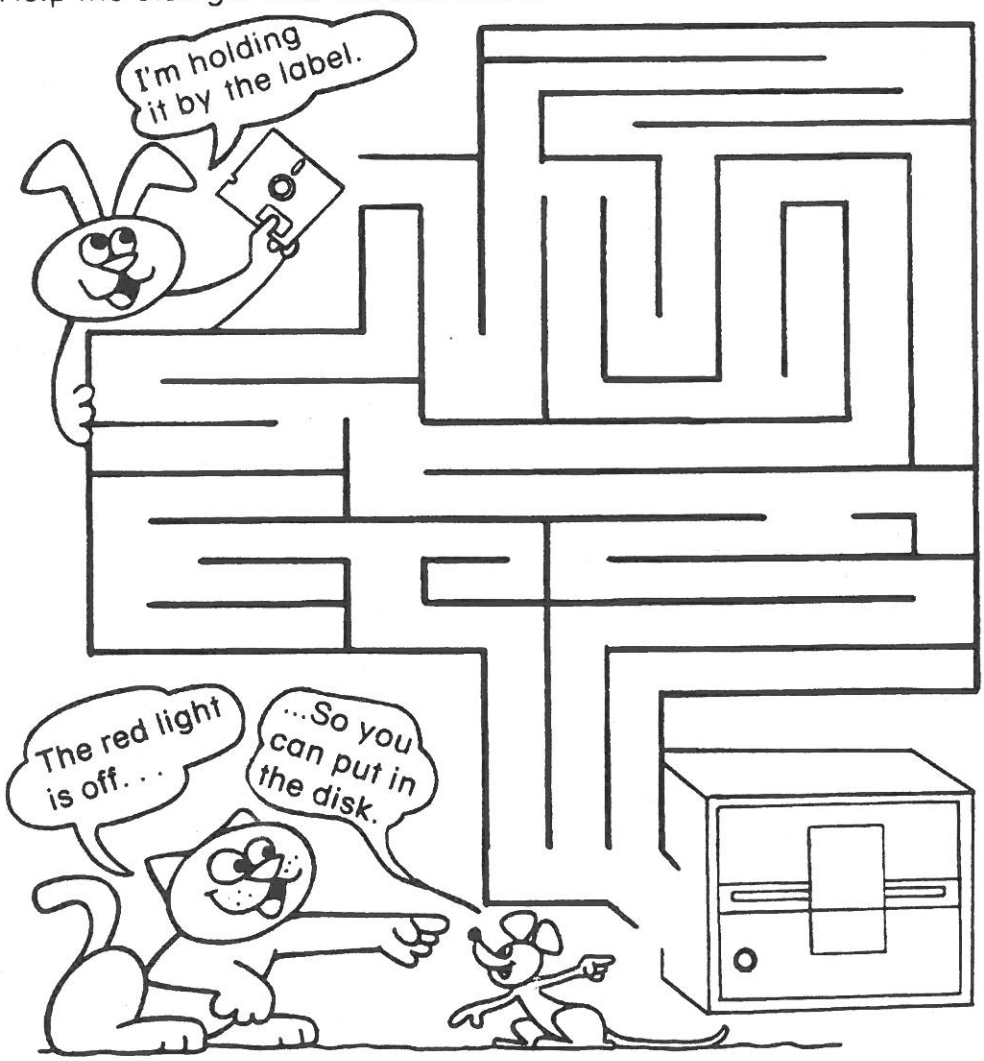
- Cats & Rats - If three cats can catch three rats in three minutes, how many cats could catch one hundred rats in one hundred minutes? (The same 3 cats.)
- Strange Animal - What animal is it that walks first on four legs, later on two, and in old age on three? (Man - crawls as an infant, young person walks on 2 legs, and old person uses a cane.)
- Water Uphill - Can water ever run uphill? (Yes, into a sponge.)
- How Many Cows - A boy, driving some cows, was asked how many cows he had. He said, "When they are in line there are two cows ahead of a cow, two cows behind a cow and one cow in the middle. How many cows are there? (Three)
- How Old Was Bill: A man was asked, "How old are your boys. John and Bill?" He replied, "John is 24 years old and Bill doesn't like to tell his age, but John is twice as old as Bill was when John was as old as Bill is now." What is Bill's age. (18)
- Higgs Pig Farm - Farmer Higgs owns 3 pink pigs, 4 brown pigs, and 2 black pigs. How many of Higgs' pigs can say that they are the same color as another pig on Higgs' pig farm? (None - pigs don't talk.)
- Time - When can you add 2 and 11 to get 1 as the correct answer? (Two hours after 11 o'clock is 1 o'clock.)



Cubs: Connect the letters to spell CUB. How many Cubs are there?

The Disk

Help the disk get into the disk drive.



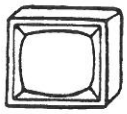
Computer Word Hunt

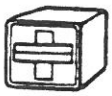
C	O	P	R	I	N	T	E	R
K	K	C	O	M	P	C	X	D
E	E	K	E	Y	B	O	A	I
N	Y	M	P	U	T	M	W	S
V	B	D	I	S	K	P	S	K
E	O	E	N	V	E	U	N	D
L	A	M	O	N	I	T	O	R
O	R	P	R	I	N	E	C	I
P	D	S	O	F	D	R	I	V
E	S	O	F	T	W	A	R	E

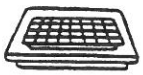
Circle the words across and down and check the boxes.

Word Box


☐ COMPUTER

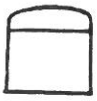

☐ MONITOR


☐ DISK DRIVE


☐ KEYBOARD

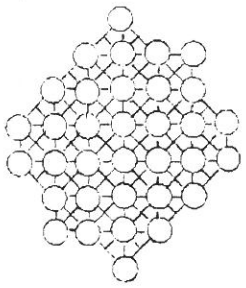

☐ DISK


☐ PRINTER


☐ ENVELOPE


☐ SOFTWARE

KWATRO Game



For Cub Scouts who like mental games. It's played like tick tack toe except that the winner must get four markers in a row, either vertically, horizontally, or diagonally. Enlarge board on an 8 1/2" x 11" sheet of paper. For markers use buttons of two colors or cardboard circles marked "X" or O".

HIKES

Super-Duper Out-Of-The-Ordinary Scavenger Hunt: Stay together as a den and try to find or figure out each. The key to this scavenger hunt is imagination.

One piece of litter per person.
The roundest rock.
A freckle.
Something that will become oil.
A flock of red-winged blackbirds.
A pine cone or acorn.
One green eye and one blue eye.
A beautiful view of a park.
A seed (not an acorn or pine cone).
The biggest and widest smiles.
The muddiest finger or toe -- just one please.
A two-headed giraffe (remember your imagination).
A mosquito bite.
Something that has become something else.
An elf egg.
A song that has the color blue in it sung as a den.
A single drop of water.
Something that depends on something else to live.
Your Den's dance to celebrate the sun.
Something that we all need but cannot see.
A very crooked stick.
One dead fly or ant.
One wild onion plant.
Any type of can tab, 1 for every 4 boys.
BONUS POINT - A Big Bear Hug!!

SONGS

Are you Typing
(Tune: Brother John)

Are you typing,
on your keyboard.
A-B-C, 1-2-3.
Computers are calling,
Computers are calling.
Click, click, click, click, click, click.

Click, Click, Click Your Mouse
(Tune: Row, Row, Row Your Boat)

Click, click, click your mouse
Gently down the screen.
Merrily, merrily, merrily
Computing's but a scream.

I Will Use My Computer
(Tune: The More We Get Together)

Chorus:
I will use my computer, computer, computer
I will use my computer, but not right now.

I'll build a rocket in a minute;
The thousand people will fit in it.
We'll circle the moon in a 2-hour cruise,
But first I have to clean my shoes.

Chorus

I will cure the common cold,
And fix you so you won't grow old.
Each virus I will kill quite dead,
But first I have to make my bed.

Chorus

I'll make a very special glue
for all the atoms they split in two.
I'll glue them together and use them again,
But I'm late for school, so I can't say when.

Chorus

I'm going to build a peach machine
That will shut up people when they get mean.
I'd have it finished, but I can't see
How to fix it so it won't catch me.

Chorus

I'd draw you designs for unbreakable eggs,
For biteless dogs and unscratachable legs,
For unspillable milk and a fire without smoke,
But I can't get going 'cause my pencil broke.
Chorus

I'll build a giant TV set
To show the monsters I will get
When I safari up in space,
But first I have to wash my face.

Chorus

I'll dive to the bottom of the sea
In a special boat designed by me.
All the sunken treasures I'll discover,
But first I have to ask my mother.

Chorus

I'll build a giant pogo stick
To cross the oceans mighty quick.
Just one jump and there you are,
But first I have to wash the car.

Chorus

Old Macintosh Had a Computer
(Tune: Old McDonald Had a Farm)

Old Macintosh had a computer, A-P-P-L-E
And on this computer, he had some discs,
A-P-P-L-E
With a bite, bite here and a bite, bite there
Here a bite, there a bite, everywhere a bite, bite.
Old Macintosh had a computer, A-P-P-L-E.

Mouse - click, click
Courser - blink, blink
Keyboard - type, type
Screen - blip, blip
Printer - ZZZZ, ZZZZ

AUDIENCE PARTICIPATION

World of Computers

COMPUTER ..... IBM, Mac, Apple, Tandy, Packard Bell
SCREEN ..... Flash, Flash
MOUSE ..... Click, Click (with finger on mouse)
KEYBOARD ..... Tap, Tap, Tap
DISC ..... What's This!
MANUAL ..... Clap Hands

On a cool fall night in September a little Cub Scout sat down at his new COMPUTER. He opened the MANUAL and promptly slammed it shut. He turned on the COMPUTER. As he sat staring at the SCREEN, he could not decide whether to use the MOUSE or the KEYBOARD. When the screen came on he was instructed to insert the tutorial DISC. He bumped the MOUSE and the SCREEN went blank. He immediately started punching keys on the KEYBOARD. And again was instructed to enter the tutorial DISC. He put the DISC into the COMPUTER and the SCREEN said, "Follow along with your MANUAL."

He then picked up the COMPUTER MANUAL and opened to page one that had in bold print "Please read me before turning on your COMPUTER."

The moral of the story is: If you have a new COMPUTER with a SCREEN, MOUSE, KEYBOARD, DISC drive and a MANUAL, it is always best to read the MANUAL before touching the MOUSE, KEYBOARD, inserting a DISC, and turning the SCREEN on the COMPUTER.

Computer Pals

JEFF ..... Whew, it's hot!
VAUGHN .....Burr, it's cold!
E-MAIL ..... Zoom, Bing
SEND ..... Click, Swish
KEYBOARD ..... Typety, typety
MOUSE ..... Squeak, squeak
SCOUT or SCOUTING .....Do Your Best!

ORLANDO, FLORIDA ..... Mickey Mouse
NOME, ALASKA ..... Watch out for the moose!

(One group will do both Jeff and Orlando, Florida and one group will do both Vaughn and Nome, Alaska.)

VAUGHN just attended School Night for SCOUTING in his home town of NOME, ALASKA. He wanted to SEND E-MAIL to his computer pal JEFF, in ORLANDO, FLORIDA to tell him that he joined SCOUTS. He knew that JEFF had been in SCOUTING for a while and wanted to find out what he was getting into.

So, VAUGHN sat down at the computer KEYBOARD and reached for his MOUSE. He typed in the message, hit SEND with the MOUSE and eagerly awaited JEFF'S reply.

While doing homework at the KEYBOARD JEFF received VAUGHN'S E-MAIL. He was really excited to get VAUGHN'S news. JEFF immediately sent E-MAIL back to VAUGHN in NOME, ALASKA with all the fun stuff they do in ORLANDO, FLORIDA. He talked about such things as Pinewood Derby, Day Camp, Cub World, Blue and Gold, Space Derby, Rain Gutter Regatta, not to mention the neat crafts he got to make during the field trips he went on. When JEFF finished listing all the things they do in SCOUTS, he hit the SEND on his KEYBOARD. After VAUGHN finished reading JEFF'S E-MAIL, he began to think he had made a smart decision by joining SCOUTS.

A couple of weeks later, after VAUGHN had attended his first pack meeting, where he received his Bobcat, he decided to SEND JEFF an E-MAIL to tell him the good news. So he sat down at the KEYBOARD and reached for his MOUSE to SEND the message.

JEFF drew a card with his MOUSE to congratulate VAUGHN for earning his first SCOUTING badge.

After each of their meetings JEFF from ORLANDO, FLORIDA and VAUGHN from NOME, ALASKA would SEND E-MAIL to each other telling everything they had done in their meetings. They both agreed SCOUTING is a lot of fun. They also became life long buddies.

SKITS

Cannot Compute

PROPS: One large cardboard box, painted like a computer, a tea strainer for a mike, three smocks, or other gear to resemble scientists outfits, odd noise makers.

Roger Ready: (newsman with mike) In this year of 2137, the computer age has reached it's zenith. Now that we have the ability, the entire computer system and link ups should be combined for instant accessibility to all known facts. We now go to Star Station 042 for the final linking. Our commentator Is Fred Muddy.

Fred Muddy: Thank you Roger Ready, as you can see the progress being made here is unbelievable. (Three scientists in lab coats tinkering with a cardboard box painted like a computer.) (Banging noises, snip, snip, etc.)

Fred Muddy: Let's see if we can talk with the scientists working on the link-up. (Walks over to computer area. Talks with Dr. I. M. Frazzled, name on lab coat, or on a sign hung around his neck.) Dr. Frazzled, how are things going?

Dr. Frazzled: (Stretching, scratching his head.) Well, the toe bone's connected to the foot bone, the foot bone's connected to the ankle bone, the ankle bone's connected to the leg bone.....

Fred Muddy: (Cutting in hurriedly) Thanks, Dr. Frazzled, Maybe we can interview Dr. Too, too. (Talks with Dr. M. E. Too ... name on name tag or sign.) Dr. Too has been working on this protect from the beginning. Dr. Too what are the military aspects of this?

Dr. Too: The Grand Old Duke of York, He had ten thousand men, he marched them up the hill, he marched them down 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 nor down!

Fred Muddy: (Trying to shut Dr. Too up) Thank you Dr. Too, and now here's Dr. Anut. (Dr. I. Am Anut sign or name tag.) Dr. Anut, what does the computer look like from your point of view?

Dr. Anut: It looks like spaghetti, all covered with cheese. I lost my meatball when somebody sneezed.

Other Doctors: (Start to clap and cheer) It is finished! It's done! We need a question! We need to check the linkage.

Dr. Frazzled: Mr. Muddy, will you ask your computer a question?

Fred Muddy: OK, all ... Who has more fun in the Cub Scout program, the Cub Scouts or the leaders?

Computer: (Shaking and rattling) CANNOT COMPUTE ... CANNOT COMPUTE ! ! !

How To Program A Robot

Characters: A Cub Scout den in uniform and a boy dressed as a robot
Props: Index cards with speaking parts written on them

Robot is in center of the stage with Cub Scouts gathered around him. As each boy programs the robot, he puts his card in a slot in the front of the robots chest.

CS #l: How should we program our robot? We've spent a lot of time building him. We certainly want him to know things we think are important.
CS #2: Let's give him a sense of appreciation. He's got to be grateful for more than just material things.
CS # 3: And let's not forget plain old fashioned curiosity. The more curious he is the more he will learn.
CS # 4: How about persistence. He has to have confidence and not get discouraged.
CS # 5: We won't have to teach him tolerance, he already knows that; but we won't want to let him learn intolerance.
CS # 6: Love of country ...yes...everyone needs to know that!
CS # 7: I want him to have a sense of humor. Everyone needs a dose of that.
CS # 8: I think he should be respectful and obedient....reverent!
CS #l: Anything else? (pause) Well, let's see what we have here!

(Boys all begin to turn knobs and make him work. Robot begins to walk mechanically around stage)

Robot: (In a mechanical sounding voice) I want to be a good Cub Scout... I want to be a good Cub Scout.....I want to be a good Cub Scout.
CS # 7: You know, I think those things might just make a pretty good Cub Scout, too.

Leave It To A Computer

The scene opens in the office of Colossal Construction Co. Mr. Colossal, the owner, is on the phone taking an order. He hangs up and calls in his foreman. Colossal tells him the company has just been awarded a contract to build a pyramid like the Great Pyramid in Egypt. He adds that the pyramid has been ordered by a multi-millionaire to be built in his recreation room. He goes on to say that his is the largest contract ever awarded to Colossal.

Mr. Colossal points out: "That Great Pyramid is one of the greatest achievements of man kind; it is one of the seven wonders of the Ancient World. It is a great mystery to this day as to how Egyptians built it. With the use of our computer, the Colossal Construction Company will find out and make a pyramid just like the original."

Colossal gives the foreman all the data on the Great Pyramid, such as: made of 2,300,000 stone blocks; each block weighed 2 1/2 tons; 100,000 men took 20 years to build it. Additional information may be found in reference books. Colossal, with a flourish, sends the foreman to find out from the computer how it was done.

Other workmen are then called on the stage by Colossal and told of this "plum" that has been awarded the company. He explains, in detail, that it will require great teamwork and effort. As he reaches the end of his pep talk, the foreman returns, excitedly, with a long sheet of computer information. Colossal rushes up to him and says, "AHA, I see you have it!" This is an historic occasion. We are about to unlock the great mystery of the Egyptians .... how they built the Great Pyramid! Tell us, what does the computer say? What does the computer say?"

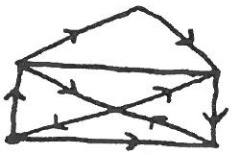
The foreman, center stage, faces the audience and begins to read from his paper: "With right sides together and blocks facing, glue side A."

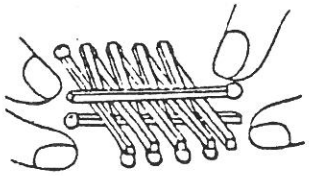
STUNTS AND TRICKS

Handkerchief Trick: Use three handkerchiefs - two white and one of any color. Tie white ones together then tie colored one to the whites. Ask someone to put the colored one between the two white ones without untying any knot. Solution: Tie a third knot making a circle of the handkerchiefs. No knot has been untied but the colored handkerchief is between the white ones.

Optical Illusion: Cut out a pig or other animal from bright red paper about 4 inches in size. Mount him on a piece of white paper. Hang the picture on the wall. Next to it hang a large piece of white paper. With the light to your back look at the animal steadily in the eye and count to 20. Then look directly at the large sheet of white paper. There you will see a green animal. It will surprise everyone.

Draw An Envelope: Show anyone a picture of an envelope without the arrows drawn in. Ask him to draw it without taking his pencil from the paper or crossing a line. Solution: Follow the arrows.





Match Lift: Lay one match flat on the table, and lay nine other matches across this match. Alternate, so that 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 griping the end of the two parallel matches, lift all the matches at once.

Magic Age: Ask each person to write down the number of the month in which he was both; multiply by 2; add 5; multiply that by 50; add his age; subtract 365 add 115. Ask for the answer. You will be able to tell him his birth month and present age. (If answer has four digits, the first two are the birth month.)

Example: Month of birth (February) .. 2
Multiply by 2..... 4
Add 5..... 9
Multiply by 50..... 450
Add age (9)..... 459
Subtract 365..... 94
Add 115..... 209
(2 = Feb.; 09 = 9 years of age)

Totaling 20: Tell a person to write down five odd figures in a column and add them up to 20. As 20 is an even number, most people who try it soon give up. Here is the solution: Put down 13, 5, 1, and 1. The total of these numbers is 20, but there are only four odd numbers. That is true, but there are five odd figures: 1, 3, 5, 1, and 1.

Riddles

Why is your nose not 12 inches long? (Because it's not a foot.)
What's the best way to raise strawberries? (With a spoon.)
Why is a quarrel like a bargain? (It takes two to make it.)
What do liars do after death. (Lie still.)
What goes up and never comes down? (Your age.)
What has 18 legs and catches flies? (A baseball team.)
How many does dad, mother, and baby make? (Two and one to carry.)
Why do cowboys wear such big hats? (To cover their heads.)
What's the safest way to double your money? (Fold it in half.)
If you don't know his name what can you call a tailor? (Mr. so and so.)
What is a calendar tree? (Date)
What tree will keep you warm? (Fir)
What tree is used in kissing? (Tulip)

CHEERS AND APPLAUSE

Mouse: (Assume the position of holding a computer mouse in hand.) Pushing with forefinger on the imaginary mouse, say, "click, click, click".

Keyboard: Fingers on the keyboard, "Type, type, type, type."

Screen: Close eyes, reach out to turn on - open eyes and say, "Blip."

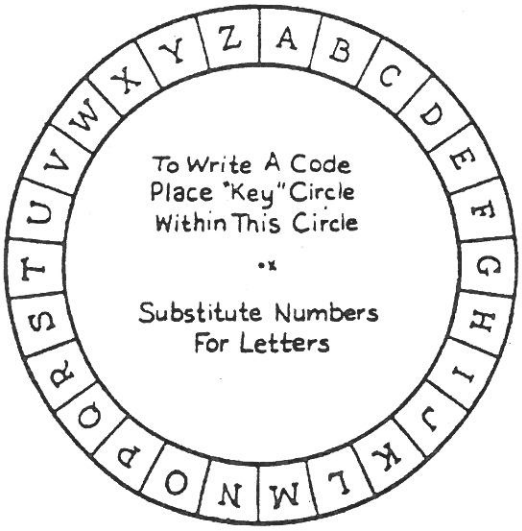
Disc: Say, "A bit, a byte of electronic information."

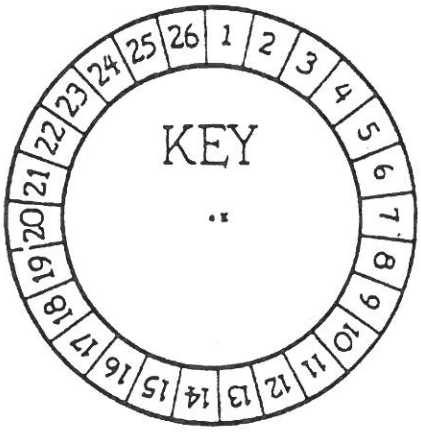
CRAFTS

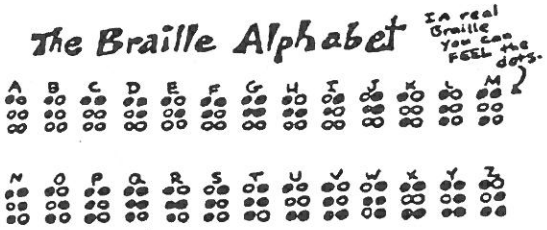
Secret Code Wheel:

Materials Needed: Cardboard, glue, straight pin, needle nose pliers, copies of code

Cut out code wheels and paste on cardboard. Place under a heavy book until dry. Cut away extra cardboard, put small wheel on top of larger. Bend a straight pin head using pliers, stick through both circles at X. Tape pin in back.



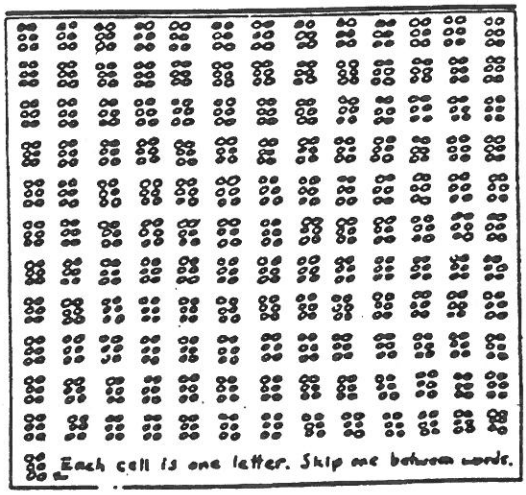




Using Braille

Use Braille to make a secret code, or write a letter to a friend.

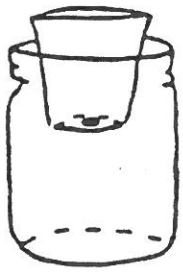
Write a code message in Braille.



Berry Ink

Materials Needed: Ripe cherries, blueberries, blackberries or strawberries, small jars with lids, spoon, paper towels, paper cups.

Remove stems and leaves from ripe berries and place in small jar. Press the berries into a pulp with the back of a spoon. When the berries are crushed, add a little water, (The more water you add, the lighter the ink will be.) Stir the mixture. Place a sheet of paper towel over a paper cup and push down. Slowly pour the berry mixture through the towel into the cup. Let all of the liquid drain through the towel into the cup. Remove the towel and throw away. Pour the strained ink back into the jar and screw on the lid. Use a straight or fountain pen to write with.



Water Clock

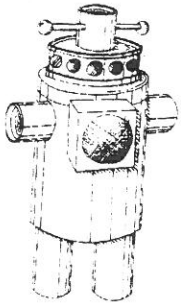
Materials Needed: Small plastic cup, large jar with small opening, water.

Prepare a plastic or Styrofoam cup with a small hole in the bottom. Place the cup in the mouth of a large transparent jar with an opening small enough to support the cup. Fill the cup with water. Begin timing as the water runs into the jar. When one minute has passed, mark the jar at the water line.

Water Clock

Materials Needed: Straight sided jar, tin can (to fit over jar), masking tape, measuring cup, ruler, thin nail and hammer, permanent marker.

Make a tiny hole in the bottom of the can with the nail and hammer. Draw a line around the inside of the can near the top. Put a strip of masking tape up the side of the jar to make your calibrations on and set the can on top of the jar. Watch a real clock and when the minute hand is at 12, pour water into the can up to the line. Make a mark on the tape at the water level for 2 minutes, ect.



Odds and Ends Robot

Materials needed: Any tubes, cans and rolls you can find, straws, beads, glue and paints.

Glue the various odds and ends together to make robot. Use beads for the eyes. Color as desired.

English Tops

Materials Needed: Short pencil, markers, and colored construction paper.

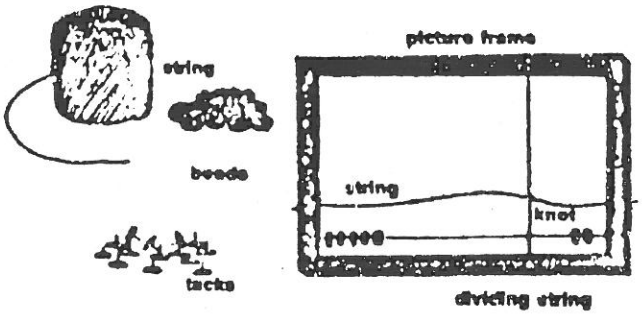
Cut circles out of the colored construction paper. Decorate as desired. Push pencil through the center. The point of the pencil becomes the spinner.

Abacus

Materials Needed: Picture frame, string, thumbtacks, beads or buttons.

1. Cut 5 pieces of string the same length (Long enough to cross the picture frame with an extra 7.5 cm (3") on each end for making knots).
2. Place 5 evenly spaced thumbtacks along each side of the frame.
3. Slide 7 beads onto each string.
4. Tie the end of one string to the first thumbtack at either side of the frame. Continue tying the strings until you have all 5 strings tied across the frame.

6. Take an additional piece of string twice as long as one of the first 5. Place your frame so that the 5 strings are left to right, tie this new piece around the frame at the top, about half way across.
7. With the dividing string tied to the top of the frame, bring it down to the next string and tie another knot. Continue down to the next string and tie another knot. Work down to the bottom of the frame until knots have been tied with all the strings. Then tie the string around the bottom of the frame. You now have the dividing line of the abacus.

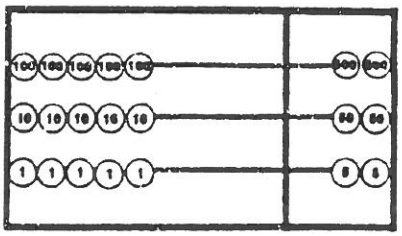


Your abacus should now have 5 strings extending from left to right with 5 beads to the left side of the dividing string and 2 beads to the right.

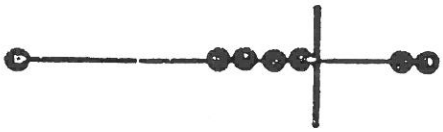
Holding the abacus before you, the bottom string represents units. The five beads on the left have a value of 1 each. The two beads on the right have a value of 5 each.

The second string represents values of tens. Each bead on the left represents 10 units. Each on the right represents 50 units.

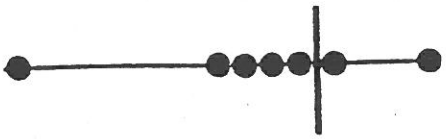
The next string is hundreds, the next thousands and the fifth string represents ten-thousands.

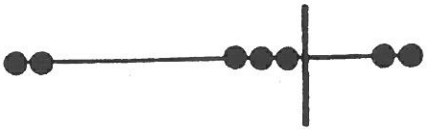


You are now ready to try a problem. Count 4 on your abacus. To do this, push 4 beads from the left side of the bottom string to the center.



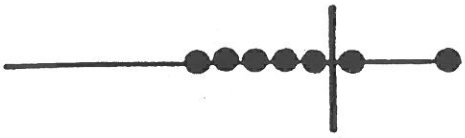
Now, add 5. Do this by pushing one bead from the right side to the center. You have just completed an addition problem 4 + 5 = 9.

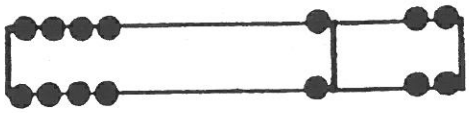




Next subtract 6. Do this by moving the 6 unit bead on the bottom right back to the frame edge and move one unit back on the left back to the frame edge. You now have solved a subtraction problem 9 - 6 = 3.

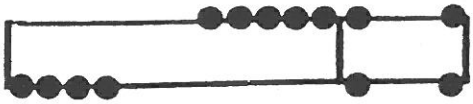
Next, add 8. Move the 5 unit bead on the right to the center, and move three 1 unit beads from the left to the center. You will find only two to move. Move them. Your abacus will appear as:





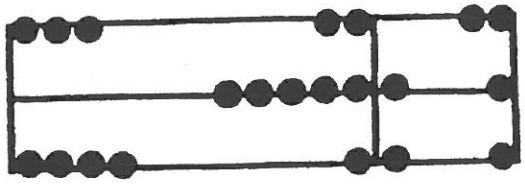
You have a value of 10. Move the five 1 unit beads on the left to the frame and the one 5 unit bead on the right back to the frame. Replace their value of 10 by moving one 10 unit bead on the second string from the left to the center. You still have a value of 10. Now move one 1 unit bead to the center. You have a total of 11. (3 + 8 = 11)

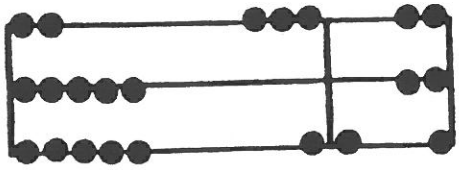
Now add 295. Just as in regular addition, add 5 first by moving a 5 unit bead from the right to the center.



Next, add 90 by moving a 50 unit bead from the second string, right and four 10 unit beads from the left.

Last, add the 200 by moving two 100 unit beads on the third string. You now have a total of 306.





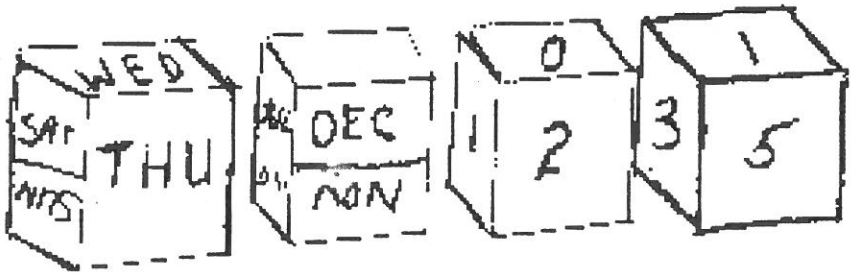
Since the value on the second string is equal to 100, you can adjust your abacus by moving the beads to the frame edges, and replace the value by moving one 100 unit bead from the third string.

Try additional problems. After practice, you will be able to use the abacus quickly and accurately.

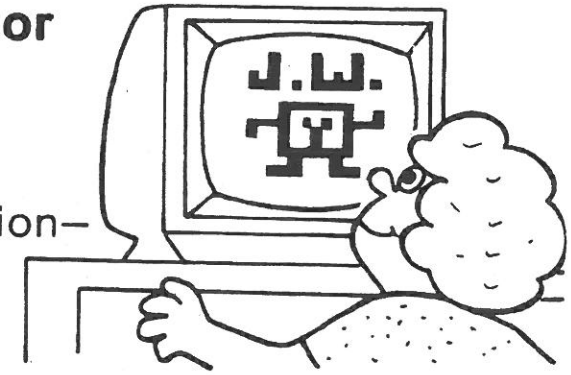
Perpetual Calendar

Materials needed: Four 2" blocks of wood, paint, markers.

Paint blocks as desired. On the first block write the months, 2 months to a side. (Write one month upside down from the other with a line dividing.) On the next block write the days of the week. Saturday and Sunday are on a combined side. On the third block write 1 through 6, and on the fourth block write 0,1,2,7,8,9.



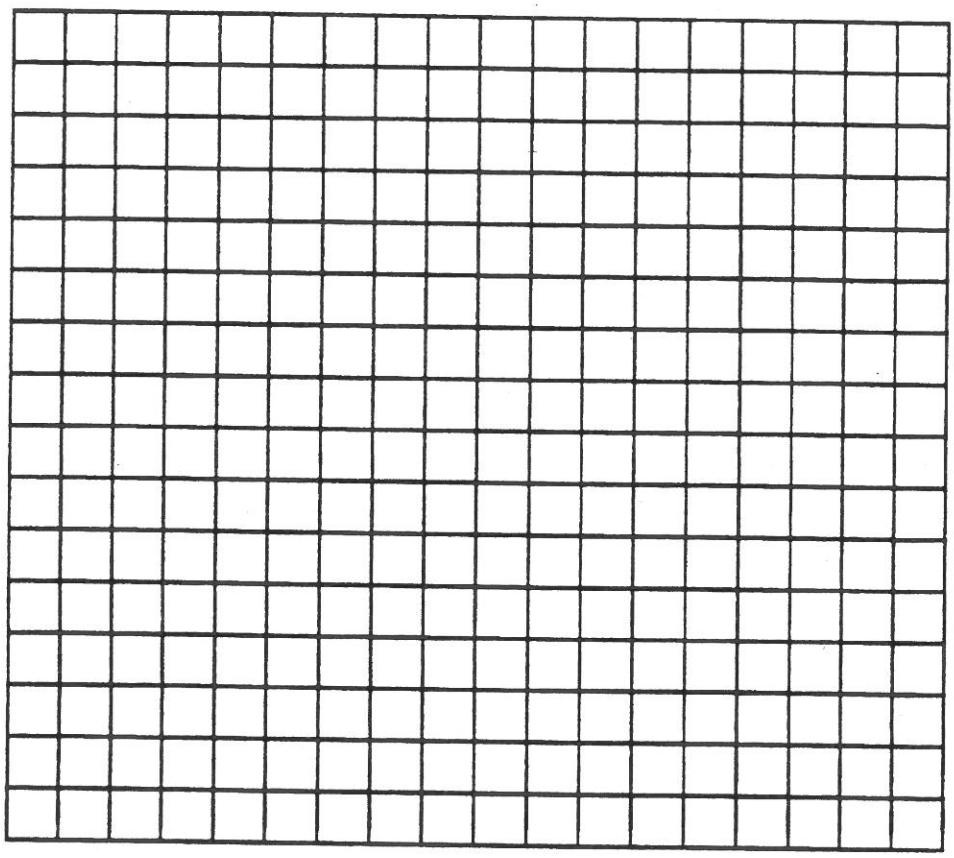
The Monitor



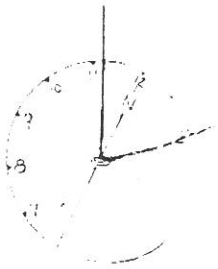
A computer monitor is an output device.

It shows or puts out information– numbers, words or pictures.

Color in the squares to create computer pictures (graphics) of your initials and a funny robot.



Sundial



Materials needed: Round piece of wood or cardboard, glob of modeling clay, long pencil or knitting needle, pen or pencil, watch, compass.

Mark the center of the circle and draw a line that divides the circle in half. Put a glob of clay in exactly the center of the circle and stick in the eraser end of the pencil or the flat end of the knitting needle. On a sunny morning, use the compass to find north and point the end of the line north. Set the sundial in place where it will get sun all day. Use the clock to mark the hours on the sundial. Do this every hour until the sun sets. On other sunny days, you will be able to tell what time of day it is outside.

Rubber Band Board

Materials needed: Wood 10" to 12" square, 3/4" deep, finishing nail, rubberbands, hammer.

Mark a geometric pattern on board as a star with eight points or cross patterns and hammer in finishing nails. Play game by trying to make triangles with colored rubber bands that don't overlap.

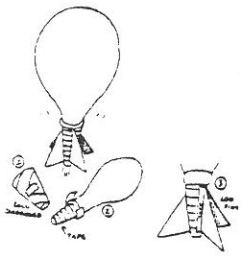
Fall Shadow Box

Materials needed: Carton or plate, poster paint, fall leaves and weeds, glue.

Paint carton in fall colors. Make an interesting arrangement and glue in place.

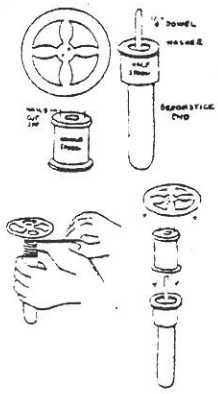
Balloon Rocket - Things That Fly

Materials needed: Stiff paper, tape, balloon, scissors.



Roll a 4" x 5" piece of paper into a cone shape (this is the rocket engine) and tape in place. Cut largest end to fit tightly inside balloon neck. Tape balloon and engine together. Wrap tape around the engine to close up air leaks. Blow up balloon and let it go straight up. Trim off the top of the engine a little at a time until the balloon rises straight and steady. Tape paper fins in place to help balloon fly steady.

Flying Saucer



Materials needed: Bottom of bleach bottle or heavy lid (6" x 3/8"), nails, spool, dowel, washer, glue, broom handle, 1' of cord.

Cut blades in saucer (bleach bottle) 1 1/2" at wide point, 1/2" where they join in the center. Center is 1" diameter. Drill center holes for nails. Drive 2 nails into whole spool. Clip off nail ends. Saw off other spool half. Insert dowel. Glue dowel in half spool and half spool to cut-off broom handle. Slip washer over dowel. Wrap about 1 foot of cord around the spool as shown, and tug cord toward you. The flying saucer will take off in a whirl.

Tray - Papier Mache

Materials needed: 20 sheets of newsprint, glue, plastic sheet, books, paint, varnish, books.

Cut newspaper sheets to size wanted for tray. Soak in glue and place one on top of another. Cover with plastic, place books in center and let dry. Form sides with strips of papier mache. Let dry. Paint and varnish.

Rocket - Tin and Metal Craft

Materials needed: Spark plug, aluminum pie plate, hot glue gun.

Cut your fins from the pie tin. Hot glue them around the spark plug (at least three) to stand. Add small ones to the nose.

Goop - Silly Putty

Materials needed: 2 parts Elmer's Glue, 1 part liquid starch.

Mix with hands until forms silly putty. Free form the silly putty, stretch, pull, etc. Store in air tight container in refrigerator. If silly putty is too sticky add more starch. Food coloring can be added when mixing in starch.

TIE SLIDES

Disc: Paint a thin 2" X 2" piece of wood black. Add a silver center. Hot melt glue a piece of plastic piping onto back for scarf holder.

Computer: Using a piece of heavy cardboard for the backing, cover with aluminum foil. Use another piece of cardboard with a cutout center for a frame (sized to fit over first piece of cardboard). Glue frame over piece covered with foil. With a marker add a couple of knobs at bottom of frame. Add a backing.

ADVANCEMENT CEREMONIES

Computer Communication

Cubmaster comes on stage and points to a computer in which the Assistant Cubmaster is located.

Cubmaster: In today's world the most important communication is electronic communication. Without the use of computers in electronic communication, your telephones would not work, the financial systems of the world from the banks to the stock market would be in chaos, and air traffic could not be safely and efficiently handled. Because of the use of computers, we can instantly have access to information and documents from around the world. Today we will use our pack computer to inform us of any awards our Cubs may have this month. Computer, Do we have any cubs today who are ready to be advanced to the rank of Bobcat?
Computer: Yes, (then names cubs who are ready to advance)

Cubmaster: Will (repeats the names of the Cubs) please escort their mothers to the front?
(Cubs escorts mothers.)
Cubmaster: Computer, what did these Cubs do to earn the rank of Bobcat?
Computer: (Reads requirements of advancement to Bobcat rank.)
Cubmaster: Have each of you Cubs completed these requirements?
Cubmaster: (Proceeds the same through the ranks & awards.)

Computer Invention

Equipment: Box made up to look like a computer, large cards with Bobcat, Wolf, etc. on them, actual awards.

Cubmaster: In the "Age of Computers" we can keep track of everything. This device collects all the information that comes into our Pack. Tonight we are using our handy dandy computer to tell us who has received awards this evening. Allow me to demonstrate.

(Hold up Bobcat card. Insert into slot in machine. Pick up Bobcat awards with computer printed certificate.)

Will (name) and his parents please come forward? (present awards.)
(Follow similar procedure for other awards.)

(Hold up Arrow of Light Award card. Insert into machine. Call forward recipients.)

These young men may not be real computer experts, but over the years they have continued to upgrade their skills and knowledge. Tonight we present them with an award that is so highly thought of that it is the only Cub Scout badge to be worn on all other Scout uniforms. (Present awards.) I want to congratulate all of you and your parents. The pack is proud of your accomplishments and we are sure you will continue to "Do Your Best".

CLOSING CEREMONIES

Listen

6 Cub Scouts each hold up a letter, with the words printed on the back.

Narrator: In an age where computers are going to do more of our thinking for us, one of the most important jobs that we have to help each other is to:
L - Let's all take a minute before we hurry on our way
I - If you remember this message, it will help you every day.
S - Sometimes people find it hard to communicate with those around
T - They can solve this problem with one word we've found.
E - Everyone stop and read our message now
N - Needless to say - to communicate - we've just told you how!
Everyone: LISTEN!

Time

Cub #1: We have talked this evening about the world of computers. In our busy world today, even with the help of computers, one the most important needs we have is that of time.
Cub #2: Our perception of time keeps changing. The older you are, the quicker time seems to pass.

Cub #3: Our parents can look at a housing development and remember a time when that was just a ploughed field, or a wooded area where they played as children.
Cub #4: Time becomes telescoped, not because of our age, but because of overlapping images. Each age offers a different vision which you can capture, borrow and save.
Cub #5: The point is this - somewhere along the way, each person needs to recognize that there is such a thing as personal time.
Cub #6: We have a great deal of opportunity to choose what we do with our time. If you have been thinking about spending more time with your son, have you set aside the time.

CLOSING THOUGHTS

Have You Done Your Best Today?

Every Scouter, adult or boy, should accomplish something worthwhile each day. Each day's accomplishments should be a little better than the day before. Stand by a window with your room dark and look out into the night. Ask yourself this simple question: "Have I done my best today?" Then each day, vow to do better than the day before. If all of us did that, we'd have the best Cub Scout pack in the city. Now before we close, I want to ask you a question. Answer it silently to yourself. "Have you done your best today?"

Do Your Best

One of the most important things to learn in life is to put forth your best effort when doing something. That is why we have the Cub Scout motto. As a member of this pack, I hope you will put forth your best effort for the good of the pack and for your own good.

Don't Give Up

To be good at anything, you have to believe that you can do it, and then practice it until you can. There's no easy way to become an expert. You just have to keep at it, over and over. There will be times you'll think that you just can't make it. But don't give up a task because it seems hard. There are few things worth doing that are easy to do at first.

Our Spiritual Compass

For Scouts on a hike or canoe trip, a compass is an important tool. Because it gives you a stable reference point (magnetic north), you can set a course and follow it. As long as your compass is accurate and you don't damage it, it will serve faithfully. If you trust it.

Our faith or spirituality's something like that. We have a point of reference that does not change, God. And we have a compass, so to speak, in our relationship with God. It's something we have learned and continue to learn about, just as we learn to use a compass properly.

We use our spirituality and faith to get us through this grand journey we call life. If we are prepared to trust the things we have learned about God and creative living, our spirituality can guide us through the joys and temptations of life. We can use it to show us what service we may give and what potential dangers to stay away from. We can use it to guide us in our friendships, in our work, in what we say to people and about people, and in how we treat our natural world.

Cub #3: Our parents can look at a housing development and remember a time when that was just a ploughed field, or a wooded area where they played as children.

Cub #4: Time becomes telescoped, not because of our age, but because of overlapping images. Each age offers a different vision which you can capture, borrow and save.

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October 1996

Ancient Greece

October 1996

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
22	23	24	25	26	27	28
29	30	1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31	1	2

OCTOBER
ANCIENT GREECE

OPENING CEREMONIES

Olympic Flame

Materials: One white candle placed in a holder. (The candle is lit).

C.S. #1: The Olympic flame was first carried in 776 B.C. from the Temple of Zeus to Elis, where the Olympic games would be held once every four years over a period of a thousand years.
C.S. #2: Greek athletes were honored and revered by the people of the cities and states from which they came, and event winners were rewarded with a victory wreath made of olive leaves.
C.S. #3: In Cub Scouting, we are encouraged to keep ourselves physically strong, to learn and practice good sportsmanship and to always do our best.
C.S. #4: The recognition that we receive is small, but important, for in keeping ourselves fit and healthy, we are building boys into strong men and useful citizens.
C.S. #5: The flame of our candle burns brightly to remind us of our obligation to be physically fit just as our Greek ancestors pledged before us.

Athenian Oath

All den flags should be on viewing stand. The Den Chiefs (if you have them!) lead their dens in the grand entrance and parade of the contestants past Akela's stand, around the arena, and back to the viewing stand where they line up. All committee members, Cubmaster and Den Leaders are on viewing stand. When in formation, a Cub Scout runner carries the Olympic Torch into the arena. He salutes the committee and gives the Cubmaster the torch signaling the start of the Olympic Games. Webelos present the colors and lead audience in Pledge of Allegiance. Cubmaster then leads dens in reading of a Cub Scout adaptation of the Athenian Oath printed on a large poster for all to see.

ATHENIAN OATH
We will try hard not to bring disgrace on this our
community, by being dishonest or cowardly. We will fight
for the ideals and worthwhile things of the community
both alone and with our friends.

We will respect and obey its laws, and will do our best to
increase the sense of community duty among our own families.
Thus in all these ways we will keep our community better and
more beautiful than it was when given to us.

Cubmaster: This afternoon you meet on the field of honor. May you strive manfully to win, letting courtesy and good sportsmanship guide your behavior. As we light this torch that will burn throughout our Olympic contest, let us remember it is here to remind us to be courteous and good sports. He lights a simple torch that will burn for some time, supervised by an adult. (A yard torch lamp would be ideal.) As you participate today, will you do your best?
Cub Scouts: (respond) We'll do our best.
Cubmaster: Let the games begin.

Olympic Opening

The games open with a grand march into the arena with each den carrying its den flag. When all are in place, have a solitary runner bearing the "flame" arrive and pass it to the Cubmaster. The Cubmaster calls on the Olympics chairman to lead the athletes in this version of the Olympic Oath. A torch may be made for this.

"We promise...that we will take part...in these Olympic
Games...in the true spirit of sportsmanship...and that
we will respect and abide...by the rules that govern
them...for the glory of sport...and the honor of our den."

Lead the audience in the Pledge of Allegiance.

Field Trips: Fitness Center, Sporting Event (Rockies, Broncos, Nuggets, Avalanche, Special Olympics), Olympic Training Center, Dance Studio
Service Projects: Collect food, collect winter coats and gloves

GAMES

Feats To Develop Dexterity

Throwing and Catching: Partners hold staffs horizontally with both hands and both toss their staffs into their partner's hands simultaneously, one overhand and one underhand. Do the same thing with a ball.
Balancing: First balance a staff on your head. Now kneel. Stand up. Walk forward, backward, to the right and left. Balance the staff vertically on one foot. Kick the staff into the air and catch it with one hand.
Twister: Partners stand face to face and shake hands, right to right. They hold this hand grasp throughout the stunt. To begin: First Cub lifts left leg, swings it over joined hands and stops with his back to the second Cub. Then the second Cub lifts his right leg, swings it over the joined hands until he is back to back with the first Cub. To untangle: First Cub lifts right leg, turns to right, swings leg over second Cub's body to finish facing second Cub. Then, second Cub lifts left leg, swings it to left over the first Cub's head to finish facing the first Cub as in starting position. Try several times.
Finger Fun: Ask Cub Scouts to hold up their hands, fingers extended. Then have them bend each finger, one at a time forward, without moving any of the other four fingers. This is not as easy as it sounds.

Indoor Olympics

Javelin Throw: Throw straws and mark longest distance.
50-inch Dash: Have a marshmallow tied on end of 50 inches of string. Gather the string and marshmallow into mouth without aid of hands.
Discus Throw: Throw paper plates using discus style throwing form. Measure distance where "discus" first touches down.
Softball Throw: Using cotton balls, each player throws three times for best distance.
Standing Long Jump: Stand on one foot for as long as you can.
Mile Marathon: Walk 100 feet with hobbles on ankles. Hobbles are cloth bands or rope tied loosely about ankles.
Shot Put: Pitch peanuts into a container set four feet from player.
Quarter-Mile Dash: Each player is given a quarter and a toothpick. Toothpick is placed in mouth and used to push quarter along a straight course on the floor.

Balloon Volley Ball: Place chairs across the middle of space or hang a rope about five feet high to separate teams. Blow up a large balloon to be used as a ball to be batted over the divider. If the balloon hits the floor, it is a score for the opposite team.

Feather Play: No hands! Place a feather in the center of the table and have the teams line up on either side of the table. On signal, the teams try to blow the feather off the tables opposite side. If a team is successful it gains a point and the feather goes back to the center of the table. Set a point limit.

Shoulder Jousting: Pair the boys with a partner. Draw circles on the floor and have each pair of boys pick a circle. Each boy is to place one hand behind himself and then bend one knee. He must use his free hand to hold his leg up. He may use only his shoulder to push (joust) with his partner trying to bump him out of the circle. Have a play-off for the winners to find the group champion. Do not pit Webelos against Wolf Cubs.

Clown Chariot Race: Ten contestants for each group. A chair to each group. Contestants stand in single file, the two lines begin eight to ten feet apart. The head player in each line has a chair. At the signal, he passes it over his head to the player behind him. Immediately after the last player gets it he sits down, and the next two players just ahead of him drop back and carry him, chair and all, to the head of the line. The two carriers then hurry back to position at the foot of the line. The player who has just been carried to the head of the line starts the chair down the line again. So on it goes until every player has been carried in the chariot to the head of the line, and the original head player is back in position.

Feats of Skill

Jump a Pencil: Can you put a pencil on the floor, stand with toes almost touching it, toes grasped in hands, and jump over it?

Turn the glass: With your right elbow at your side, palm up, put a full glass of water in your hand; see if you can swing your hand underneath your other armpit and complete the turn without spilling water.

Hand Slap: One player has hands extended, palms up. The other has his hands extended palms down toward those of the first player. The "palms up" player takes the aggressive, trying to slap the backs of the hands of his opponent without warning. The opponent tries to get his hands out of the way. Reverse after a while.

Pull Them Apart: Can you pull apart the hands of a player who has his elbows out to his sides, tips of middle fingers touching his chest?

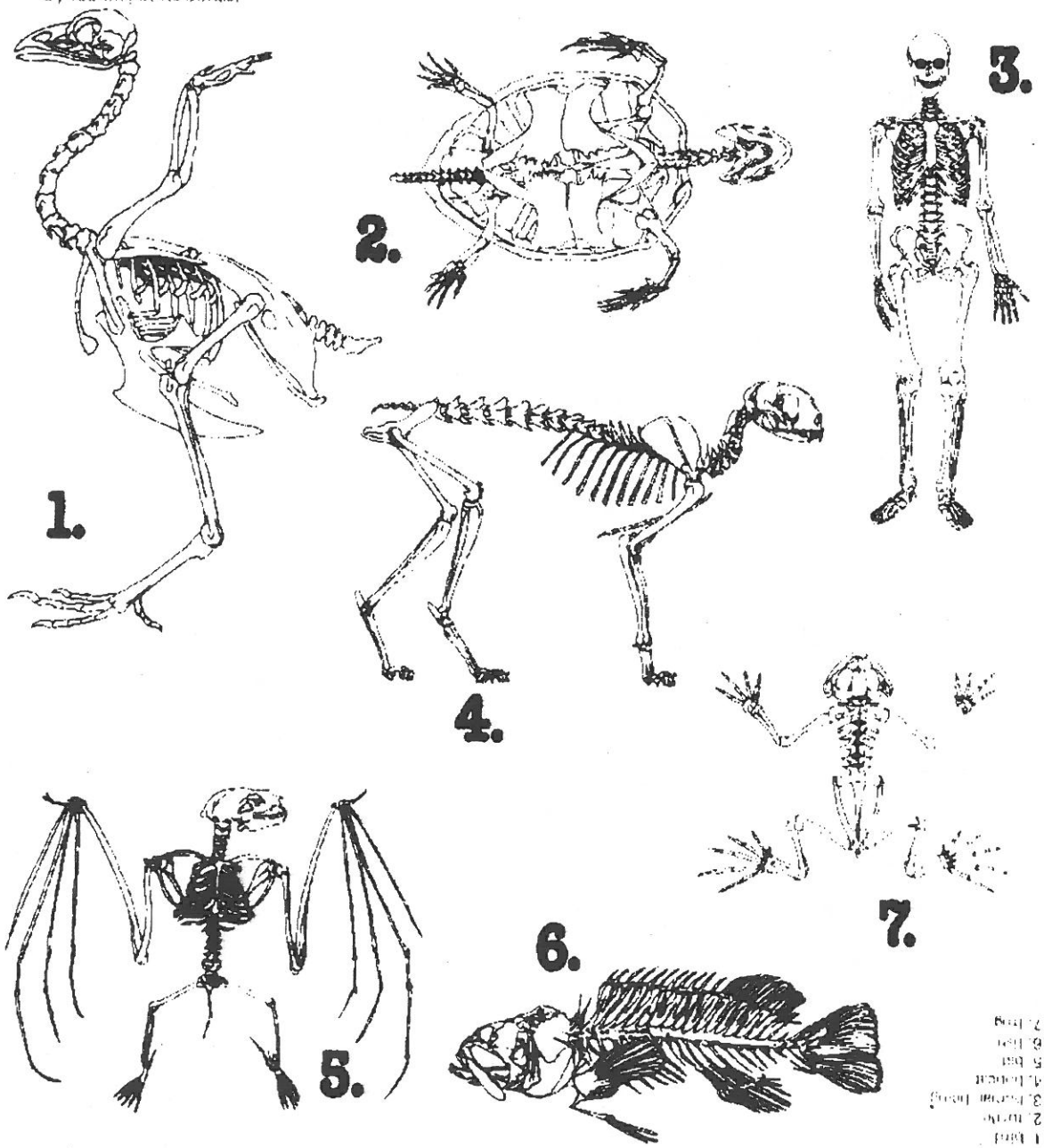
Rub and Pat: The player attempts to rub his stomach in a circular fashion with one hand and pat the top of his head with the other at the same time. Reverse hands and try it with the new combination.

Shoulder Wheels: The player holds his arms straight out from his sides at shoulder level and attempts to circle one arm forward and the other arm backward simultaneously. Reversing directions occasionally adds to the difficulty.

Kneel and Stand: Use a mat or cushion to protect knees. The player stands, toes to a line. With his hands clasped behind his back, he attempts to kneel and then rise from the kneeling position to a standing position without unclasping his hands.

make no bones about it...

X-rays have been made of several vertebrates (animals with backbones). See if you can name the animal by looking at its bones.

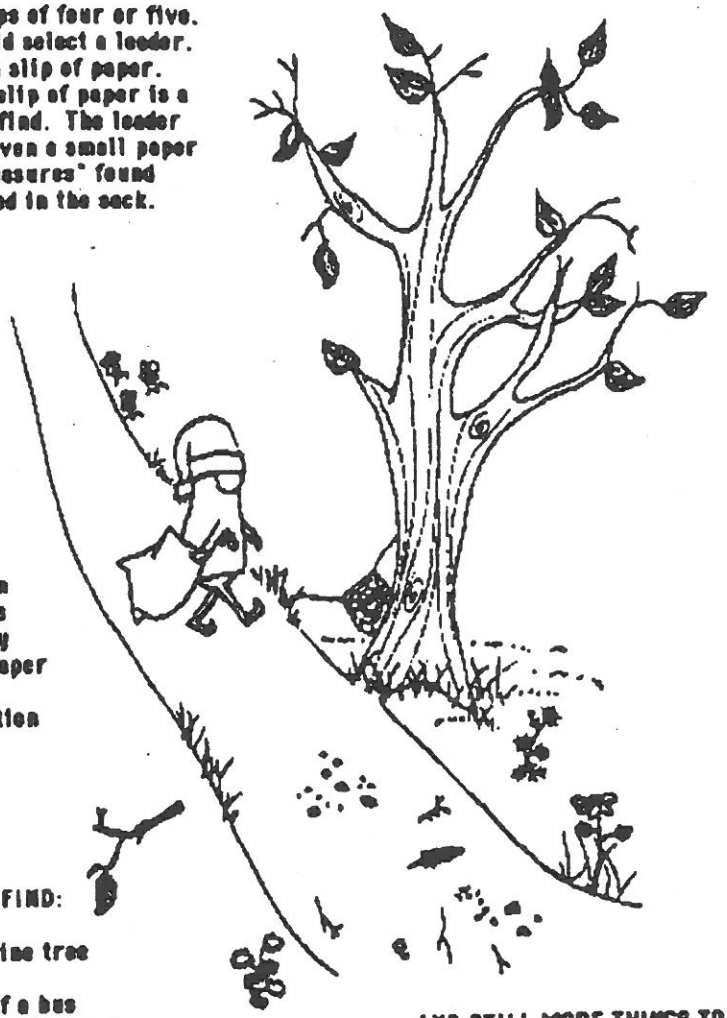


1. bird
2. turtle
3. human (boy)
4. lizard
5. bat
6. fish
7. frog

HIKES

SCAVENGER HUNT

Divide into groups of four or five. Each group should select a leader. Give the leader a slip of paper. Printed on each slip of paper is a list of things to find. The leader should also be given a small paper sack. These "treasures" found can then be placed in the sack.



THINGS TO FIND:

something brown
nine short sticks
something soft
a yellow dandelion
eleven tiny stones
something prickly
a dirty piece of paper
a used match
evidence of pollution
a piece of string
a bottle cap
a snap tab

MORE THINGS TO FIND:

a needle from a pine tree
a feather
license number of a bus
number of seats on that bus
something made of paper
a broken piece of glass (please be careful)
something that was alive
a flower petal
the fruit of a tree

AND STILL MORE THINGS TO FIND:

a black stone
something manufactured
something that would shine if the sun shone on it
a stick thicker than a pencil
something insects eat
a leaf that grew on a tree last year
part of a spider web
leaf partly eaten by an insect

SONGS

Toughen Up
(Tune: Clementine)

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

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

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

It's Fun to Exercise
(Tune: Battle Hymn of the Republic)

If I should climb a flight of stairs,
I'm absolutely beat
I look just like an elephant
To everyone I meet,
My belly's sticking out so far,
I cannot see my feet,
That's why I exercise!

Chorus

Jog, or walk, or kick a football,
Get your body moving, stand tall,
It's fun to exercise!

I am feeling better than I ever did before;
I can now bend over at the waist,
and I can touch the floor,
I'm no longer having trouble
fitting through the door,
It pays to exercise!

Chorus

A Stretching We Will Go
(Tune: "A Hunting We Will Go")

A stretching we will go,
Moving to and fro,
And when we're done,
We've had some fun
And made our muscles grow.

Come on folks, let's stand
And raise up your hands,
Then spread the wide,
Now to your side,
And then you'll feel so grand.

Now, let us stomp our feet,
But please don't take your seat.
Please turn around,
And all your neighbors greet.

Pumpkin Bells
(Tune: Jingle Bells)

Dashing through the streets
In our costumes bright and neat
To each house we go
Laughing all the way
Halloween is here
Making spirits bright
What fun it is to trick-or-treat
And sing pumpkin songs tonight!

Oh, Pumpkin bells! Pumpkin bells!
Ringing loud and clear
Oh, what fun Great Pumpkin brings
When Halloween is here.

I'm Dreaming of the Great Pumpkin
(tune: White Christmas)

I'm dreaming of the Great Pumpkin
Just like I do this time each year
When he brings nice toys
To good girls and boys
Who wait for him to appear.
I'm dreaming of the Great Pumpkin
With every Pumpkin card I write
May your jack-o-laterns burn bright
When the Great Pumpkin visits you
tonight.

Halloween Song
(tune: Yankee Doodle)

I'll carve a fearful pumpkin face,
As well as I am able,
And when it's done I'll light it up
And set it on the table.

I'll fix it so that passers-by
Will see and get the quivers,
For Halloween's the time to play
That you have the shakes and shivers.

Pumpkin Wonderland
(tune: Winter Wonderland)

Screech owls hoot
Are you list'nin?
Beneath the moon,
All is glist'nin.
A real scary sight.
We're happy tonight
Waitin' in a pumpkin wonderland.

In the patch, we're watching
for Great Pumpkin;
We've been waiting for this
night all year'
For we've tried to be nice to
everybody;
And to grow a pumpkin patch
that is sincere.

(repeat part 1)

SKITS

Training For The Olympics

Leader: Sets the stage "This is a typical day in the training of our Cub Scout Athletes."
Coach: Time to get up.
C. S. #1: I'm tired I didn't go to bed until 10.
Coach: You know the rules about lots of rest. Now eat your breakfast.
C. S. #2: (Sits slouched over his food, shoveling it in.)
Coach: Sit up straight and don't gobble your food.
C. S.#3: We're going outside. (Scouts walk across the stage and start exercising.)
Coach: O.K. boys that's enough. Hit the showers.
All Cubs: Do we have to? (They all continue to grumble.)
Coach: It's either that or this...(the boys start to run into the crowd saying "No, not that"). The Coach chases the boys with a bucket. When the boys are in the crowd he throws the bucket of confetti in the crowd.

"One Step At A Time"

Characters: "Senior" Scout (Den Chief, Denner, Webelos), Junior Scouts
Setting: All Scouts are on stage as skit starts.

Cub 1: When I grow up I'm going to be the world's greatest broad jumper and jump like this (Jumps about 1 foot and falls down)
Senior: Well, you'll have to remember to take it one step at a time, one step at a time.
Cub 2: Well, I'm going to be a high jumper and win a gold medal like this...(jumps and falls flat)
Senior: Well, just remember that you'll have to take it one step at a time, one step at a time.
Cub 3: Well, I'm going to be a world famous baseball player and hit home runs like this (swings and falls).
Senior: Fine, fine, but remember to take it one step at a time, one step at a time.
Cub 4: I'm going to be the world's best slam dunker (dribbles imaginary ball across stage and slam dunks its falling).
Senior: Sure, sure, but remember to take it one step at a time, one step at a time.
Cub 1: Say, what are you going to be when you grow up?

Senior: Why, I'm going to be the greatest marathon runner that ever lived! (Turns and starts to walk away, but trips over shoe lace.)
All Cubs: ONE STEP AT TIME...ONE STEP AT A TIME!

A-Sop's Fables

Characters: A-Sop -dressed in long flowing sheet tied around the middle with a rope. White cotton beard.
8 Knights -shield, sword and helmet
1 Rabbit - cardboard ears tied around head and sign saying "Rabbit" around neck.
2 or 3 boys as a Snake - paper sack head and sheet or paper as body
1 boy as Bully -wears "bully" sign around neck.
2 boys as themselves - lick lollipops.

Arrangement: This skit is divided into 3 very short simple scenes with little props and very simple costumes. Cubs can play one or more parts, except A-Sop. A-Sop is the narrator and holds up a sign at the end of each scene which states the moral of the story.

A-Sop: Ladies and gentlemen. Tonight I would like for you to meet some of the people I have written about.

Scene I

Enter 8 knights. One knight does battle with the other 7 knights, taking on one at a time. When he has finally finished defeating the seventh knight (who has fallen "dead" on the floor), the victor (boy) staggers, then collapses in complete exhaustion.

A-Sop: The moral of this story is (holds up a sign With the Words: "SEVEN KNIGHTS MAKE ONE WEAK")

Scene II

(A rabbit is quietly eating a carrot. Along comes a "snake." The rabbit disappears under the sheet - he has been eaten by the snake.)
A-Sop: The moral of this story is: (holds up a sign with the words: "HARE TODAY, GONE TOMORROW")

Scene 111

This scene needs a couple of simple props - a sign saying "MEN WORKING", a small sawhorse (if available), and a box with a sign on it saying "DITCH ". As the scene opens, 2 boys are calmly licking big lollipops. They are standing by the ditch. Enter Bully.

Bully: Okay, you guys, I'm hungry. You - give me your candy.
Boy #1: No, I won't.
Bully: O.K., then I'll take it (gets into a scuffle with Boy #1 and yanks the candy from him. While the two are fighting, boy #2 tosses his candy into the "ditch")
Bully: Now where's yours? (speaking to Boy #2) I want it too.
Boy #2: Oh, I ate it.
Bully: Chicken (leaves stage eating first boys candy.) (Boy #2 retrieves his lollipop from the "ditch" and leaves stage with boy #1.)
A-Sop: The moral to this story is: (holds up sign that says "A DITCH IN TIME SAVES MINE").

AUDIENCE PARTICIPATION

The Ghost Who Could Not Groan

FATHER GHOST..... Men in audience moan loudly
MOTHER GHOST ..... Women in the audience moan
LITTLE GHOST ..... Children in the audience moan softly
GHOST GHOSTS ..... 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, FATHER GHOST, and a LITTLE GHOST. The LITTLE GHOSTS' 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 GHOST'S sleep all day and stay awake at night. One night, the GHOST'S had a midnight visitor. The MOTHER GHOST asked her what they could do about Horace the LITTLE GHOST, but she did not know.

Then, early one evening, it was about six o'clock, the FATHER GHOST said, "We'd better put on clean sheets. It looks like we're going to have a party downstairs." There is a wonderful smell in the air. When they got downstairs, they found someone was baking doughnuts. Now you know that doughnut holes are GHOST'S favorite food. The FATHER GHOST ate 24 holes. the MOTHER GHOST are 15 holes, and Horace the LITTLE GHOST ate 75 doughnut holes.

When they had finished eating they went upstairs again. Soon they found Horace, the LITTLE GHOST, lying on his bed. Horace groaned, and said, "Oh, I have terrible pains 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. That's wonderful! That's just like all the rest of the GHOSTS."

So after that night anytime Horace the LITTLE GHOST wanted to groan, all he had to do was to think of the time he ate too many doughnut holes! And he could groan and moan, like FATHER GHOST, and MOTHER GHOST. and all the GHOST'S in all the world.

Clancy To The Rescue

CLANCY .....Feel your muscles, like a strong man
HORSES ..... Male horse, noises by slapping legs
YELL..... Hand patting mouth
FIRE ENGINE.... One third of group makes high-pitched S-s-s-s
CLANGING THE BELL .. One third of group - sound self-explanatory
HOSE ..... One third of group makes sh-sh-sh-sh sound like water from hose
STEAM ..... Everyone makes high-pitched S-s-s-s sound

If you like HORSES, you would have enjoyed living back in 1899 when they had old-fashioned, steam-type FIRE ENGINES, pulled by HORSES, and driven by the greatest hero anywhere, CLANCY. Yessir, CLANCY was our hero! Every day when there was no fire, he would take the HORSES out for exercise, trotting them gently up and down the streets. If there was a bunch of kids who wanted to see the HORSES, CLANCY would always stop and let the kids pet them.

Sometimes the alarms were in the daytime, but sometimes they were at night. When they were at night, one of the men would YELL up to the fellows above, and the men would get up, stretch, and slide down the pole. Then they would run to the FIRE ENGINE where the STEAM was up, and away they would go to the fire, CLANGING THE BELL, with CLANCY driving the HORSES.

One night most of the boys were in bed; the others were playing checkers, when the alarm rang. Where was the fire? At the mayor's big two-story house.

The YELL man gave the YELL. The firemen got up, stretched, slid down the pole, jumped on the FIRE ENGINE and away they went, CLANGING THE BELL, with the HORSES running as fast as their legs would carry them. Would they be in time?

Quick as a flash they were there. CLANCY stopped the HORSES and YELLED "Keep the STEAM, men!" Then they started the fire HOSE and began to squirt the water. CLANCY strained to see the upstairs window where the mayor's wife and child were trapped. Flames were everywhere. CLANCY YELLED, "You'll have to jump!" The mayors wife was afraid, so CLANCY threw her a rope and she came right down into the middle of the net.

The boys kept fighting the fire. They put the HOSE on it and kept up the STEAM in the FIRE ENGINE. Before long the fire was out, so they turned off the HOSE and all got on the FIRE ENGINE, and went CLANGING THE BELL back to the fire house. Yes, to CLANCY and the other boys, it was all in a day's work. The sleepy firemen went back upstairs and quickly went sound to sleep. (EVERYBODY SNORES.)

STUNTS AND TRICKS

Lift A Bottle: You can lift a heavy bottle with a soda straw if you bend the straw at an angle.

Raise The Broom: Try taking a broom in your right hand (left if you are left handed) and from the far end work it up until you have the broom end. No fair using the other hand or leaving broom sit on the floor. The broom must be raised off the floor.

Blow A Book Over: Place a book on a strong paper bag. Blow sharply into the bag. WOW the book falls over.

CHEERS AND APPLAUSE

Light Globe: Pretend like you are screwing in a light globe. When you are done say, "Bright, bright, bright."

Live Wire: Reach up above your head and grab an imaginary 20000 volt line and YELL.

Fireman: "Water, water, water, More, more, more."

Bobcat: Stand up and give a loud "Me-e-o-o-w" three times.

Soul: Announce that this cheer is for people who put their heart and soul into what they're doing. Pat the palm of one hand on the sole of your shoe and place the other hand over your heart. Do this three times.

Mistake: Clap hands, but miss.

New Person: "Welcome, welcome, welcome."

Class A Applause: A rhythmic applause that goes: 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.

Class B Applause: A rhythmic applause that goes: 1, 2, 3, 4 - 1, 2 - 1, 2 - 1, 2, 3, 4 -1, 2 - 1, 2 -1, 2, 3, 4 - 1, 2, 3, 4.

CRAFTS

Stained Glass Leaf Collage 

Materials needed: 2 sheets of waxed paper, leaves, crayons, crayon sharpener, thin towel, iron.

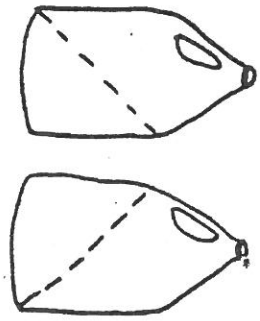
Collect leaves and arrange them on one sheet of the waxed paper. Peel the covers off the crayons and sharpen so that the shavings fall onto the leaves. Put the second piece of wax paper over this. Heat the iron to medium, lay a thin towel over the top and carefully press. Let your collage cool and tape to window.

Wire Sculpture

Materials needed: Lightweight wire, coat hangers, or telephone wire, clay, wood or cork base, glue.

Coil and wrap wire to create an object and glue to base.

Pitch Ball



Materials needed: 2 Bleach bottles, 1 wiffle ball, markers.

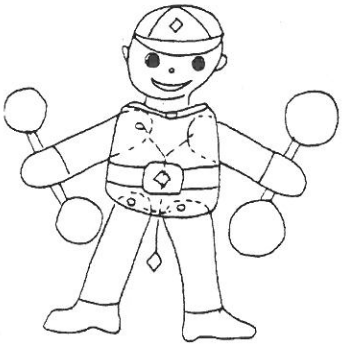
Cut the two bleach bottles in the shape of a scoop; keeping handle. Decorate with markers and play ball.

Disc Toss

Materials needed: Stiff cardboard, scissors.

Make one large disc - 10" and six small ones - 6". The object is to toss the small disc so that they will cover the large one.

Cub Scout Weight Lifter

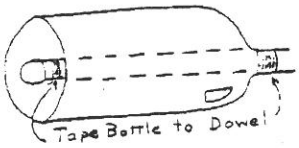


Materials needed: 1/2" plywood or cardboard, markers or paint, paper fasteners, string.

Cut Cub Scout puppet out of cardboard and decorate with marker. Fasten together with paper fasteners. Smaller hole is needed on each piece to enable the Cub Scout to move when the string is pulled. Connect string to arms and legs.

Barbells

Materials needed: 2 half gallon plastic bottles, long wooden dowel or broom stick, gravel or sand, tape.

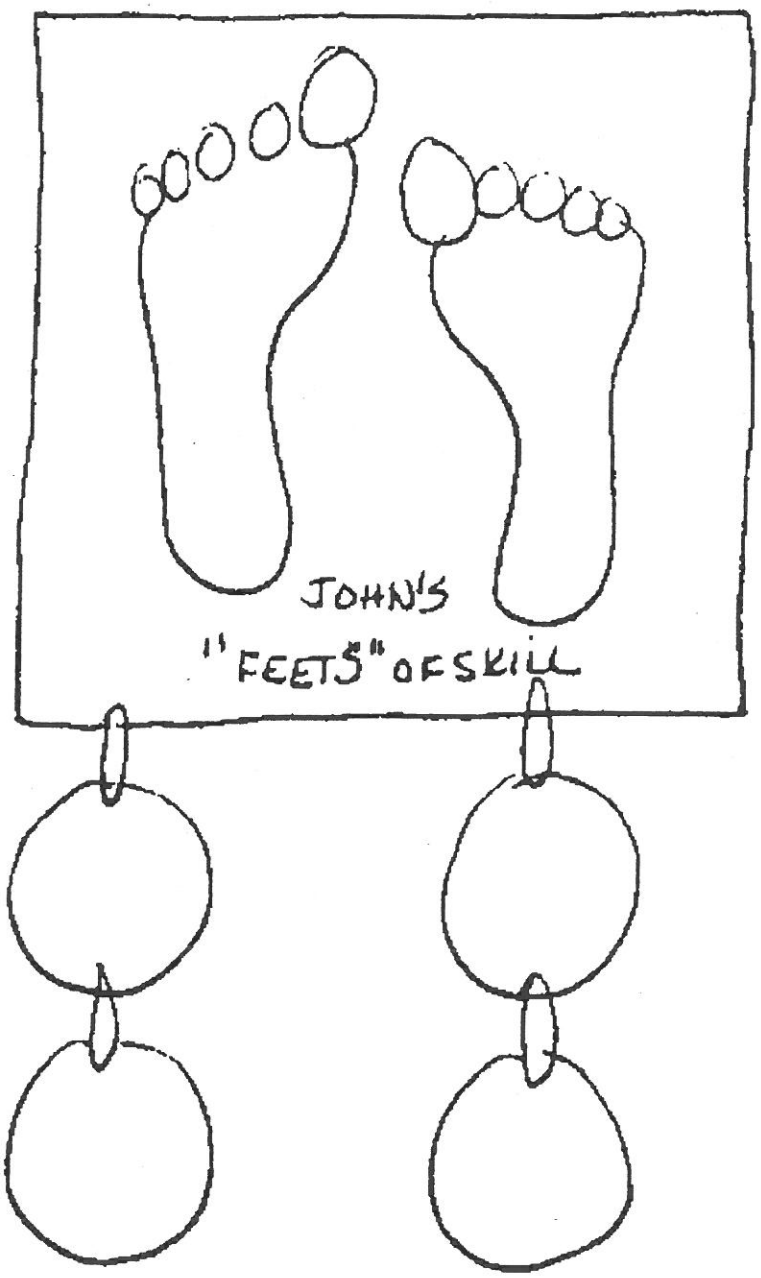


Cut an opening to fit the end of the dowel in the bottom of each bottle, leaving one side connected to make a tab. Insert gravel or sand in the bottles to give them weight and slip one bottle over each end of the dowel, bending the tabs out and taping them to the ends of the dowel; tape the necks of the bottles to the dowel securely.

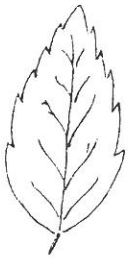
"Feets" of Skill Score Board

Materials needed: Posterboard, pink construction paper, glue, paper punch, paper clips, crayons or markers, patterns.

Cut an 8 1/2" x 11" piece of poster board for backboard. Using pattern cut feet from pink construction paper and glue to poster board. Letter poster board with Cub's name. Punch holes in bottom of poster board. Copy patterns of "medals" and let each boy color them. Glue to poster board and cut them out. Punch holes in top and bottom of each medal. As boys complete each "feet" of skill let him hang his medal using paper clips.



Olympic Wreaths



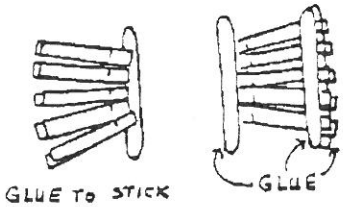
Materials needed: Coat hanger, green construction paper, glue, heavy tape.

Make a circle out of the coat hanger. Tape the ends to prevent a scrape. Cut green leaves out of the construction paper. Loop the "tail" of the leaf around the wire and glue in place.

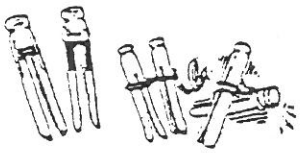
Tension Handgrips

Materials needed: 5 clip clothespins, popsicle sticks, glue.

Place the closed ends of five clip clothespins together, side-by-side, and glue to a popsicle stick. Allow to dry thoroughly. Glue an additional popsicle stick on top and one on each side of the other end of the handgrip. Place the open end between palm and fingers and squeeze to open the closed end of the handgrips.



Wrestlers



Materials needed: Wooden clothespins, markers, rubberband.

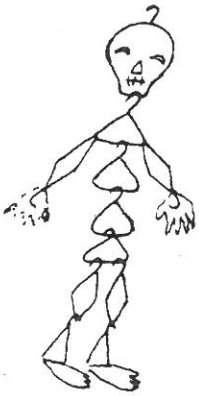
Decorate clothespins as desired. Loop rubberband twice around two of them. Place on floor and watch them wrestle.

Pumpkin

Materials needed: 2" Styrofoam ball, 13 medium orange bumps of chenille, 1 moss green bump, black felt, scissors, glue.

Slice a little off the top and bottom of the ball. When you put the orange bumps into the top, leave a little circle in the center -- the green bump will fill the space. Cut all the bumps apart. Bend down 1/4" at each end of one, push one end into the top, bend it close around the ball and push the other end into the bottom. Fit all orange bumps around the ball. Bend green bump in half and push into the top. Glue on felt face.

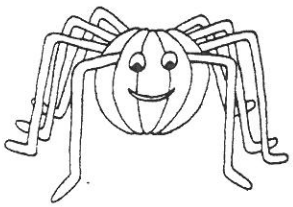
Clothes Hanger Skeleton



Materials needed: 10 clothes hangers, tape, white paper.

Bend top hanger into the shape of a skull. Cut this shape from paper and draw on skull features. Set aside.

To make the rest of the skeleton attach hangers to each other with tape. To make four ribs, fasten hooks to the hangers to the center of the above hanger. For arms, legs and feet, straighten 6 hangers. Make these by stretching hangers. The hooks serve as hands. For each leg, attach 2 straightened hangers together lengthwise. Fasten these to the rib, 4" from hanger corners. Feet are formed by bending lower legs in half at right angles. Cut larger paper feet and hands. Attach these and skull in place on the skeleton. Use the hook at the top of the skull for hanging.



Spider

Materials needed: 1 1/2" Styrofoam ball, 9 black medium size chenille bumps, 4 black chenille stems (12" long) cut to 4 1/2" long, 2 - 5mm eyes (shaky kind), red felt

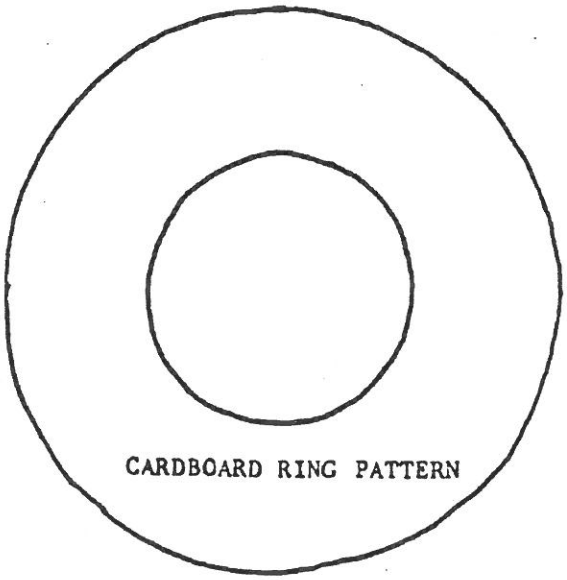
Cut the nine medium bumps apart. Fold 1/4 " at one end and push into the top of the styrofoam ball. (Do not leave any open spaces.) Bend it close to the ball and push the other end into the bottom. Add other 8 bumps. Fold and bend chenille stems to look like legs and insert into ball. Glue on eyes and mouth.

Pom-Pom Fun for Halloween

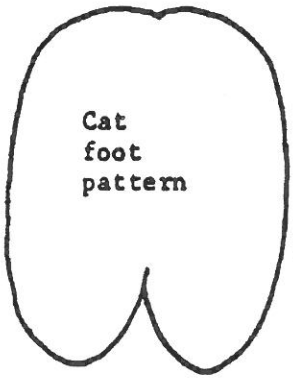
Materials needed: Yarn, felt, scissors, cardboard ring pattern, glue.

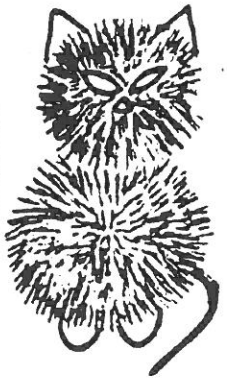
Prepare 5- yard balls of yarn of the appropriate colors for each piece. To make the pom-poms, wrap one ball at a time around the cardboard ring. Cut around the outside edge of the cardboard, tie ends next to the ring tightly. Pull pom-pom through ring.

Pumpkin: 4 balls orange yarn
black felt features
green felt stem
green paper leaf

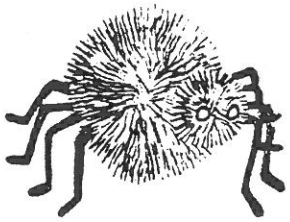


Black Cat
Bottom - 4 balls black yarn
Top - 2 balls black yarn
black felt ears
yellow felt eyes
red felt nose
yarn or chenille tail
black paper feet





Spider:



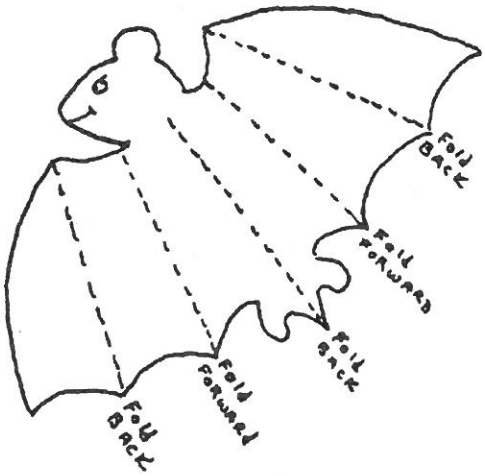
Body - 4 balls black yarn
Head - 1/2 ball black yarn
Legs - 2 - 12" black chenille stems,
cut in half
orange felt eyes

Put legs (straight) through the center of the wound ring, cut yarn, tie with legs in center of pom-pom. Bend legs to shape after head is tied in place.

Flying Bat - Things That Fly

Materials needed: Black paper, thread, tape.

Cut the bat out of black paper. Fold as shown. Tie one end of thread around the neck and the other end through the holes in his back. Reinforce with tape. Tie another piece of thread to the center of the first piece of thread and hang up your bat.



Pumpkin: Papier Mache

Materials needed: Oval balloon, strip papier mache, scissors, knife, orange and black paint, varnish, thread, brushes.

Cover 3/4 of an oval balloon with 7 layers of papier mache. Let dry. Remove balloon and cut top of pumpkin with scissors. Cut out eyes, nose and mouth with knife. Paint inside black and outside orange. Varnish. Tie thread to each side.

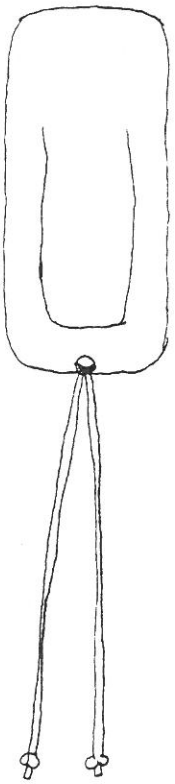
Barbells - Tin Craft

Materials needed: 2 tin cans, 12" dowel rod, 2 wood screws, hammer and punch or nail, concrete mix, screw driver.

Punch a hole in the center of the bottom of each can. Punch a screw starter hole in either end of a 12" dowel. Insert screw through the can bottom, slip dowel into can and tighten screw into dowel (fastening one can and dowel together). Stand straight up and fill with mixed concrete to the rim. Allow to set (at least 24 hours) and repeat for other side. Spray paint if you like.

Ditty, Treasure or Dues Bag - Leather Craft

Materials needed: Light suede, hole punch, leather thong or shoelace.



Cut an 8" circle in light suede or any lightweight leather or synthetic. Punch holes. A paper punch may be used. Draw a leather thong or shoestring through the holes as a drawstring. Knot ends together.

Book Mark

Material: Leather piece, leather thong, punch, scissors.

Cut leather approx. 1 1/2" x 4". Cut a three sided piece in center for marker. Punch hole in bottom and add leather thongs. Tails should be long enough to hang out of book.

Soap Dough

Materials needed: 2 cups flour, 1/2 cup salt, 2 tablespoons paint (liquid), 1 tablespoon liquid soap.

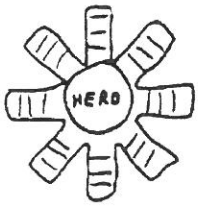
Mix all ingredients together. Add water as needed to make pliable dough.

Bread Dough

Materials needed: Bread, white glue, lemon juice, tempera paints.

Remove crust from several slices of white bread. Break up bread into small pieces and mix with white glue. Add a few drops of lemon juice. Mix until consistency of clay. Color with tempera paints. Store in plastic bag in refrigerator.

TIE SLIDES



Winners Medal: Using metal screw-on cap, cut cap into a flower shape and paint it. Write "1ST" on a small paper circle and glue to the center of the medal. Add back.

Gold Medal: Pour a small amount of plaster into the bottom of a small paper cup, add a pop top ring while plaster is still wet (for slide). Paint medal gold.

Pumpkin Tie Slide: Use half an English walnut shell. Put the shell in sand to hold it steady, then fill it with plaster and stand a pop top ring on end in the plaster for tie slide. When completely dry, paint the shell orange and add features with black paint, felt or paper.

ADVANCEMENT CEREMONIES

Olympic Winners

Setting: A tiered Olympic winners' platform made from heavy boxes sits in front of the audience.

Cubmaster: In the Olympics, athletes from all parts of the world compete for gold medals. They all do their best. Today we have several Cub Scouts who have competed with themselves and beaten the challenge of the achievements and electives for advancement. Like the Olympic athletes, they have done their best. (One at a time, call the boys who are receiving badges, arrow points, and activity badges forward to stand on the top box of the winners' platform. Have the parents stand on the lower boxes.)

Cubmaster or Awards Chairman: It is my pleasure to present you with your winner's symbol. (Awards could be fastened to gold foil medals hung on a ribbon. The Cubmaster gives the medal to parents, who place it around their son's neck.)

Cubmaster: The important thing to remember is that anyone who does his best is a winner!

In The Olympics

Setting: An Olympic style winners platform. Awards are place on cardboard medals with ribbons to hang around the boys neck.

Cubmaster: In the Olympics, athletes from all over the world compete for the gold medal. They all "DO THEIR BEST". Tonight, I would like to recognize our own athletes who have been competing in events along the Scouting trail. In the Wolf event, our boys must learn about themselves, their family and their neighborhood. (Call boys and parents forward. Boys stand on box and parents to their side. Present award to parent who then places it around their boys neck.) In the Bear event, much more is expected from our athletes. Their horizons are expanded. (Present awards.) The Webelos event is much like the Triathlon. Our athletes must compete in several different areas. Only by earning activity badges can the Webelos rank be achieved. (Present awards.) The Arrow of Light is the Gold Medal of Cub Scouting. By earning it, a Cub has shown that he is ready to graduate into Boy Scouting and has mastered some of the skills that will be required of him. While this is the highest awarded that he can earn at these games, a new Olympics, with new games will start very soon. (Present awards.)

Weightlifting

Equipment: Awards on weightlifting bars made from cardboard rolls stuck into two round styrofoam balls painted black.

Cubmaster: Tonight we have some Cub Scouts who have been working in their own Olympic Arena and have successfully completed the requirements for their sport. The first skill level is just the beginning of our Olympic skills. (Call forward the Bobcat Cub Scouts and parents. Present awards.) After starting on their journey, the Cubs advance to the next skill level. (Call forward the Wolf Cub Scouts and parents and present their awards). By taking on new skills and getting stronger the Cub Scouts continues to grow in our Olympic Arena. (Call forward the Bear Cub Scouts and parents. Present their awards.) As our Olympians get stronger, the events become more challenging. Next, we will present our Webelos awards. (Call forward boys and parents. Present awards). The most difficult skill event to achieve is the Webelos of Light Award and tonight we have (name boys) who have successfully completed this event. (Call forward boys and parents. Present awards.)

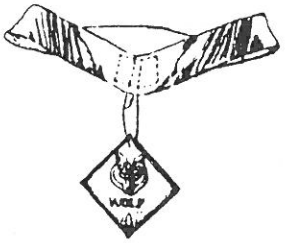
Olympic Race

Cubmaster: Like the marathon race made famous by the Greeks, the Scouting trail is long, but I'm sure it will be a happy one. To those of you starting on the trail, as well as those advancing along the trail, remember the Greeks ran their race for God and Country; so you too, should live up to the ideal that a loyalty of God and Country will strengthen America. The youths of Greece trained for the Olympic games to help prepare themselves to better face their adult responsibilities. So you boys today, by following the Scouting trail will receive training that will help you meet the challenges of manhood with confidence and ability.

(Call boys and their parents forward that are advancing, earning arrow points and activity badges.)

I would like to congratulate all of you boys who are working so hard to make our pack go.

Olympic Style Badge Presentation: Make Olympic style badge awards by running a thread through each badge and making a loop to put around the boy's neck. Use ribbon if desired.



CLOSING CEREMONIES

Ancient Greeks

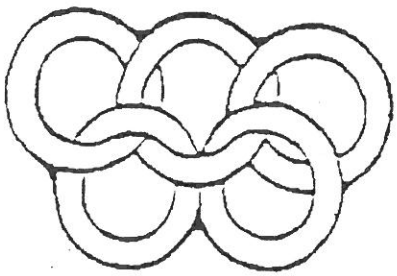
Cub #1: Ancient Greeks viewed an athlete as a person of great beauty, a symbol of truth.
Cub #2: The training he received was rigorous and strictly disciplined.
Cub #3: There was no time allowed for idleness.
Cub #4: We charge you as Cub Scouts, to keep yourselves strong in mind, body and spirit, not just for your own sake but so that you can become useful citizens in the world to come.
Cub #5: Remember to say, "I will try," and to always do your best.

To The Greeks

C.S. #1: It has been said that every nation in the world today, owes a debt of gratitude to Ancient Greece.
C.S #2: "To the Hebrews, we owe our idea of one God.
To the Romans, we owe our idea of sanitary science.
To the Greeks we owe nearly everything else."
C.S. #3: The Greek philosophy of life was to take little and give much. Robert Baden Powell, founder of Scouting, reminded us "to leave the world a little better than we found it".
C.S. #4: Perhaps Lord Baden Powell would have fit well into the world of Ancient Greece, for the people held the basis of life to be moral character.

Olympic Symbol

Materials: Make 6 rings - one each - blue, yellow, black, green and red.



Have 5 boys place the Olympic symbol together as the 6th boy reads: Five interlocking rings represent five major continents of the world. Their colors in order are blue, yellow, black, green and red. These colors are special because at least one of them appears in the flag of every nation of the world. These colorful rings are joined together to remind us of the sporting friendship of all mankind.

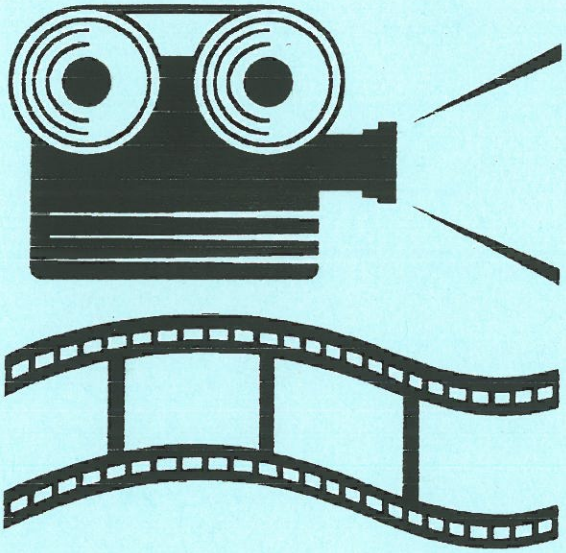
CLOSING THOUGHTS

Fitness

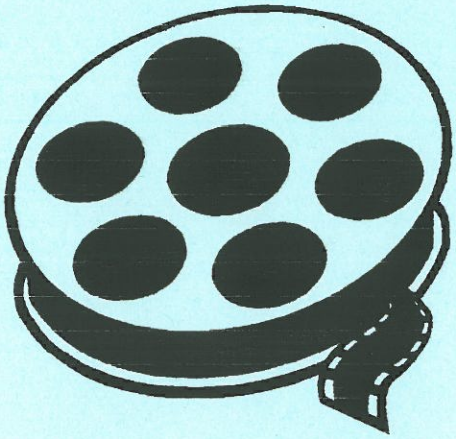
A Cub Scout keeps himself strong and healthy...not just for his own sake, but also so that he can be a more useful citizen. When you are fit physically, you can be more helpful to those around you.

Keeping Fit

Cub Scouts, I hold in my hand a pocketknife. This is a valuable tool because it can be used for many useful things. It is a dependable tool as long as the blade is kept sharp and free from dust and the working parts are in good condition. But, if it is neglected and becomes dull and rusty, it can be a dangerous tool. The same principle can be applied to ourselves. We have a body which, when kept in good condition, will serve us well. If we get plenty of exercise, eat the proper foods, and have good health habits, we will be able to enjoy to the fullest the things we do. But if we fail to take care of ourselves, we can become rusty and dull like the neglected knife. Do your best to keep fit!



ANIMATION CREATION



November 1996

Animation Creation

November 1996

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
27	28	29	30	31	1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
1	2	3	4	5	6	7

NOVEMBER
ANIMATION CREATION

OPENING CEREMONIES

The Puppet

Props: A spotlight (flashlight), a tape player, a large box (to hide boys), strings
Setting: One Cub Scout is in front of box with strings like a puppet attached to arms, he is not moving. Other Cub Scouts are behind box for speaking parts.

One Cub Scout comes out and turns on spotlight - directed at puppet.
One Cub Scout comes out and starts the tape player.
Puppet begins to move, very slowly, and notices audience. (He does not talk.)
Boys Speaking: We are here tonight to share a very special world.
We have learned that with a little imagination you can do or be anyone.
Come with us as we explore a place called animation creation.
Let's discover what your imagination can see!

The Wizard

1st, 2nd, & 3rd Cub: We're off to see the wizard of Cub Scouts and you are welcome to join us.
4th Cub: Why would I want to see the wizard of Cub Scouts?
Cubs: Because he teaches you about loyalty, helping others, and doing your best. He helps us become young men.
4th Cub: I think that your imagination has created the wizard!
Cubs: Do you know how to get this without a wizard?
4th Cub: The only magic in Cub Scouts are the people and how they work and play together. I am a Cub Scout and you are more than welcome to join me at a Den or Pack meeting.
All Cubs: Scouting is fun and like he says (pointing to the 4th Cub) the magic is in the people involved and doing things together.

Field Trips: Tiny Town, Arvada Center for Performing Arts, Heritage Square Theatre, Disney Store, Warner Bros. Store
Service Projects: Puppet Show for Senior Citizens Home or Underprivileged Children, Toys to Ronald McDonald House

GAMES

Laugh, Clown, Laugh: You need a cardboard clown figure, with one side painted blue and the other painted gold. Divide players into two groups, facing each other. The leader stands in the center and tosses the clown in the air. If it lands on the blue side, all those in the Blue group must laugh while those in the Gold group keep straight faces. If it lands on the Gold side, the Golds laugh while the Blues stay solemn. If a member of either group fails to laugh or frown as required, a point is scored for the other group. Play rapidly for about ten turns.

Cranberry Dash: Divide the den into two teams. Give each team a yardstick, one cranberry, and a toothpick. On signal, the first player on each team lays the yardstick on a table and places the cranberry on one end. He then rolls the cranberry to the other end of the yardstick using the toothpick. If the cranberry drops off the yardstick, it must be pushed back on, using only the toothpick. When the player succeeds in rolling the cranberry the length of the yardstick, he touches off the next player, who repeats the action, and so on, until all have competed. The first team finished wins.

Cranberry Roll: Lay a large calendar page on the floor about six feet from the starting line. Each player is given six cranberries. In turn, players roll their cranberries, one at a time, onto the page, A player's score is the total of the numbers on which his cranberries stopped.

Circus Ring Relay: This game would be perfect for a Pack Meeting. There are ten to fifteen players on each side. Have one side form a circle seated in chairs facing out from the center. One player on each side is designated as the starting player. At the signal to go this player gets up and walks rapidly around his circle of chairs, seating himself in his own chair when he has completed his round. The player to his right gets up from his chair as soon as the leader passes him, and the player next to that player's right follows the second, so that by the time the starter is back to his chair, more than half the circle of players is in motion. The side that wins is the side that first has all its players walk around the circle and gets seated. Next try this with players running. For the third time try it with all the players carrying their chairs with them around the circle. All players must be seated before they can be considered as finished.

Skin the Snake: Divide the boys into two or more teams and line up in a single file. The first player in line reaches his right hand back between his legs and grasps the left hand of the player behind him. this player does the same with the player behind him, and so on until the line is linked. The last player lies flat on his back, still holding the hand from the player in front of him. The line moves backward at a signal from the first player until each player is lying down. The last player gets up and moves forward, pulling the whole line after him. The first team back in position wins.

Silly Symphony: (The purpose of this game is to discover the beautiful sounds that can be created by the natural objects in our environment.) Each player is given 10 - 15 minutes to find objects in nature that make a noise when banged together, or blown on, or rubbed together. Players bring back their " instruments" and a conductor is chosen, who organizes the group into a semi- circular orchestra.

Each musician is allowed to "tune" his instrument, so the rest of the group can hear the different sounds. If a player can play more than one instrument at the same time, he is welcome to do so. The conductor can then choose a familiar tune with an easy rhyme, and lead his orchestra in song. Let the players make requests for songs they would like to play; give musicians the opportunity to work on "solos" that they can perform for everyone.

Clown Hat Pitch: Two clown hats are placed on the floor open side up. Each player is given three peanuts. From a distance of about fifteen feet each player in turn tries to toss his peanuts into the hat that belongs to his side. After all the players have thrown, the peanuts in each hat are counted, and the side with the largest total wins.

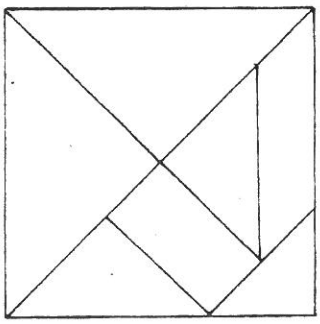
Clown Word Search

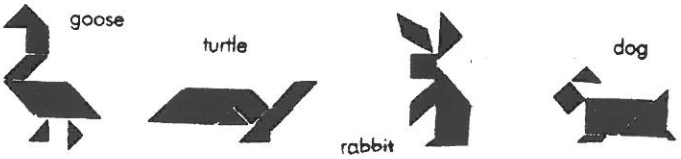
B	P	A	B	A	U	G	U	S	T	E	C	E	G	H	F	D	B
O	O	S	C	R	Q	A	T	O	R	R	E	I	P	I	J	U	K
T	O	Z	L	T	P	G	U	B	I	T	P	O	F	N	F	M	L
T	D	A	O	B	P	M	C	D	C	Z	Y	X	O	F	W	E	V
O	L	K	W	N	A	J	A	Y	K	E	H	I	O	M	I	M	E
G	E	L	N	M	U	I	E	R	S	F	H	O	L	R	R	M	U
R	S	P	A	O	L	O	Q	R	T	G	N	S	B	T	E	E	V
0I	H	A	L	B	J	C	N	I	E	M	O	C	W	O	L	T	W
E	A	D	L	P	U	E	G	H	R	I	Z	Y	H	X	D	T	S
B	N	E	E	A	N	F	S	S	K	D	J	L	I	N	A	K	L
L	N	Y	Y	G	G	A	B	T	B	A	C	E	T	F	X	E	A
I	E	N	A	L	K	O	L	J	E	N	I	H	E	G	I	L	P
N	F	A	E	I	C	R	S	M	P	R	A	T	F	A	L	L	S
G	O	Z	H	A	R	L	E	Q	U	I	N	H	A	R	E	Y	T
A	R	B	J	C	C	L	A	S	T	C	Z	I	C	M	F	U	I
R	D	U	N	C	K	B	U	S	T	E	R	K	E	T	O	N	C
H	O	Z	N	I	L	P	A	H	C	E	I	L	R	A	H	C	K
L	Y	R	E	I	N	I	L	L	E	T	A	R	F	L	U	A	P

Find the words and names listed below in the puzzle above.

AUGUSTE
BIT
BOZO
BUFFOON
CLOWN ALLEY
COME-IN
HARLEQUIN
GAG
JESTER
HOBO
MIME
JOEY
FOOL
PAGLIACCI
PIERROT
PRATFALL
SLAPSTICK
TRAMP
TRICKSTER
WHITEFACE
ZANY
PAUL FRATELLINI
POODLES HANNEFORD
LOU JACOBS
PAUL JUNG
FELIZ ADLER
CHARLIE CHAPLIN
EMMETT KELLY

Tangrams: cut a square into seven standard shapes as shown. The squares are placed to form different shapes. Only the seven shapes may be used and all seven must be used. They may touch, but cannot overlap.





HIKES

Native American Hike: Hike quietly, single file, learn Native American dance (might make some costumes), tell a nature-related story, always look and listen.

SONGS

Horse Fly
(Tune: "The More We Get Together")
Did you ever see a horse fly,
a horse fly, a horse fly?
Did you ever see a horse fly,
a horse fly, fly, fly?
(Continue with shoe lace,
neck tie, hair pin, tooth pick,
eye lash, yard stick, ear drum,
eye drop)

Commercial Mix-up
(Tune: Farmer in the Dell)
Last night I watched TV,
I saw my favorite show,
I heard this strange commercial,
I can't believe it's so.

Feed your dog Chiffon,
Comet cures a cold,
Use S.O.S. pads on your face,
To keep from looking old.

Mop your floor with Crest,
Use Crisco on your tile,
Clean your teeth with Borateam,
It leaves a shining smile.

For headaches take some Certs,
Use Tide to wash your face,
And do shampoo with Elmer's glue,
It keeps your hair in place.

Perhaps I am confused,
And didn't hear it right,
But one thing that I'm certain of,
I'll watch TV tonight.

Laugh Provider
(Tune: Battle Hymn of the Republic)

It isn't any trouble just to S*M*I*L*E.
It isn't any trouble just to S*M*I*L*E
So smile when you're in trouble,
It will vanish like a bubble,
If you'll only take the trouble,
Just to S*M*I*L*E.

Verse 2: G*R*I*N
Verse 3: L*A*U*G*H
Verse 4: Ha ha ha ha ha

Crazy

Refrain:
Boom, boom, ain't it great to be crazy.
Boom, boom, ain't it great to be crazy.
Silly and foolish all day long,
Boom, boom, ain't it great to be crazy.

Eli, Eli, he sells socks.
A dollar a pair, a nickel a box.
The longer you wear 'em,
the shorter they get.
You put 'em in the water
and they don't get wet.

Refrain

Pepsi-cola came to town,
Coca-cola shot him down,
Dr. Pepper fixed him up,
Now they all drink Seven-up..

Refrain

Johnny, Johnny went out west,
Where he thought the food was best.
Now they lay him down to rest,
With a concrete meatball on his chest

Refrain

Horse and the flea and the three blind mice,
Were out in the barnyard, shooting dice.
Horse slipped, fell on the flea,
Oops, said the flea, there's a horse on me.

Refrain

Showtime
(tune: Yes Sir, That's My Baby)

Yes Sir, song and dance time.
No sir, don't do overtime,
Yes sir, showman time is here!

Yes sir, we'll do pantomime,
No sir, not at bedtime,
Yes sir, we dispense good cheer.

Family Showtime
(tune: Did You Ever See a Lassie)

Part 1: Um pah pah, um pah pah
Part 2: Um sss sss, um sss sss
Part 3: Um skeedle dee (high pitch)
Part 4: Na na na na na

Songs of Popeye

I yam Popeye,
The Sailor Man.
I yam what I yam
cause that's what I yam.
I yam Popeye,
The Sailor Man.

I yam Popeye,
The Sailor Man.
Never more will I roam,
Fer I feels right home.
I yam Popeye,
The Sailor Man.

I yam Popeye,
The Sailor Man.
I yam jus' a little feller,
But I hasn't any Yeller.
I yam Popeye,
The Sailor Man.

I yam Popeye,
The Sailor Man.
I have said I hates strifes,
But I'll fight fer me life.
I yam Popeye,
The Sailor Man.

I yam Popeye,
The Sailor Man.
When spinach I eat, I kin not be beat.
I yam Popeye,
The Sailor Man.

I yam Popeye,
The Sailor Man.
I fights fer the right,
With all of me might.
I yam Popeye,
The Sailor Man.

I yam Popeye,
The Sailor Man.
I yam strong as the breezes,
Which blows down big treeses.
I yam Popeye,
The Sailor Man.

I yam Popeye,
The Sailor Man.
I yam strong at the finish,
'Cause I eats me spinach.
I yam Popeye,
The Sailor Man.

If Your Name Starts With....
(tune: If you're Happy and You Know It)

If your name starts with A turn around.
If your name starts with B touch the ground.
If your name starts with C then stand up and touch your knee.
Clap your hands if your name starts with D.

If your name starts with E wink your eye.
If your name starts with F try to fly.
If your name starts with G blow a kiss up here to me.
If your name starts with H say "Hee Hee"

If your name starts with M make a smile.
If your name starts with N shake awhile.
If your name starts with O put elbow on your toe.
If your name starts with P say "I know"

If your name starts with Q raise your hand.
If your name starts with R you should stand.
If your name starts with S you should pat your head I guess,
If your name starts with T say "Oh, yes!"

If your name starts with U touch your eye.
If your name starts with V pat your thigh.
If your name starts with W, X, Y or Z,
Then stand up and take a bow and say "that's me!"

SKITS

The Dog Show

Props: Chair, long stick, large spring, bucket, clock, mop

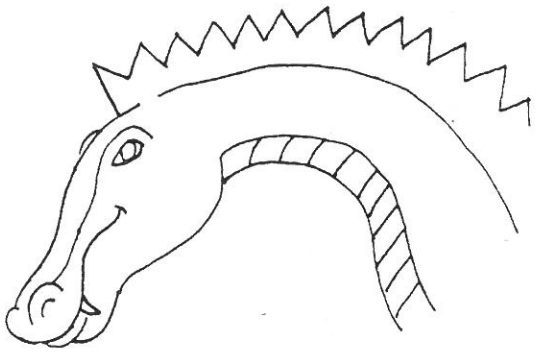
(Narrator is on stage. First Cub enters carrying a chair)

Narrator: Say....., what kind of dog do you have? (he repeats this to each cub)
1st Cub: I have a setter (sits on chair, quickly rises and exits)
2nd Cub: (points to audience with long stick) I have a pointer.
3rd Cub: (carries large spring) I have a springer.
4th Cub: (carries a bucket) I have a water spaniel.
5th Cub: (carries a large clock) I have a watch dog.
6th Cub: (carries a mop) I have a puppy!

Drag-On-Around

Characters: Dragon (with head boy and as many body pieces as you need for the correct number of boys in the den - finishing with a tail piece.) Knights - Sir Bobcat, Sir Wolf, Sir Bear, and Sir Webelos
Scenery And Props: Cardboard bushes, sword, flames, feather (large), marshmallow or hot dog and red sock.
Setting: Dragon comes on stage. Head boy sticks red-socked hand out of mouth occasionally as if fire is shooting out. Dragon sneezes. Head boy tapes flames to back curtain or bushes, as if it is being set afire. All boys making up dragon sneeze together.

Dragon: Oh, woe is me. Everybody hates me. Nobody likes me. (sneeze) I'm so miserable. I just keep sneezing and I can't help it. (sneeze) I just can't figure out what is wrong with me.....



Sir Bobcat: (All knights enter-Sir Bobcat pulls out his sword and waves it at Dragon). All right, Dragon, if you have any last words, say them now! You have caused enough havoc.
Dragon: (Sounding Miserable) Oh, who are you? (Sneeze) Why are you bothering me? Can't you see I have enough problems? I can't eat (sneeze) I can't sleep. I'm so tired.
Sir Wolf: I am Sir Wolf and I and my fellow Knights, Sir Bobcats, Sir Bear and Sir Webelos have been sent from the Roundtable to take care of you. You have ruined the countryside. You're not the only one who can't eat or sleep. Neither can anyone else--with you setting everything on fire.

Dragon: Well, take care of me then. Find out what's the matter with me. I really mean no harm. I just keep sneezing and when I sneeze, I breathe fire. I don't intend to do it.

Sir Bear: We're supposed to kill you, but I suppose it wouldn't hurt if we could take care of your problem some other way. Let's see now (he looks over the Dragon). Why here is the problem! (he pulls a large feather from the Dragon's nose). How do you feel now?

Dragon: Oh, Sir Cub Scouts, I feel so much better. I promise to be good. Perhaps you could find a job for me. I would like to help people.

Sir Webelos: I have an idea!!! (he pulls out a marshmallow or hot dog, puts it on the end of his sword - then he holds it out as if to cook it over the Dragon's flame).

Building The Perfect Scout

Setting: One Cub Scout is lying on a table under a sheet. Three other Cubs are standing behind the table, playing the part of doctors. Another Cub is waiting in the wings with a U.S. flag.

CUB 1: We are about to bring to life one of the most unusual and least understood creatures on the face of the earth, A CUB SCOUT.

CUB 2: But first we have to add some important parts to bring it to life.

CUB 3: (holds up a piece of red poster board cut into the shape of lips)...First we will add a mouth so Cub Scout can tell us what a good time he is having. And maybe he'll be able to sing. (slips poster under sheet)

CUB 1: (hold up a light bulb)...Here's something that might help him come up with some bright ideas that will shed some light on what Cub Scouts like to do. (slips poster under sheet)

CUB 2: (hold up red poster in shape of a heart) And he's going to have to have a lot of heart. (slips poster under sheet)

CUB 3: Well, that about does it. He ought to come to life now.

CUB 1: I wonder how long it's going to take.

CUB 2: He should be moving or doing something by now.

CUB 3: Maybe we didn't do it right.

CUB 1: I guess we might as well give up.

CUB 2: Back to the drawing board.

CUB 3: At least we did our best.

The Cub Scout waiting in the wings with the flag enters and crosses the stage. As he passes the table, the Cub under the sheet jumps up, comes to attention, and salutes the flag.

CUBS 1,2,&3: Alright!!! The Perfect Cub Scout!

One Liners

Ted: How do you do?
Fred: How do I do what?
Ted: I mean, how do you find yourself?
Fred: Don't be silly, I never lose myself.
Ted: You don't understand. How do you feel?
Fred: With my fingers, of course. Haven't you got anything better to do than ask ridiculous questions?

Al: I'm nobody's fool.
Cal: Maybe we can get somebody to adopt you!

Roy: My brother is so dumb.
Dale: How dumb is he?
Roy: He got a pair of water skis for his birthday a month ago, and he's still looking for a lake with a hill in it.

Boy: I'd like a quarter's worth of bird seed.
Storekeeper: How many birds do you have?
Boy: None yet, but I want to grow some.

Terry: Why did you paste a calendar on your eyeglasses?
Barry: So I can gaze into the future.

Observer: Say, what are you pulling that rope for?
Man: Have you ever tried to push one of these things?

AUDIENCE PARTICIPATION

Thanksgiving Dinner At Grandpa's House

MRS. DAVIS ..... All females say: "My goodness, no thank you!"
MR. DAVIS ..... All men rub stomachs and say: "No thanks, I'm stuffed!"
DANNY DAVIS . All kids say: "Yes ma'am, please!"

The Davis family had gone to the country to have Thanksgiving dinner at Grandpas farm. This had become a family tradition which everyone looked forward to. Grandma and Grandpa had a large garden where they raised all sorts of vegetables. They also raised cows, pigs, sheep, chickens, and turkeys . When Thanksgiving time came, they picked the fattest turkey to be roasted for dinner.

This particular day, the Davis' sat down at the table with Grandma and Grandpa. The table was covered with all kinds of good food. There was a big brown roasted turkey right in the middle, with dressing, mashed potatoes and gravy, sweet potatoes, green beans, cranberry sauce, green peas, corn, and hot biscuits with honey. And in the kitchen were two kinds of pie.

After thanking God for their blessings, everyone filled their plates and began to eat. Grandma said, " Would you like some more turkey, DANNY?" He had a big appetite for a nine year old boy. Grandpa offered to pass the corn to MRS. DAVIS. There was still a lot of food on the table, but everyone was getting full -- that is, almost everyone. "Would you like some potatoes and gravy, DANNY?" "I don't' see how that boy can eat so much," said his mother. "It's a wonder that he doesn't get fat," said his grandmother. "He runs around so much he needs all that food for energy," said his father.

Finally it was time for dessert. Grandma brought the two kinds of pie from the kitchen and cut them into wedges. She gave a big piece of pumpkin pie to MR. DAVIS. She gave a small piece of mince pie to MRS. DAVIS. She gave a piece of each kind to DANNY, who ate them both very quickly.

When the Davis family got ready to go back home to the city, Grandma said, " We have a lot of pie left over. Why don't you take some home," she said to MRS. DAVIS. Then she said, "Would you like to take home some pie, DANNY?" He wrapped several pieces of pie and put them in the car.

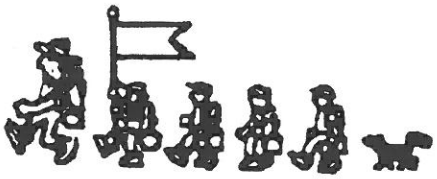
That night at home his mother said , "Do you want a piece of pie before you go to bed, DANNY?" He ate a large piece of pumpkin pie and then went to bed. During the night his mother heard moaning and groaning coming from his room. She went in to see what was the matter. At first she thought he might be having nightmares. but then he awakened rubbing his stomach. "I'll bet you ate too much today," she said. "Would you like some Alka Seltzer, DANNY?"

One Red Hen

Leader mentions first items, and group repeats it. The leader then says that item and adds the next, and the group repeats it. Continue until leader says all ten items and group repeats them.

One Red Hen

A Couple of Ducks
Three Brown Bears
Four Red Hares
Five Fat Frauleins
Six Simple Simons
Seven Siamese Sailors, Sailing the Seven Seas
Eight Elongated Elephants, Elevated on an Escalator
Nine Nattering Nats Nibbling on a Nincompoop
Ten Twin Troopers Trooping Through Tupelo, Texas, at 2:10 on Tuesday



For The Birds

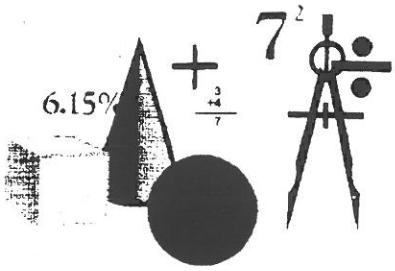
BIRD: Tweet, tweet
SING: Tra-la, tra-la
CAT: Meow, Meow
DOG: Bow, wow

Narrator: I had a BIRD who SINGS so sweet. He sits upon my finger waiting for a treat. My CAT was cold and mean and did not like my BIRD to SING. The DOG he chased my CAT up in a tree and sat down there to wait for me. My CAT jumped down upon the ground and the DOG then chased her round and round. Then the BIRD who SINGS so sweet was eaten by my CAT. Oh, what a treat. Which goes to show, the CAT is up a tree, this story is for the BIRDS, I've gone to the DOGS and there is no one left to SING.

STUNTS AND TRICKS

Mind Readers: Want to fool your friends by mind reading. Here's an easy way once you learn the trick.

Ask a friend to pick a number
Double it
Add 1
Multiply it by 5
Add 5
Multiply it by 10
Subtract 100
and then you can tell him the answer.



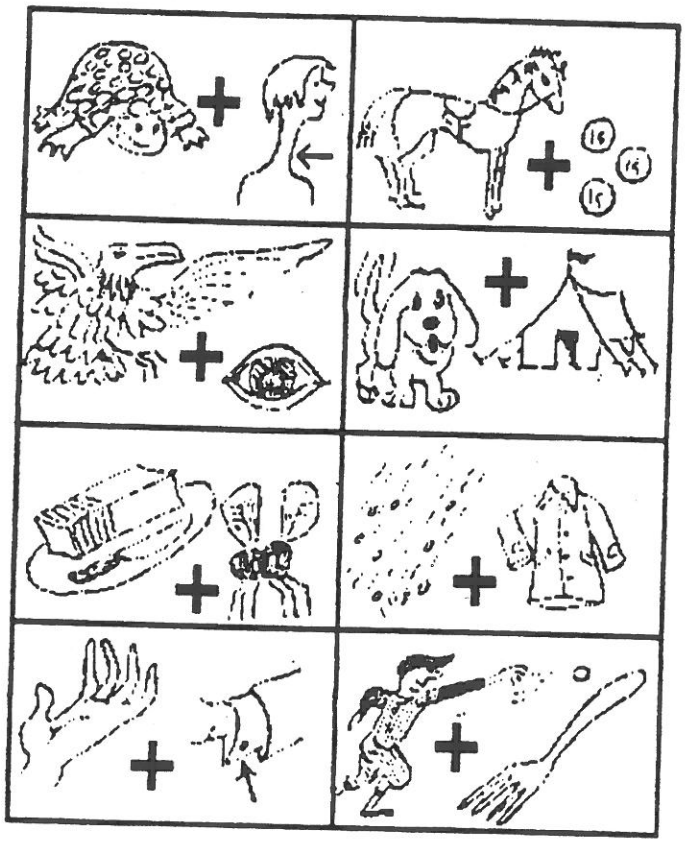
Solution: Cross out the last two digits of the number he gave you. And you will have the number he first thought of.

The Living And The Dead: The magician shows the audience a blank piece of construction paper. Fold the paper into thirds, turn the paper sideways, and fold into thirds again. Unfold the paper and point out that there are nine squares on the paper. Three across the top and three down the side. State that one of the squares is a dead man square. The magician now tears the paper along the fold lines and hands out the paper squares to the audience. He asks everyone to write the name of a living person they know. He also tells one person to write the name of a dead person on their square. He will now ask someone else to pick up the nine squares and bring them forward and place them name down on the table. The magician waves his hand over the squares reaches down and picks up a square and reads the dead persons name.

The Secret: When the construction paper is torn, not cut, the center square will have torn edges all around the square. The other pieces will have at least one untorn edge. When giving out the squares just remember who you give that square to. Then have that person write a dead persons name on it. When the squares are returned just look for that square that has all four sides torn.

Slippery Trick: The audience may think its impossible to lift an ice cube from a glass of water with a thread. They can try it, but of course it won't work. You have magic powder that will do the trick. Rest a loop of thread on the ice and sprinkle salt on it and lift the thread, cube and all, as soon as the ice you melted with the salt freezes again freezing the thread to the cube.

Add a Pair: If you add each pair of pictures correctly, you will find some familiar word combination.



CHEERS AND APPLAUSE

Bubblegum: Blow three times, clap your hands loud once, then peel the gum off of your face.

Turkey: Say, " Gobble, gobble, gobble." Then rub stomach, saying, "Yum, yum, yum."

Turkey: Yell, "Turkey, turkey, turkey."

The Dorothy Cheer: (stand and click heels together saying) "There's no place like Cub Scouts, There's no place like Cub Scouts."

Cinderella Cheer: (make like you are running) "Oh no! Oh no! Oh no!"

The Hansel and Gretal Cheer: (make like you are eating a house) "Yum! Yum! Yum!"

Three Little Pigs Cheer: "Wolf! Wolf! Wolf!"

Spider Cheer: Walk all four fingers on one hand up the other arm and then scream "EEEKKK"

Ghost Cheer: "BOO! BOO! BOO!"

Superman Cheer: (put both arms up) "Up! Up! and away."

Henny Penny Cheer: (hold hands on head) "The sky is falling! The sky is falling!"

Goldie Locks Cheer: "Bears! Bears! Bears!"

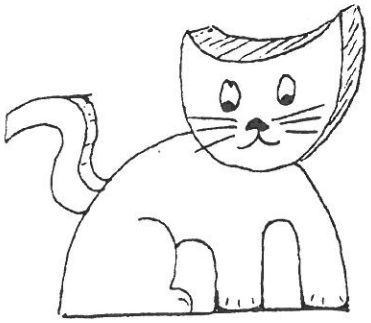
Tom Thumb Cheer: "I am not to small, I am not to small to be a Cub Scout."

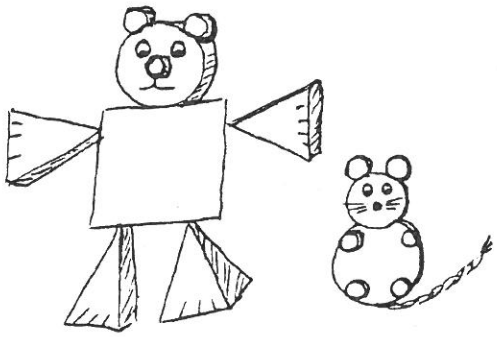
CRAFTS

Wood Scrap Sculpture

Materials Needed: Wood scraps, sandpaper, glue, eyes, paint

Lightly sand wood scraps. Use larger piece of wood as base and glue smaller pieces together to create animal sculptures. Glue on eyes, or paint on details.

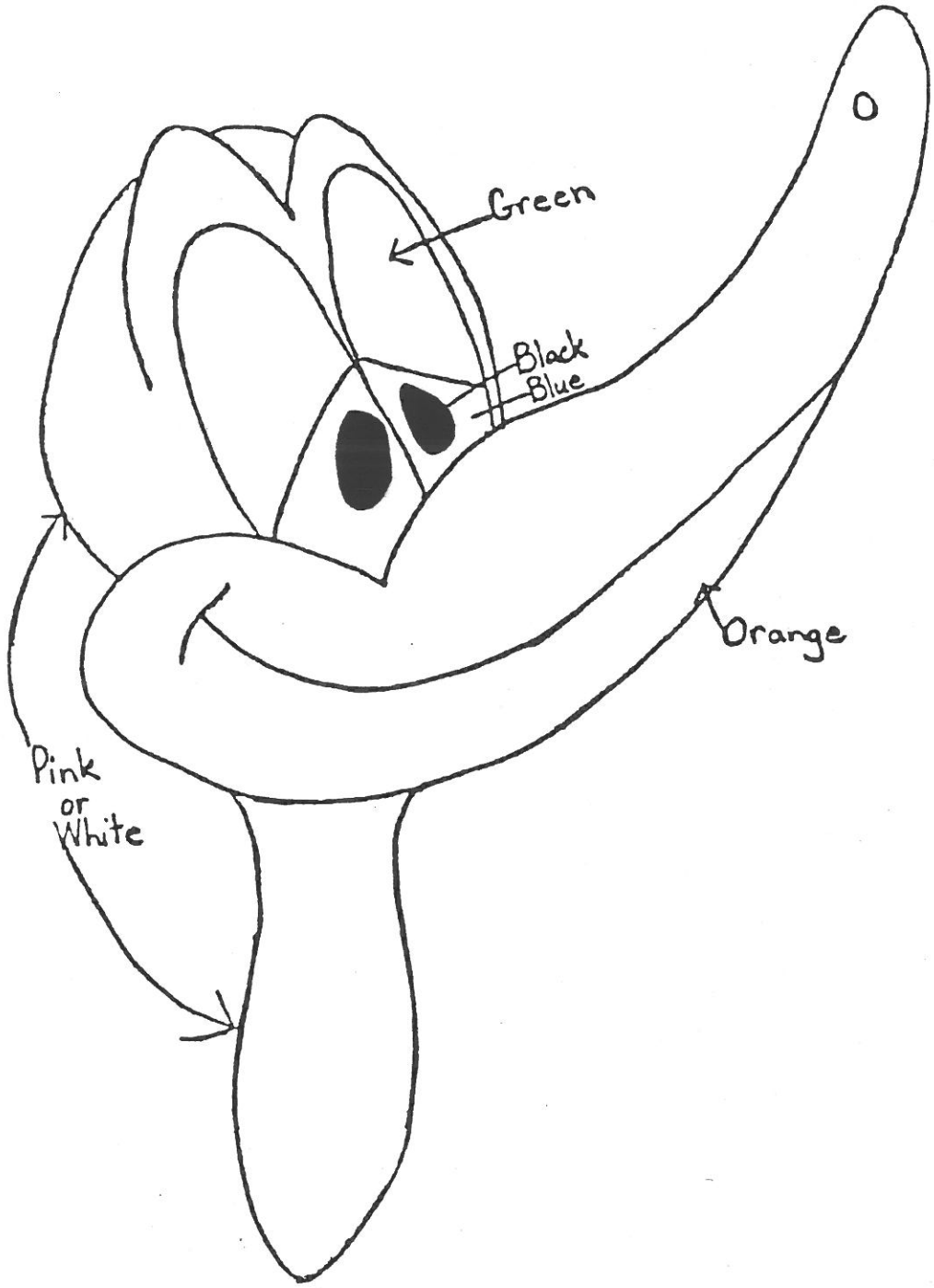




Goofey the Ostrich

Materials Needed: Plywood, paint, 3 feet sting, fruit jar ring

Cut Goofey from plywood. Paint him any color. Tie a three foot string to Goofey's nose. Now tie a fruit jar rubber ring to the other end of the string. The game is ring toss.



Spinners

Spinner toys are hours of fun. To wind up your spinner, hold ends of string loosely in each hand. Turn your hands, swinging the figure around rapidly. When the strings are well twisted, pull taut and watch the spinner move in fascinating ways.

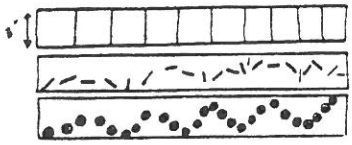
Materials Needed: Heavy cardboard, hole punch, string

Snake --- Cut a snake 13" long and 1" wide with a wavy body. Color one side only. Punch holes in each end. Attach 15" strings to either end. Now spin!!

Comic Strip Movies

Materials: Cardboard box 13" x 3 1/4" (like an adult shoe box), some wire, glue

Make eight cardboard strips 1/2" wide, creasing the edges sharply and glue two, creases down, to each side 2" apart to serve as slides that will hold the comic strip in place. Use heavy cardboard or wood scraps to make the stand. Pass a wire through holes in the end of box and holes made in the frame. This will serve as an axle. Twist each end of the wire to form handles by which it may turn. Clip out from consecutive issues of the comic strip you wish to display or have Cubs create their own story in comic form. Teams of 2 or 3 could do a section of the story. Print the title on the base of the frame. Glue each strip into the slides.



A Variation Of The Movies

Use an empty cardboard canister (potato chips and ice cream come in them) or make one by rolling stiff cardboard into a cylinder. Make, borrow or buy a lazy susan.

1. Cut slots about 3" in from bottom, every 2" all the way around leaving about 1/2" between slots (cut with a serrated kitchen knife or sharp scissors and only under adult supervision)
2. Cut strips of paper to fit inside canister.
3. Draw action sequence; stick spinning, ball bounding, boy running, man going upstairs, fish swimming, flower growing, etc.
4. Place movie inside canister, picture side showing. Look through the slots.
5. Spin the lazy susan, see the action.

Note: The movie needs to be well lit. The drawing needs to be good and dark. The inside of canister can be painted black.

Apple Head

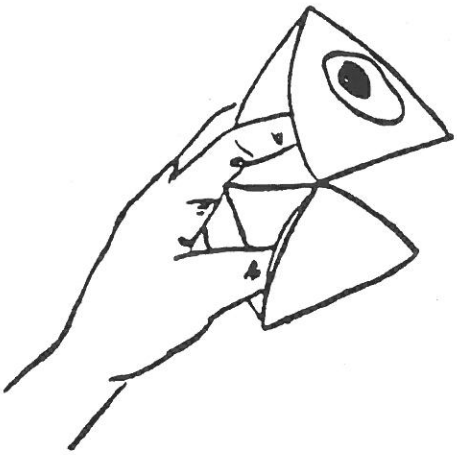
Materials Needed: Green apple, knife, salt water, grass or moss

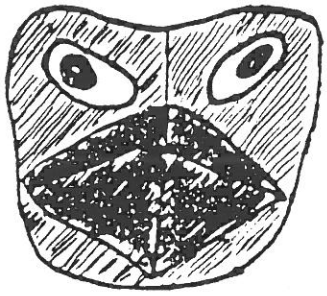
1. Peel and core a green apple.
2. As the apple dries, mold eyes, nose and mouth.
3. Soak the apple head in salt water for 1/2 hour to prevent discoloring.
4. Dry in a warm oven for 10 or 15 minutes.
5. Decorate with grass, moss, or the like.

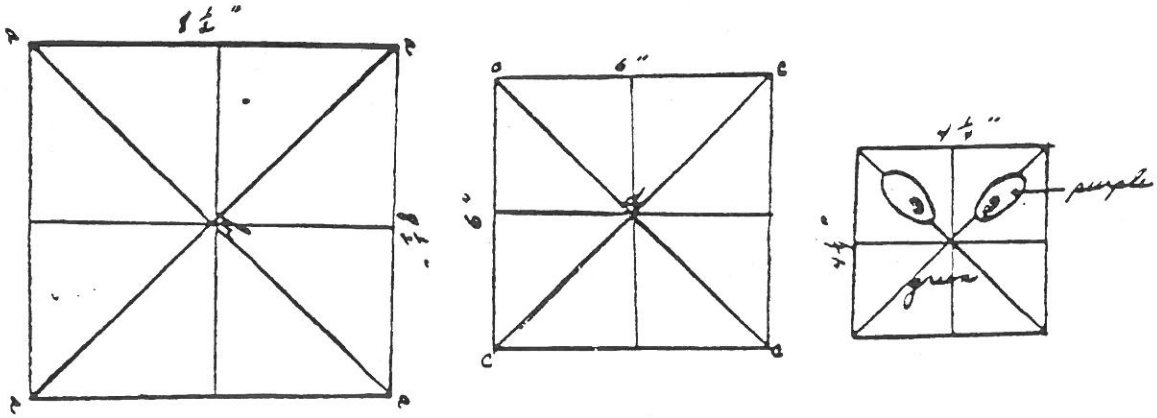
Talking Frog

Materials needed: 8 1/2" square paper, markers

Fold corners "a" to center "b".
Turn folded corners "c" to enter "d" (opposite side).
Place eyes in side with corners of single thickness and color green, opposite side red, eye purple.
Insert thumb and fourth finger in two lower green sections. Insert pointer and third finger in upper section (with eyes). Open and shut frog's mouth. Corners may be rounded.

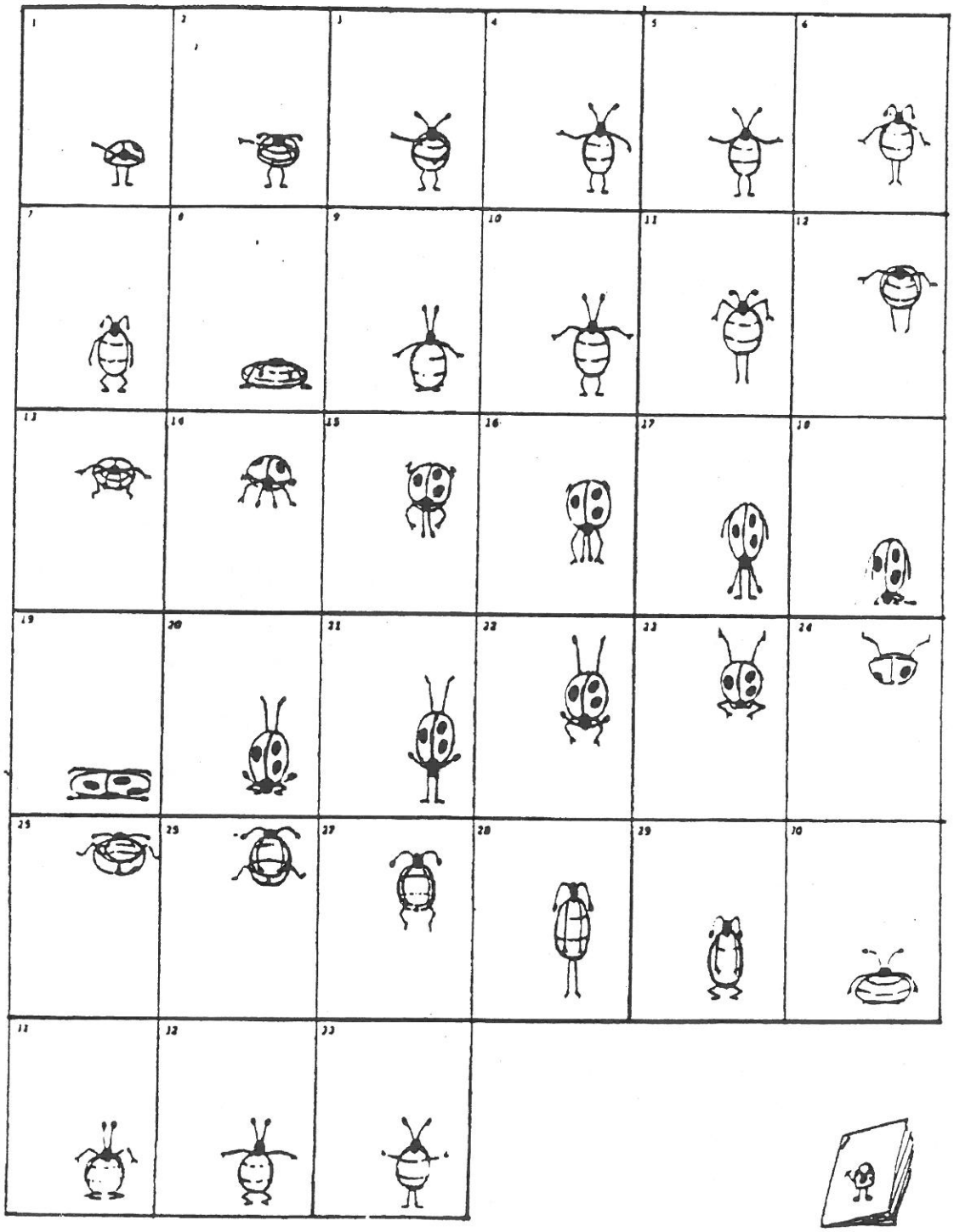






The Trained Ladybug

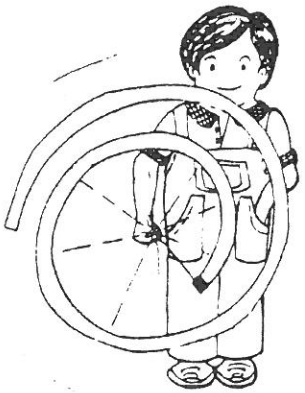
Make copies of this page, have the boys cut the squares and staple together in order. Flip the pages and catch the Ladybug doing her trick!!!



Wind Streamers

Materials Needed: 10 ft. length of crepe paper streamer (you can buy this in a roll or cut your 2" wide strip), a 3 ft. length of string, 2 -2"x3" pieces of cardboard, masking or colored plastic tape, a hole punch.

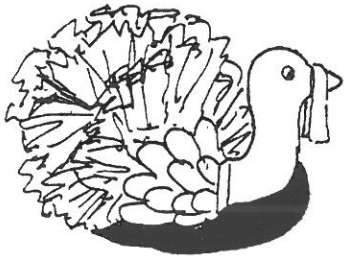
1. Sandwich one end of the crepe paper between the two cardboard pieces.
2. Wrap the cardboard pieces several times around with tape. (The more times you wrap it, the heavier it is and the better it will fly.)
3. To attach the strings to the streamer, punch a hole through all layers of the cardboard sandwich about 1/2" from the top (the side opposite the streamer extension). Loop one end of string through the hole and tie it securely to itself in a knot. Now you're ready for the flying lesson.



Flying Lessons

Hold the string 5 to 6 inches away from the cardboard sandwich. Hold the opposite end of the string loosely in your other hand. Now make circular motions with the arm and hand closest to the streamer. Let kids make the streamers using several different colors. A line-up of twirling streamers will make quite a colorful showing.

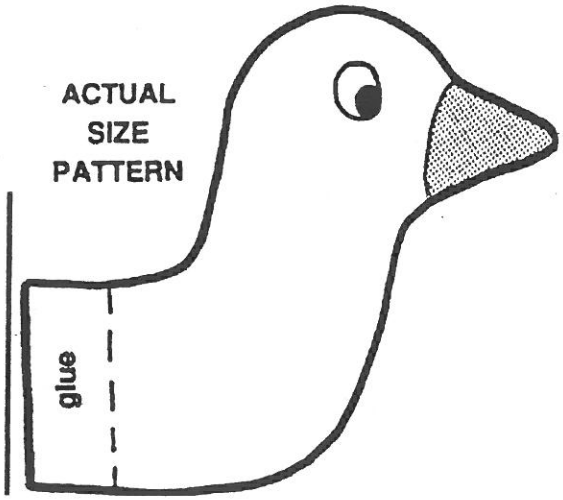
Tissue Paper Turkey



Materials Needed: Large pinecone, tissue paper: 2-1/2", 3-1/2", 4-1/2" squares, construction paper, glue, scissors, pencil

Trace head on paper and cut out. Glue to small end of pinecone. For wattle, cut 1/2" x 4" piece of red tissue. Fold in half and glue over beak.

For the colorful feathers, center the eraser end of pencil on tissue square. Dip end into glue and crinkle, then stuff into pinecone. Repeat for all feathers. Use large squares at back, medium in middle, and small in front. Glue turkey to a foil - covered paper plate.

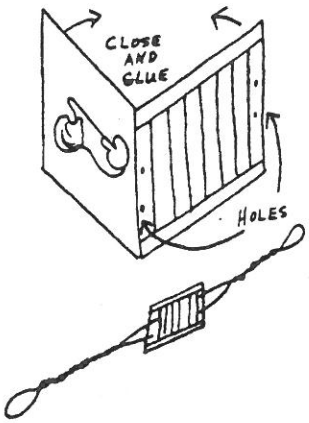


Marble Paperweight

Materials Needed: Some pretty marbles, small baby food jar, paint.

Paint the lid in your choice of color. When dry, glue a felt circle to the top of the lid. Fill your jar with marbles, screw the lid in place and invert the jar. This paperweight makes a gift that is pretty as well as useful.

Put the Lion in the Cage

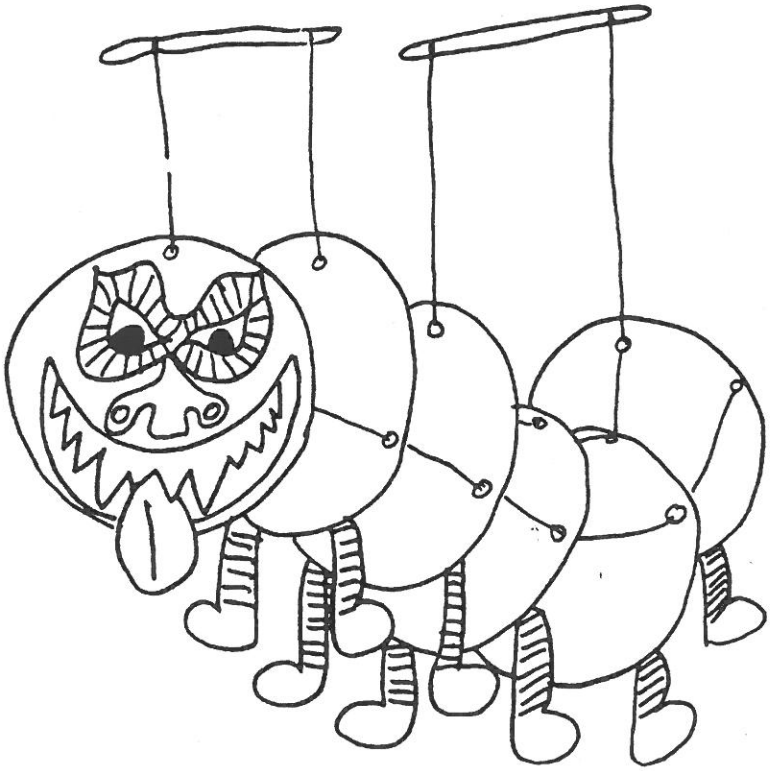


Materials Needed: 6" x 2 1/4" Poster board, markers, animal sticker, hole punch, string.

Fold poster board in half and draw a circus cage on one half. Put a animal sticker or magazine cut out on the other side, making sure it is upside down from the cage. Glue the two halves together. Punch two holes about 3/4" apart on each edge. Cut two pieces of string about 26" long. Tie the strings in the holes. Hold the strings by the loops and swing it around. Then pull the string tight. As the string unwinds, the animal appears in the cage.

Dragon Puppet

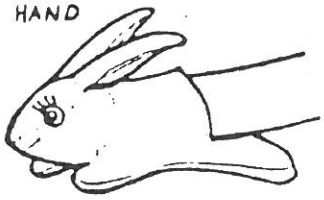
Materials Needed: String, paper plates, markers.



PUPPETS

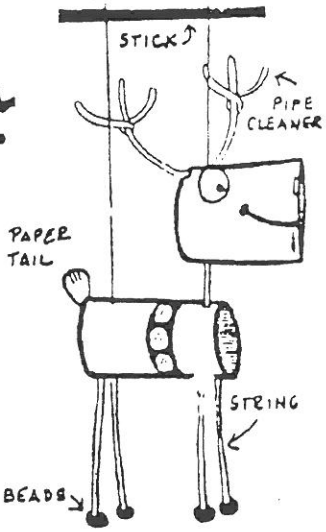
PUPPETS FROM STUFFED TOYS

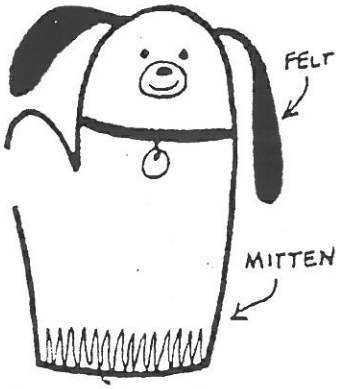
CUT A SLIT IN BACK OF TOY. REMOVE ENOUGH STUFFING FOR YOUR HAND



EGG CARTON SPIDER

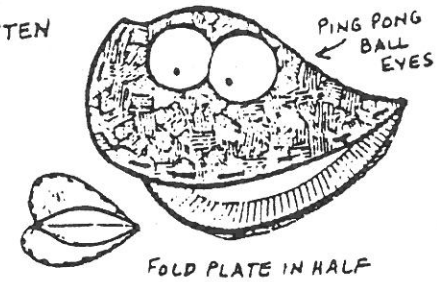
CARDBOARD TUBE MARIONETTE





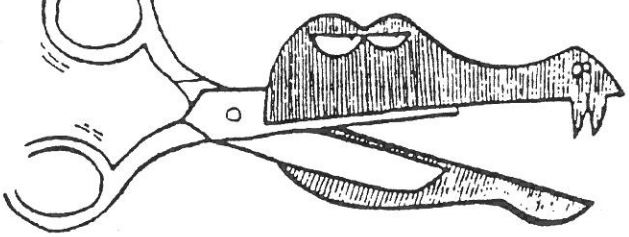
MITT MUTT

PAPER PLATE PUPPET



FOLD PLATE IN HALF
STAPLE ON 2 HALF CIRCLES OF STRETCHY KNIT FABRIC.
REINFORCE CREASE IN PLATE WITH CLOTH TAPE.

ANIMATED ALLIGATOR

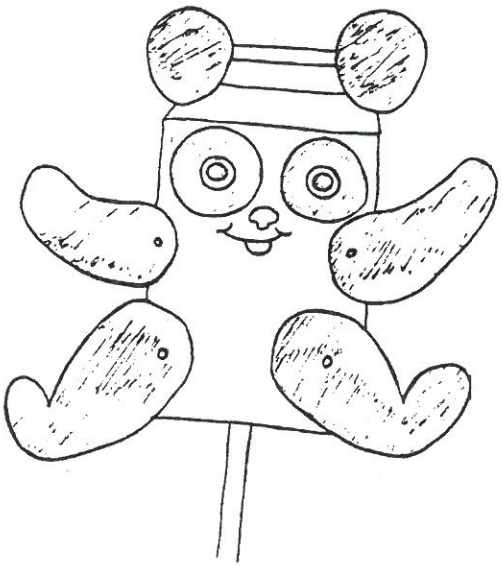


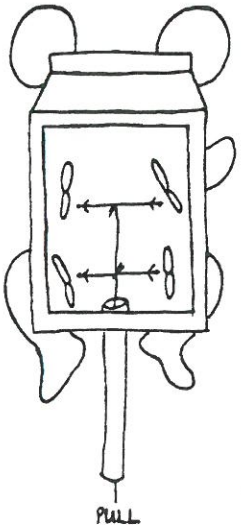
SIMPLY GLUE PAPER CUT-OUTS TO A PAIR OF SCISSORS FOR A SIMPLE ANIMATED PUPPET

Panda Puppet

Materials Needed: Pint milk carton, black marker, white paint, pencil, straw, brads, string, black plastic tape, cardboard

Paint a pink milk carton white. Paint on eyes, nose and mouth with black marker. Cut out back of panda as shown. Punch a hole in bottom with a pencil. Cut ears, arms, and legs from heavy cardboard. Cover with black plastic tape. Attach the arms and legs to the panda's front with metal brads. Attach strings to the arms and legs as shown. Insert the drinking straw in the hole in the bottom and pull string through. A tug on the string will make the panda's arms and legs move.





Indoor Boomerangs - Things That Fly

Materials: Cardboard

Trace the pattern onto cardboard and cut out. Or create your won. Slightly round boomerang like a frisbee.

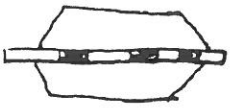
Pencil Holders - Papier Mache

Materials Needed: Cardboard, pulp papier mache, paints, varnish, brushes, scissors.

Cut a rectangle and circle out of cardboard. Form rectangle into a tube, attach base and reinforce the joint with a strip of papier mache. Apply a thin layer of pulp papier mache to outside of holder. Dry, paint and varnish.

Tambourine

Materials Needed: 2 aluminum pie tins, beans, buttons, beads or small gravel, tin snips, ribbons and markers.



Place a few beans, buttons, or etc. in one pie tin. Place the other inverted tin over the first one. Cut slits approximately every inch around the rim. Bend one 1" tab pair up and the next one down all the way around. Tie on a couple of ribbons and draw a couple of musical notes or other appropriate designs.

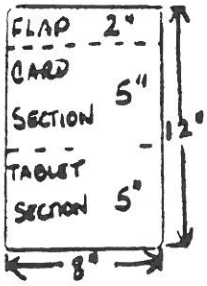
Playing Card Case -Leather Craft

Materials Needed: 8" x 12" of vinyl or leather, 1-- 1" x 10" strip, 2-- 1" x 4 1/2", button, thread and needle

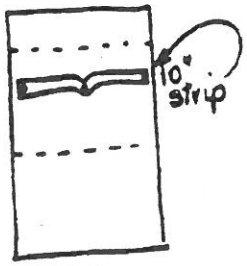
With 8" x 12" piece mark off in three sections, using pencil, as shown. (fig 1) Mark two 5" wide areas for the score pad and deck of cards. Mark another 2" wide area for the flap.

For the card section, about 1" below the flap area place the 10" strip across the section. Sew the ends of each side, stitching along each edge of strip. Tack center of strip to center case. (fig 2) Now place the 2 short strips on the case. Sew to cross strip and along edge of the card section. (fig 3)

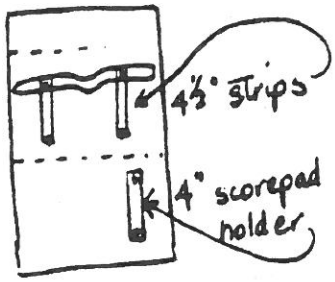
For the score pad area, use 2" x 4 1/2" strip. Sew 1 1/2 from side of case as shown. (fig 4) Staple together several 4" x 7" sheets of paper for your score pad. Fold up case, adding a button and loop of closing. (fig 5)



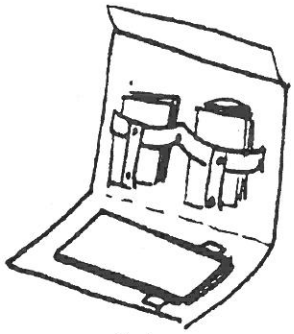
(Fig. 1)



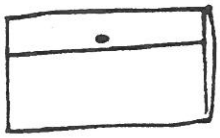
(Fig. 2)



(Fig. 3)



(Fig. 4)



(Fig. 5)

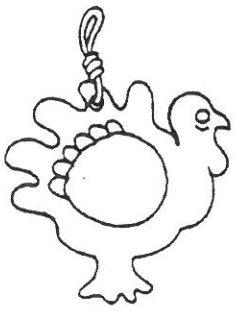
Turkeys - Cookie Dough

These unique turkeys can be used as gifts, to decorate your home for thanksgiving, to use on your holiday table at individual place settings.

Materials:

4 cups flour	1 cup salt	1/4 cup instant coffee granules
1 1/2 cups warm water	food coloring	small candies, cake decorations, etc.
florist's wire	paring knife	turkey cookie cutter
cardboard	small brushes	Clear polyurethane (optional)

Preheat oven to 300 degrees. To prepare inedible dough, mix flour and salt. Dissolve coffee in warm water. Make a hole in the center of the flour - salt mixture and pour in 1 cup of the coffee. With hands or a fork, mix dough until it is smooth and satiny, not crumbly or sticky, adding more coffee if needed.



Roll dough into small balls and store in a plastic bag to prevent drying out. Roll out one ball at a time, on a cookie sheet, to 1/4" thickness. Cut out turkeys with a cookie cutter or use wet paring knife to trace around pattern. If desired, use a knife to draw additional details on the turkeys.

Poke a hole at the top of each ornament; insert and twist a piece of wire for hanger. Decorate the turkeys by painting with food coloring and/or adding colored candies to the tail feathers.

Bake for 45 minutes to 1 1/2 hours, until set. Cool on a cake rack. Coat with polyurethane for high glossy look, and to protect from handling.

Puff Dough

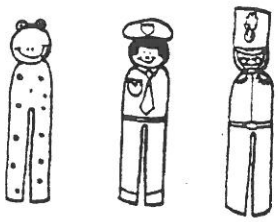
Materials Needed: 1 Cup flour, 3/4 to 1 Cup water, 1 bag small cotton balls, cookie sheet, paints

Mix flour and water together to make a smooth paste. Coat the cotton balls with the paste. They tend to puff up and will remain puffed up if you handle them gently. Carefully lift each cotton ball from the mixture, allowing excess to drop off. Form the cotton balls into desired shapes on a nonstick cookie sheet. Bake in oven at 325 degrees for about an hour or until the shapes are lightly brown and hard to the touch. When cooled, they may be painted.

TIE SLIDES

Ice Cream Cones: Poke holes into gum ball with an ice pick. Insert a pipe cleaner cut into half to make a ring for the holder of the slide. Make a cone cardboard adding lace or paper to top of cone. Paint cone beige. Glue gum ball to cone.

Faces: Use half a Styrofoam ball to make base for face. Decorate with scraps of felt, ribbon and yarn. Add ring to back.



Clothespin: Use slot type clothes pins. Draw faces on the round knob with felt-tip markers. Add twist tie or pipe cleaner to make ring. Glue on a ruffled collar and clown hat out if felt scraps if desired.

ADVANCEMENT CEREMONIES

Balloon Pop Ceremony

Put awards for each boy inside a balloon and then blow up. Arrange the balloons in a fitting fashion on stage. Make three wooden swords with a small pin on the end. Put Wolf, Bear, and Webelos emblems on appropriate swords. Call each boy forward, present him with the appropriate sword and have him pop his balloon. Awards fall out and are then presented to the boy.

A Cub Scout Pocket Ceremony

This is a pocket - a very plain pocket - not very interesting, and it could belong to anyone. But wait, let's give this pocket to a Cub Scout.

(Narrator places Bobcat badge on pocket.) Our pocket is turning into something with meaning. It represents a sense of belonging and will soon bring our Cub Scout knowledge, skills, enjoyment and good fellowship. We would like to present the following boys and parents their Bobcat badge.

(Narrator places Wolf & Arrows on pocket.) With the Wolf rank, our pocket turns into something more special. It proudly displays the first symbol of new-found knowledge of the flag, of keeping strong, of tools, of knots of safety, of books and reading. It means our Cub Scout has mastered feats of fun. Tonight we are privileged to recognize the following Cub Scouts who have achieved the rank of Wolf. Would the following Wolf candidates and their parents please come forward.

(Narrator places Bear & Arrows on pocket.) Adding the Bear badge has increased our pocket's meaning even more. It shows our Cub Scout is completing increasingly difficult achievements which show he is growing in knowledge and skill. Would the following Bear candidates and their parents please come forward.

(Narrator places Webelos and Arrow of Light on pocket.) Our pocket has now had placed upon it the Webelos badge and Arrow of Light, the highest awards which our Cub Scouts can achieve. To receive these awards, our Cub Scouts must dedicate themselves to the hard work necessary in completing the required number of activity badges and prove themselves ready to join the ranks of Scouting. Tonight we wish to recognize these boys who have completed activity areas within the Webelos program. Will the following boys and their parents please come forward.

(With the Webelos Scouts together, a candle ceremony may be added at this time.)

Our pocket is very special now. It is very rich in new possibilities. It opens up a whole new world of challenges. Cub Scouting has taken our plain pocket, and turned it into a pocketful of adventure, fun, and excitement.

Congratulations to all you boys and your parents on your achievements.

CLOSING CEREMONIES

The End

Props: Large piece of poster board or newsprint with large squares already drawn on them.

Have each Cub Scout come on stage, in turn, and add the letters T - H - E - E - N - D in the squares.

That's all Folks

Cub #1: That's
Cub #2: All
Cub #3: Folks

Cub Scouts

Prior to the meeting, prepare large cards with letters on them for each Scout. Print the accompanying lines of text on the back of each card. On cue, each Scout enters stage area and presents his letter and words. Be sure to practice ahead of time and make sure everyone reads well and loudly enough to be heard.

C- C stands for COURTEOUS, something that all Cub Scouts should be.
U- U stands for UNIQUE, something that all of our Cub Scouts are.
B- B is for BOYS, without which there would be no Cub Scouting.
S- S stands for SPECIAL, something that every Scouting volunteer is.
C- C stands for CHARACTER, something developed by time in Scouting.
0- 0 stands for OUTINGS, one of our favorite parts of Scouting.
U- U stands for the UNIFORM, we're proud to be wearing ours.
T- T stands for TALENT, something that each leader shares with boys.
S- S stands for SPIRIT OF SCOUTING, something that lives in the hearts of everyone involved in SCOUTING.

CLOSING THOUGHTS

What Kind Are You?

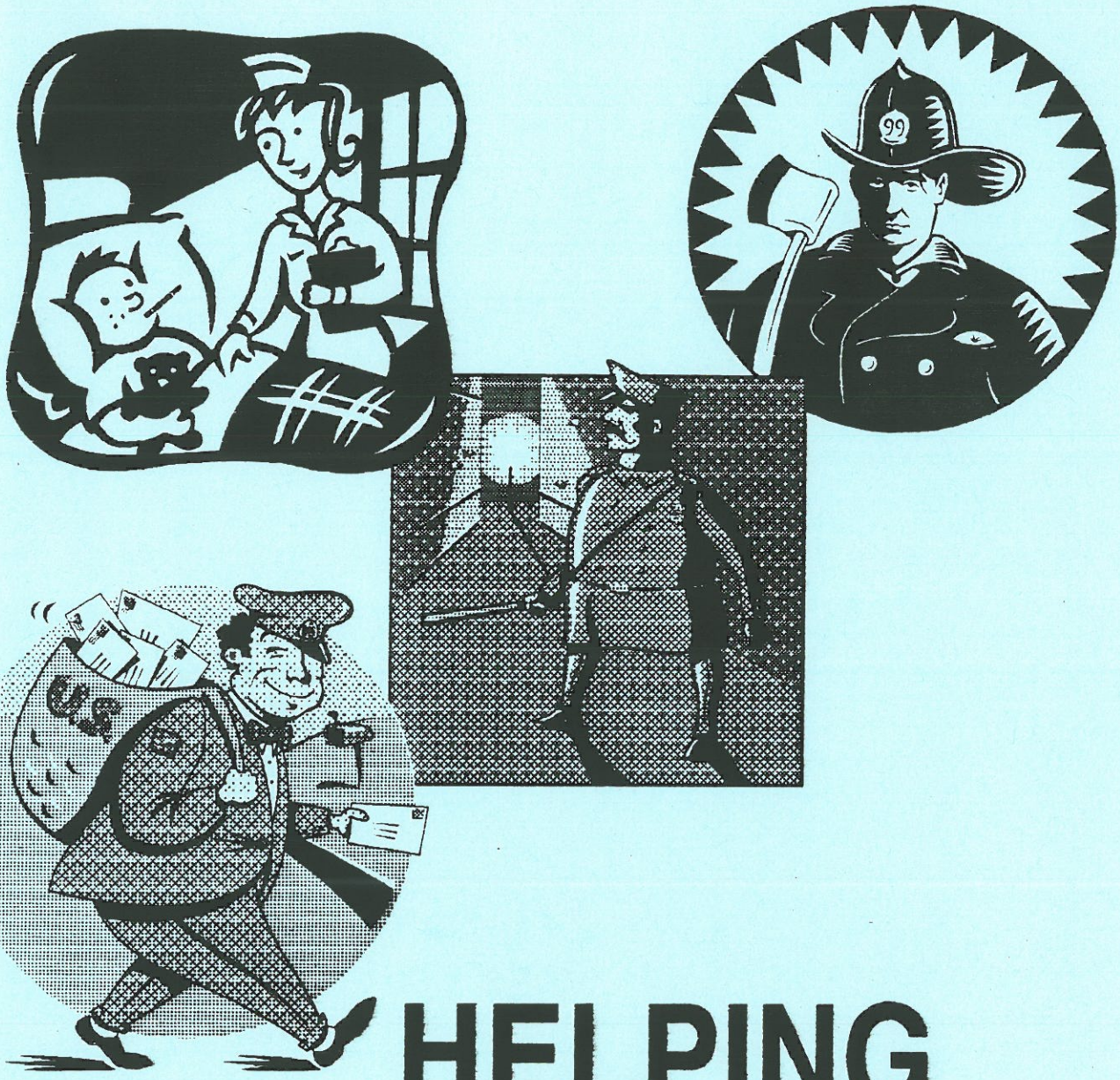
A lot of people are like wheelbarrows, No good unless pushed.
Some are like canoes, They have to be paddled.
Some are like kites, If you don't keep a string on them, they fly away.
Some are like kittens, They are more content when petted.
Some are like balloons, Full of hot air and ready to explode.
Some are like trailers, They have to be pulled.
Some are like neon lights, They keep going on and off.
Some are like a good watch, Open-faced, pure gold, quietly busy and full of good works.

A Native American Prayer

Oh' GREAT SPIRIT, whose voice I hear in the winds, And whose breath gives life to all the world, Hear me! I am small and weak. I need your strength and wisdom.
LET ME WALK IN BEAUTY, and make my eyes ever behold the red and purple sunset.
MAKE MY HANDS respect the things you have made and my ears sharp to hear your voice.
MAKE ME WISE so that I may understand the things you have taught my people.
LET ME LEARN the lessons you have hidden in every leaf and rock.
I SEEK STRENGTH, not to be greater than my brother, but to fight my greatest enemy - myself.
MAKE ME ALWAYS READY to come to you with clean hands and straight eyes.
SO WHEN LIFE FADES, as the fading sunset, my spirit may come to you without shame.

All That You Do

Work while you work, play while you play: one thing at a time, that is the way. All that you do, do with all your might: things done halfway are not done right.



HELPING OTHER PEOPLE

December 1996

Helping Other People

December 1996

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
24	25	26	27	28	29	30
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	1	2	3	4

DECEMBER LIGHTS

"This is the season of lights. It is the time when the days are shorter and the nights are long. Thousands of homes have single candles to light the way for the Christ child. Other thousands have candles burning to commemorate the miracle of the oils of Hanukkah. Even the stars in the winter Sky seem brighter. However, the most brilliant glow comes from the spirit of goodwill that you live all year round in the Cub Scout Promise and the Law of the Pack. Let us all repeat them together.

CLOSING THOUGHT

I'd rather SEE a sermon than hear one any day.

I'd rather one would walk with me, than merely tell me why.

The eye's a better pupil and more willing than the ear;

For to see good put in action is what everybody needs.

I soon can learn to do it, if you'll let me see it done.

I can watch your hands in action, but your tongue too fast may run.

The lectures you deliver may be wise and true,

But I'd rather get my lessons by observing what you do.

I may not understand the high advice you give,

But there's no misunderstanding how you act and how you live.

HAPPY HOLIDAYS ADVANCEMENT

Props:

1 small snowflake for each award with award attached.

1 cut out snowflake for each Cub and parent.

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

1. Will all Bobcats and parents come forward? Give award and snowflake. (do usual ceremony for Bobcat.)

2. Wolf

3. Wolf Arrow Points

4. Bear

5. Bear Arrow Points

6. Webelos

Have all boys that earned awards and parents stand up where they are seated. 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.

"STOCKING"

Equipment:

One large card with the word "STOCKINGS' printed on it.

There are 12 words in the word stocking, can, you find them?

CLUES

1. A small bed

2. A royal person

3. Something to spend

4. A useful metal

5. For a foot

6. A poem set to music

7. What birds do

8. To do wrong

9. Where dishes are washed

10. Above a store door

11. Something a bee does

12. Covering for body

ANSWERS

1. Cot

2. King

3. Coin

4. Tin

5. Sock

6. Song

7. Sing

8. Sin

9. Sink

10. Sign

11. Sting

12. Skin

SYMBOLS OF CHRISTMAS

This may be used as an opening or closing.

6 Cubs holding the object he is speaking about.

1st CUB: The Christmas Tree. The custom of decorating small evergreen trees at Christmas began in Germany. It reached America before it reached England. The German steelers in Pennsylvania decorated the trees with candles, sweets and colored paper. That is how the Christmas tree became part of our tradition.

2nd CUB: The Mistletoe. Ancient Celtic priests believed mistletoe had medicinal powers and was sacred. They thought that it brought good fortune. Mistletoe was also considered the plant of peace, and under it, enemies met and reconciled their differences. From this ceremony came the English custom of kissing beneath it...the one tradition has survived to today.

3rd CUB: The Christmas Wreath. During the 16th century in Germany, branches of fir or spruce were intertwined in a circular shape. This symbolized the love of God which has no beginning and no end. One legend tells of a young girl of Bethlehem who wept because she had nothing to bring to the Christ Child but a crown of holly leaves. The babe touched the crown and the leaves gleamed and scarlet berries appeared where her tears had fallen.

4th CUB: The Christmas Candle. Medieval Christians believed that on Christmas Eve, the Christ Child wandered through town and countryside in search of those who believed in Him. On that night they placed candles at their windows to guide Him.

5th CUB: The Poinsettia. This Christmas flower was discovered in Mexico in 1828 by Dr. Jolt Poinsett. The people of Mexico and Central America call it "Flor de la noche buena" or flower of the Holy Night, because it reaches full bloom at Christmas.

6th CUB: The Christmas Card. At Christmas in 1843, in London. "A Christmas Carol" by Charles Dickens had just been published. A friend, Sir Henry Cole had an artist friend design a Christmas greeting to send to his friends. This was to be the first Christmas card. It took more than 30 years for them to become popular. They were first introduced in the United States in the late 1870's.

"AN EVENING OF CHRISTMAS CAROLS"

SCENE: The time is Christmas Eve. The place is the Jones' house, around the Christmas tree. The room is gaily decorated for the arrival of Santa. The boys are in various stages of dressing for bed.

CHARACTERS: Johnnie, Jimmy, Jackie, and Joe (the youngest, who has "The End" sign pinned to the seat of his pants which the audience does not see until the end of the skit) Mother and Santa (off-stage voices)

JIMMY: Boys (looking out of window) it looks like it's going to be a WHITE CHRISTMAS after all. Say do you all hear JINGLE BELLS?

JOHNNIE: No. It's SILENT NIGHT, Jimmy, maybe you heard RUDOLPH the RED-NOSED REINDEER .

JACKIE: I bet he heard FROSTY THE SNOWMAN out walking in a WINTER WONDERLAND.

JIMMIE: Boys I can hardly wait 'til morning, cause SANTA CLAUS IS COMIN' TO TOWN! What do you want for Christmas, Johnnie?

JOHNNIE: Well? I WANT A HIPPOPOTAMUS FOR CHRISTMAS, but I don't know if Santa can take him for a SLEIGH RIDE.

JACKIE. Boy, Mom'll love that! ALL I "WANT FOR CHRISTMAS IS MY TWO FRONT TEETH! (He grins widely and shows audience where teeth are blacked out.)

JIMMY: I want a whole PARADE OF WOODEN SOLDIERS, and a LITTLE DRUMMER BOY and some SILVER BELLS and ....(Joey looks very sad)

JOEY: Gee, I bet I'M GETTING NUTHIN' FOR CHRISTMAS 'cause I SAW MOMMY KISSING SANTA CLAUS Besides, I hit ANGIE THE CHRISTMAS TREE ANGEL with the JINGLE BELL ROCK.

ALL 3: Oh, Oh, It's gonna' be a BLUE CHRISTMAS for Joey.....

JIMMY: That's O.K. Joey, We're gonna have the HAPPIEST CHRISTMAS TREE ever, and I'll share my toys with you. (He pats Joey on shoulder, as Joey smiles.)

MOTHER:(offstage) Boys...time for bed. Remember, SANTA CLAUS IS COMIN' TO TOWN!

ALL BOYS: (They scramble and whisper madly...then they yell) Yes, mother! (All come forward, stand in a line, facing audience and sing...) WE WISH YOU A MERRY CHRISTMAS, We wish you a Merry Christmas, We Wish you a Merry Christmas, and a happy New Year!

(Off-stage, bells are heard)

SANTA: (offstage) HERE COMES SANTA CLAUS. (Boys run off and Joey turns around so that audience can see "THE END" sign pinned to his seat.

CHRISTMAS OPENING

This ceremony can be done with letters, candles or objects. Each Cub is responsible for reciting the meaning of one letter in the word CHRISTMAS.

C Carols...Cookies...and the Christ Child.

H Hurry...Holly...Happiness.

R Ribbons...Rushing and Reverence.

I Icicles...Icy...and Innocence.

S Santa...Secrets...and Shepherds.

T Trimmings...Tinsel...Trying to be good.

M Mischief...Madonnas...and Miracles.

A Apples...Angels...and Adorations.

S Snowflakes...Sparkles...Star in the East.

GREETINGS OPENING

This ceremony can be introduced by the Den Chief, who explains that the audience is to respond by doing as the boys say. The boys hold cards which spell out the word GREETINGS. Each exposes his card as he speaks his lines:

G Glad to see you tonight.

R Reach out your hand to a friend left or right.

E Everyone smile and shake his hand.

E Everyone smile and nod at another friend.

T Together now, stand up on your feet.

I I'd like for you all to take your seats.

N Now that we're all friends, we'll start the show.

G Goodwill is a feeling we all like to know.

S So now we say greetings to everyone. We've tried to spread good will and that we have done. So Cubmaster (name)___, our program's begun (This boy motions for Cubmaster to come forward.)

HAPPY HOLIDAYS

This ceremony goes with the theme of Happy Holidays.

H Happiness is the excitement and the smells of the Holidays.

A Aromas all around the house, pies and cookies and the tree.

P Planning the menu for the feast for everyone to remember.

P Presents under the tree and in some secret hiding place.

Y Year ending, a time to reflect on the year past and a time for resolutions.

H Harmony among the family and the world. The children don't even fight.

O Oils and Frankincense and myrrh, the gifts from the wise men to the Christ child.

L Love abounds this time of the year, even our enemies are less harsh.

I Icicles hanging from the eaves of cur homes.

D Days of activities such as baking cookies, gifts to be wrapped.

A Angels on the tree and around the house.

Y Yearnings for joy and "Peace on Earth".

S Snowflakes are in the air and Santa's on his way.

Getting Ready for Christmas

A skit to introduce a Christmas program.

This lively skit is an ideal way to introduce a Christmas program or a visit from Santa. The time is late on Christmas Eve, and the scene is Santa's Workshop. No scenery is needed, except a sign that says, "Santa's Workshop." The workshop is a jumble of toys, wrapping paper, ribbons, and the specified presents with name tags on them.

Each couplet may be recited by a different elf, or have just a few recite several couplets each. You can have as many as 13 elves, or as few as two. You'll also need a Santa, unless the optional ending is chosen. The actors each wear a sign saying, "Elf." They may also wear stocking caps. Santa should be in full costume.

1st ELF (looking at audience): We are Santa's elves, and it ought to be clear

We've been making toys during most of this year.

2nd ELF (tying a bow): A ribbon bow here, tied around this bear's neck--

The toys all await the important last check.

1st ELF (waving a long list): Right here is a list of the good girls and boys

Who will be receiving these wonderful toys. (Gives list to other elf.)

2nd ELF (checking the list): A bike just for Greg--but something's amiss!

He's eleven years old; much too big for this! (Points to tricycle.)

1st ELF: Phil wants a fire engine, do not forget;

(Looks at gift.) But inside this box is a new jumbo jet!

2nd ELF: And Margie will think we are really outlandish;

This doll tagged for her--why, it only speaks Spanish!

1st ELF: On the rest of the gifts, the names are all straight.

We've got to do something--before it's too late!

2nd ELF: There isn't much time, so lend me a hand--

Switch all of the name tags--or we'll all be canned!

(The elves quickly change tags and rearrange gifts as the skit continues.)

1st ELF: Come on and work quickly, there's no time for play.

(Points offstage.) Look there, out that window--I see Santa's sleigh!

2nd ELF: Stop all the talking and get out that list; (Points to list.)

See if there's anything we might have missed.

1st ELF (checking list): Our problem's corrected--it looks like we're through.

We sure are lucky our boss never knew!

(There's the sound of footsteps offstage.)

2nd ELF: I think Santa's come--hear his steps on the snow?

And I heard him say, "All you reindeers! Now, whoa!"

1st ELF: Well, all is in order and thus ends our rhyme

We finished our work in the St. Nick of the time!

ALL ELVES: And now here he is, the star of our show,

That jolly old gent, who says:

SANTA (walking on stage): Ho! Ho! Ho! (optional ending: ALL ELVES: Our skit is all finished--it's time that we go!)

And let all of you get on with YOUR show!

THE HELPFUL CHRISTMAS MOUSE

MOUSE: Squeak, squeak

NIGHT: HoHum

SANTA: Ho, Ho, Ho

Twas the night___ before Christmas, and fast asleep in the house,

Was wonder of wonders, a little fat mouse.___

A mouse___ sleeping at night___; Oh, what a riot!

But the reason it happened he was on a diet!

How the mouse's___ stomach began to hurt and growl,

But since he was dieting, at night___ he shouldn't prowl.

Mom was so thoughtful before she retired that night___

And for dear old Santa___, she had left a bite.

That night___ in his dreams, the mouse's___ nose did twitch,

As the smell of the food made him dream of a sandwich.

The more the mouse___ lay there and quietly slept,

The more the smell of food into his nostrils crept!

Soon the poor little mouse___ began to claw at his nose,

And he began to quiver from his head to his toes.

Though he was trying to sleep with all his might,

His sleep had been ruined for the rest of the night___

So up the mouse___ got, and with a great big yawn,

He peeked out the window and there on the lawn,

He saw something there...Indeed a strange sight;

For there sat old Santa___ in the cold, dark night___

He was holding his bag, as if ready to leave,

But great salty tears were bouncing off his sleeve!

The mouse___ just stood there, as if in fright,

Trying to imagine what was wrong that night___

Then he crept to the door, and threw it open wide,

And motioned for Santa___to come and join him inside.

So Santa___ came in and sat down with the mouse___

And confided that night___ he felt like a louse.

He had eaten so much during the holiday season

That he couldn't go down he Chimney that was the reason.

So Santa___ and the mouse___ made a contract that night!___

That he would help Santa___ make Christmas come out right.

Off they went together, old Santa___ and that mouse___

To pay the yearly visit to each and every house.

The fat little mouse___ , so filled with delight,

Ate for old Santa___ all the snacks left that night

He had helped Santa___a Merry Christmas to give,

He'd just sacrifice....as a fat mouse___ he would live.

(Joyce Newell)

Opening Ceremony

Make this opening ceremony turn into part of your meeting room decoration.

Need:

6 Cub Scouts and a tall adult to help assemble the decoration.

4 large sheets of poster board

Green construction paper (to cut holly leaves)

Red construction paper (for berries and ribbon)

White construction paper for letters SEASON'S GREETINGS.

Arrangement: Tape or pin 4 background pieces to wall or bulletin board after each boy has read his part. Boys 5 & 6 hang ribbon greeting over the wreath background.

CUB #1 Welcome to our meeting tonight,

CUB #2: We're glad to see you looking so bright.

CUB #3: Our special wish for this year,

CUB #4: Is designed to bring you good cheer.

CUB #5: Season's Greetings to all of you,

CUB #6: From all in the Pack, Holiday joy, too.

Decorative Money Gifts

Here are clever ways of giving money for Christmas gifts. You'll be giving friends a gift and a decoration at the same time.

Money gifts with a difference! Dollar bills are made into cat step springs and taped together. In addition to being gifts, the folded bills make clever decorations for the tree, or novel package decorations. Besides dollar bills, you'll need masking tape, white glue, foam balls, pipe cleaners, ribbon, needle, thread, paper, small ornaments, and sequins.

For all taping, fold a strip of masking tape, 1/4" x 3/4", into a ring, sticky side out. The masking tape can be removed later without damaging the bills.

To make each cat step spring, use two bills. Fold each bill in half, the long way, twice. Lay the ends of the folded bills together at right angles; tape the ends to hold them together. Fold back and forth, until you reach the end; fold under and tape any excess bills at the end. Use the springs as specified for each gift. Make a small gift tag from paper and tie it to the gift.

Snake

Tape springs together to make the body as long as you want. Tape a small ornament at one end for a head and add paper features.

Whimsy

A pretty little decorative gift can be made with a single cat step spring. Attach tape rings at the top and bottom. Attach a thread loop through the tape at the top for hanging. Tie a ribbon bow to the loop. Attach a small ornament to the bottom tape ring with thread. Tie another ribbon bow above the ornament.

Star

Use a 1 1/2" foam ball for the center of the star. Tape five springs around it for points. To use the star as an ornament, insert and glue the ends of a piece of pipe cleaner in the top for a hanger. Decorate the center with sequins.

ELF

For a body, use a 1-1/2'' foam ball. Tape springs to the ball for arms and legs. Glue sequins to the body for buttons. Attach a small ornament for the head with a piece of pipe cleaner, inserted through the top of the ornament with the ends glued in the body.

Roll paper into a cone for a hat and glue the hat to the head. Glue on paper features. Use a needle and thread to make a loop through the top of the hat. This way, the elf can be used as an ornament on the tree.

Wreath

Tape five springs into a ring. Add a ribbon bow. Add a thread loop for a hanger at the top.

Leftover Gift wrap and Ribbon

Those odd-sized pieces of gift wrap, strips of ribbon and rosette bows, left over from Christmas, are just too pretty to throw away. The Cubs can have lots of good, safe fun by decorating containers of all kinds, and making pictures, mats and necklaces. White glue or paste is used for gluing.

Patchwork Gift Wrap *(See Appendix)*

Precut the paper for the Cubs, using several different colors and patterns of gift wrap.

For a trinket holder, cover a margarine tub with strips of paper.

For a desk caddy, use a glass bowl or custard cup and cover the outside with two layers of paper strips, " X 1", as follows: place the first layer so that the pattern of the paper is face down, against the glass. Then place the second layer of paper strips with the pattern facing out. This way, the pattern can be seen on the inside.

For a handy pencil holder, cover cardboard juice can, 6 ounce size, with " squares of paper

Prepare a candle holder for the Cubs to decorate by gluing an inverted bottle cap to the bottom of a tuna can. The Cubs can then cover the holder with paper strips.

For a wastepaper basket, use a cardboard paint bucket, and cover with scraps of paper up to 4" square.

Ribbon Creations *(See Appendix)*

A pretty container for hair rollers can be made from a coffee can. Paint the can a flesh color; then let the Cubs add hair of crinkled, curly ribbon and draw on features with paint or crayon.

For colorful table mats, cut light weight cardboard to the size desired; then let the Cubs glue on different lengths of straight ribbon. When finished, spray with a plastic coating for added protection.

In making pictures, use crinkled, curly bits of ribbon as foliage on trees and bushes, hair around faces, and fur on animals. For a necklace, insert an 18" length of rug yarn through two loops of a ribbon rosette. Then glue 1" squares of gift wrap or Christmas cards along the yarn.

For a fancy sewing box, cover a shoe box with 2" squares of paper, or color with crayons. Add a row of 4 ribbon rosettes across the lid.

Those eyecatching ornaments look quite complicated, but actually they are not very difficult when taken step by step. You can make them of paper, colorful ribbon, cellophane or plastic film.

Bird of Paradise *(See Appendix)*

Basically the bird of paradise is made of two strips of paper 1" x 12" (one for each wing) . Cutting to within about 2" from one end, cut each strip lengthwise into four strips. You might find it easier to use two colors of paper for your first venture.

1.Fold the top 2 strips of each wing down at 45 angles and weave them over and under lower 2 strips.

2. Turn one wing over. Weave bottom 2 strips of each together; than top 2. This completes bird's back, and remains flat; now shape body.

3. Turn (do not fold) top 4 strips down and weave together over your index finger.

4. Repeat with bottom 4 strips. Do not pull tight.

5. Do not remove index finger. Weave 4 pieces extending downward through sides and out ends to form tail. Clip temporarily.

6. Remove finger. Repeat with other 4 strips weaving them out other end. Tie strips together to form head and cut at an angle to form beak.

To finish: Remove paper clip; staple or paste tail strips together. Curl strips over a pencil or toothpick. Slit ends of wings like feathers.

8 Pointed Star *(See Appendix)*

For each star you need 4 strips of paper 1/2" x 12". In making your first star, it will be easier to follow each step if you mark ends on both sides with A, B, C, and D. Fold each strip in half, end to end.

1. Slip B over A; C over B; D over C and through to loop at the folded edge of A.

2. Working clockwise, fold each strip down over center, as follows: D; C; then B and finish with A over B and under Loop D.

3. To make the points, fold each of the 4 short strips on one side as follows: a) fold underneath and to right; b) forward and up; c) right half over left; d) pull end through loop just above it. Turn star over and repeat with other 4 strips; trim.

A Hanukkah Card

(See Appendix)

Additional material:

gummed stickers

Cut the larger star from an 8" x 8" piece of paper and fold along the six lines indicated.

Cut out and glue the center piece to your card.

Now make cutting guides for the triangle elements in figures A and B and cut out six of each.

Glue the smaller triangle onto the larger one and then glue the double triangles onto the star points of your card.

Let the glue dry and then fold your card .

You can seal your finished card with a sticker and make an envelope to send it in.

Soda Straw Star *(See Appendix)*

This extraordinary star is made of many little triangles. Every straw in the star forms the side of at least two triangles, some as many as four.

To make the star, you will need thirty 3" pieces of soda straws and sixty 4" pieces, plus a long heavy needle and some thread.

Start by threading three of the 3" pieces onto a doubled thread, about 5 feet long. Bring them together into a triangle near one end of your thread, and tie together at the top. (Step 1)

1.Fold the top 2 strips of each wing down at 45 angles and weave them over and under lower 2 strips.

2. Turn one wing over. Weave bottom 2 strips of each together; than top 2. This completes bird's back, and remains flat; now shape body.

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To make the star, you will need thirty 3" pieces of soda straws and sixty 4" pieces, plus a long heavy needle and some thread.

Start by threading three of the 3" pieces onto a doubled thread, about 5 feet long. Bring them together into a triangle near one end of your thread, and tie together at the top. (Step 1)

Add two more 3" pieces and run the thread back through one side of the first triangle. Pull together and tie. (Step 2) Repeat Step 2 until you have five triangles, the fifth one being joined to the first with the addition of only one straw. Your completed fivesided figure will point upward at the center. (Step 3)

To add points to your fivesided figure, slip a thread, about a foot long, through one of the sides, leaving ends dangling equally. Now add a 3" straw onto each end of thread and tie together into a point, still leaving thread dangling for later use. (Step 4) Repeat until you have made all five points. Set this aside while you make another fivesided figure, following Steps l, 2 and 3.

Now tie the thread on the points of your first figure to the points of fivesided figure. (Step 5) 'This completes the inner prism type construction of your star.

The outer points of the star are made from your 4" sections. First tie three pieces of thread, about a foot long, to the corners of one triangle on the basic figure. (Step 6) Then slip a 4" straw onto each thread, and tie the straws together at the top into a point. (Step 7) Continue in this manner, adding a point to every triangle on the basic figure -- twenty in all.

Decorate with spray paint. If glitter is desired, sprinkle on star while paint is still wet. Add a thread for hanging.

"DOWN IN THE BASEMENT"

Tune: "Up on the Housetop"

Down in the basement Cub Scouts pause,

They are helping Santa Claus.

Toys, games, and puzzles and goodies, too.

Make children happy, yes they do.

Ho, ho, ho, who wouldn't go

Ho, ho, ho, who wouldn't go,

Out helping Santa, click, click, click.

Try a goodwill project quick, quick, quick.

"WE WISH YOU A MERRY CHRISTMAS"

(An action song for young children)

Chorus:

We wish you a Merry Christmas,

We wish you a Merry Christmas,

We wish you a Merry Christmas

And a Happy New Year.

Verse 1:

Let's all do a little clapping,

Let's all do a little clapping,

Let's all do a little clapping,

And spread Christmas cheer.

Chorus

Verse 2:

Let's all do a little jumping,

(Continue as in Verse 1).

Chorus

Verse 3:

Let's all do a little twirling,

(continue as in Verse 1).

Chorus

Suggestion:

On chorus, join hands and ring around circle. On verses, stand still and do motions. Repeat chorus after each verse. Add your own verses!

Helpful hint: This would be a good song to share with your Tiger Cub Group.

"JINGLE BELLS CLAP"

Instead of "singing" Jingle Bells, clap hands to the rhythm and beat of the song.

"SANTA CLAUS HAD A SLEIGH"

Tune: "Old McDonald Had a Farm"

Santa Claus had a sleigh.

Ho, ho, ho, ho, ho.

And in his sleigh he had a ball.

Ho, ho, ho, ho, ho.

With a bounce, bounce here.

A bounce, bounce there.

Here a bounce, there a bounce.

Everywhere a bounce, bounce.

Santa Claus had a sleigh.

Ho, ho, ho, ho, ho.

Now have each den think up some toy that he had in the sleigh and stand to sing it together. They must decide on the noise that the toy should make and then have the audience follow along with them in the last four lines, remembering to go over the noises of the preceding toys each time.

NOTE: This one's great for a pack meeting!

"OLD MCDONALD HAD A TREE"

Tune: "Old McDonald Had a Farm"

Old McDonald had a tree.

Merry, merry oh.

And on this tree he had a bell.

Merry, merry oh.

With a ding dong here,

A ding, dong there,

Here a ding, there a dong

Everywhere a ding dong.

Old McDonald had a tree.

Merry, merry oh.

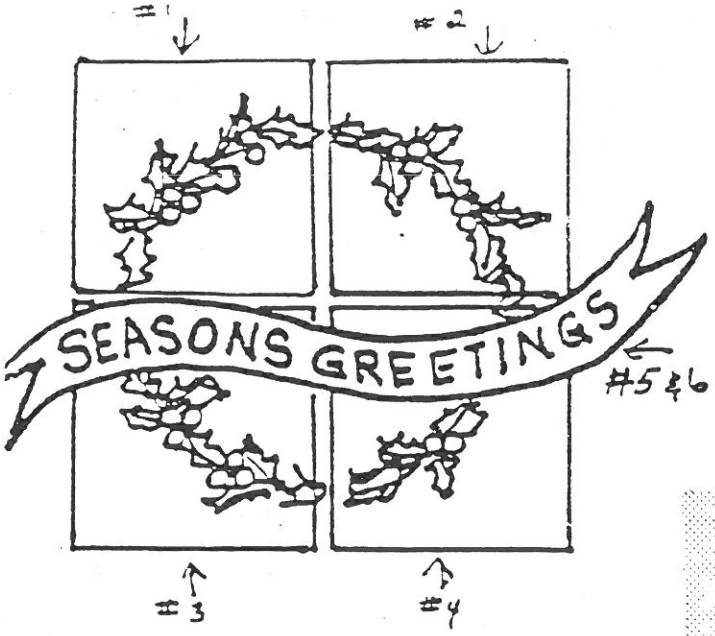
Here are the rest of the verses. Don't forget to repeat the sounds that were made in the previous verse, just like when singing "Old McDonald".

And on this tree he had a bird (tweet, tweet).

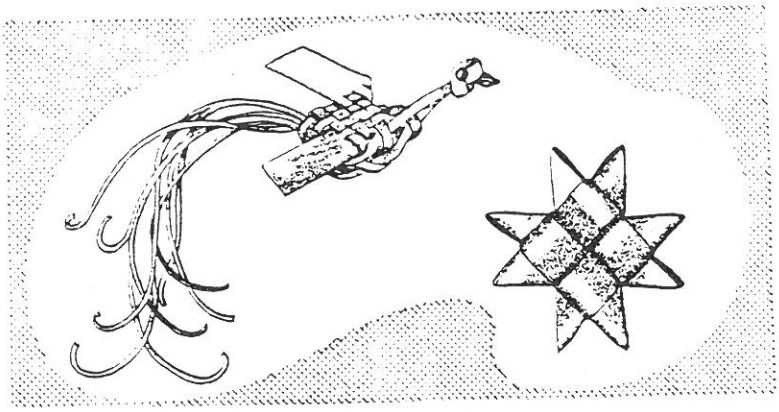
And on this tree he had an angel (Noel, noel-
break it down to "here a no, there an el")

And on this tree he had some lights (blink,
blink) .

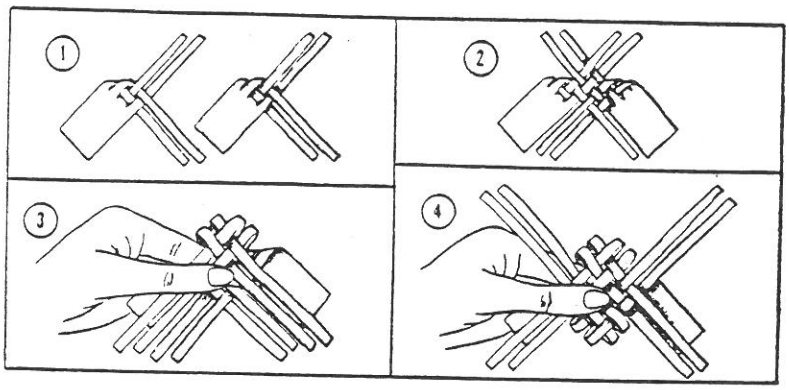
And under this tree he had some presents
(goody, goody)

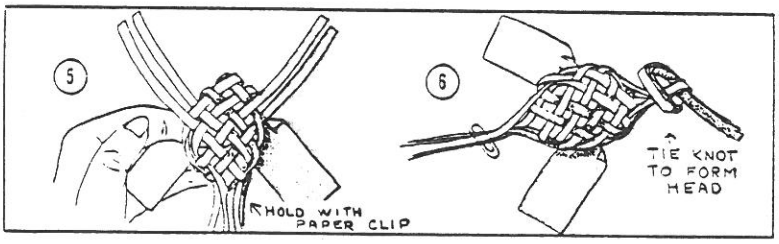


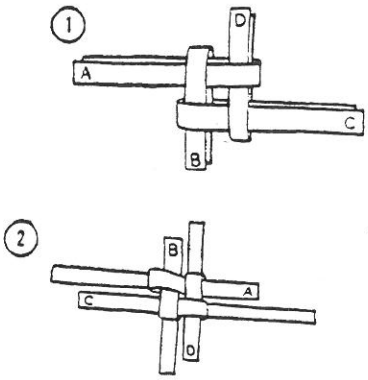
APPENDIX

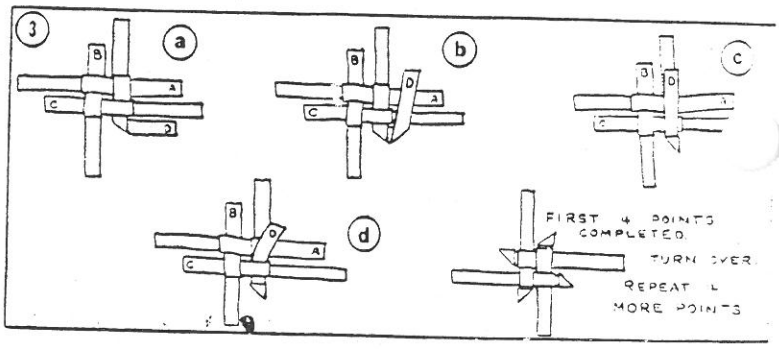


Woven Star and Bird

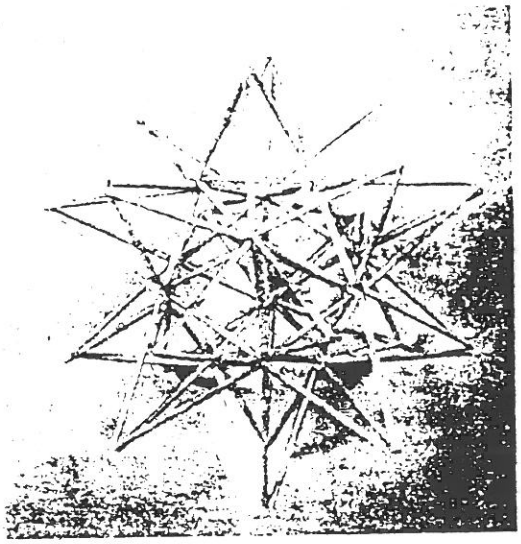


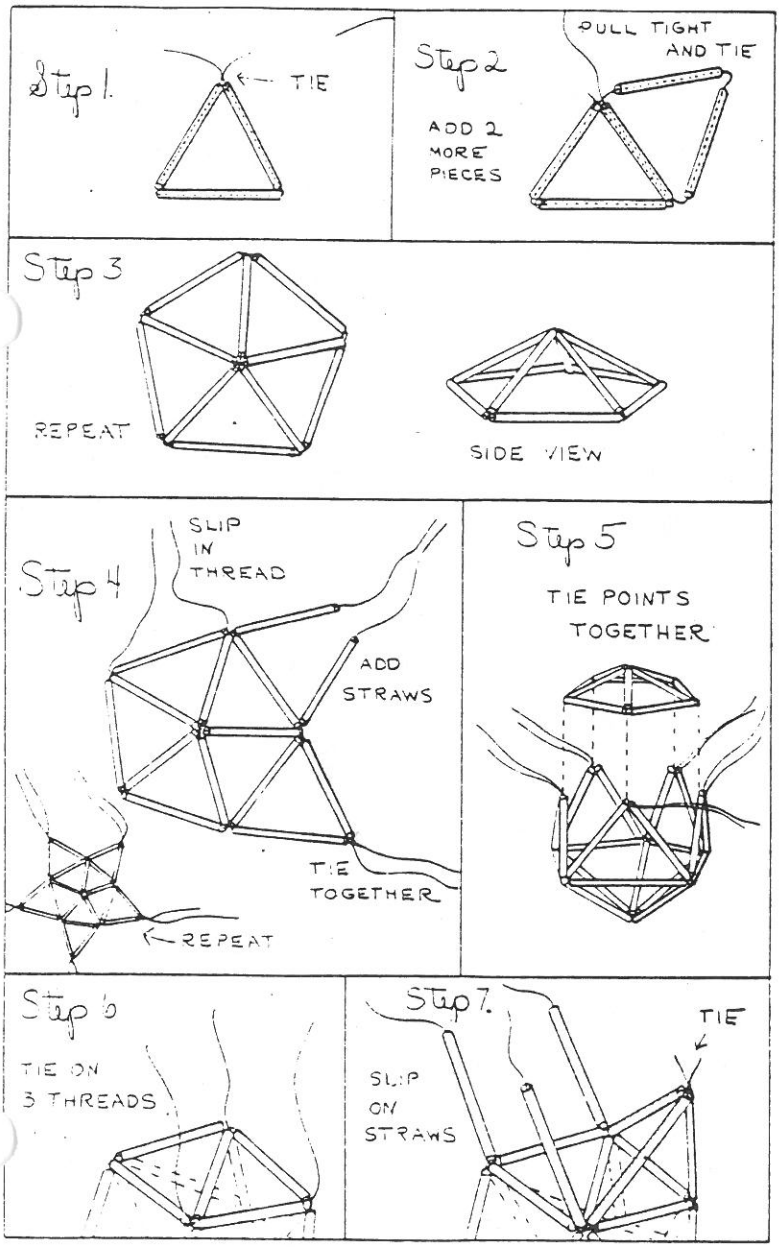


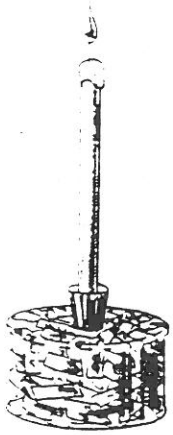




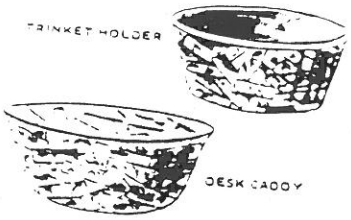
Star made from Soda Straws







CANDLEHOLDER

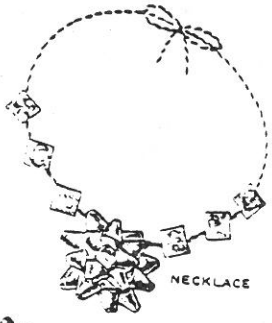


TRINKET HOLDER

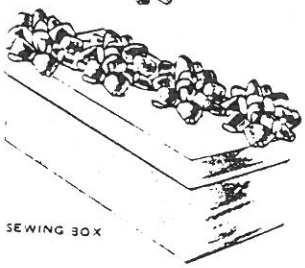
DESK CADDY

PENCIL HOLDER

PICTURE



NECKLACE



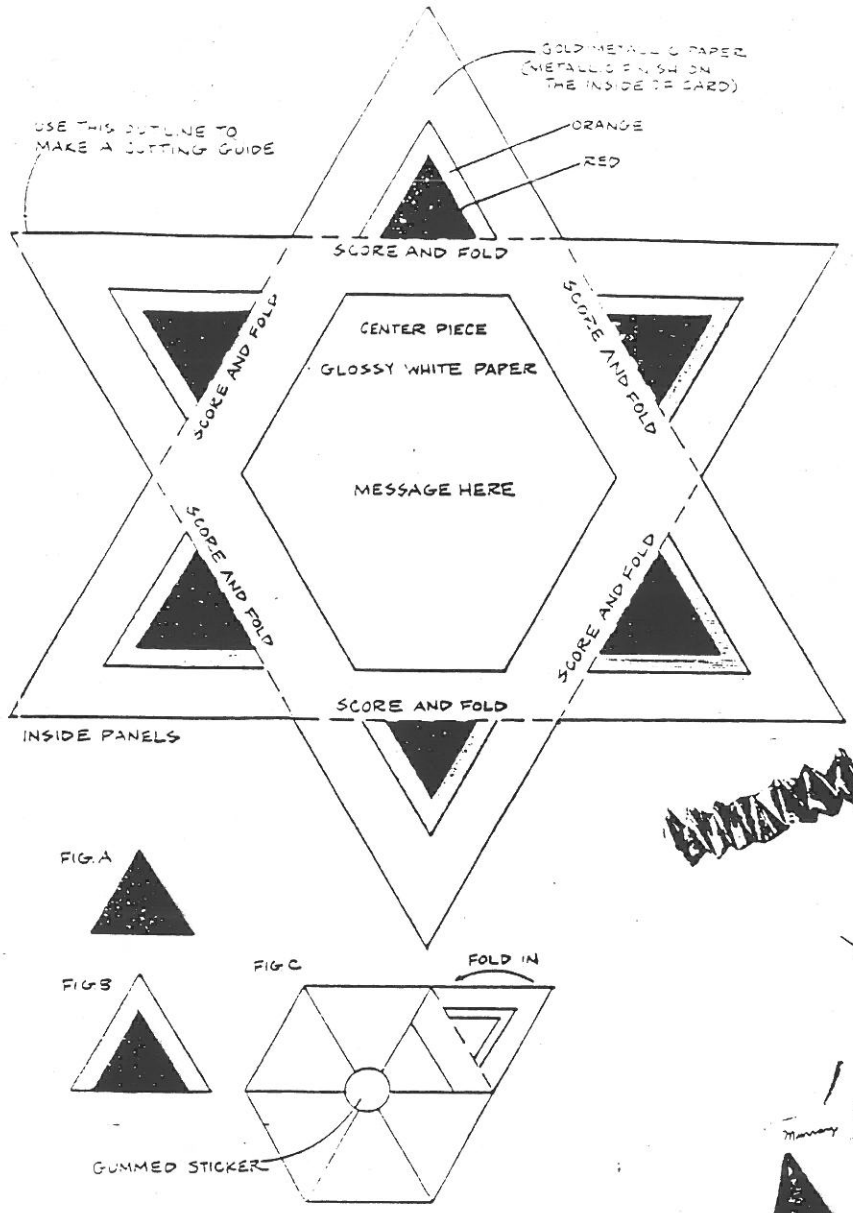
SEWING BOX

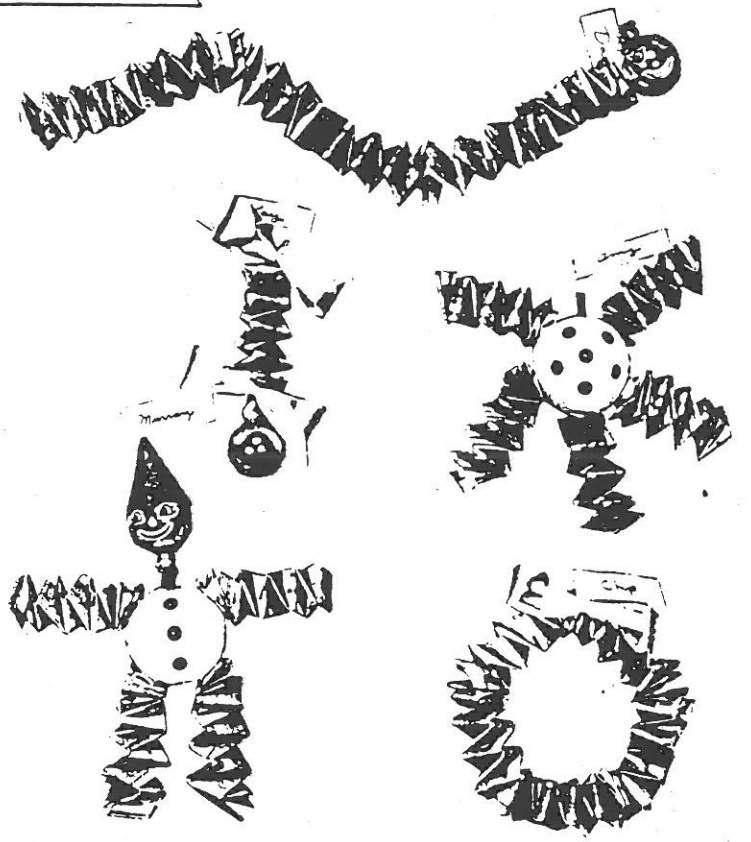
TABLE MAT

WASTEBASKET

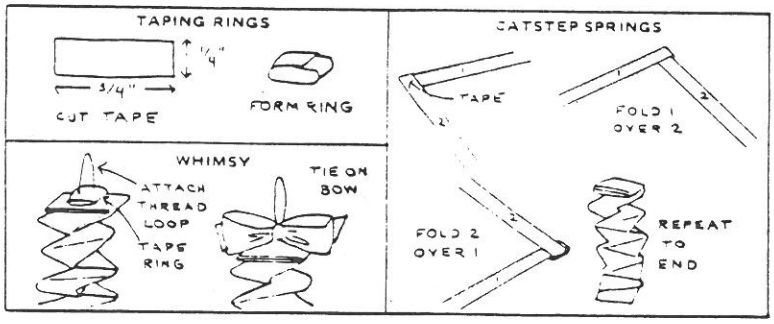
HAIR ROLLER CONTAINER

APPENDIX





A SNAKE (top), Whimsey and Star (middle), and an Elf and Wreath (bottom) all say "Merry Christmas" in a very special way. They're all made with dollar bills!



THE CUB SCOUT COOK

Eating is fun and so is fixing food to eat! Cub Scouts do both. There are so many places and activities in the Cub Scout program that offers an opportunity to cook and eat. At the den meeting, on a hike, or a trip to the park, take something along to eat. If there is a place to cook, then grill a hamburger, toast a marshmallow, fry an egg, do a hot dog. Try cooking on a "vagabond" stove on the driveway or patio, in a park, or at your campsite.

Sometimes the cooking will be done in a kitchen; this will require a different set of rules and equipment. The boys should be encouraged to try their hand at fixing snacks, cooking simple fare, and experimenting with new foods. Make cooking and eating an adventure.

The first venture into food preparation will probably be an after school snack or a "brown bag" or "sack" lunch for an outing traveling food. Outdoor food does not have to be cooked; a good lunch can be part of the day without having to take the time to cook.

Learning to cook is like learning to ride a bike. It can be lots of fun, as long as you know what you are doing. Before cooking with the Cub Scouts, go over the rules that must be learned and followed to be a successful and safe Cub Scout cook. Don't be too ambitious to start with. Do simple things and progress as skills become sharper.

You will find recipes for all kinds of foods in cookbooks and on mix boxes. Some dishes are better for inside events, others better for cooking outdoors. The grocery stores are stocked with every kind of mix: cookies, cakes, soups, vegetables, desserts, and beverages. After cooking with a mix, try making some of the same things from a recipe. Help the Cub Scout measure out the ingredients. It's a lot more fun, but it does take more time and skill.

Before starting to cook, make up the following rules sheet and give to each Cub Scout to follow:

1. Wash your hands.

2. Read the directions or recipe all the way through (twice).

3. If you are not sure how to follow certain directions ask your parent to explain them.

4. Collect all ingredients and equipment you are going to need, and line them up in front of you. Then you are sure before you start that you have everything you need. (And you know that if you have anything left over, you forgot a step.)

5. Know how to use the stove, oven or outdoor fireplace. Read and know about making fires and fire safety.

KISMIF

Keep It Simple–Make It FOOD

The following is a random sampling of fairly simple recipes that a Cub Scout would be able to cook some alone and some with a little guidance. What it really takes is a little dash of bravery on the part of mom and dad to let him try his hand at learning a new skill and eating the end result! Consider these just a spring board to the world of cooking. Many of your favorite recipes are adaptable to outdoor cooking. You may even find a new "favorite" to use with your family.

Good for You

Be your best by practicing good eating habits. Nutrients found in food (carbohydrates, protein, fat, vitamins, and minerals) are body builders. They give you energy, help you grow, and support good health. To get all the nutrients you need, eat a variety of foods from five basic food groups: bread, cereals, rice, and pasta; vegetables; fruits; milk, yogurt, and cheese; and meat, poultry, fish, dry beans, eggs, and nuts. No one food meets all your body's daily requirements.

Food Guide Pyramid

A Guide to Daily Food Choices

Fats, Oils & Sweets

Use Sparingly

Milk, Yogurt, & Cheese Group

2-3 Servings

Vegetable Group

3-5 Servings

Meat, Poultry, Fish,Dry Beans, Eggs, & Nuts Group

2-3 Servings

Fruit Group

2-4 Servings

Bread, Cereal, Rice & Pasta Group

6-11 Servings

Breakfast Sundae

This is so good that you'll think you're having dessert instead of breakfast, and it's good for you, too.

Here's What You Need:

1 small container of nonfat yogurt; plain, vanilla, or your choice

3 kinds of fresh fruit such as strawberries, blueberries, peaches, bananas, grapes, or apples

Granola or Grape Nuts ™

Handful of raisins

Here's What You Do:

1. Spoon yogurt into a sundae dish or fancy bowl.
2. Layer on 3 kinds of fresh fruit.
3. Sprinkle on a little granola or some Grape Nuts ™.
4. Sprinkle on some raisins.

Makes 1 sundae.

All-in-one Oatmeal

No need to pour a glass of juice with this breakfast! Each bowlful of hot cereal comes with its own burst of orange.

Ingredients

11/2 cups regular rolled oats

1 tablespoon firmly packed brown sugar

1 teaspoon ground cloves

3 cups orange juice

2 tablespoons currants or dried mixed fruit bits

Equipment:

Measuring cups

Measuring spoons

2 to 3 quart pan and lid

Butter knife

Wooden spoon

Here's What To Do:

1. Place oats, brown sugar, and cloves in pan and mix with wooden spoon until blended. Add orange juice and currants and mix with spoon until well blended.

2. Place pan on burner and bring oat mixture to a boil over medium high heat, stirring occasionally. Reduce heat to low and continue to stir occasionally for 5 minutes. Turn off burner, cover pan, and let stand for 5 minutes.

Makes 4 servings

Dunkers and Dips

Ingredients:"dunkers" such as carrot sticks, apple slices. bread sticks, corn chips, and bite sized chunks of cheese; "dips" such as peanut butter thinned with milk, soft cheese spread, applesauce, and fruit yogurt.

Materials:

Paper or plastic plates, cups for the dips, cups for milk or juice

Directions:

1. Put dunkers on a paper plate.

2. Put some of each dip ingredient into a separate cup.

3. Put these items on a tray, or into a basket, with small cartons or cups of milk or juice. Take it all outside to eat.

Denver Sandwiches

One story says that Denver sandwiches were created by a cook for the railroad crews putting down the first rails into Denver in 1870. The men got tired of fried egg sandwiches and threatened to run the cook out of town if he didn't come up with something different. And he did.

Here's What You Need:

1/4 pound sliced bacon

Butter, softened

8 slices bread

1 small onion

1 small green pepper

3 eggs

Salt and pepper

Here's What You Do:

1. Fry bacon until crisp in fry pan over medium heat.

2. While bacon is frying, butter bread. Chop onion and green pepper on cutting board with paring knife

3. Remove bacon from pan and drain on brown paper or paper towels.

4. Cook onions and green pepper in hot bacon grease several minutes until softened, but not brown.

5 Take fry pan off heat and remove extra bacon grease with large kitchen spoon, leaving about I tablespoon grease along with onions and pepper. Return fry pan to heat.

6. Break eggs into bowl and beat with egg beater. Pour into fry pan. Add crumbled bacon. Sprinkle with salt and pepper. Stir gently as eggs cook until golden brown on one side. Turn with wide spatula and cook on other side.

7. Cut into four wedges and serve between slices of buttered bread.

Makes 4 Sandwiches

LAYERED TACO SPREAD

This is one of the most popular appetizer-type snacks that we make. Everyone from our youngest cousins to our grandparents likes this.

Here's What You Need:

8 ounces cream cheese

8 ounces sour cream

1 jar (8 to 12 ounces) medium taco sauce

1 cup cheese, shredded, your choice

1 cup chopped tomato

1 cup chopped green pepper

1 cup black olives, sliced

Here's What You Do:

1. Mix the cream cheese and sour cream until smooth. Pour it onto the bottom of a serving dish or pie dish.

2. Pour the taco sauce on top of the cream cheese mixture. Sprinkle half of the cheese on top.

3. Layer the vegetables on, one vegetable at a time.

4. Sprinkle the remaining cheese on top. Serve with nacho chips.

Makes enough for 8 people.

TORTILLA PIZZAS

You can buy whole wheat tortillas at the grocery store, usually in the section where they sell fresh pasta and cheeses. This is a delicious snack and also makes a nice appetizer or lunch.

Here's What You Need:

1 whole wheat tortilla

1/4 cup tomato or marinara sauce

1/8 cup chopped green pepper

1/8 cup chopped onion

Other pizza toppings of your choice

1/2 cup mozzarella cheese, shredded

Here's What You Do:

1. Preheat oven to 400F.

2. Spray pizza pan or cookie sheet with nostick spray.

3. Place tortilla on pan. Spread tomato sauce on top. Layer your other toppings on, one kind at a time (or in sections).

4. Sprinkle the cheese over all.

5. Bake at 400F for 5 minutes, until cheese melts.

Makes 1 pizza.

ONE-EYED PIRATES

This easy to make breakfast will add pizzazz to ordinary eggs and toast!

Here's What You Need:

11/2 tablespoons margarine

2 slices bread, your choice, with a 2" hole cut out of each center

2 eggs

jar (8 ounces) spaghetti sauce

2 thick slices of cheese, mozzarella or provolone

Heres What You Do:

1. Melt margarine in a large skillet on medium heat, and add the bread slices. Brown the bread for 2 to 3 minutes.

2. Crack the eggs and drop into the centers of the bread slices. Cook for one minute, then flip the bread and egg to brown other side.

3. Pour the spaghetti sauce over the bread and continue to cook until egg is cooked to desired doneness.

4. Place cheese slices on top of bread and cover skillet. Turn off heat, and let cheese melt. Serve hot with bacon.

Makes enough for 2 people.

Crispy Heart Croutons

Makes 12 to 16 croutons, enough for 4 or 5 bowls of soup.

What You Will Need

1 tablespoon margarine

4 slices of bread

Garlic salt

Frying pan

Small heart shaped cookie cutter

Spatula

Here's What You Do:

1. Use the cookie cutter to cut small hearts out of the bread. Try to get four hearts out of each slice.

2. Melt the margarine in the pan over medium heat.

3. Put the hearts in the pan, and stir constantly for 2 to 3 minutes.

4. Use the spatula to flip the hearts. Sprinkle with garlic salt. Cook for 2 to 3 more minutes, or until the croutons are crispy and brown.

Sprinkle on top of the tomato soup.

Spinach Pie From Greece

Serves 6 to 8

This square pie is probably different from anything you've ever tasted--unless you're Greek. In many Greek homes and restaurants, spinach pie (called spanakopita) is made with a crust of paperthin filo pastry. Our version is a no-crust spinach pie. After it's baked, cut it into squares and serve it either by itself as a first course, or as part of the main course. In either case, your guests will say, "Efharisto," which means thank you in Greek.

Ingredients

1 pkg. frozen chopped spinach (10 oz. size)

1/2 lb. feta cheese (or sharp cheddar cheese)

1 pt. (2 cups) cottage cheese

4 eggs

6 Tablespoon flour

1/2 teaspoon salt

1/2 teaspoon pepper

1 or 2 teaspoons butter

Equipment

fork (or grater)

2 mixing bowls

mixing spoon

measuring spoons

9 in. square baking pan

table knife

platter

How To Make:

1. Take the spinach from the freezer and let it thaw unopened. (Thawing will take at least 1 hour.)

2. Preheat the oven to 350F.

3. Crumble the feta cheese with the fork (or grate the cheddar cheese).

4. Drain the thawed spinach.

5. In one of the mixing bowls, mix the feta (or cheddar) cheese with the thawed spinach and the cottage cheese.

6. In the other bowl, mix the eggs, flour, salt, and pepper.

7. Combine the two mixtures in one bowl and mix well.

8. Grease the baking pan with 1 or 2 teaspoons of butter

9. Pour the mixture into the pan and spread it evenly.

10. Bake the pie for one hour. To test for doneness, stick the tip of the table knife into the center. If the knife comes out clean, the pie is done.

11. Remove it from the oven and let it cool a few minutes.

12. Cut it into squares. Place it on the platter. Serve it while it's hot.

Colored Celery Tree

Have you ever wondered how a tree gets water from the soil? It's not too difficult to understand. Water first enters the roots that are in the ground. From the roots, the water travels up "tubes" in the tree all the way to the top of the branches. Every branch and leaf is nourished through these tubes. If there's is no moisture in the ground, the tree will die. If you want to see this process for yourself, this project will help you do it. You will need water, a stalk of celery, and two different colored food dyes. Do this project in the evening or just before you go to bed. When you wake up in the morning you will see that your celery stalk has absorbed the dyed water and that the leaves have changed colors.

Things You Need

Knife

Celery stalk with leaves

2 Drinking glasses

Boxed dyes or food coloring

Let's Begin

1. Trim away part of the bottom of the celery.

2. Slice halfway through the center of the celery stalk with a knife.

3. Fill two glasses at least three-quarters full with water.

4. Add a different color of dye or food coloring to the water in each glass. Mix well with a spoon. Add enough dye to make a very strong or dark solution.

5. Place the two glasses next to each other. Slip one end of the cut celery stalk into one glass and the other end into the other glass.

6. Let the celery remain in the dye overnight. In the morning, the different dyes will have traveled up the celery stalk and the leaves will have colored beautifully.

Cub Scouts And "Home Ec."

Not too long ago it was practically unheard of a BOY in cooking class at school! What is this old world coming to?

But today, in an era of microwave ovens, instant this and frozen that, a working mother, a hungry brother or sister (not to mention himself), it is time to take the young man out from the front of the TV set, or bring him in from the yard or off his bike, and encourage a working relationship with the kitchen! A "weenie" or a marshmallow cooked on a stick over an outdoor fire is not the first do-it-yourself food preparation he has come in contact with. Long ago he discovered "the wonderful world of snacks", whether it was out of necessity or curiosity, none the less it is an important part of everyday living. The boy who learns early to care for himself will always be able to build on that knowledge and the parents who allow his participation in kitchen activities, as long as he follows the rules, are to be congratulated for their forsight (and some bravery) in their son's growing process.

Learning to cook is like learning a foreign language. There are many terms and equipment that are used only in connection with cooking so it is important that these terms and equipment are understood. As time goes on and more and more participation is allowed, their "vocabulary" will grow and the Cub Scout will have quite a working knowl-

edge of what "cooking" is all about. A lot of this will just be "picked up" with no conscious effort on their part

We, as leaders, can assist in this growing process by making a conscious effort to provide situations where cooking is done. Perhaps it will be just in some "Kool-aid" mixing or other simple den refreshment at the den meeting place and later in the form of a hike lunch carried on an outing. When anticipating an outing that requires a meal, talk about it ahead of time so that the Cub Scout knows what you expect in the way of food, sack lunch, something that requires cooking on a stick, etc. Food should be as much a part of field trip planning as who's driving and who is filing the Tour Permit.

Cooking in the home environment, in a well equipped kitchen with everything on hand, will be a real luxury compared to the kitchen in the woods; but it will still take a special effort on the part of the Cub Scout to "master" a good sandwich, cookies, or special main dish. Parents must be willing to let him experiment in the kitchen, something a mother might be reluctant to do.

But there is just something about camp cooking that is special! And every boy has to start somewhere. There is a progression in food preparation and that will be explored further along in this session. Take time to sit down and plan some activities that will include food preparation, whether it is to be brought by the Cub Scout in a paper sack or food that will be fixed by the boys at the activity site.

Eating is fun and so can getting the food ready to eat if presented to the boys in a positive way. The hard part about all of this is perhaps eating the first attempts of "hands on" cooking!

Safety Tips And Good Cooking Habits

In Your kitchen and outdoors:

Learn how to use the family stove and oven. Ask an adult to show you how to turn the stove and oven on and off, and how to turn the heat higher and lower.

When you are using the stove, always cook on the back burners. Turn pot handles away from the edge of the stove so no one will bump the handle and cause the pot to spill.

When you use the oven, always use pot holders when you take pans out of the oven. Keep curtains, all towels, pot holders, your clothes and hair away from the flames.

Learn how to use a knife. Keep all knives and other sharp utensils in a separate section of the drawer on in a rack.

Never start to cook unless you have asked an adult if you may.

Clean up at once anything that spills or breaks, so no one will slip or get cut on sharp edges.

Clean up all pots and pans after you finish cooking.

Before you leave the kitchen be sure the stove and electrical appliances are turned off.

If young children are around, be sure cleaning supplies, matches, all harmful things are always put out of their reach.

If a fire starts in a pan on the stove, turn off heat and then smother the fire with a lid or a wet dish towel or pour baking soda on flames.

Types Of Outdoor Food

Here are some of the types of food, cooked or uncooked, that are part of outdoor fun. From the first hike lunch with nothing to cook, through the first steps in cooking, the Cub Scout can progress to the stage where all the parts of a meal are prepared on the trail or where he and the den members stage a dinner for guests, perhaps a barbecue.

To get started, try some things in this order:

1. Hike lunches --no cooking, but good planning and good packing.

2. Lunches brought by each person, with one thing , like cocoa or soup, cooked for all.

3. Something cooked for a group in a large frying pan, such as hamburgers or eggs, to go with lunches brought by each person.

4. Something cooked by each person in his own small frying pan such as bacon, a hamburger, an egg to go with a lunch brought all prepared.

5. Something toasted on a stick such as sandwiches, frankfurters, etc.

6. Onepot meals for a group (a main dish all in one kettle), for example, stew.

7. On-a-Stick cooking (other than toasting) such as bread twists.

8. Reflector oven baking .

9. Tin can cookery or on-a-rock cookery.

10. Aluminum foil cookery.

11. Planking and other types of baking.

12. Big affairs, like barbecues, beanpole cookery.

Hike Lunches

A good lunch is a sign of a good hiker, especially if there is plenty of it, but not too much and when you open it is still good to eat!!

Packing Pointers:

When packing a lunch, avoid foods that:

Are sticky, or will get soft in heat, like candy or chocolate in extreme heat .

Are very rich or soft (like some frostings) .

Are apt to get soggy (pie or crackers w/cheese spread).

Do not "carry" well in pocket or pack (pastries)

Have little food value, compared to their size and weight (bottled drinks).

Will taste flat when warm (bottled drinks)

Bumpkin Pumpkin Butter Cookies

These cookies are easily shaped into a small pumpkin shape. The center of each can be filled with jam, a walnut, or a chocolate candy.

Ingredients you will need:

1/4 lb. salt butter, softened

1/4 cup sugar

1 egg yolk (Separate white from yolk by gently cracking egg open around the middle and letting white run out as you move yolk back and forth between the two halves of the shell.)

1 cup flour (heaping)

strawberry jam, or walnuts, or small chocolate candies

Utensils you will need:

large mixing bowl

beater spatula

2 cookie sheets

measuring cups

wax paper

Directions:

1. Set the oven at 350F - you may need an adult to help.

2. Cream the soft butter and the sugar together with a beater.

3. Stir in the egg yolk and then gradually add the flour.

4. Form into a ball. Wrap in wax paper. Refrigerate for onehalf hour.

5. To make the cookies, take a little bit of the dough into your hand and roll into a small ball. Pinch the top edge slightly and draw out a small piece to make the pumpkin's stem. With your finger, make a hole in the center of each cookie and fill with jam, a walnut, or a chocolate candy.

6. Place the cookies on the cookie sheets and bake for about 20 - 25 minutes or until slightly browned.

Tiger Cubs

Tiger Cubs

TIGER CUBS, B.S.A.

Search, Discover And Share

What? Tiger Cubs, B.S.A. is an informal, inexpensive, simple yet fun program for younger boys and their adult partner.

When? Tiger Cubs, B.S.A. begins with the first boy registered and continues on with him through his scouting years.

How? tiger Cubs, B.S.A. flourishes through shared leadership and high parent involvement.

Where? Tiger Cubs, B.S.A. is in the heart and soul of the boy and his adult partner.

Why? Tiger Cubs, B.S.A. can channel an inquisitive boy's energy and imagination in a positive direction, introducing him to the excitement and wonder of the world of Scouting.

Tiger Cubs, B.S.A is a one year family oriented program for boys in the first grade and their adult partner. An adult partner may be one of his parents, grandparent, adult brother or sister, or even a neighbor. The requirements to become a partner are a strong commitment to the welfare of the boy and a minimum age of 18 years or over.

Tiger Cubs, B.S.A. are organized as groups of four to eight boys and are part of the Cub Scout Pack.

Tiger Cubs, B.S.A. meetings are usually held twice a month based on one of the 17 Big Ideas selected from the Tiger Cub Family Activity Book. Each Tiger Cub and adult partner should have a opportunity to host at least one meeting. As host, they together plan the location, activities, refreshments, and other details on a relaxed and casual basis.

Tiger Cubs, B.S.A. is meant to be a special time of maximum enjoyment for the Tiger Cub and his partner. There are no achievements and no advancement requirements; although there are positive recognition tools. For each adult partner there is no pressure of a continuing leadership commitment. The thrust of the program is to have fun, pure and simple.

Tiger Cubs, B.S.A. benefit all involved. The Tiger Cubs and their adult partners have fun, develop a closer relationship, and create lasting memories. The Pack gains a pool of eager and willing prospective Cub Scouts. The adult partners of those Tiger Cubs gain an appreciation and enthusiasm for Cub Scouting which they might not otherwise develop and, most important of all, priceless time with the boy.

The New Tiger Cub Program Recommendations

No longer a separate part of the Pack.

Organized as a Den, with rotating leadership among families.

Recommend the Tigers meet twice a month

Participate in Pack activities, i.e., Pack meetings, Blue & Gold, Pinewood Derby etc.

Pack leadership present the Tiger Cub Paws at the Cub Scout Pack meeting to recognize Tiger Participation each month.

Recommend each district recruit a district Tiger Cub Group coach to coordinate district Tiger Cub activities and to host a breakout session at the monthly round table meeting.

Recommend each Pack recruit a Tiger Cub group coach to give leadership to the Tiger Cub parents.

Graduate Tigers into a new Wolf den in the spring and award Bobcat badges.

Seventeen "Big Ideas" For Group Activities

1. Getting to know you..

a. Start a Tiger group scrap book/photo album. This can continue with the group through wolves, bears, and Webelos. Then later it can be donated to the Pack scrap book. Everyone bring pictures of themselves and their parents, and pictures of the Tiger Cub meetings.

b. Make a totem pole(see the crafts section of the Tiger Cubs). Make even line spaces and pass around for each Tiger Cub to decorate. Keep this as a meeting symbol threw the whole year.

2. Family Entertainment

a. Make a nature collage (see the crafts section of the Tiger Cubs).

b. Make puppets and put on a puppet show.

c. Go Christmas Caroling.

3. Discover Nature and Energy.

a. Take a nature walk. This would also be a good time to collect items for doing your nature collage.

b. Have a sunrise picnic and fishing trip.

c. Save cans and newspapers to turn in for den dues, or a trip (a trip to the zoo or an observatory).

d. Make insect nut pictures.

e. Make windows on nature.

f. Make pine cone bird feeders.

4. Prepare for Emergencies.

a. Do a bike check and have a bike-a-thon, or a group bike ride.

b. Make a book for notes for babysitters that includes Emergency phone numbers and escape routs.

c. Everyone bring things to make a group first aid kit. These kits can go with you on your hikes and trips.

5. Know your Family.

a. Bring pictures of all your family members including pets. Make 8 scrap book and include drawings. Pass them around and have the Tiger Cub talk about their family.

b. Plan a Family Picnic at a local park were the Tiger Cubs can acquaint themselves with the other families.

6. Knowing your Community.

a. This is great for planning a small field trips. Have a person set up dates, times, and places in order for the Tiger Cubs to meet their Community Services (Fire department, Police station, etc.). You can later have a game were the Tiger Cubs act out the people they meet.

b. To make it simpler you can go threw the city newspaper and read and discuss news articles. Some trips may be to complicated for the boys to comprehend.

7. Helping Others

a. Christmas/Easter Food Drives

There is always someone excited about receiving help from groups.

b. Make a Bring-A-Toy for a needy child at Christmas Time.

c. Make Christmas Cards and go visit a nursing home. Elderly people are very lonely especially on holidays.

8. Go See It

a. Make this another one of your field trip activities. There is a list of places to go and do through your council. i.e.: Airfields, museums, and art shows. Go to sport games.

b. Ask the boys what they would really like to visit or see.

9. Getting There

a. Bring treasures from home you would like to share. Put them in a hidden spot. Draw a map to your treasures -- see if everyone can find them.

b. Draw maps to your schools, homes, grandparents, etc.

10. Something Special All Your Own

a. Be creative. Let the kids discuss what they would like to make up, maybe an outdoor adventure -- hiking, fishing, outdoor cooking..

11. Making Your Family Special

a. Plan a group family outing, picnic, fishing trip, etc.

b. Make a rain gutter Banana split. When done, everyone digs in!

12. Make Your Own

a. Bake cookies or other goodies to make and share.

b. Make something to share with a needy person.

c. Make Mother's Day/ Father's Day gifts.

13. Caring For Your Home And Household

a. Find a neighbor who could use the help of kids cleaning up the yard.

b. Donate time to the recycling center in your neighborhood so the kids can understand the processes.

c. Have a combined yard sale with the kids helping. Spend the money on something the kids want to do.

14. Family Games And Puzzles

a. Hold a Halloween party with costumes being required preferably, homemade ones.

b. Put messages in balloons and have a balloon launch and picnic.

c. Make a backyard carnival.

15. Fitness And Sports

a. Have a water balloon toss game

b. Play balloon tennis (see games in Tiger section)

c. Play Hoop golf (see games in Tiger section)

d. Join in at a district or council physical fitness day.

16. Tell It Like It Is

a. Make up a Tiger News paper: Include activities done at home and with the group. Add pictures that have taken. Make announcements of upcoming events: (Note this could be added to your scrap book.)

b. Start a pen-pal relationship: names and addresses can probably be found at the school's office.

17 . Cub Scouting, Here We Come

a. Draw a Tiger shaking hands with a Bobcat.

Group Gatherings

Search

Tiger age boys will look for something to do the moment they come in the door. Have an activity that the boys can become involved in the moment they walk through the door. Happy memories begin to build every minute of his Tiger meeting. He won't want to be late the next time. Such an activity can free the individual conducting to attend to last minute details. Use sharing activities.

Opening

Establish a Tiger tradition by starting the meeting in a special way each time. This should be a more serious moment when you may want to discuss the motto or promise. After this quiet activity it is a good time to handle business details.

Discover

This can be a learning activity or a craft activity. Boys like simple take-home treasures to reinforce the concepts of the Tiger program.

Share

Several concepts of sharing can be embraced. You might serve a small refreshment and share comments about the discovery segment of your meeting or just form a group gathering. You might make a Tiger triangle a tradition where the boys sit with three Tigers designated as the angles of the triangle and these angles represent the Search, Discovery and Share of our program.

Closing

Closing should be quiet, fun and yet meaningful; something the group will remember until next meeting. Remember to give the reminder of the next group gathering. This can be done through the use of Tiger Trail cards.

Tiger Cub Graduation Ceremony

PURPOSE: A ceremony designed to graduate a boy and adult or a group from Tiger Cubs into the pack.

METHOD: Recitation of a simple ceremony by the Cubmaster to boys and adults with assistance from the Tiger Cub Organizer and den leader.

MATERIALS: Four large candles are set with three in front and one raised and behind. Do in a darkened room.

CUBMASTER: (call boys and adults forward) For the past few months you and your family have explored all sorts of new and ex-

citing 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 first candle on left.) You and your adult partner have searched out in your community new activities which have shown you how people work together and have fun together. I Light second candle.) You and your adult partner have discovered that by doing things together with friends and family. You feel a sense of being part of a great family, community, and country. (Light third candle.) The things you have searched out and discovered have been shared with your family, friends, and fellow Tiger Cubs, which let them learn about you and the things you saw and did. Now it is time to move along the Scouting trail to the next part of the program. (Light the 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 family will help you each step of the way, (BOY'S NAME) and (ADULT'S NAME), on behalf of Pack _____ , I'd like to welcome you a no present you with your Tiger Cub service star to wear on your Cub Scout uniform to show that you have been a Tiger Cub. (Present service stars to all graduating boys.) I'm pleased to announce that this Tiger Cub group will become a new den in our pack, DEN NUMBER). (DEN LEADER'S NAME) will serve as the den leader and (ASSISTANT'S NAME) will be the assistant den leader. (TIGER CUB ORGANIZER'S NAME) will bring (DEN LEADER'S NAME) forward to welcome you into our pack with your Cub Scout neckerchief.

Tiger Cub Graduation Ceremony

Equipment: 8 paw prints; certificates; pin; patch; 7 candles: 1 tall white, 3 black and 3 orange; 6 signs; candle holders

Arrangements: The white candle (taller than others) centered on table with 3 black candles on one side and the 3 orange candles on the other. Place the 8 paw prints to make a path. One each sign write one of these: Sign, Handshake, Motto, Salute, Promise, Law.

Characters: Cubmaster, Den Leader, Shere Khan

Cubmaster: Tonight we honor our Tiger Cubs. Will Shere Khan, the mighty leader of the Tiger Cubs, come and introduce them. (Tigers and adults are called to the front.)

Shere Khan: (As each candle is lit) White is for purity of 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 Tiger Cub Program. Parents, here is the patch for your Tigers. Please plastic 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 Shere Khan, I bid your farewell and show the path of 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 path of Cub Scouts and meet your new leader.

Cubmaster: Welcome to your Wolf Den. This your Den Leader _____. (Den Leader puts yellow neckerchief on Tigers. Book is optional.)

Den Leader: This is your next challenge. Read and do each requirement of the Bobcat.

When your are done, you will earn the Bobcat Badge.

Cubmaster escorts boys and adults to sit with pack and leads a suitable applause.

Tiger Cub Graduation - Outdoor

Tiger Cub Organizer: O mighty Akela, we have some Tiger Cubs and their parents requesting to join our pack.

Akela: Bring them to our counsel fire. (Boys and parents cot to he campfire.) Please join me in the Cub Scout sign. (Do sign.) Please give the Cub Scout Motto "Do your Best!" I know your will all do your best in Cub Scouting. To help you get started on the road to the Bobcat Trail, we will give you your Wolf Book. (Give book to parents who in turn present it to son.) Before you is he fire of friendship which means that every Cub Scout and parent in the packs is a friend to all. (Hand each boy and a adult a twig.) As each new Cub Scout family joins our pack, they place a stick of wood upon the fire showing that each wishes to do his best and be a friend to all. Now you shall place your token on the fire. (New families place twigs on fire.) Welcome to Pack _____.

Nature Collages

Materials

Cardboard (shoe box lids are great)

White glue

Objects from nature, such as leaves, shells, sand or pine needles

What To Do

Let the child glue objects onto a cardboard background in an arrangement that is pleasing to the child. Talk about what he is gluing, as well as describing them, This could be an individual or a group project.

Want To Do More?

Go on a nature walk in several different environments on different days. (For example, a beach, a meadow, and a wooded area) In each environment, collect things for your collage project. Make the collage as soon as you return to the center. After the collages have all been made, ask the children where they were when they gathered these things. The collages will look very different from each other and will be valuable souvenirs from your walks. They would look nice in your indoor science corner or in a sheltered place outside.

What They Can Learn

The children will become more conscious of the textures and patterns of natural objects when they use them for a collage. In the variation activity, the children use their memory skills, and may start classifying objects from nature into different groups according to their environment.

Games

Balloon Racket Relay

(Adapted from Outrageous Outdoor Games, by Bob Cregson, Pitman Learning, Inc.)

Ages Five And Older

Materials

a coat hanger for each team

nylon stockings

tape

a balloon for each team

What To Do

Make a racket for each team by stretching a coat hanger into a diamond shape and putting it inside a nylon stocking. Straighten out the handle and wrap tape around it and the stocking. Cut the stocking off at the bottom of the handle, Mark a line on the ground. Form two teams of children. Give each team leader an in~ated balloon and a coat hanger racket. They walk or run to the other line and back while keeping the balloon in the air using the racket. It the balloon touches the ground, they must start over.

Want To Do More?

Involve three players instead of two, or let one boy go solo.

What They Can Learn

The children have to think of doing two things at once keeping the balloon up and moving forward. They also have to figure out how to get the balloon moving in a forward direction so they can make progress.

Craft

Tin Can Picture Frame

materials

tuna or cat food cans (3 cans for each project)

glue

silver or gold spray paint

pictures

gold braid or lace

Glue cans in a pyramid as shown. Paint and let dry. Cut pictures to fit bottoms of cans. Glue pictures to bottoms of cans. Trim each picture with gold braid or lace, depending on if the project is a gift for a male or female adult.

Songs

Five Little Tigers

(Tune: Five Little Ducks)

Five little tigers went out to play

Over the hill and far away

When mother roared, "Come join the Pack."

Four little tigers came running back.

Four little tigers went out to play

Over the hill and far away

When mother roared, "Come join the Pack."

Three little tigers came running back.

Three little tigers went out to play

Over the hill and far away

When mother roared, "Come join the Pack."

Two little tigers came running back.

Two little tigers went out to play

Over the hill and far away

When mother roared, "Come join the Pack."

One little tiger came running back.

One little tiger went out to play

Over the hill and far away

When mother roared, "Come join the Pack."

No little tigers came running back.

But when father tiger roared, "Come on back!"

Five little tigers all joined the Pack.

The Tiger

(Tune: Alice the Camel)

_____ , the Tiger will be a . . . great Cub.

_____ , the Tiger will be a . . . great Cub

_____ , the Tiger will be a . . . great Cub

We want him in our Pack.

Grrr, Grrr, Grrr.

(Repeat inserting name of each Tiger Cub)

Final Verse

All the Tigers, will be . . . great Cubs.

All the Tigers, will be . . . great Cubs

All the Tigers, will be . . . great Cubs

We want them in our Pack.

Come Join The Tigers

(Tune: Row, Row, Row Your Boat)

Come, come join the Tigers.

Join our fun Today.

For Search, Discover and Share

That's the Tiger way!

We Are Tigers

(Tune: Are You Sleeping)

We are Tigers,

We are Tigers,

On the go,

On the go.

Search, Share and Discover,

Search, Share and Discover;

As we grow,

As we grow.

Puzzles

Tiger Cubs always enjoy various types of word puzzles. There are many different types of inexpensive puzzle books with many ideas for you to chose from. Here are a few ideas for you to use to help you get started. You may even be able to create your own.

Put an X on the one word in each row that does not belong.

cat big hat rat

man tan pot can

hat house hot run

toy boy top ten

Look at the word in the box. Find them in the puzzle. Circle them.

BIG SEE YOU

HAT DO COME

I W O L L O V T O H

S E E M E I A M S A

H A P U Y T F I N T

T H M X O P B I G X

S P R O U F T Y O T

U C O M E F X A P Q

R S T X V Z W D O B

Look at the words in the box. Find them in the puzzle. Circle them.

TO BE OFF BUS

LOOK CAR UP ON

X Y Z Q U W E W E N T Z

L O O K T V I X O S O G

O D C T S I M F O N I

C A B E S E F F R C Y

E A E R D J K H E B O D

N R T E R E U G H U T Q

O G N E C K H M S S L R

O A D U P F S O P I F A

Put an X on the one word in each row that does not belong.

hats fat boys cats

go girl good boy

sat pot mop rat

book bed look cook

bus car bed baby

Tiger Cubs, BSA

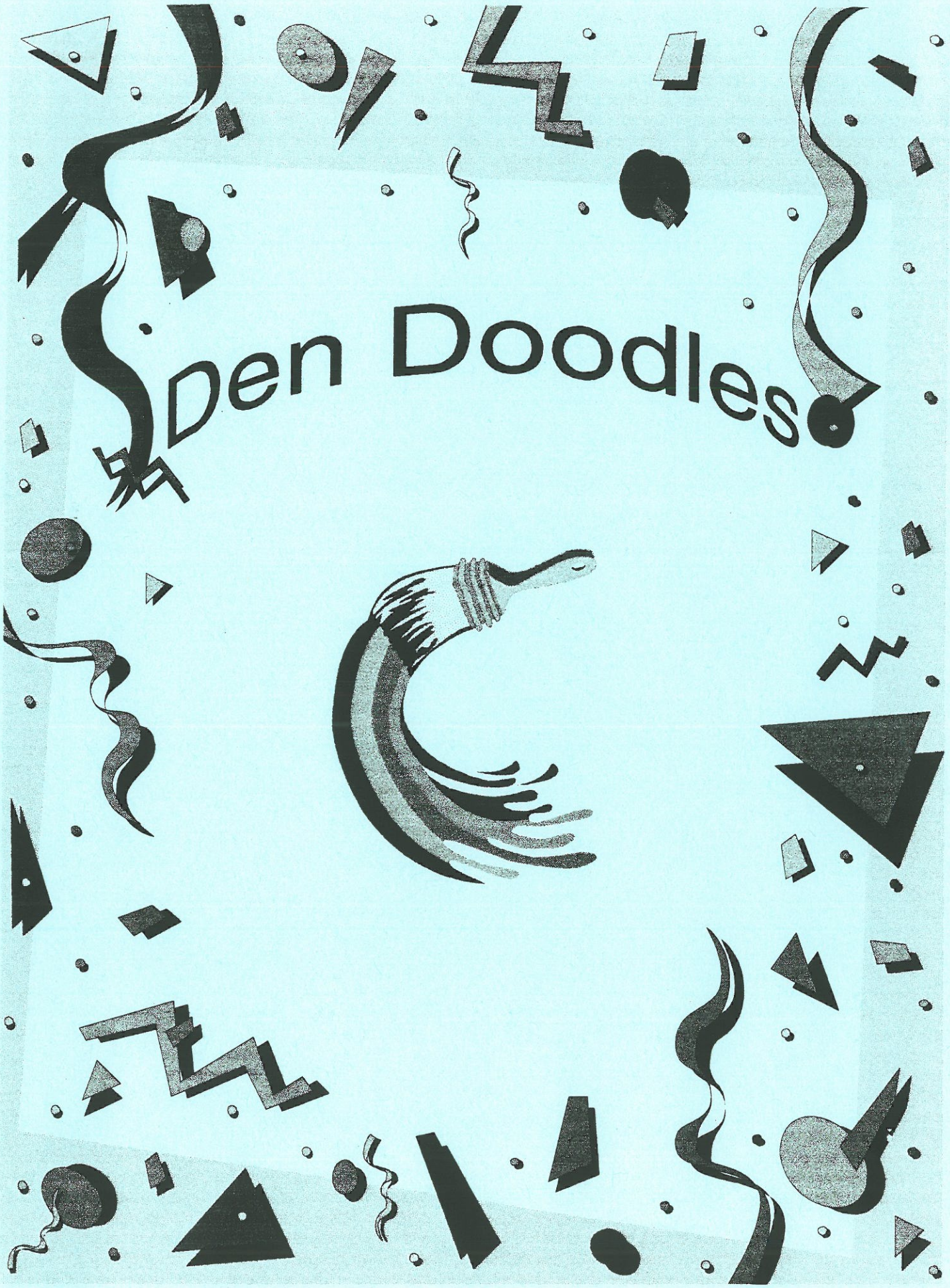
TIGER CUB MOTTO

Search, Discover, Share

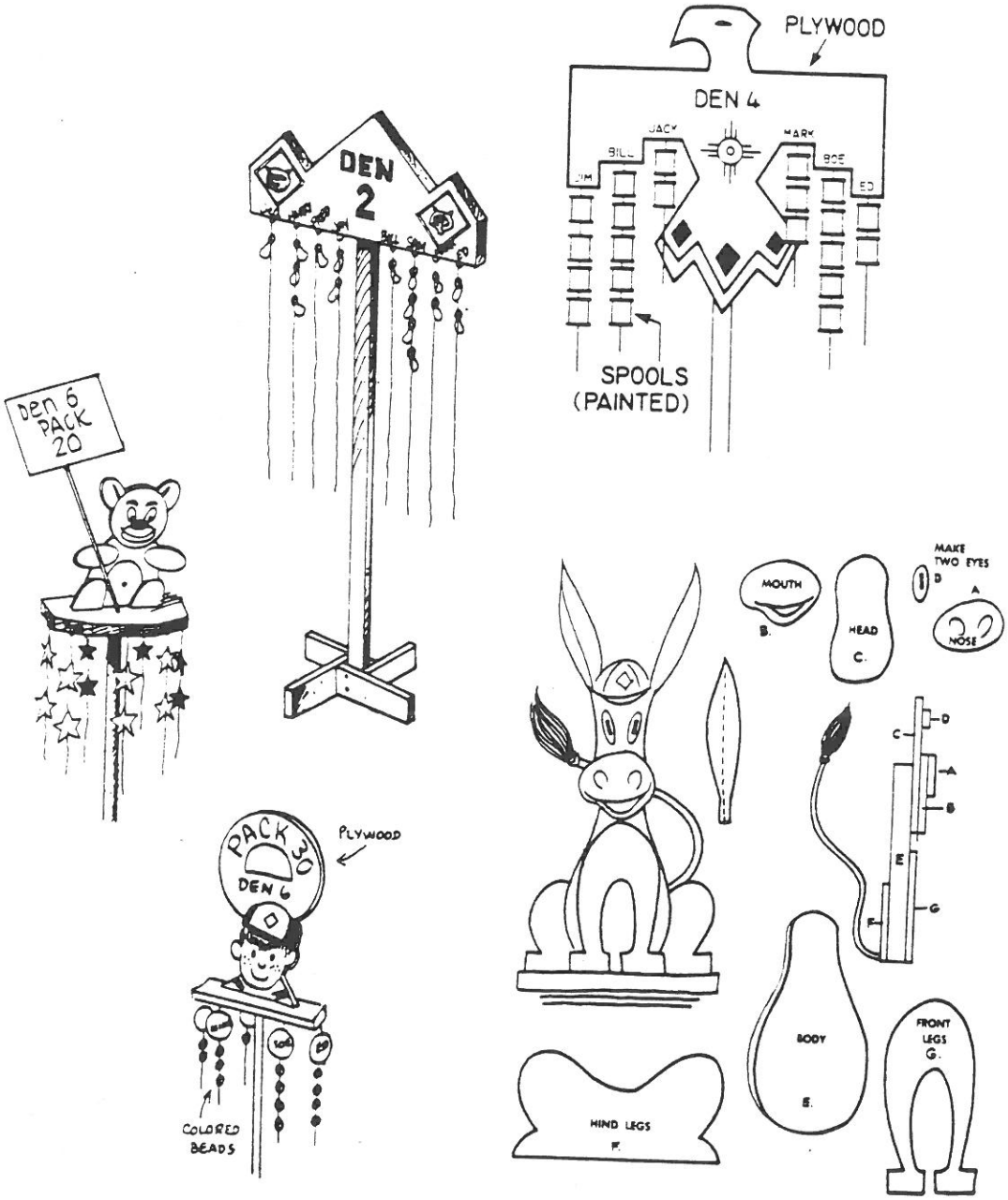
TIGER CUB PROMISE

I promise to love God, my family, and my country and to learn about the world.

Pen Doodles



Den Doodles


PLYWOOD
DEN 4
JACK
BILL
MARK
JIM
BOB
ED
SPOOLS
(PAINTED)
DEN
2
Den 6
PACK
20
PACK 30
DEN 6
PLYWOOD
COLORED
BEADS
MOUTH
B.
HEAD
C.
MAKE
TWO EYES
D
A
NOSE
C
D
A
B
E
F
G
BODY
E.
FRONT
LEGS
G.
HIND LEGS
F.

DEN DOODLES

The mysterious item that everyone hears about . . .

No one can find information on . . .

And few use effectively.

PURPOSE:

A den doodle is a brag board It is a way to pull a den of boys together into one common place Everyone can show off his rewards.

USES:

The den doodle should always be used for positive reinforcement. Any job no matter how small deserves a pat on the back. The den doodle is the perfect place to reinforce the positive efforts of all boys.

A den doodle can also help with discipline by rewarding good behavior. A den doodle can be part of your opening activities. (see letter A under Den Doodle rewards)

GUIDELINES:

The den doodle can be as simple or as elaborate as you want. Be sure to keep the den doodle itself at your level of expertise. Better to have a great looking simple den doodle than a half done elaborate one. You can always class it up at a later date. Don t be afraid to let the boys make the den doodle as part of a den project. Pride in ownership is a wonderful thing.

A den doodle will have a base of some kind On the base you will hang or tie strings Each string will belong to one boy and it will be up to him to earn the rewards to decorate the string. At the end of the year (or when a boy moves away) he should get his string to take home and hang somewhere If you are the den leader again for his next year of scouting start a new string; even if you use the same den doodle.

Examples Of Den Doodles

Note: the den doodles suggested below are just suggestions, any of the parts can be mixed for a unique den doodle

SIMPLE: table top, no stand needed

Pine log Den Doodle

Materials:

A piece of pine log (3' - 4" diameter) about 12" 18" long,

A felt strip as long as the log

Glue

Dowels

Yarn

Paper or vinyl scraps.

Instructions:

Take a rough pine log and saw one side off, approximately l/5th of the log, (not an end) to make a flat surface for the log to rest on. Cover this edge With glue and felt so that table surfaces will not be marred. Drill holes (hole diameter is determined by diameter of dowel or vice versa) in the opposite side from the felt. The number of holes is determined by how many boys you have in your den. Try to remember to space them so that if a new boy joins your den, a new hole Will be easy to add. Then cut the dowel into 6 inch pieces and glue each dowel into the holes that you have drilled. Take some scrap yarn and crochet a chain about 3 feet long and put

a loop at one end, or take a string of yarn 3 feet long and tie a loop in one end. Place loop over dowel. Each yarn strand belongs to one boy . Use paper scraps or vinyl scraps to make a name tag for the top of the strip of yarn.

2 x 4 Den Doodle

Materials

Scrap 2 x 4 about 12" 18" long

Nails (#6 or #8 or #10)

Vinyl lacing, felt

Glue

Frozen juice can lids.

Instructions:

Take one edge of the 2 x 4 and cover it with felt. Pound nails into the opposite edge. The number of nails will be determined by the number of boys in your den. Tie a piece of .vinyl lacing (about 3 feet long) to each nail. Punch holes in juice can lid and string on lacing to make a name tag f or each boy .

Rock-A-Den-Doodle

Materials:

Large rock (about 8"12" long, 3"4" high)

Leather strips

Acrylic brush paints.

Instructions:

Tie long pieces of leather strip around the rock, making sure to leave one end 2 3 feet long . Paint each boys name on the rock at his leather strip. You may wish to cover the bottom of the rock with some felt or quilted material to keep rock from marring any surfaces .

AVERAGE DIFFICULTY: self standing, easy to carry to Pack meetings

T Stand Den Doodle

Materials:

One 2 x 4 4 ' length

One 2 x 4 2 ' length

3 pound coffee can

Plaster of Paris

Yarn

3" nails,

Instructions:

Center the 2' 2 x 4 over the 4' 2 x 4 to form a "T". Nail the two pieces together (form a triangle with the nails for best support rather than a straight line) . Mix plaster of Paris in the coffee can. Insert 4 ' "T" into coffee can, prop the upright 2 x 4 with books until plaster of Paris is set. (2448 hours). Cut 5'6' strips of yarn. Give 3 strips to each boy and have them braid them. Tie each braid on the cross part of the "T". Label each strip with each boys name.

L Stand Den Doodle

Materials:

One 2 x 4 4' length

One 2 x 4 20" length

Dowels

Glue

Package decorating yarn (thick kind)

3 pound coffee can

rocks or gravel.

Instructions:

Cut 2 " off length of 20 " 2 x 4. Set aside. Take 18 " 2 x 4 and drill holes into 4" side (size of holes determined by diameter of dowels, number of holes determined by number of boys in the den.) then place it on top of 4 ' 2 x 4 to form an "L" . Nail together. Take the 2" piece of 2 x 4 and place at the inside corner of the "L" to give added support. Glue this into place and then nail to the 18" piece of 2 x 4 and to the 4' piece of 2 x 4. Insert dowels into holes and glue into place. Place finished "L" stand into coffee can. Fill around 2 x 4 with rocks to hold into place. Tie a 3 foot piece of yarn to each dowel. Glue each boys picture on a dowel. r

ELABORATE unique, fairly difficult.

Buckskin Doodle

Materials:

4 dead tree limbs (at least " diameter and about 2' long)

Leather strips or rope for lashing

A piece of leather or vinyl/Naugahyde cut into an animal skin shape.

Instructions:

Punch holes around the perimeter of the "animal skin"; lash the 4 tree limbs together to make a frame for the skin. Lace through the holes of the skin and around the limbs to form a Buckskin doodle. Attach more leather strips to the buckskin (one for each boy in your den) and decorate With the boys names or their picture . This doodle could be reused by the den leader to attach his/her son' s temporary patches to or a smaller version could be made by each boy to be his own brag board for his temporary patches .

Personalized Den Doodle

Guidelines:

Gather wood for a 2 x 4 frame to hold up a personalized doodle "head". Make sure you have legs, and an upright to form the stand. (See How To Book or Staging Den Ceremonies Book for instructions) The backing for the den doodle Will be cut with a band saw or coping saw. If you are talented in this area, the sky is the limit .

DEN DOODLE REWARDS

Once a den doodle has been built, how you offer the beads and trinkets is up to you. Below are some suggestions used by Den Leaders:

A. Designate a certain color bead to reward a certain task. At the opening of every meeting, pass out beads to each boy and let them deco-

rate their doodle as part of your gathering time activity.

1 blue bead if the boy came in uniform

1 green bead if he brought his den dues

1 red bead if he remembered his book

1 yellow bead - if he will give you a smile

(the last suggestion makes sure each boy can "earn" at least one bead per meeting.

B. Have a special bead for field trips and/or Pack outings and functions. Award the bead at the next den meeting rather than handing it out on the outing and risk the boy losing them.

C. Use special rewards f or completion of Achievements in the rank book .

A bell for the first 4 Achievements

A feather for the second 4 Achievements

A large (macrame style) bead for the third 4 Achievements

A shaped trinket (bug/plane/etc) for rank Achievement

A shiny gold bead f or the gold arrow

Shiny silver beads for silver arrows earned

D. Adorn the Den Doodle With anything you like, your imagination is the only limit you Will have. The crazier the item, the more likely the boys will love it. Like glow in the dark bugs ! ! !

E. Steal ideas from the creative beads section of Pow Wow and make your own beads to give the boys.

These are other sources for den doodle information:

1. The How-To Book published by BSA

2. Staging Den & Pack Ceremonies

3. Old Pow Wow books

4. Other Den leaders. (find out what worked for someone else)

Creative Bead Making

Beads are used throughout the Cub and Boy Scout program to reward the boys for a job well done. Beads are also used for a variety of projects in the Cub Program. The following ideas are meant to stretch your imagination when you think of beads, not limit you to the ideas contained within.

Beads To Buy:

Buying beads that are already made can be a simple but fairly expensive way to obtain beads for projects and den doodles.

A. Pony beads in assorted colors

B. Macrame beads/ large wooden beads

C. Faceted beads in all colors

D. Shaped beads (tribeads doll heads etc.)

Finding Less Expensive Beads:

Now that you are looking at beads a little differently than ever before you may also find beads in places you never looked before!

A. That beaded car seat that fell apart (there are over 300 beads in that one!)

B. Wooden beaded trivets in garage sales or the clearance rack in the local discount store or five and dime.

C. Christmas garland made of beads or made with beads. The best buy is on sale after Christmas

Beads To Make

(instructions to follow)

A. Pasta shapes dyed

B. Flour or clay beads

C. Blue Jean beads

D. Bandanna Beads

E. Straws

F. Blocks

G. Wooden or plastic thread spools

H. Fruit Loops

Medallions/bolos:

Medallions can be used as awards for the boys for jobs such as best table cleaner, good denner award, newest game for den time award, etc. The bolo is a great way to hang medallion awards . Don' t forget, fathers can receive bolos as gifts and parents can receive awards too.

A. Frozen juice can lid

B. International flavored coffee lid makes a great frame for pictures also

C. Gallon milk jug lid

D. Yogurt jar lids

To make into a bolo, make medallion so that a string/lacing or rope can be run through the back by hot gluing on short pieces of straws. Use two spent 22 caliber shells and hot glue to tip your laces.

Instructions For Making Beads

Drying Pasta

Mix 2 Tablespoons of rubbing alcohol and a few drops of food coloring in a old margarine tub. Drop in any shape pasta that can be strung on a lace. stir to coat With an old popsicle stick. Drain or remove pasta, allow to dry on aluminum f oil .

Flour/Clay Beads

Mix a batch of hardening clay dough or purchase hardening clay. Color dough or plan to paint later. Make shapes; push a toothpick, straw or coffee stirrer through center of bead. Allow to harden, paint as desired (the straw or toothpick make an excellent handle), allow to dry & remove toothpick/straw.

Clay Dough Recipe 1

3 cups flour

1 cup salt

Add enough water & food coloring to make a soft dough. store in an air tight container.

Clay Dough Recipe 2

2 cups flour

1 Tablespoon cream of tartar

Boil:

1 cups water

cup salt

1 Tablespoon vegetable oil

Food coloring

Stir liquid into dry, knead until well mixed, store in an airtight container .

Blue Jean Beads

Find an old pair of blue jeans (need not be blue) .

Precut material into strips. " X 5" is average. Vary the width and length depending on the size bead you Width to make. (Other types of material can be used; the thinner the material the longer the strip will need to be to make the same size bead). Coat one side of the strip of material with white glue. Roll the strip around a coffee stirrer or straw. (depends on center diameter you want for your bead. Coffee stirrer will slide over vinyl lacing) When strip is completely rolled, use a little white glue on edge to seal. Let dry overnight. You may use a stiff cardboard box to "prop" the straws in to allow them to dry. I have successfully used a "Velvetta" box that I punch holes in to hold the straws. The next day, seal each bead With spray clear gloss paint, varnish, decoupage glue or thinned white glue (may take two coats) to prevent fraying of the material and make a shiny surf ace to paint. Allow to dry. If you wish you can add paint designs of dots, zigzags or stripes. Use the straw as your prop so you don't paint your hand! ! Puffy paints could be used to add dimension to the beads . Remove straw from the center and string as desired. Be Creative, there are no pat rules for this one !

Bandanna beads

Same principle as the Blue Jean Beads. Cut strip 3/4" wide, the length of the bandanna. Use one part glue, one part water ant saturate the fabric strip. Squeeze off excess glue without folding or twisting fabric strip. As you wrap the fabric around the straw give a twist once in a while to add dimension. Allow to dry and seal the same as Blue Jean bead.

Satin or grosgrain ribbon could be substituted for fabric.

Straws

Any straw cut into pieces can work as a bead. There are neon straws available now and the bends would make very unique beads. This is one of those ideas you tuck away for a last minute project. It is simple to do and most den leaders have straws already in the house.

Blocks

Old building blocks can have holes drilled into the middle of them to create a special bead or a decorative tie slide. Several blocks could be stacked to spell a boys name or just use his initials .

Wooden or Plastic Thread Spools

These can be decorated and strung on any kind of lacing or yarn. It could be used for a base from which to hang a doodle string or for a end to tie off a bead project.

Fruit Loops

These colored cereals make great beads for the boys. Some may like to make a necklace f or a younger brother or sister as a gift.

Note: Now that your imagination has been stretched a little when it comes to thinking of beads, I am sure that many more ideas have come to mind. Be sure to share your ideas with others.

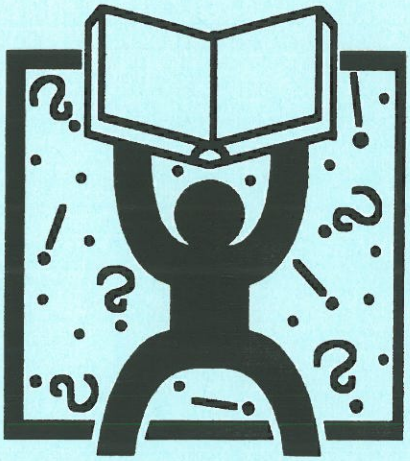
Woodwork

Always sand with the grain, never across it or in circles. For sanding flat surfaces, use a 1" x 2 "x 4" block of wood to support the sandpaper. To get the best results from sanding, use a filler for scratches and holes. When dry, sand again. Use varnish, shellac, lacquer, enamel, flat paint, or even wood stains as a finish. A clear wax polish may be applied to raw wood to make it more attractive. This finish is desirable if .you want to display the beauty of the wood grain.

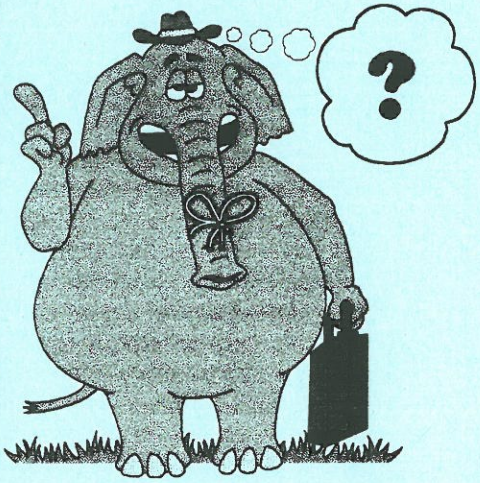
Butterfly

Cut wings from 1/8" paneling, plywood or masonite

Slide wings into clothespin and glue. For antennae, use pipe cleaner.



LEADERSHIP



Leadership

LEADERSHIP

YOU, THE LEADER

Cub Scout leader development is a continuous learning process. This process begins with basic training. which is designed for every leadership position in Cub Scouting. The basic training program provides the new leader a chance to get started quickly in his or her various responsibilities. Unfortunately there is no way that leaders can accumulate all the information and ideas they need to do an effective job in a few hours of training. For this reason. leaders should understand that they have a responsibility for continuing self development. Those who accept and follow this concept will be more successful in providing a quality program for the boys.

The Boy Scouts of America works very hard at making your job in Cub Scouts as easy as possible. Written resources, generated by The Boy Scouts of America are one way this is accomplished. One of the best written resources for an adult leader is the Cub Scout Leader Book. This book is the best written and most comprehensive of all the current Cub Scout literature. It should be the first purchase in your Cub Scout library. Not only owning this publication, but reading it from cover to cover should be a part of your continuing development. Cub Scouting offers a myriad of literature that can be purchased at the Denver Area Council Scout Shop. The Scout Shop is located just west of Mile High Stadium at 2929 West 19th. Avenue. Constantly expanding your Scouting library will aid you in putting on the quality program that Cub Scouts deserve. After your volunteer leader application has been processed you will begin receiving a periodical called "Scouting". In addition to receiving "Scouting" subscribing to "Boys Life" is a great idea. "Scouting" and "Boys Life" magazines are two Cub Scout resources that will enhance your program with fantastic ideas. Another important written resource is called "Cub Scout & Webelos Program Helps". This annual publication can help plan your program month by month. and week by week. "Program Helps" allows a new leader to put on a quality program without the benefit of years of Cub Scouting experience. Make use of all that Scouting has to offer in the way of written material and make your life easier. You will be a Cub Scout expert in no time.

If you are reading this book, you have probably attended one of the best development opportunities available for Cub Scout leaders. The Pow Wow program is a supplemental training program to Cub Scout Leader Basic Training. Pow Wow gives a leader a chance to improve his or her Scouting skills, by allowing him or her to chose classes in areas of specific interest. This Pow Wow is put on by the Denver Area Council and its volunteers. We, on the Pow Wow staff, hope that you make good use of this training and are able to apply what you gain in your units.

In addition to Pow Wow, your district's Cub Scout Roundtable is an excellent resource that you should make use of. Roundtable is a monthly supplemental training program which is put on by the Roundtable Staff of your district. The Roundtable Staff provides additional information in the form of handouts and personal Scouting expertise. Ideas on how to run your pack and den are presented each month. Start a good Scouting habit and attend Roundtable every month.

Another method of rounding out your Cub Scout Leader education is to get to know

your district and council leaders, as well as the leadership of other successful units. Other Scouters are invaluable resources. Copying is the best form of flattery, especially if you have someone worth emulating. Talk to other leaders in similar leadership positions and share your experiences with them. The perfect forum for this sharing is at your district's Roundtable. If you are experiencing a particular challenge, it is likely that somebody else has already had the same opportunity and has found the answer. There are many people in your local pack. district, and council who are ready and willing to help others provide the best possible program for the Cub Scouts. Boys are the most important part of the Cub Scout program. Leaders, therefore, have an important responsibility and opportunity.

Maintain your enthusiasm! You will find that if you are enthusiastic about your leadership role and your program, it will affect other leaders, prospective leaders and, more importantly the boys. Know what your program is about, and what Cub Scouting has to offer. If you convey this successfully and with enthusiasm, others will join in that enthusiasm. Cub Scout leaders are expected to "**DO YOUR BEST**", the same challenge that we give to the boys.

The ability of the Boy Scouts of America to influence the development of a boy depends, to a great extent, on the education of leaders and their knowledge of the aims, principles, and techniques of their various jobs. Each job is different and training is vital. Pack leaders should be aware that there is a difference between the program and its ultimate objectives. The final result is a solid citizen of good character, mentally and physically fit to meet his responsibilities, and capable of giving able leadership. The program is an accumulation of activities and tools designed to build these attributes into youth. Good pack administration will then use the tools of advancement, handicraft, games, field trips, activities and events as a means to attain the fundamental aims of Scouting.

PURPOSES OF CUB SCOUTING

For more than 50 years. the Boy Scouts of America has helped younger boys through the Cub Scouting Program. Cub Scouting is more than just a preparation for Boy Scouting; it's the start of character development and citizenship training. But don't forget the most important purpose of Cub Scouting is to have FUN! If you as a leader can instill the ideals spelled out in the Cub Scout Promise, the Law of the Pack, and the Cub Scout Motto, and have a program that is fun, you will have a successful program.

The nine purposes of Cub Scouting are:

- Influencing the development of character and encouraging spiritual growth.
- Developing habits and attitudes of good citizenship.
- Encouraging good sportsmanship and pride in growing strong in mind and body.
- Improving understanding within the family.
- Strengthening the ability to get along with other boys and respect other people.
- Fostering a sense of personal achievement by developing new interests and skills.
- Showing how to be helpful and do one's best.
- Providing fun and exciting new things to do.
- Preparing them to become Boy Scouts.

THE ABC'S OF BEING AN EFFECTIVE LEADER

A ATTITUDE - accent the positive attitudes and determine effectiveness.
B BOYS - remember the program is for them.
C COMMUNICATIONS - help keep the lines open.
D DIPLOMACY - be a diplomat always put your best foot forward.
E EFFORT - you'll get out as much as you put in.
F FLEXIBILITY - to be able to change.
G GUIDE - guide, but don't force.
H HARMONY - you can help maintain this in your pack.
I INTEREST - keep interest high by KISMIF (Keep It Simple, Make It Fun.)
J JOY - spread it.....pass it on.
K KNOWLEDGE - Cub Scouts depend on you for this. Stay informed.
L LISTEN - with understanding.
M MORALE - keep your spirits high.
N NOBODY - is a nobody in Cub Scouting.
O ORGANIZED - set goals and reach them.
P PROBLEMS - there are none...just unresolved opportunities.
Q QUANDARY - keep yourself out of this state.
R RESOURCEFUL - know where to get materials and ideas.
S SCOUT - our goal is for every Bobcat to become an Eagle Scout.
T TRAINING - be sure to keep yourself up-to-date.
U UNIFORM - promote the uniform and set a good example by wearing it.
V VOLUNTEERS - that's most of us in the Cub Scout program: try to recruit others.
W WISDOM - this includes perseverance, tolerance, and tact.
X XTRA SPECIAL - each Cub Scout is definitely that.
Y YEAR - Cub Scouting is year-round. Plan your program that way.
Z ZEST - perform your job with it.

PACK MANAGEMENT

Job descriptions for Cub Scout Leaders

PACK COMMITTEE CHAIRMAN: Leaps tall buildings in a single bound. is more powerful than a locomotive, is faster than a speeding bullet, walks on water, and helps God make policy decisions.
CUBMASTER: Leaps short buildings in a single bound, is as powerful as a locomotive, is about as fast as a speeding bullet, walks on water if the sea is calm, and talks with God frequently.

DEN LEADER COACH: Leaps short buildings with a running start and a favorable wind, is more powerful than a small switch engine, is faster than a slow bullet, can walk on water in a swimming pool. and talks with God if special request is approved.

DEN LEADER: Usually runs into buildings, is only slightly out-classed by a small switch engine, on occasion is allowed to shoot a speeding bullet, might get in a swimming pool if the water is above 85 degrees. and is occasionally addressed by God.

WEBELOS LEADER: Leaps a dog house on a good day but usually winds up in it, can recognize a switch engine three times out of five, is seldom given live ammunition, dog paddles in a swimming pool, and God often wonders what on earth they're doing.

PACK COMMITTEE MEMBER: Usually can't find the right building, is more powerful than a model train, has to bite the

bullet at committee meetings, wears a life jacket in the shower, and sometimes thinks God has forgotten them.

CUB SCOUTS: Mess up every building they enter, want someone to build them a train, like to play with squirt guns, think water is something to throw and play in, but thank God, are what Cub Scouts is about.

PACK MANAGEMENT

Okay, so maybe some serious thoughts concerning the jobs in the pack ought to be considered. But just what are the qualifications for each job? Is anyone qualified to be a Cubmaster or a Den Leader? Can anyone be a Tiger Cub Organizer? In chapter 4 of the CUB SCOUT LEADERS BOOK, basic job descriptions are given for each job in the pack, but a description might not tell the whole story.

PACK COMMITTEE CHAIRMAN: A chairman is the organizer of the pack. This person keeps the pack on track. At the annual planning meeting and at committee meetings, this is the person who steers the pack in the right direction. Helpful talents for the Committee Chairman would include: being computer friendly (this really helps in writing the pack's annual planning calendar), having the ability to run a meeting in an orderly manner (Roberts Rules of Order don't have to be followed to the letter. but could we at least have an agenda?), knowing the Cub Scout program (has been to Cub Scout Leader Basic Training and attends Roundtable), works well with adults (the chairman is dealing with the parents of the pack, not the Cubs), and generally is your basic take charge person.

CUBMASTER: The consummate showman. The Cubmaster needs to be someone who likes to show-boat. There is nothing worse than a Cubmaster who can't come down to the Cubs' level and have fun. A Cubmaster does not put on a Pack Meeting for the parents; a Cubmaster puts on a Pack Meeting for the Cubs. Ceremonies, magic, pizazz, and run-ons are learned talents for the Cubmaster, but the basic class clown has to be there to start with. If you're going to be a Cubmaster. remember to leave the three piece suit at home and have some FUN!

DEN LEADER: Do you really enjoy working with boys? If so, do we have a pack job for you! The Den Leader needs to be willing to learn about crafts, games, skits, citizenship, and FUN. Notice that we used the word "learn", not know. A Den Leader's basic requirement is to love boys and be willing to share with them. Cub Scouting will be able to teach you all of the "learned" skills that you will need to put on a quality den program. Your love is all that's needed.

WEBELOS LEADER: If you are a previous Den Leader, your ground work is well laid. but the stakes have just been raised. The Webelos program is beginning the Cubs' indoctrination to the Boy Scout program. The projects are going to get a little tougher than they were for the Wolf and Bear awards. The 20 activity pins, in the Webelos program, require experts to teach them. Who are these experts? The parents of your Scouts are the experts that you need to employ. A good Webelos leader realizes that the job just got tougher and help is required to put on the program. Recruit parents from the pack to help teach the activity pins. Many parents have just the expertise that you need. You will need to take the step from Den Leader to Webelos Patrol Organizer or else

you might find yourself a little overloaded.

DEN LEADER COACH: Just how do you get to be a Den Leader Coach? Where in the world would you ever find such a person? How about an experienced Den Leader whose son has completed the Cub Scout program and has graduated to Boy Scouts. Possibly, this same person still has another son in the pack, but does not want to be a Den Leader again. A Den Leader Coach has the experience to be able to advise Den Leaders on how to do their jobs. A Den Leader Coach is a teacher and should be able to communicate how to run a den.

TIGER CUB GROUP COACH: If someone in your pack has been through the Tiger Cub program and is not quite willing to become a Den Leader; but would like to help the pack, you just found your coach. The Tiger Cub group Coach is an organizer. You need someone who is going to make sure that the Tigers have a fun and active year. Have the Coach go to Basic Training and learn how to turn Tiger Cubs into Cub Scouts.

ADVANCEMENT CHAIRMAN: Are you good at keeping records (not the vinyl kind)? Can you take orders like the person behind the counter at McDonald's? Well, you're tailor made for awards! It's most important that a Cub receives his awards as soon as possible following his achieving them. Your job (should you decide to accept it) is to gather the awards orders from the Webelos and Den Leaders; go to the Scout Shop and pick them up; and then deliver them to the Cubmaster in a timely fashion (not five minutes before the Pack Meeting). Most Packs have a deadline for turning in awards to the chairman and then a subsequent deadline for giving them to the Cubmaster. This allows the Cubmaster enough time to generate ceremonies for the Pack Meeting.

PACK TREASURER: The best advice we can give a Pack is to run it like a small business. A pack needs a budget, fund raisers, and good record keeping. So if your talent is addition, subtraction. and ledgers; you've definitely found your niche in Cub Scouting.

PACK NEWSLETTER EDITOR: Do you like to sit down at the PC and bang away at the keys? The Pack members need to know what's going on. The Pack needs communication so that everyone is on the same page. You will need to collect information from Den Leaders and Pack Administrators; then put the information into a readable form; get the newsletter copied; and then disperse it at the Pack Meeting.

ASSISTANT CUBMASTER: Every Pack needs at least one of these types. In fact. two or three Assistant Cubmasters would not hurt a thing. An Assistant Cubmaster can be a Cubmaster in training or just a person who wants to help out. Awards Ceremonies flow much better if there are enough hands to keep the Cubs moving and make sure that the ceremony does not drag on and on. Even though the Cubmaster is normally going to be at the Pack Meetings, the Assistant Cubmaster needs to be aware of what ceremonies are going to transpire just in case the Cubmaster takes ill. The lines of communication between the Cubmaster and the assistants need to be strong ones.

ASSISTANT DEN LEADERS AND ASSISTANT WEBELOS LEADERS: A Den Leader or Webelos Leader cannot do the job alone. Not only would working alone break the official Boy Scout policy of "TWO DEEP" leadership: but no one in their right mind would try and tackle the task of

controlling 8 Cubs while attempting a handicraft. A Den may have more than one assistant: in fact, the more the merrier. A Den with plenty of assistants is going to be a Den with plenty of organization and FUN! The Assistant Leader needs to cut from the same stock as a Den Leader - you have to love boys and like having fun. The Boy Scouts of America will gladly teach you everything else you need to know.

PACK COMMITTEE MEMBERS: We will use this category to classify a lot of different positions in the Pack. First of all, the Pack Committee is comprised of interested parents; who want a voice in the direction that the Pack is going to take. At Pack Committee meetings, the Cubmaster and the Pack Committee Chairman do not have votes on what the Pack is going to do. The Cubmaster is there to offer opinions and to make sure the committee stays within the guidelines of Scouting. The Committee Chairman is there to run the meeting. but the committee makes the decisions. Members of the Pack Committee should include: the Blue and Gold Banquet Chairman, Fund Raising Chairman, Awards Chairman, Newsletter Chairman, Pack Secretary, and the Chartered Organization Representative. You will notice that Den Leaders and Webelos Leaders were not on the list. Well, they are certainly to be invited as interested parents but their attendance is not mandatory. Considering the fact that Den Leaders and Webelos Leaders are already having weekly den meetings, attending Roundtable once a month, and meeting with the Den Leader Coach once a month at the Den Leaders Meeting; we think you can understand why their attendance is not mandatory.

A quick review of the members of the Pack Committee not already described follows:

BLUE AND GOLD BANQUET CHAIRMAN: The chairman selects and organizes a staff to put on the Blue and Gold Banquet (Cub Scouting's annual birthday party celebrating the birthday of Scouting).

PACK FUND-RAISING CHAIRMAN: Packs need capital to function and somebody needs to be in charge of finding the best and fastest way of acquiring this capital. Tracking who sold what,. during the course of the fund raiser, is also part of the job. Don't forget - the Denver Area Council already has two built-in fund raisers for you - Popcorn sales in the fall and Scout Show Ticket Sales in the spring.

PACK SECRETARY: So, you can take shorthand and love to keep notes on what's going on. Okay, so you just have a tape recorder and car, transcribe notes from the tape. Either way, it's great to have a record of what everybody said six months from now. Your job in the Pack is an important one: helping keep everyone on the same track.

CHARTERED ORGANIZATION REPRESENTATIVE: Considering the fact that the Chartered Organization is responsible for your Pack having a facility to meet in, not to mention all of the other things that your Chartered Organization does for you: it would make rather good sense to stay on their good side. Keeping strong communication lines between your unit and the Chartered Organization is the job of the representative. Make sure that the representative is at your Pack Committee Meetings, so your Pack Committee has easy access to the wishes of the Chartered Organization. Scouting is, first and foremost, a service organization. So when you are planning a service project for the Pack, see if the Chartered Organization Representative

has a particular project in mind.

DERBY CHAIRMAN: Cub Scouting has three different derbies; with kits for each one, available at the Denver Area Council Scout Shop. If you are planning to run a Pinewood Derby (cars), a Rain Gutter Regatta (sail boats), or a Space Derby (rockets), you are going to need somebody in charge of the event. Packs that do all three derbies during the course of the year, normally utilize three different chairmen. Remember to start planning your derby well in advance of the actual event - smooth running events take a great deal pre-planning.

DEN CHIEFS: Den Chiefs are not registered adult leaders of your Pack, but are Boy Scouts from a local Troop. They are utilized at the Den level as aides to the Den Leader or Webelos Leader. They do not full fill the "TWO DEEP" leadership requirement when used at Den level. Den Chiefs set an example for the Cub Scouts to emulate. For this reason when you choose a Den Chief, make sure there is enough of an age gap between the Cubs and the Den Chief. Another thought to keep in mind, when you are interviewing a Den Chief for your unit, is if the Boy Scout was ever a Cub Scout. Being familiar with the program helps. See chapter 4 of the Cub Scout Leader Handbook for more info.

PACK ORGANIZATION

Have you ever had the horrible experience of discovering that the refrigerator is empty after inviting a house full of guests in for the evening? Have you ever been out where the big ones are jumping. only to discover that you left your bait at home? If you were about to launch your raft into the raging river, wouldn't it be a good idea if everyone had a paddle; so that they could be helping keep the raft in control?

Where's this heading? Just one word **PLANNING**. Planning is simply foresight and common sense. Planning is one of the most important aspects of making sure the Cub Scout Program succeeds. Proper planning ensures that your program is going to be a quality one.

Planning does not mean that you have the same program that you had last year. Don't do the same thing over and over. Variety is the spice of any program; and Cub Scouting's answer to repetitious activities is the use of the monthly theme. The monthly theme is an idea around which the program for any month of activity is planned. The monthly theme was developed to ensure a Cub Scout Program that has variety. action, and purpose. Use the themes to keep your program FUN!

CUB SCOUT THEMES FOR 1996

January	Working with Wood
February	The Blue and the Gold and Gold
March	Inside Noah's Ark
April	Akela's Council
May	See-and-Do-It Shows
June	Backyard Fun
July	Water Fun
August	High Country, U.S.A.
September	World of Computers
October	Ancient Greece
November	Animation Creation
December	Helping Other People

PACK PLANNING

The planning process for the Cub Scout Pack begins with the Annual Planning Conference. Held in July or August, the Annual Planning

Conference is a long range look at all the program possibilities for the whole year. Cub Scouting is a year round program and your planning should reflect this concept. A Pack needs to be active - fall, winter, spring, and summer. Most Packs do not have Pack Meetings during the months of June, July, and August; but will have activities instead. These activities could include: field trips, picnics, Rain Gutter Regattas, fishing derbies, camp-outs, professional sporting events, star gazing, kite flying derbies, nature hikes, and athletic events based on the Cub Scout Sports Program. This is, by no means, an all inclusive list; but it is just some ideas to get your creative juices flowing. Keep your Pack active during the summer with at least four activities per month.

Who should attend the Annual Planning Conference?

Cubmaster, Assistant Cubmasters, Committee Chairman, Treasurer, Den Leader Coach, Webelos Leaders, Den Leaders, and Pack Committee members should all be there.

What materials are needed?

A yearly calendar, "Cub Scout & Webelos Program Helps", Pack roster, and a written agenda are most useful. Make sure that everyone has a working copy of the year's calendar. Putting the monthly theme on each month of the calendar will be useful in keeping everyone on the same track. Have enough copies of the Program Helps for everyone at the conference. Most Packs provide Program Helps for their leaders.

What items need to be addressed at the conference?

Pack Finances: Assess how much it is going to cost your Pack to operate during the coming year. The best gauge you can use is last year's costs, unless you are planning to add or delete some activities. Determine if your unit is going to charge Pack dues, use fund raisers, or use a combination of dues and fund raising. Be aware that charging dues taps into your parents pocket books, while fund raising will tap into their free time. Try and take the pulse of your Pack membership to see which way to go.

If your Pack decides to go with fund raising, here are some
thoughts on the subject:

The Denver Area Council already has two built-in fund raisers: Boy Scout Popcorn Sales and Scout Show Ticket Sales. These two fund raisers will not only benefit your Pack, but will help fund the Council as well.

Fund raisers need to be approved by the Pack Committee, your Charter Organization, and the Denver Area Council. To receive the Council's permission, your unit must fill out the "Unit Money-Earning Application" form, available from the Council office.

The good name of Boy Scouts of America is not to be associated with any commercial endeavor. (See Chapter 7 of The Cub Scout Leader Book)

The uniform is not to be worn during fund raisers. (The two exceptions to this po]icy are Boy Scout Popcorn Sales and Scout Show Ticket Sales. If your unit wishes to wear uniforms during a fund raiser, the Denver Area Council must pre-approve your request.)

When choosing a fund raiser, try not to directly compete with your Charter

Organization's fund raising plans. Keeping on good terms with your Charter Organization is a big plus when it comes time to ask their favor later on down the line.

Are you planning to sell a product that is going to be well received by the public? Is the public going to get its money's worth? Take the time to test a product before you start selling it. Make sure all of your customers' feedback is going to be positive.

Make sure your fund raising plans are in harmony with local ordinances, are free from any stigma of gambling, and stay consistent with the ideals and purposes of the Boy Scouts of America.

If at all possible, please respect the rights of other Scout units in the neighborhood. It is quite possible that you might be in direct competition with another Scout unit. A list of neighboring units and contact numbers can be obtained from the Council.

PACK RECRUITING

How are you going to get new Cubs and Tigers to join your pack? Having a booth or table set up at "**Back to School Night**" is a great way to advertise your program. Contact the Denver Area Council and have the council provide hand outs and posters advertising your "Joining Night". Chose the date for your "Joining Night". Do not do this in conjunction with your Pack Meeting. Have your "Joining Night" before your first Pack Meeting of the year. There are some good reasons to keep the two meetings separate. It is easy to put all of your energy into your "Joining Night" if you are not concerned with running a Pack Meeting. You can focus solely on recruitment. Also, on "**Joining Night**", you can take the time to form new Dens and generate new Den Leaders. Do not let your new Pack members leave the premises until you have organized them into Dens and have secured the Den Leaders for these Dens. Start your "Joining Night" with a summary of what the Cub Scout Program is all about and then break into Cub Dens and Tiger Cub Groups. The Cubmaster. Committee Chairman, and Den Leader Coach should be responsible for getting the new Dens organized. The Tiger Cub Group Coach should take the Tiger parents aside and get them set up into their groups. The Coach should explain the Tiger Cub Program and make sure that each group has their first meeting set up before they leave. By the time your new members leave for home, they should have a good understanding of the Cub Scout Program.

PACK ADULT LEADERSHIP

What every Pack needs are Leaders: Den Leaders, Webelos Leaders, Cubmasters, Pack Committee Members, Blue & Gold Committee Members, Derby Chairmen, Fund Raising Chairmen, etc. Where do you find these leaders? Well, one of your topics at your annual planning conference should be how to fill your empty leadership positions. There are many tried and true methods of adult leadership recruitment. First, figure out what positions need to be filled. Next, make a list of likely candidates for each position, This list is really not all that hard to come up with - these people go to your church, synagogue, temple, etc, - these people belong to your PTA or PTO - these people are your neighbors - these people are parents of boys on your sons' sport teams - you know these people. Okay. so now you have got your list and what are you going to do with it? You prioritized your candidates, call them up, and set up a meeting with your candidate.

Everyone finds it easy to ignore a general call for volunteers, but you will find that not many people will turn you down when they are approached in a one-on-one situation. When you visit your candidate. Utilize more than one Pack Leader. A Cubmaster and a Committee Chairman make a great tag team to go knocking on a candidate's door; but a Den Leader and a Webelos Leader will do just as well. Explain to the candidate what the Pack needs, what the job entails, explain the types of support available to them in the position, and why the candidate is the best person for the job (even if the candidate happens to be your third choice). Bring an adult leader application with you and any other documentation you might need. After your candidate has said yes, have them fill out the adult leader application, get them to training, and make sure they are coming to the Pack Committee meetings; keep them informed and involved,

Another method of filling those empty leadership slots is to have a parents meeting. At the front of the group, have poster board with open jobs listed, with spaces for the name next to the job. Explain to your parents that all jobs will be filled by the end of the meeting - either- voluntarily or by assignment. A lottery of parents who have not volunteered is always fun - pick a name out of the hat for each job. Of course, this method of finding adult leadership for your Pack should not be your first choice. The one-on-one method is superior, because you are going after the person you feel will do the best job - not just some one to fill the slot.

Every Pack should find its own way to keep parents involved in the Pack. Experiment until you find a system that works for your unit. Scouting is a family experience.

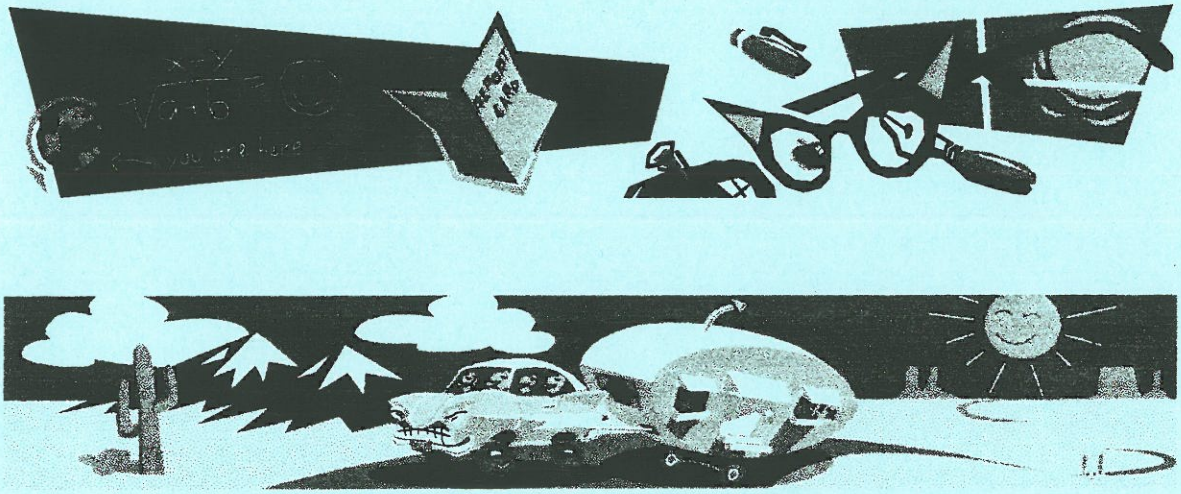
THE PACK CALENDAR

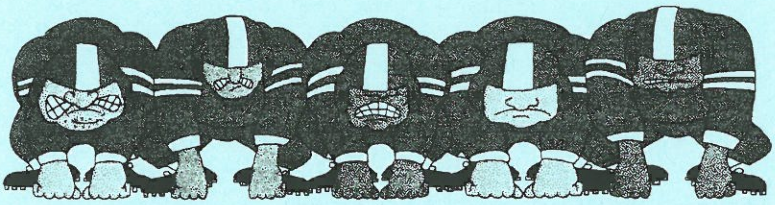
Your planning conference should generate your Pack calendar for the whole year, make copies of the calendar and distribute it to the membership of the Pack. Keeping your Pack membership appraised of ongoing events will help keep everyone active in the Pack. Make extra copies of the calendar to distribute to your new Cubs and Tigers on joining night. Showing that you have a organized unit, makes recruiting all that much easier.

Items that need to be on your Pack Calendar:

Pack Meeting Dates
Pack Committee Meeting Dates
Cub Scout Leader Roundtable Dates
Cub Scout Leader Training Dates
Blue and Gold Banquet Date
Pack Derby Dates
Webelos Graduation Date
Summertime Activities
Pack Service Project Dates
Pack Field Trip Dates
Fund Raising Dates (distribution & turn-in)
Awards Turn-in Deadlines
Council & District Event Dates

WEBELOS





CRITICAL ELEMENTS FOR A SUCCESSFUL DEN

Many elements go into having a successful den, but a few stand out as critical.

- Quality program
- Trained leadership
- Enthusiasm
- Fun

WEBELOS ADVANCEMENT

The advancement program in the Webelos den is different from that in the Wolf and Bear dens. It has 3 parts: 20 activity badges, the Webelos Badge and the Arrow of Light. The Webelos leader or activity badge counselor is responsible for signing the completion of each advancement for Webelos.

PROGRAM PLANNING

The Webelos den does not operate according to the recommended monthly themes. Instead, it uses a monthly activity badge focus. Part of each month's activity badge program should include something to do at the pack meeting. This could be a fitness demonstration or a display of projects. The point is that the Webelos den should remain an integral part of the pack, and should have a part in each pack meeting.

The mission of the Webelos program is to provide activities which are fun for boys and meet their needs, interest, desires and contribute to their growth. The goal of the Webelos den is to hold a boy in the Cub Scout pack and graduate him into a troop. That's why a quality program is of such importance.

Annual Planning: A Webelos/Troop annual planning meeting should be held during the summer before the pack's annual planning meeting. A tentative calendar of activities is set, including joint quarterly activities with the troop. Resources are identified and activity badge counselors are recruited. This plan is incorporated in the pack's annual plan.

Monthly Planning: At least once each month the Webelos den leader, assistant, Webelos Den Chief and troop Webelos resource person meet to work out details of activities for the next month. The key to successful planning is the monthly activity badge.

The Two Year Webelos Program

The Webelos program is structured as a two year program for 4th and 5th grade boys. While the two year program is not optional, the way it is administered can be varied to accommodate the circumstances of each pack. There will be two main ways of running the program. The first is having separate first and second year dens. The second is to run one den with a mixture of first and second year boys.

Separate Dens

This scheme works well for packs with a fairly large number of first and second year Webelos. Coordination of the program between the first and second year dens is essential. In general, the dens' programs should be planned so that the first year den (or dens) concentrate on the Webelos rank and the activity badges necessary to achieve it, while the second year den (or dens) concentrate on the Arrow of Light and moving into Boy Scouting. One way to accomplish this is by designating half of the activity badges as first year badges, and the other half as second year badges, keeping in mind that Fitness is required for the Webelos rank and Citizen and Readyman for the Arrow of Light.

Possible activity badge arrangement:

First Year	Second Year
Aquanaut	Artist
Fitness	Athlete
Showman	Citizen
Traveler	Engineer
Communicator	Geologist
Family Member	Outdoorsman
Craftsman	Readyman
Handyman	Scholar
Forester	Scientist
Naturalist	Sportsman

Other arrangements are, of course, possible.

Combined Dens

For small packs with limited memberships and leadership, the above program may be undesirable or impossible. In this case, there are a couple of ways of dealing with the 2 year program. One way, is to run a combined first and second year program, alternating working on first and second year badges.

Another option is to use a modified patrol method. Webelos dens can name their dens and use the Boy Scout patrol medallions as identifying insignia. During, activity badge time, the groups could split, with the first year patrol working on Webelos rank and first year activity badges, and the second year patrol working on the Arrow of Light and second year badges.

Regardless of how your pack decides to run the two year Webelos program, the adults of the den can set the tone of the den by dedicated program planning and evaluation.

Training Available

Webelos den leaders and assistant should complete their district's Cub Scout Leader Basic Training and the Webelos leader outdoor experience offered by their district. They should also attend their district's monthly Roundtables and the Denver Area Council PowWow offered each year on the fourth Saturday of October. Fifth grade Webelos leaders and assistants are encouraged to attend the Boy Scout Basic Training before they start the second year. In this way, the leaders will better understand the Boy Scout program and will be able to adapt their meeting and activates in the final stages of this transitional period.

For those who are really interested in learning about the program, the Philmont Training Center offers a week long course on the Webelos Program every summer. This is an exceptional program that is a great experience for the Scouter who is taking training and you should take your family along. They have special programs for all ages of youth (male and female) and even have a special program for the spouses. Contact the Council Office for information.

Aquanaut

Den activities:

- Discuss the importance of the Buddy Swimming system.
- Have the boys learn the basic rescue methods. Have them practice a reaching rescue with a shirt, pole, or by throwing a probe, ring buoy or other lifeline.
- If a rowboat is available, have boat safety methods and rowing techniques demonstrated by a expert. Give the boys a chance to practice these methods.
- Explain how to set up a safe Swim area and then have the boys set one up.
- Have someone tell the boys about "How to Help Yourself in an Emergency". Invite an expert to explain how to handle emergencies in the water.
- Practice rescue breathing on a dummy.
- Go to a canoe or sailboat race.
- Visit a boat yard.
- Have a quiz on boat safety rules.
- Study the safe swim defense plan.
- Learn about water pollutants in lakes and rivers in the area. How do they affect water consumption and recreation?
- At the end of the month, have a family splash party where Webelos Scouts can demonstrate proficiency in swimming, snorkeling, boating and water rescue, include water games that the whole family will enjoy playing.

Pack activities

Exhibit: Mask, fins, snorkel, boat equipment, practice breathing dummy.

Demonstrate: Swimming strokes, rescue assists, artificial resuscitation

Crafts

Bathing Suit Tote for children who ride their bike to the beach or swimming pool in the summertime this suit tote will be the gadget.

You will need a large bleach bottle with the bottom and neck removed so that you have a tube. With two additional pieces of rope tie tube to handlebar. Tube can also be painted and lacing can be used in place of rope.

Games

THAR SHE BLOWS

For this game you need a whistle that will sink to the bottom. One player is give the whistle while the rest turn their backs. The whistle is then thrown into the water. When it has sunk to the bottom, all players are allowed to turn around and start looking for the whistle. The winner is the player that can find the whistle and dive and retrieve it. The diver retrieving the whistle must blow it three times. The other players try to keep him from blowing the whistle by dunking him. If they are able to, the game starts over again. If the boy is able to blow the whistle, he gets to take a turn tossing the whistle.

UP AND UNDER

One ball for each team, the larger the ball, the more the fun. The balls should be the same size. Teams line up in relay formation in waist deep water. A ball is given to the first boy in each line. On signal, he passes the ball overhead to the second boy who

passes it between his legs to the third boy who passes it overhead, and so forth to the end of the line. The last boy "runs" to the head of the line and passes it as before. The first team back in its original order is the winner.

BOAT SAFETY RULES

1. No horseplay.

2. No standing when moving.

3. Yield to the right.

4. No boating in stormy or windy weather.

5. If capsized, stay with the board.

Boating tips

Hang onto a swamped boat. Rest for a while, then try to get back into the boat, or point the boat at shore, hold onto the back and kick your feet.

The person rowing usually sits on the middle seat (1). His passenger sits on the stem seat (2). If he has another passenger, he sits on the forward seat (3). The passenger should keep looking ahead to guide the person rowing.

When getting into a rowboat, step into the center. For a high place step first onto the center of a seat. (Do not jump.)

In some ways a rowboat is like a person. It can carry only so much. It can be caught off balance. It gets hurt if it slams into anything. Take care of the rowboat.

Each person in a boat must have his own life preserver.

LIFESAVING TIPS

The first thought of most boys when they see someone in trouble in the water is to rush to his aid. Quick motion is important, but other methods are safer.

If you can REACH the person with any object at hand, then this is the first choice. Your hand, leg, fishing rod, branch, pole...anything that's long enough for him to grab and strong enough not to break while you pull him to shore. Just make sure you have a good grip on something secure so you're not pulled into water.

If the victim is farther out, THROW a rope or a ring buoy with line attached. Or throw an inflated inner tube, a boat cushion or anything else that floats. Any object that will support the victim will do. Then you can encourage him to kick his way back to shore.

If there's a boat or any other small craft nearby, get into the water quickly. ROW out to the victim, have him hold onto the boat as you tow him to safety. In a canoe, pull up so he can grasp its side. Kneel in canoe.

Only if there is no other way, and if you have confidence in your ability, should you GO into the water to attempt a rescue. It takes a strong experienced swimmer, well trained in water rescue methods to save a drowning person. You may be safer and wiser if you go for help. If you attempt the rescue, carry a towel or shirt in your mouth. Kick off shoes disrobe quickly, keeping your eyes on the victim at all times. Jump! Don't dive into water. When near the victim, toss him one end of the towel or shirt and tow him to shore. If he grabs you, take big breath, submerge until he lets you go.

DROWNPROOFING

Archimedes' Principle: "when an object is immersed in a liquid, the apparent loss in weight of the object is equal to the weight of liquid displaced."

Capable and experienced swimmers are obviously skilled in the water, yet the possibility of a cramp or tiredness is always present. This possibility requires learning to stay afloat while using a minimum of effort.

Knowing how to float is important. In an emergency it could mean the difference between surviving until help arrives and drowning.

Drown-proofing is based on the principle that a person who is relaxed in the water will float at, or just below, the surface of the water. No effort is required when floating. But regular renewals of air are a must and drown-proofing includes simple movements so that a regular breathing pattern can be maintained. Many swimming courses include instruction on "Drown-proofing". Remember: don't let the boy try to be a Superman. This isn't a test to see how long he can hold his breath underwater. Holding your breath longer than ten seconds will tire you. The purpose of this float is rest, not exercise.

1. Relax completely. Be lazy. With lungs full, float face down, back of neck on the surface. Rest for three seconds.

2. Get ready to raise face above water surface. Extend your arms forward slowly. Get ready to thrust downward with your arms and legs.

3. Exhale through you nose as you rise to the surface. With mouth above water inhale. Your shoulders stay underwater.

4. Keep your head straight and push downward with your hands. This keeps your head above water, while inhaling slowly. Don't gulp. There's no rush. In rough water, keep the waves at your back, so they don't break in your face.

5. With lungs full, drop head forward and thrust downward and backward with arms and legs.

6. Hold our breath. Relax. Let arms and legs dangle while you float forward and upward. Practice the "drown-proof" float until it's second nature...until you can do it without thinking.

Artist

Webelos Scouts will learn to be more observant in this activity badge area as they learn to differentiate between colors, tints, and shades. They should appreciate and be more aware of design and color in nature as they learn about these elements of art. They can develop creativity as they practice, design, and work on sculpturing, mobiles, and constructions.

Den activities

- Invite a school art instructor or an artist to your den meeting to discuss basic art and to answer any technical questions the boys may have.

- Let the boys study the color wheel and practice combining paints making shades and tints with tempera or watercolor. Follow the color wheel when mixing colors. (See Webelos Handbook page 53) Mix a little blue with yellow to make green. The more blue, the darker the green. Mix red with yellow to get orange. The more red, the deeper the orange. Mix blue with red to get violet. The more blue, the deeper the violet. Have the boys mix small amounts of paint with their brush and watch the colors come to life. This is really fun. Have your boys practice, practice and practice mixing colors. Trying to remember what happens each time they mix colors together. The primary colors are red, yellow and blue. The secondary colors are orange, green and violet. Complementary colors are those that are opposite each other on the color wheel. Add white to make the color lighter, or add black to your color to make it darker.

- Ask boys to make a profile of a family member. A profile is a side view of a person. Note the shape of the subject's head and rough that in first. Then start adding features. If they have trouble drawing a profile, try this. Tape their drawing paper to a wall, and ask their subject to stand beside the paper. Then shine a bright light on him or her. The shadow will outline the profile.

- Have modeling clay and material on hand for making models. See Webelos Scout book for instructions on modeling a head.

- Make mobiles.

- Make constructions simple designs in space.

- Visit an art museum or Visit a museum and look at the design ideas put into each display.

- Hold an "ART CAN BE FUN" night.

- Make drawings from nature, birds, animals, flowers, etc.

Games

EYE SHUT DRAWINGS

Have the boys draw a picture of a pig with their eyes shut. The curly tail of the pig makes this game funny.

OUTLINES OR WIGGLES

Give everyone a pencil and paper and have them draw a wavy or zigzag line. Then tell the boys to exchange papers and make their line into a picture. The one with the funniest or the best picture is the winner.

CRAZY ARTIST

Form teams for a relay drawing contest. Provide each team with a piece of chalk. The object of the game is for the entire team to draw a house, with each player drawing no more

than two straight lines. Have a player from each team run forward about 30 feet, draw his two lines, then return and hand the chalk to the next player in his line. the team with the best looking house wins.

FIVE DOTS

Give each Cub Scout a piece of paper and have him draw five dots on it wherever he pleases. He should then give it to another player who tries to fit on a drawing of a person with the head at one of the five dots, the hands at two of the dots and the feet at the two other dots.

Crafts

Make Greeting Cards. Here's a way to make holiday greeting cards that are decidedly different. They are both interesting to work on and inexpensive.

Supplies needed are blueprint paper, a little, water, a piece of window glass. a little peroxide, a cardboard box with lid, some bright sunshine, pieces of cardboard and a dark cloth. You need to decide what type of card you're going to make and find an object (leaf, twig, bells, cookie cutter shapes) that you wish to have imprinted on your card. Blueprint paper can be found from any store handling drawing or blueprint supplies.

Procedure: Cut the blueprint paper to the size of cards and put the sheets, in a covered box to keep out light. While it is not necessary to cut the paper in total darkness, the room should have only enough light to see what is being done.

Work quickly! Now for the printing! In this same darkened room, take one of the cut sheets and lay it face (curl side) up on cardboard or tray. On top of it lay the lettering that has been cut out of thick paper, or the object you wish to have imprinted. Place the glass on top to hold them in place. Hold it firmly, and step out into the sunlight. Let the sun shine directly on the glass and items beneath it for three minutes. Cover it with a dark cloth and hurry back to the darkened room. Wash the paper in cold water. Slowly it will turn a light blue, with the space where the lettering or object was remaining white. If the background is to be a darker blue, next time lengthen the period of time in the sun. To get a very dark blue, use just enough peroxide to color the water slightly then put the prints in after they have been washed in the clear water. Leave them in each of the water containers for only a few seconds. Lay face up or hang with clothespins to dry.

Sand Painting

Since the American Indians are the foremost exponents of sand painting, an Indian design or scene could be used. Draw the design on cardboard, indication colors to be used. Beach sand (or fine sand) which has been rinsed with fresh water and a little bleach works best. Color sand with food coloring or tempera paint. Let dry. Fill in the different sections of the design with appropriate colors of sand, working with only one area at a time. Cover the area with white glue and pour on sand. Let set briefly, then shake off excess. Move on to the next area of color. If an area is large, it is best to do it in several different pourings. Painting can be framed if desired. (See Illustration Artist #1)

Line Designs

1. Write you name on a large sheet of paper. Use manuscript or cursive writing.

2. Use crayons or markers to trace around the shape of the name.

3. Continue drawing the shape until the paper is filled.

Suggestions:

1. Use a color scheme, complementary colored, primary colors, rainbow colors, etc.

2. Vary the thickness of the lines.

3. Incorporate other shapes into the drawing.

(See Illustration #2)

Cartooning Ideas - See Illustration Artist #3)

Ojos De Dios (Eyes of God)

The symbolism of God's Eyes goes back many thousands of years and was found in many cultures.

The Ojos can be made in various sizes, from toothpick frames to be used as Christmas decorations to huge wall decorations. The colors used in the Ojos have a special significance: White-unknown life before birth; Red-Life itself; Yellow-Sun, moon, stars; Blue-Sky and water; Black-death; Brown-soil; Green-vegetation.

General Instructions

To form the Eye or Center: Two round sticks are needed to form the skeleton. Use toothpicks for tiny Ojos or dowels for larger Ojos. Flat sticks can be used to create a different look. Round sticks should be notched in the middle and glued together to form a cross. Wrap yarn around the sticks as shown in Figure 1. Holding the skeleton in your left hand, wrap yarn over and around each stick (completely encircling the stick.) This is the basic wrap. (fig. 2) Work clockwise if you are right handed. Continue wrapping in this manner until the desired center size is reached, making sure that you lay the yarn next to the previous row and do not overlap rows.

Changing Colors: To change colors, simply clove hitch (fig. 3) and cut the yarn, leaving about 1/2" to be concealed and held by the following wraps. Always start a new color on a different arm from the one you just wrapped. Begin the new color with a clove hitch. Use white glue to secure ends.

The Flat Wrap: This is what you used to make the center. It is done by wrapping over and around each stick, wrapping clockwise. It can be used anywhere else in the design of your Ojo.

The Back Wrap or Recess Wrap: This gives your Ojo a three dimensional look. It is done by wrapping behind your stick. Turn the Ojo over and work on backside wrapping in the same manner as Front Wrap. Since part of this Back Wrap will be covered by the Front Wrap, make it a little wider than you wish to be visible from the front side.

Arrow Points: Wrap one stick at a time (opposite ends of the same stick.) Attach your yarn and wrap around stick 1; bring your yarn across stick 1 and behind stick 2. Do not cross yarn behind the stick. Wrap up and around stick 3, behind stick 4 and back up to stick 1. Repeat in this manner until you have 8 to 10 rounds. (See fig. 4)

The Ojos fist became popular with the Wuichal (whecal) Indians of Mexico. They made the God's Eyes as a symbol to protect their home from evil spirits. The God's Eye is now used widely in the southwestern United States as a decoration. (See Illustration Artist #4)

Tin Foil Sculptures

Materials:

Plenty of aluminum foil

Clear tape

Wire

Long straight pins

Acrylic paints and brush or permanent marking pens

Scraps of fabric and paper

Glue

What to do:

1. Crumble aluminum foil to form shapes of objects or creatures, or shape the foil around a wire frame.

2. Fasten clumps together with pins, wire, or tape.

3. Use paint or markers to add color.

4. Glue on scraps of fabrics, paper, yarn, etc. to add details.

(See Illustration Artist #5)

Tips on Paper Mache

Boys love the messiness of paper mache and the finished product, so don't be afraid to tackle it.

Spread around plenty of newspapers, and protect the boys' uniforms with dad's old shirts.

Instant Paper Mache

Follow instructions on package for mixing. Dip your fingers in water and smooth as you go along.

Do's

1. Experiment a little before you work the boys so that you have the right consistency in mind.

2. Use instant paper mache when making things where slightly heavy uneven look doesn't matter, such as banks, centerpieces, props, large flowers, etc.

3. It's quicker than the strip method.

4. Don't be afraid to use it. It's very easy.

Don'ts

1. Make up more than you need at one time, it will keep for a day or so in the refrigerator, but by next week's meeting, it will be too lumpy to work out well.

2. Use it if you want a smooth finisher, or make the base instant and top layers in strip paper mache.

3. Let the boys put it on too thick. It uses up too much and will take too long to dry. Press out evenly with fingers.

Strip Paper Mache

You will need 4 to 6 layers for small items up to 11 or 12 for larger items.

Do's

1. Plan your project to last several den meetings. You can only put on one layer at a time. It should dry between layers.

2. Make one layer crosswise and the next one length ways to help strengthen it.

3. Keep the strips fairly narrow (1 to 1 1/2") so you can work around curves easily.

4. Make one layer of plain newsprint and the next layer from colored comic pages. This helps you keep track of the layers.

5. If you're working on something small, use small pieces of paper rather than strips.

6. Always tear the strips or pieces. Cut paper doesn't blend well, and the edges will show.

For both methods, let it air dry when possible. Any heat tends to make it shrink and buckle.

If you goof and let it dry too fast, don't despair. Sand it off to get rid of the loose paper and ridges and slap some more layers on it.

You need to sand it if you want a smooth finish. Then you can paint it with white gesso or white latex paint base coat before painting with tempera. If you're using acrylic paint, you won't need a base coat. Spray tempera with clear plastic finish or clear varnish for a protective coat.

Athlete

Webelos Scouts are bursting with energy and eager to impress their Webelos den leader with their physical powers. Since most ten year old boys already possess the physical skills necessary to pass this badge, when they first enter the den it is a good badge to start them on the help keep their interest and encourage them to keep working.

The Athlete Activity Badge is one of four optional badges which may be used to fulfill the requirements for the Arrow of Light award. By giving encouragement and praise, Webelos den leaders can make this badge the basis for a solid foundation of a good relationship with the boy for the coming year.

If you ask a Webelos Scout what his most priceless possession is, you will receive a variety of answers. It is doubtful if any 10 year old will recognize the importance that his body plays in his life. This badge gives the leader a chance to impress on boys the importance of keeping physically fit.

Den Activities

1. Attend a high school or college athletic event

2. Invite a physical education instructor to talk to the den about fitness.

3. Attend a gymnastic exhibition or meet.

4 Attend a track meet.

5. Visit a gym and try out weight lifting equipment, or invite a professional weight lifter to talk to the den and demonstrate.

6. Take the den on a short (5 miles or less) bicycle trip.

7. Make your own physical fitness equipment.

8. Practice light, loosing up exercises to be done before strenuous exercise.

9. Help the boys set up a regular schedule of exercise with a chart for keeping records of activity and improvement.

10. Hold the dual contest found in the Webelos Scout Book.

Suggestions for Pack Activities

1. Exhibit individual fitness records, indoor gym equipment.

2. Demonstrate fitness test and exercises, dual contests.

Homemade Exercise Equipment

Barbell Use a 3 foot dowel or broomstick with 3/5" pipe caps on the ends. The latter are imbedded in 46 oz. cans filled with cement. Allow cement to set overnight

Dumbbell Use 12" dowel and #2 cans filled with cement placed on each end of the dowel. Plastic quart containers filled with sand also make good dumbbells.

Spring Resistor This device can be used for various arm, shoulder, and back development exercises. It is made with #7 screen door springs which are 16 1/2" long. They are connected by eye bolts to the two frames which are about 8" long. Put large screen door handles on the outside of the frames for grip.

Bicycle Inner Tube This makes an excellent exerciser for building leg, arm, back and chest muscles. If the tube is too hard to stretch, it may be necessary to slit the tube lengthwise.

Games

MINI-OLYMPICS

This can be done within a den, between dens or even as a pack activity. Here the Scouts compete through the course outlined below record each Scouts scores. Be sure to have them do some warm-up exercises before starting (ex. ten toe touches, deep knee bends, jumping jacks and body twists). Afterwards discuss a balanced diet and the effect exercise may have on their performance. Then challenge them to do their chosen Fitness (badge) exercises for thirty days and have them redo the course. Ask them how they think their performance will change. This will complete #5 of the Fitness badge and helps them to complete #2. If time is available #3, 4, and 6 of the Fitness badge should be discussed.

Set up an obstacle course with five of the required elements of the Athlete badge, plus a few "fun" ones. Each requirement is assigned a station. An adult or den chief should be at each station to record each Scouts effort.

The following is an example of a course:

Station #1 Sit Ups: (adult holds feet) Do 30 record time to do 30 or how many in 3 minutes.

Station #2 Pull Ups: Do 2 or record how many in 2 minutes.

Station #3 Push ups: Do 8 or how many in 3 minutes.

Station #4 Standing Long: Jump Mark off six feet in one-half foot increments (highlight the five foot mark). Begin with toes at the start line and measure at the heel after the jump. Record the distance jumped.

Station #5: Vertical Jump Set up a post or a board. Mark the post starting from the bottom with a scale, in inches from 0 15 inches. Attach a ball to a string and hang it over the post. Have an adult hold the end of the string.

The adult will need to adjust the height of the ball on the jump side, according to each Scout's height about a foot above the tips of their fingers when their arm is stretched above their head. They then try to jump up and touch the ball. The adult watches to see how high they jump the height of the jump is measured from the bottom of the post to the bottom of their feet at the height of the jump. Record height of jump (9 inches in required for Athlete badge.)

Station #6 50 Yard Dash: Record time (8.2 seconds is the requirement for the Athlete badge)

Station #7 Tire Run: Scout must run through a series of tires, being sure to put one foot in each tire with alternating feet.

Station #8 Hopping On One Foot: Scout has to hop on one foot through a set of cones. One foot must be held behind their back through the entire course. Record the time to complete the course.

After the Scouts have completed the course the second time (after a month of exercise) sit down with them and compare the two sets of results. Ask them why the difference? Discuss again what it means to be physically fit. This activity also earns each Scout the Physical Fitness belt loop.

Citizen

What does citizenship mean to you? The right to go where you want without government interference; the right to free speech; the right to choose your own religion or many other things.

You as Webelos leader will be more fully able to answer this question as you help your boys towards earning this activity badge which is required for the highest award a Cub Scout may earn before entering Boy Scouts, the Arrow of Light.

During this time you will gain invaluable insight into the way the boys of today view their citizenship as well as, reinforcing your own views.

Citizenship actually means taking part in your national government, as well as your state and local governments by using the power of the vote and keeping actively informed about what is going on.

Working on the Citizenship badge can be as interesting or as dull as YOU the leader make it. Adult Americans have long seen "Law as a synonym for Justice". Youth see justice as being fair play. At least, that's the way many of them see police, courts and other symbols of law. Our Webelos Scouts have been exposed to terms such as "pig", "fuzz" and other uncomplimentary words describing law and order. We have an opportunity through the Citizen Activity Badge to teach them respect for law and authority.

Citizenship pledge

"As future citizens, we will do our best to be prepared in body and will, in spirit and skill. We accept our obligations to God and will show by our actions we are willing to serve others and be good members of the Scouting team.

Den activities

- Discuss requirements of badge with boys. Decide on a good turn for school, church or community and plan how to carry it out.
- Boys make logbooks to record their work on the badge.
- Plan a special good turn for the next pack meeting, such as setting up chairs, ushering, clean up, etc.
- Visit a local government agency. Find out how it works, what service it provides, how it affects boys and their families.
- A campaign against litter is a "must" for good citizenship. Discuss how your den can carry on such a campaign...and do it. This could include making posters for display, litter cleanup, making litter bags, etc.
- Discuss the various organizations in you community which help people. How are they financed and run? Do they use volunteer help? Visit one of these organizations.
- Discuss ways boys can be good citizens. Let them make lists of things they will try to do regularly.
- Provide a party or recreational equipment for a children's home.
- Work on repairing and painting playground equipment in your neighborhood.
- Attend a naturalization ceremony or invite a new citizen to your den meeting to tell what becoming an American means to them.
- Visit a court. Ask the judge to talk to the boys about citizenship. Acquaint them with court procedure.

- Visit a city council meeting. Obtain an agenda and be familiar with issues to be discussed.

- Invite guest speakers from a local board to explain their duties and to tell the Scouts why they volunteer their time.

- Obtain a pack of U.S. commemorative stamps. Pass out several to each Scout and challenge them to discover the story behind the stamp.

- Plan and carry out a citizenship project or litter campaign, complete with posters, etc.

- Deliver Meals-on-Wheels over school vacations.

- Write and mail a letter to A Senator or Congressman.

- Have a "Get out and vote" poster contest.

Knowing Your Community

As a project, your den might like to check out the following list to see which of the things listed can be found in their community, who operates them and how they are paid for:

Health: hospitals, clinics, doctors, dentist, ambulance service, water filtration plant, sewage disposal,garbage collection.

Protection: storm sewers, fire and police protection.

Education: public schools, high schools, colleges, night schools, vocational schools, libraries.

Recreation: theaters, pools, parks, playgrounds, golf courses, lakes.

Transportation: roads, highways, bus terminal, train station, airport, parking lots, garages, service stations, car lots.

Stores: shopping centers, supermarkets, corner stores, appliance stores, markets.

Business: what major companies are there in your community?

Industrial: what items are manufactured?

Agriculture: what products are produced locally?

Voluntary Agencies: what agencies are there? What do they do in the community?

Organizations and Clubs: service? fraternal? hobby?

Religion: churches, synagogues, temples, halls, seminaries.

Field Trips

COLO. STATE CAPITAL,

1475 Sherman St, Denver

866-5000, Cost; Free

Hours; Mon-Fri 9:00-2:30

F.B.I.

1961 Stout, Denver

629-7171, Cost; Free

Hours; Wed 9:00-11:00

GOVERNOR'S MANSION

400 East 8th Ave, Denver

837-8350, Cost; Free

Hours; Summer between Memorial Day and Labor Day; Tues 1:003:00.

Objectives of Citizenship Badge

- To foster citizenship in Webelos.
- To teach boys to recognize the qualities of a good citizen.
- To introduce boys to the structure of the U.S. government.
- To familiarize boys with the basics of American history.
- To convince boys that laws are beneficial.
- To encourage Webelos to become community volunteers.

Your duties as a citizen

If you are going to have rights as a citizen and you want to keep them, then you also have certain duties to uphold. You duties as a citizen are:

- Obey the laws.
- Respect the rights of others.
- Keep informed on issues of National and local government.
- To vote in elections.
- To assist the agencies of law enforcement.
- To practice and teach good citizenship in your home.

Some qualities of a good citizen

- Obeys the laws wherever he is.
- Respects the rights of others.
- Is fair and honest.
- Tries to make community a better place to live.
- Learns as much as possible about leaders of nation, state, community.
- Practices rules of health and safety.
- Is honest and dependable.
- Is patriotic and loyal.
- Practices thrift.
- Respects authority.

Games

COULD YOU BECOME A CITIZEN?

1. Who discovered America and what was he looking for?

2. What were the first 13 original states which formed the Union?

3. How many amendments to the Constitution have been made so far?

4. What must be done before the Constitution can be amended?

5. What right is provided in the 15th Amendment?

6. When was the Constitution of the United States adopted?

7. What form of government do we have in the United States? What is the difference between a republican type of government and a monarchy?

8. How many Presidential electors does each state have?

9. What is the most important right that the Constitution give us as Americans?

10. What are the first 10 amendments to the Constitution called?

11. Who established the first permanent colonies in North America?

12. What is meant by referendum?

13 . What are the colors of the United States flag and what do they stand for?

14. Who was President during the Civil War and about when was this war fought?

15. What document was signed on July 4, 1776: where was it signed and what did it declare?

16. What are the basic principles of the U S Constitution?

17. Who is eligible for the office of President or Vice President?

18. When and where does Congress meet?

19. Why is the government divided into three branches?

20. How many members are there in the Supreme Court? What is the term of office for these judges?

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

PRESIDENTIAL GAME

1. Which President had the following hobbies: boxing, jujitsu, 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 one-time 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 Stated 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 personally." 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 was 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".

SCRAMBLED PRESIDENTS

Have the boys unscramble names of presidents, such as GlNSHAWNOT (Washington) or KOCSANJ (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 you hat and place your right hand over your heart when the flag passes.

HEADS OF GOVERNMENT GAME

Materials: Pictures of government officials

Directions: Have boys match up the correct name with the correct official.

NEWSPAPER STUDY

Materials: One current newspaper per team.

Directions: Divide boys into teams. On signal, each team starts a search for news items that definitely illustrate the Scout Law. Team with the most clippings in a given time is the winner

WEBELOS CITIZEN

Name the state tree:

Name the state flower:

Name the state stone:

Name the state fish:

Name the Governor:

Name the state capitol:

AMERICA'S SYMBOLS QUIZ

1. The right hand of the Statue of Liberty holds a torch; what is in the left hand?

2. Which is taller, the Statue of Liberty or the Washington Monument?

3. What words are inscribed on the ribbon held in the mouth of the eagle on the Great Seal of the United States?

4. In the Great Seal, what is the eagle carrying in its talons?

5. What denomination of currency has the Great Seal printed on it?

6. How many people can fit inside the head of the Statue of Liberty?

7. What is the official U.S. Motto?

8. Francis Scott Key was inspired to write the Star Spangled Banner when he saw the flag still flying over what fort?

9. Name the four U.S. Presidents carved in the Mt. Rushmore Memorial in South Dakota.

10. The Declaration of Independence says that all men are created _____?

Answers

1. Book

2. The Washington Monument

3. E pluribus unum (one out of many)

4. Arrow symbolizing war and an olive branch of peace

5. The $1.00 bill

6. 40

7. In God We Trust

8. Ft. McHenry

9. George Washington, Thomas Jefferson, Abraham Lincoln and Theodore Roosevelt

10. Equal

Good turn ideas

- Give some of the toys Cub Scouts may have made as part of the Craftsman badge to a children's home, hospital or institution for handicapped children. Use Craftsman skills to repair or refurbish toys for the same purpose.

- Give a holiday party for children in a home or hospital. Plan games, songs, small gifts and treats.

- Collect canned foods or good used clothing for distribution to the needy by Salvation Army, Goodwill Industries, churches or other organizations.

- Collect good used books and magazines for the library of a children's home or institution for the elderly.

Closing Thought

Who Wrote the Pledge?

I, Pledge Allegiance to the f lag of the United States of America and to the republic for which it stands, one nation under God, indivisible, with liberty and justice for all.

Millions of Americans have spoken those words in public ceremonies, but when the original version of this famous pledge first was published, on September 8, 1892, in a Boston magazine, The Youth's Companion, there was no author's name attached. Thus began a disagreement that lasted for 65 years, outliving the men who claimed authorship and the magazine that published the pledge, but not the stirring statement of patriotism.

As time went by, the pledge became so popular and was so widely quoted that many persons became curious: Who had written it? It seemed such an effective expression of patriotism but who had put together those moving phrases?

The editors of The Youth's Companion were asked the name of the author, and in 1917 they announced that one of their executives, James B. Upham, had composed the original draft. By that time Mr. Upham had been dead for seven years, so it was too late to search through his papers and find confirming evidence that he really had produced the pledge. At least nobody thought of trying.

Then a former member of the Companion's editorial staff, Francis Bellamy, came forward in 1923 and insisted that he himself had written the Pledge to the Flag.

This claim may have stirred up some consternation among the magazine's older executives, for in a special leaflet they asserted that Mr. Upham had been the original composer of the pledge "afterwards condensed and perfected by him and his associates of the Companion."

Now everybody has reason to ask: Who was the real author, Upham or Bellamy? The controversy grew heated, and the United States Flag Association appointed a committee to go over all the evidence and see what they could find out.

They certainly took their time about it. It was not until 1939, 16 years after Bellamy had asserted his claim, that they came forward with a decision. They upheld Mr. Bellamy' s claim to authorship, but by that time he had been dead for eight years.

In 1957, the Library of Congress confirmed the committee's decision by issuing a report attributing the authorship of the flag pledge to Francis Bellamy.

The words we recite today are not exactly the same as those printed in 1892. The first pledge used the term "my flag," but this was later changed to "the flag of the United States of America." By an act of Congress in 1954, another change took place, the words "under God" were added after "one nation." Thus the pledge took its present form.

The Youth's Companion, once one of the nation's most widely read weeklies for young people, has gone into oblivion. James Upham and Francis Bellamy no longer are here to tell us which of them really was the author, or if they should share the credit. But the Pledge of Allegiance they gave us still brings a thrill of pride to our hearts.

Communicator

Den Activities

- Visit a newspaper office.

DENVER POST (NEWSPAPER)

1560 Broadway, Denver

8201010, Cost; Free

Hours: Mon, Wed, Fri - 12:00-2:00

Must be at least 10 years old

THE ROCKY MOUNTAIN NEWS (NEWSPAPER)

400 W, Colfax Ave., Denver

2880586, Cost; Free

Hours; Mon-Fri 8:305:00 or Sat 8:30-12:00,

They are willing to make special arrangements for evening tours. Just make sure to call ahead of time.

- Visit a post office.
- Visit the telephone company.
- Visit a learning center for the blind or the deaf.
- Invite someone who is blind or deaf to the den meeting and see how they communicate.
- Invite a member of the Rotary Club or the Toastmasters International to visit your den and give examples of body language.
- Visit a meeting of these organizations to observe how communication is given.
- Ask a member of the local amateur radio organization to visit your den or allow the den to visit his base station.
- Listen to a CB radio or find an active Citizens Band Radio Club in your area to tell your den how the radio can help.
- Visit the local library or school library to find out how the books are indexed to locate easier.
- Local radio stations or television stations can show your den how they receive communications from around the world through the use of micro transmitters or satellite stations.

KCNC TV CHANNEL 4

1044 Lincoln Denver

830-6558, Cost; Free

Hours; Mon-Fri 11:15 or 3:15 must make reservations

KMGH TV CHANNEL 7

123 Speer Blvd, Denver

832-0247, Cost; Free

Hours; Mon-Thur 10:45 or 4:15 must make reservations

- Locate a local organization that teaches the deaf to sign and see if they might be willing to teach the den a few basic words or phrases.
- Have someone show the den their personal computer and how it works.
- Find out the many job opportunities in the communication field by checking with the

local Chamber of Commerce to locate companies that use communication as a basis for employment.

COMPUTER INSTALLATIONS

Since there are now many thousands of computers in this country, it should not be difficult to find a computer installation within driving distance of your home. Before you go, find out what kind of work it does. Is it a business data processing or scientific processing? What kind of machine is it and who is the manufacturer?

A visit to a computer installation can be unrewarding unless you are prepared to ask questions. Don't worry that you might ask silly questions. If possible, follow the steps in which a programmer sets up a job. Start by meeting with a programmer, and see where he or she works. Find out what language is used to communicate with the computer. Ask if you can see a copy of a program. Find out how the programs is converted into a form to be read by the computer. Does the computer use cards or magnetic tape? Follow the program through an input/output room to the computer. Be there when the program is run and see the output being produced by the computer.

Get a plan of the computer room, if possible, and mark on it where each component of the computer is placed. Find out how much air conditioning is used, how much electrical power is needed to run the computer, how many people work for the center, who uses it, how much it costs to operate each hour, and all the other questions that you'll think of yourself.

Ideas for pack meeting

Exhibit: Posters of different forms of communication, Morse code signaler

Demonstration: Sign language or Morse Code

Signal Codes

Today most messages that go long distances are sent by voice radio. Police officers, fire fighters, and taxi drivers keep in touch with their home bases by voice radio. But some older ways of sending messages are used, too. Morse code by blinker and flag signals are used on Navy ships when they want to keep radio silence. Ham radio operators learn to send Morse code, too. As a Scout, you may learn how to send Morse code by buzzer, or wigwag flags. You may also learn to signal by semaphore code. Practice with your den. See if you can send short messages by Morse or semaphore.

Simple Telegraph Materials:

. 6Volt battery with two terminals on top.

. Tin can

. Two blocks of wood

. Screw, nails and wire

1. Cut and blend metal pieces as shown. Screw them to blocks of wood.

2. Hammer in nails for the receiver.

3. Wire as shown. In wrapping wire around the nails, start at the top of one nail and work down. Then go across to the other nail and work up. Have at least eight turns on each nail.

4. When the switch is closed, the receiver or sounder will be drawn down to the two nails and make a click. In Morse code, one click is a dot; two clicks, dash.

Symbol Code

This code uses symbols in the place of letters or numbers. It's easy to make but hard to decode, unless you know the symbol for each letter.

Square Box Code

Draw a large square on a piece of paper with a pencil and ruler. Divide the square into 25 smaller squares. you can fit the 26 letters of the alphabet into the 25 squares by putting two letters in one of the squares. W and X would be good ones to put in one square.

This code uses numbers in place of letters. The code for A is 11, because A is in the first (1) column and the first (1) row. The code for M would be 33, because it is in column 3 and row 3. Always use your column number first. Read across for rows, and down for columns.

The message RUN FOR HELP would look like this:

43 51 34 21 35 43 23 15 32 41

(See Illustration - Communicator #1 for Hobo Signs and #2 for Cryptopics codes)

Games

NEWSPAPER AD RELAY

Materials: 2 or more newspaper, folded

A pair of Scissors for each newspaper

A list of ads to be cut (one list per team)

Place a newspaper and a pair of scissors on a table or the floor 30 feet from the starting line. Divide players into teams (relay formation). Players run to the folded paper, unfold paper, find ad, cut out ad, refold paper and checks ad off list. Player returns to line and next player repeats process and on through the line. First team done. wins.

HEAR, HEAR GAME

This game is identifying sounds. The den chief produces the sounds below from behind a screen or in another room and the Webelos listen. As each sound is produced, the boys write down what they think it is. Sample sounds: Sandpaper rubbed on glass, pack of cards dropped on a table, egg whipper whipping cream, golf ball or pingpong ball bouncing on a bare foot, pieces of metal being filed, slicing bread, cutting glass with a glass cutter, and bursting a paper bag.

Craftsman

Den Activities

- Visit a furniture factory, lumber yard, saw mill or cabinetmaker.
- Visit a tannery or leather goods manufacturer.
- Invite an expert to give a demonstration on the proper care and use of tools.
- Have someone give a demonstration of leather craft and explain how to use leather tools.
- Have someone give a demonstration of metalwork, using tin snips and vise.
- Discuss finishing methods for wood projects, such as the importance of sanding, filling holes and scratches, and discuss the various types of finishes, such as shellac, stain, lacquer, varnish, and enamel.
- Have a nail driving contest. Give each boy a scrap of wood, nails, and a hammer. Let them practice driving nails straight.
- Make a tool chest or a bench hook for sawing.
- Have a birdhouse building contest.
- Make a den knot board.

Safety

- Get all the parents you can to help on these projects! One on one is important.
- Keep tools in an organized manner and don't carry tapes or tools in your pocket.
- Be sure tools are sharp and are in good working condition.
- Lay oily rags out to dry by themselves (not on top of each other) or keep in a closed metal container. They can cause fires.
- Be sure all loose clothing is tucked in and cannot be caught in moving machinery.
- Never move guards from machinery.
- Wear safety glasses whenever possible and always when hazards exist to your eyes.
- Wear hearing protection whenever possible.
- Keep hands away from moving machinery until it has completely stopped.

If you cannot find a friend with a saw to cut your wood, some lumber yards will cut your wood for you. Pricing will vary depending on where your purchase you materials.

Webelos Scouts who have spent a year or two in a Cub Scout den before coming into the Webelos den will already have had some craft experience. They may have already worked with simple woodworking tools, but chances are, they will not have had much experience with leather craft or tin craft. This is a good opportunity for a boy to gain some knowledge in these skills.

To earn the badge, the boy must complete ten craft projects. There is no way these can all be completed at den meetings, so this is a chance to involve parents, both in work at home with their boys and in furnishing tools to be used at den meetings.

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; you'll be glad you did. Enlist the help of the Assistant

Den Leader, Den Chief, and parents, so you won't need to do it all alone.

- Preparation–Have all tools laid out at separate work stations before the den meeting starts. Build a sample of the item yourself 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 your sample so they can get an idea of what the finished product will be like.

- Perseverance–Insist that the boys finish the items which they begin. This is very important. If necessary, work individually with them outside den meeting or enlist the help of others. Don't even consider using a project which the boys can't complete within a reasonable length of time. Watch for signs of discouragement, and help the boys who seem to be having trouble.

Encourage every boy to put forth his very best effort and reserve your praise for projects worthy of compliments. Help the boys understand safety practices and take safety precautions where needed. They should realize that sharp tools are a necessity and use them with care and safety.

Learning how to care for and sharpen tools is an important asset in doing any kind of handicraft, but boys want to make things. The Craftsman Activity Badge requires that a Webelos Scout make at least eight different wood, leather, or tin articles. These involve designing, cutting, lacing leather, using a jigsaw or coping saw with wood, or cutting and joining metal.

To supplement the information in the Webelos Scout book you will probably find "Crafts for Cub Scouts" the most helpful for ideas, techniques and designs. There are many resource books at the library or hobby store which would also be helpful. Helping boys make and do things that are consistent with their abilities and intelligence is a satisfaction in itself. You also have the opportunity to help boys develop confidence in their abilities by encouraging them to use their talents and skills for many advanced handicraft projects and perhaps develop a hobby in one of these fields.

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. . . and this is an opportunity to bring in parents to help.

Some words of wisdom

- 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 very 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.

- Make sure that all projects are carefully planned before they begin, so the boys know what they're making.

- Help each boy to understand safety practices and take safety precautions where needed, and know sharp tools are a necessity and should be used with care and safety.

- Be extra cautious in metal work projects.

- Clean up working areas when finished this leads to good relationships.

Demonstrations for pack meeting

- How to use the coping saw, bench fork or Vboard and Cclamp.
- How to nail, toenail, clinch a nail, and use a block to pull a nail.
- How to drill a hole for inside cutting with coping saw.
- How to use a pocketknife care, safety measures, sharpening, whittling.
- How to nail a butt joint.
- How to apply finish crayons, tempura, wax, paint, enamel, and shellac.
- How to make bench hook and how it is used.
- Difference between a crosscut saw and a rip saw, the proper way to saw, and the use of the Tsquare.

Whittling for Cub Scouts

The American frontiersman was the father of whittling. He had to travel light, and his basic equipment included little beyond the essentials for survival. There were times on the trail when life was quiet and, particularly at night around the campfire, when the frontiersman desired relaxation and enjoyment, he would pick up a piece of wood, draw his knife, and start to whittle.

Tools–Almost any good sharp knife will serve as a starter, but if you are going to buy a knife make sure it is a good quality knife. Your knife must be sharp. A dull knife will skid on a tough piece of wood but won't hesitate to slice into you. A sharpening stone is necessary to keep your knife in its best condition for safe and enjoyable use. Another tool that is very useful, but not essential, is a coping saw for roughing out your project.

Sharpening your knif– A knife should be sharpened on a dry sharpening stone. Lay the blade of the knife flat on the stone, raise the back of the blade slightly and stroke the full length of the edge across the stone toward you in a slicing motion as if you were cutting into the stone. Turn the blade over and stroke it away from you. Bare down on the cutting edge as you run the blade over the stone. Continue working the blade back and forth until the edge is sharp. Always keep your knife blade clean and dry and never stick it in the dirt or in a flame.

Plastics

Acrylic sheets are used for projects in this section. The acrylic is available from several local vendors. Most any plastic supplier has scrap acrylics that you can purchase from them for a minimal price or in many cases it is donated. You can also find the acrylic at many hardware stores. A thickness of 1/8" works very well for these projects. They can be clear or colored sheets, depending upon your project. To do these projects it takes considerable planning and work ahead of time. You will not need a large amount of the plastic. Determine what projects you plan on making and plan accordingly.

For simple thermoforming, a kitchen oven, electric hot plate, heat gun, hair dryer or strip heater may be used. Since there are many variables in heating and forming plastics, it is necessary to experiment with scrap stock. In this way you can determine the right temperature and heating time for the job you are going to do. As a general rule the plastic should be heated as quickly and uniformly as possible. The plastic should be very pliable or rubbery for good forming. When heating in an

oven the temperature should be set at 350 degrees.

General Procedures

1. Before heating any plastic, be sure to remove all masking paper and foreign matter from it.

2. For simple bends, first cut to shape the pieces to be formed.

3. Finish the edges the way you want them to appear in the final project.

4. Wear soft cotton flannel gloves when handling the heated plastic.

5. Form all pieces as quickly as possible.

Leather working

Leather working is a fun hobby that can follow the boys into adulthood. They can start with simple projects such as key chains and coasters and work their way up to belts, wallets or even entire outfits. Check the yellow pages for your area, for any craft or leather shops for prepackaged kits, tools supplies and leather working classes. Tandy Leather offers an inclusive packaging including all of these and even offers a Scout discount. Your Scout shop also sells a variety of kits.

Tooling tips

1. Leather should be evenly damp, but, not dripping wet.

2. Boys should have a design drawn on paper before starting. This design can be traced onto the leather with their awl.

3. Boys should practice with their tools on scrap leather first.

4. A variety of leather stamps can be purchased at any leather or craft store.

5. Leather stains or acrylic paints can give this project an added dimension.

6. The boys should work on a wooden cutting board in order to prevent damage to tools and table.

7. After design is finished, the boys may stain or paint the leather. When the stain or paint is dried, apply NeatLac. Let this dry before lacing.

8. Lacing is easiest when using a needle.

Craft Ideas

CUB SCOUT MEMORIES BOOK

Materials: 2 sheets of paneling about 9" x 12", about 1 yard of leather lacing, 2 metal hinges, paper for inside, wood burner or knife for engraving and dark stain.

Cut one piece 9" x 12" for back drill 3 holes in it. Size as paper.

(See Illustration Craftsman #1)

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

(See Illustration Craftsman #2)

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

(See Illustration Craftsman #3)

Things to be included could be:

1. Pictures of boy or den pictures.

2. Rank cards, bear, wolf, bobcat etc.

3. Special certificates or awards.

4. Patches no longer worn on uniform.

5. Anything the boy wants as a keepsake of his Cub Scouting.

(See Illustration Craftsman #4)

FRISBEE BIRD FEEDER

For patio or under house eaves. Use where rain water or snow cannot get into the seed.

Cap optional: if not used, drill hole in pipe, opposite sheet metal screw hole. Place wire completely through pipe and twist as on cap above.

Parts list

1 10" section of 4" sewer 3034 PVC Pipe (comes in 10 ft. sections)

1 4" slip cap (optional for sewer 3034 PVC Pipe.

1 Standard Frisbee (inexpensive type)

2 Corner braces 1" (25 mm)

4 1024 x 1/2" bolts and nuts

2 3/16" flat washers

1 10 x 1/2" sheet metal screw, used only with cap

A 46 oz. juice can may be substituted in place of the plastic pipe if top cap is not desired. Cut out both ends of the juice can with can opener, make triangle cuts with tin snips.

(See Illustration Craftsman #5)

FLAG STAND

Simple flag stand made out of scrap lumber, a few nails and some glue no band saw or fancy tools are needed. The most difficult part is drilling a hole the size of your flag pole.

Base usually a piece of 1/2" stock squared

(See Illustration Craftsman #6)

Supports make four any height, length must be computed (corner to corner length of base, minus diameter of flag pole, divided by two)

(See Illustration Craftsman #7)

Top whatever looks good, depends on supports.

(See Illustration Craftsman #8)

Finished product is good looking and practical.

(See Illustration Craftsman #9)

Do a Good Turn Service Project. Make candles or chimes for widows, nursing homes, grandparents, Mom and Dad.

Swiss Cheese Candle

Materials Needed: quart size milk carton, 1 lb. paraffin, 7" candle, colored wax crayon if desired, and ice.

Melt paraffin, heating it over low flame, in a double boiler. USE CAUTION as paraffin is flammable. Handle with gloves.

When paraffin is melted, color it by adding about 1" of a wax crayon in the desired dolor. It melts almost immediately, just stir it in with a stick.

Use a quart size milk carton for the mold. Cut off peaked top. Grease inside of carton thoroughly. Pour about 1/2" of paraffin into the carton. As it sets, place an old candle upright in the center.

Place crushed ice cubes around candle until carton is full. Pour paraffin to top of carton leaving wick exposed. When hard tear off carton over kitchen sink as melted ice will drain from the holes.

For the base, use a 4" x 9" piece of plywood. Place candle off center. Arrange plastic flowers around the base. Remove candle and spray a color that will look well with your candle. When dry, glue candle back in position.

(See Illustration Craftsman #10)

WALNUT CHIMES OR MOBILE

Materials needed: 6 walnuts in shells, wooden stick about 10" long, nylon fishing line (colorless), white blue, old blunt knife with rounded tip, scissors, paper clips.

Pry the walnut shells open with the blunt knife. Try to make the shells come apart along the seam. Don't crack the shells. Clean the meats out for candy later. Cut off six lengths of fishing line 18" long. Tie one end of each piece around paper clip. Place paper clip inside half a walnut shell. Then glue two shell halves together. You will end up with six nuts again. Tie walnuts to stick about 1" apart, allow them to hang down about 7". To make chimes, keep all level. To make mobile, stagger in different lengths. Hang with a tack or cup hook.

(See Illustration Craftsman #11)

PICTURE FRAME HOUSE

Material list:

1 Floor 3/4" x 2" x 6"

1 Back 1/2" x 6" x 9 1/2"

1 Rooftop 1/4" x 2 1/2" x 5 3/4"

1 Rooftop 1/4" x 2 1/2" x 6"

Cut popsicle sticks for fence

1/4" x 1/4" sticks for picture frame

(See Illustration Craftsman #12)

Engineer

The Engineer Activity Badge will introduce the Webelos to a few fundamental principles of Engineering. In completing this badge the Scout will gain a sense of personal achievement by developing new interests and skills. This just happens to be one of the Purposes of Cub Scouting.

The Engineer Activity Badge is a good indoor type of activity which can be fun for both the Den Leader and the boys. This badge lends itself to active demonstrations.

Recruit the help of a father who is an engineer to come the den meetings. Let your Webelos Scouts build examples of bridges, a block and tackle, or a replica of a catapult.

Den activities:

- Discuss with the Webelos where water goes when it goes down the drain and how it has to be treated before it can be released. Note that any chemicals flushed down a drain will also go to the treatment plant and that those plants are not designed to remove pesticides, paint thinner, waste oil, or other household chemicals.

- In a den meeting, let the boys take apart and assemble a simple drain trap. You can buy a plastic one from a hardware store for next to nothing. With the trap, show how hair or grease can cause clogs and how to remove them.

- Lead the boys in discussing the environmental cost of each type of electrical power plant and what each of us can do to reduce the amount of power we use.

- Use a dry cell battery and thumb tacks with a flashlight bulb to make an open circuit, then place various objects across the thumb tacks to see which are conductors and which are not. (don't use plastic coated thumb tacks!!)

- In a den meeting, let the boys attach a short piece of electrical wire to a light switch to see how it is done. (Not connected to any power of course!) You can buy switches and outlets at a hardware or discount store and 2 or 3 feet of wire to show how to hook them up.

- Make a smoke source from heavy twine. Light the end of a thick cord or piece of rope and blow it out so it keeps smoking. Hold this over a hot light bulb to show even a heat source like a light heats air and makes it rise. Also show that cold air settles to the floor by holding the smoke source near a glass of ice water.

- Discuss with the Webelos how much energy it takes to heat a home and how we can each reduce the amount of heat wasted. Ask the boys to do a "Heat Loss Inventory" to find where heat can escape from their homes and how they can prevent it.

- Make tie slides.

Fields of engineering

Aeronautical Engineering: Deals with the whole field of design, manufacture, maintenance, testing, and the use of aircraft both for civilian and military purposes.

Astronautical Engineering: Closely related to aeronautics, but is concerned with the flight of vehicles in space, beyond the earth's atmosphere, and includes the study and development of rocket engines, artificial satellites, and spacecraft for the exploration of outer space.

Chemical Engineering: Concerned with the design, construction, and management of factories in which the essential processes consist of chemical reactions.

Civil Engineering: Perhaps the broadest of the engineering fields; deals with the creation, improvement, and protection of the communal environment; providing facilities for living, industry, and transportation, including large buildings, roads, bridges, canals, railroad lines, airports, harbors, and other constructions.

Electrical Engineering/Computer Science: Divided broadly into the engineering of electrical power distribution systems, electrical machinery, and communication, information, and control systems.

Geological & Mining Engineering: Includes activities related to the discovery and exploration of mineral deposits and the financing, construction, development, operation, recovery, processing, purification, and marketing of crude minerals and mineral products.

Industrial or management Engineering: Pertains to the efficient use of machinery, labor, and raw materials in industrial production.

Mechanical Engineering: Broadly speaking, covers the design and operation of all types of machinery and small structures.

Safety Engineering: Concerned with the prevention of accidents.

Sanitary Engineering: A branch of civil engineering that has acquired the importance of a specialized field due to its great importance for a healthy environment, especially in dense urban population areas.

Engineering functions

Research: A search for new scientific knowledge, with the objective of applying it to solving problems.

Development: Applied research which results in working model.

Where does it go? You move a lever and the house gets warmer. Things in the refrigerator are always cold. Everything in your house from the doorbell to the TV would seem like magic to some people.

Water:

People can get a drink in lots of ways. They can scoop water up from a stream a handful at a time; they can pump it up a splash at a time; or they can haul it up from a well a bucket at a time; but you only have to turn a faucet. How does water get to your house?

Cut the top off of a milk carton and attach tubing near the bottom. Notice as the carton fills with water you must hold the tube higher and higher to keep the water from coming out. When the carton is full, and the end of the tube is low, water will run UP the tube and squirt out. The carton is like a water tower or stand pipe. Water from high in the tower runs down through pipes and into your house.

With an adult, find where water comes into your house. If you have a water meter, where is it? Trace how water gets from the main pipe leading into your house to each faucet. Where are all of the places water leads to in your house? (sink, toilet, bathtub, shower, dish washer, ice maker in refrigerator, outside faucets, etc.)

In a den meeting, have the Webelos take apart a simple faucet to see how it works. Show where to replace a gasket to stop a leak.

Sewer:

One problem with having running water in a house is that you have to have a way to get rid of it. Where does the water go when it goes down a drain? If you have a basement where you can see pipes, have an adult show you where the drain pipes are and how they connect to the sink, bathtub and toilet. Is there a meter on the sewer like there is on the water? There are two kinds of sewers in most cities. The sanitary sewer carries all waste water from houses and buildings and the storm sewer carries the water that runs off the surface of lawns and streets when it rains. The two should never mix. The water from the sanitary sewer has to be treated before it can be released into the environment, but storm sewers run directly into a stream. All drains in houses must have a "trap" to prevent gases from the sewer line from coming back into the house. A trap is a "U" shaped pipe with water in the bottom. House sewers drain into a larger sewer under the streets which leads to a treatment plant.

Electricity:

One of the requirements in the Webelos book is to draw how electricity gets to your house. Where does your electricity come from? Some comes from coal fired power plants, some from oil or gas fired plants, but electricity also comes from nuclear plants and hydroelectric plants (dams on rivers). Some even comes from large lakes built on mountains where the water runs down the mountain in the day turning generators and then at night, when the demand for power is not so great, the water is pumped back up on the mountain using electricity from other plants. A little power even comes from windmills where the wind turns giant propellers that turn generators.

Electricity from the power stations is carried through wires to homes, factories, stores, farms and schools. Transformers help in the transportation of electricity from the power station to all these places. A transformer transforms or changes an electric current from a high to a low voltage. It can also change current from a low to a high voltage.

The wires or cables are made of material that must be a good conductor or carrier. It's like having a good clear road without bumps or rocks for cars to travel over. Good conductors are usually made of copper, although there are other types. Silver is the best, but it's too expensive to use. Aluminum is good also and is gaining wider use because of its light weight. We use millions of tons of copper to make electrical wire for all purposes.

When big generators make electricity, it is usually at about 2,200 volts pressure. Stepup transformers raise the pressure about 100 times, to around 220,000 volts. This helps it travel along the wires better. When it gets near the place where it is to be used, stepdown transformers lower it back to 2,200 volts. Before it reaches our homes, another stepdown transformer lowers it to 100 volts or 220 volts. So, transformers operate as pumps to increase pressure or voltage. They also act as shrinkers of voltage.

Our homes are often supplied with 110 volts of electricity, but toy electric trains, for example, need fewer volts to operate. Stepdown transformers decrease the voltage on an alternating current, enabling a toy train to run. It takes only 11 volts AC to run a toy train.

Terms

Alternating Current (AC) An electric current that changes its direction very rapidly.

Direct Current (DC) An electric current that flows in only one direction through a circuit.

Circuit Path along which electricity can flow from the source through wires and appliances back to the source.

Fuse A device which acts as a policeman to warn us of danger. The fuse melts when too many electrons are flowing. This breaks the circuit.

Heat:

When it is cold outside, we do not need to build a fire in each room of our homes for heat. Homes now have a central heat source of some type (usually a furnace) and a method of distributing that heat to each room in the house (usually furnace ducting). Not so long ago many rural homes had only one or two rooms with a stove in them and bedrooms often had no heat except an open door to a heated room. Engineers have designed your heating system and have included a means for fuel to get to the furnace (Base oil, wood) and a way for the exhaust gas to get out of the house (chimney). There is also a way for the air in the house to be heated by the fire without mixing with the exhaust gasses. Another part of the heating system is some means for the heated air to get to each room and a way for the cold air to get back to the furnace to be reheated. The last part of this system is a means of controlling how hot to make the house (thermostat). With an adult, try to identify each of the components of your heating system. It is very important to maintain clean systems and change filters at the correct times.

Craft Activities

Bridge Building

Ever since man found roads that would let him travel from one place to another easier and faster, he has been faced with the problem of crossing streams, rivers, gullies and canyons. So he invented bridges, structures to leap over these obstructions and make the way smoother. At first, he used two basic geometric forms to build these structures; the arch and the triangle. He built his bridges of stone and wood. Today, highway and railroad bridges are made from steel plates, wire cable, angles, Ibeams, Hbeams and concrete. The bridges we are building cross interstate highways, rivers, and canyons.

The design of a bridge and the type of construction depend upon the kind and width of the obstruction, the load it is expected to carry, the kind of ground or rock found at the site, and the cost.

To learn about bridges and their construction, here are four different types you can make from cardboard. They can be used to display matchbox size or HO cars.

Wood Truss Bridge - This bridge is 2" wide, 4" long with sides 1" high. Lay out the sides and bridge floor as one piece; then cut halfway through the cardboard where the parts join and fold up the sides. Each side on a full sized bridge would be built up with four timbers and iron rods; so draw the joints of the bridge with a pencil. Glue up six layers of cardboard 1/2" x 2 3/4" for abutments at each end of the bridge. This type of bridge was used in colonial days for single lane roads. Some still exist today.

Stone Arch Bridge - This bridge is made from three pieces of cardboard. Sides are 1 " high and 4" long. The arch is 1/2" x 1 3/4".

The floor and ends are made in one piece, then scored and bent. The floor is 3 7/8" long, and I 1/2" wide. Draw the outlines of stones with a pencil.

The Plate Girder Bridge - This is typical of the reinforced steelplate bridges we see used for both roads and railroads today. It is 3" wide and 9" long. The bridge floor and sides are laid out as one piece. The floor is 3" wide and 9" long. The sides are 1" high. Vertical lines are spaced on 1" centers. The steel angles used to reinforce the steel plates are simulated pencil lines. Abutments are made from six layers of cardboard 5/8" x 4" glued together. Pencil dots for rivets and pencil shading along the sides give the bridge a 3-dimensional effect.

Bridge Experiments:

Have boys build two demonstration bridge side frames, one of rectangles and one of triangles. Use stiff cardboard or thin wood and brass fasteners Have them experiment to see which type of bridge is stronger.

OUTDOOR ROCKET

Making and using 2 liter rocket launcher

Materials needed:

3 each 3/4" cap

1 each 3/4" tee

1 each 3/4" x 1/2" threaded tee

5 ft. 3/4" p.v.c. schd 200 or 40

1 each 1/2" x 8" threaded riser

1 each 3/4" 90 degree ell

1 ft Electrical tape

1 each Tire valve

Cut pipe into the following lengths:

2 each 6"

2 each 12"

1 each 18"

Assembling Instructions:

Drill 1/2" hole in end of one cap. Push valve stem into hole, then glue this cap to a 6" pipe, and then the 90 degree ell to a 6" piece. Now glue the 18" pipe to the 90 degree ell. Thread riser into threaded tee, then glue tee into 6" piece aligning riser with the 6" piece. Now glue the other 6" piece to threaded tee. Then glue the tee left to it. And then glue the 2 18" pieces of pipe into this tee, and complete the launcher by gluing the caps left to the ends of the 1 ' pieces. At the bottom of the riser tape it up with the electrical tape in a tapered manner. Now it is ready to hook up the tire pump and fill a two-liter bottle half full of water, push on riser firmly and start pumping tire pump until it goes off.

(See Illustration Engineer #1)

Pack Night Ideas:

Have the boys bring their 2-liter bottles decorated as rockets prior to pack meeting.

Display them on tables or a stage.

Judge them in the following areas by den:

A. Best Design.

B. Most unusual.

C. Most Independent Effort.

D. Take them outside and launch them by den.

LE MOUSE 500 RACER

This flying mousetrap on wheels was created by FrenchCanadian Scouts from Ontario. Remove bait pan and hook arm from mousetrap. Cut 1/2" VNotch at rear and sand and wax it so the string will slide smoothly. Turn it over and screw in small screw eyes 1/2" from edge. Axles are cut from coat hanger wire. Make wheels by sawing 3/16" sections from 1 1/4" dowel. Drill holes in center of wheels. Pound flat ends of axles. Push axles into holes in wheels. Glue in place. With sandpaper, roughen the rear axle where the string will be wound. Tie string to the snapper, but not the axle. To run the racer, pull snapper back and hold it with your thumb. Wind the string onto the rear axle until tight. Set racer on a rug or rough surface and watch it go.

(See Illustration Engineer #2)

Other activities

Here are some suggested activities for your Webelos that are working on their engineering activity badge.

- Strength of Hollow Tubes: Begin the demonstration by laying a brick on a Styrofoam cup laying on its side. Place another cup on its rim and add bricks (2 to 3) until it crushes. Glue four cups together rim to rim and bottom to bottom with white glue and allow to dry. Place bricks (usually four) on top until the structure crushes. Demonstration shows the use of columns in engineering and bridges.

- Pulleys: A simple pulley is when you have a single pulley with the rope going through it. When a simple pulley is used, you are pulling downwards to lift the object up, thus using your weight to help you. Thus with a simple pulley you can only lift an object that weighs as much as you.

A common example of a pulley is a bicycle rear sprocket connected by its chain with the chain wheel.

- Levers: A lever helps you to lift things easily. A lever can be made by laying a plank over a wooden log or a can with both ends intact. Balance the plank so that there is a short end and a long end. Place the short end under the object to be raised and push down on the long end. Try raising some bricks. To experiment you can try to raise things with the short end and you will find that it is more difficult or not possible to raise the object. The longer end of the plank gives you the ability to create more force and therefore raise weights easier.

Common Levers: 1) Door Easier to push by door handle then by hinges, 2) Wheelbarrow - Wheel is the balancing point.

Experiment: Obtain a 2 x 4 piece of wood and place a can or a wooden log of the same diameter on one chair. Try to lift a scout in a second chair by placing the plank over the log and under the second chair and lift. Don't try to lift too fast or high or the second chair will tip over with the boy in it.

- Springs: Springs store energy when compressed, which is released when the spring is released. Catapults are a form of springs.

Energy Racer: This toy make use of the spring use of stored energy. The stored energy in this case is in the rubber band. Push a thumb tack part way into one end of a wooden spool. Use a rubber band just a little longer than the spool. Push it through the spool and loop it around the thumbtack. Thread a short stick through the rubber band

loop, wind it up. Release the energy racer on the floor.

- You might want to visit a place where blueprints are drawn or used. Remember that computers are a big part of engineering, and that most blueprints have been replaced by Computer Aided Drawing. So you might find a company that will let you tour their computer department.

- Make up working models of block and tackles. You can use brick or rocks for the weights. Most of the block and tackle pulleys can be purchased at a local hardware store. If you're still having trouble locating tackle, a local sailboat dealer will have many different types of block and tackle (but it will be very expensive).

Surveying land

Survey land, maybe yours, or just stake out a section in the school yard or park, using fixed points, such as a nail pushed through a rag.

To do this you will need a compass and a 100 foot tape. Put the compass on top of a 2 x 4 board approximately 3 foot long. Start at one corner of your area to be surveyed. Take a reading of your compass and measure the distance to the next point. Do this all around the area that you have chosen to survey, marking down your distance and degree.

Another wheel and axle

Secure some double corrugated cardboard and draw circles of 15, 10 and 5 cm in diameter on it with a compass. Punch through the cardboard with the compass and draw each wheel or circle on the other side. Cut out each of the wheels, cutting cleanly from either side of the cardboard. Punch a nail through the center of each wheel and then glue or staple the wheels together with the largest and smallest wheels on the outside so that they will turn easily on a common axis. Press gently into the rim of each wheel with a blunt instrument to make a groove. Wind a thread or string over each pulley and attach one end to the groove with a pin. Put a loop in the other end of the thread so that weights may be suspended from it. Use some light weights such as clothespins, and you will discover that you can lift weights many times greater, just as you can with a lever. The wheel and axle is a type of lever.

Family Member

Trivia

For an evening of great family fun make up a trivia game to play. Each person writes a question on an index card. Example: What is your favorite book? What do you like about your bedroom? When is mom's birthday? What was your first home address?

Mix the cards together then each person draws a card to answer. You could also have every person answer every question. Learn more about each other and have fun too!

Saturday Fun!

Have boys arrive early, like 6:30 AM. Ask them to wear pajamas and bring sleeping bags. Enjoy a typical "family" Saturday morning.

Boys can watch cartoons, play board games or with Legos, or sleep. Have them help make a special breakfast like waffles or homemade yeast cinnamon rolls.

Talk about what their families do on a Saturday morning. Stress the importance of allowing each person to have freedom to relax and to do as they please. Are there ways they can help by cooking or playing with their brothers and sisters?

Den activities

- Have a den family cookout with Webelos doing the cooking.
- Tour some of the historical homes in your town.
- Go on a den family fishing trip.
- Visit the zoo.
- Have a block party.
- Take a fruit picking trip with your families.
- Make a job chart.
- Make coupons for jobs.
- Arrange for the local fire marshal or one of his investigators to visit your den and talk or demonstrate fire safety in the home and community.
- Call the local health department to see if they can provide information about the dangers of trash and garbage piling up and ways in which your den might combat dump sites around your community.
- Visit with your local financial institution to find how the momentary system works and how saving money as a family unit can be beneficial in the long run.
- Contact local public utility companies, or the environmental control agency to find out how our natural resources can be saved and what we can do as individuals within the family unit to conserve energy.
- With the help of a nutritionist teach your den to plan meals for the family that cover all the basic food groups. Plan a week of meals and price the food needed to provide the meals. How does this relate to the family budget?

Fitness

Daily exercise – There are many ways to exercise on a daily basis without even being aware that you are exercising. Hiking, games and contests, swimming, rowing and team sports are all things your Webelos first think of as fun things to do rather than thinking of them as lots of exercising.

Good posture is in itself a good exercise. You use your muscles to keep yourself upright against the pull of gravity. Get into the habit of standing tall, and sitting tall. A simple trick to be done at any time to practice good posture is to imagine that you can touch your head to the top of an imaginary ceiling just an inch above your head. Good posture means keeping your head high, your shoulder easily back, your chest up, and your stomach in.

Cleanliness may seem like a dirty word to a fourth or fifth grader but make your Webelos aware that a clean body is a good defense against disease. The skin is more than just a covering of the body. It keeps our germs and helps control your body temperature. Besides, the skin is the largest organ of the body and an important one. So keep it clean. Encourage your boys to bathe regularly (daily is recommended). Encourage them to get into the habit of washing their hands with soap and a nail brush morning and night, before each meal and after each trip to the bathroom.

Also encourage fitness by telling your Webelos:

Wash hair: as often as needed to keep it and your scalp clean. Exercise your scalp daily by brushing and massaging your scalp with your finger tips.

Brush and floss teeth: at least twice a day - in the morning and at bedtime. Brush them also after each meal if possible. Use fluoride toothpaste to help protect teeth against decay.

Eyes: Since you only have two of them, take care of them. If your eyes are often bloodshot or hurt and get watery often, this is a sign of eyestrain. If your eyes bother you in any way, have them examined by an eye specialist and follow his advise.

Ears: Keep ears as clean as the rest of your head by using a damp cloth over the end of a finger. Let nature take care of the inside. Never dig in your ear with any hard object. You may infect it or even break the eardrum. If you have any trouble with your ears, such as constant ringing in them, "running ear," or earache, see your doctor.

Sleep: The Webelos Scout is nearing the age when his greatest growth occurs and when the most sleep is required. Boys of this age should be getting at least 9 10 hours of sleep each night.

Protect yourself against accidents: Learn skills to make you safe. There is a safe way of doing everything: swimming, bicycling, skate boarding, paddling a canoe, playing baseball, etc. Practice the proper use of tools. Learn the rules of sports you like. "Safety through Skill" is a Boy Scout slogan. As a leader, encourage your Webelos to understand and follow this slogan. They need to know and thoroughly understand what they are doing and the consequences of what may go wrong if directions and warnings are not adhered to.

Drug awareness - In today's society, many of our youth are faced with the temptation of drug usage. Young people may have little interest in anything. Many get themselves into all kinds of troubles and take what they consider to be the easy way out: they turn to drugs to get "high" for excitement or a "low" for forgetting their problems. They often wind up being no good to themselves or to anybody else.

Webelos Scouts are at a very impressionable age. You may want to share the following with them:

What is a drug? A drug is a substance other than food that has an effect on the body or the mind, or on both. Drugs are of great value to doctors. Physicians can prescribe drugs to ease pain, to fight infections, to relax muscles, to quiet nerves, to cause changes in the body. However, some drugs are abused for "kicks" without being prescribed by a doctor. All of them affect the health, one way or another, of all persons using them.

Mild drugs: Coffee, tea and cola (unless otherwise marked) contain a mild drug called caffeine. Caffeine stirs up the nervous systems and speeds up the heart. Many people cannot handle very large doses of caffeine in their system.

Dangerous drugs: Some drugs are very dangerous to have. The possession of alcohol by anyone not of legal age is against the law. The possession of most other dangerous drugs without a doctor's prescription, is illegal in all states.

Alcohol: The use of alcohol slows down the body and the brain. Alcohol can turn a strong man into a weeping child. It can change a person into a raving maniac. It destroys families, kills people outright and also kills by drunken drivers. Many different organizations are available to help alcoholics and as a Scout leader, you need to make your Webelos aware that there is help available for anyone who may need it. They may be worried about a family member or a friend but not know where to turn.

Marijuana: Smoking may distort hearing, vision, and sense of time. Heavy use may produce boredom, disinterest in things and friends,and dropping away from normal activities.

Hallucinogens: Can cause extreme changes in a person. When using them a person may lose knowledge of himself. He does not know what is real and not real. His emotions may swing quickly from happiness to horror.

Stimulants: Are drugs that excite or overwork the brain. Some are known as "speed" or "pep pills." They are used by persons who want to push themselves beyond their normal limits. Using these types of drugs may cause liver and kidney damage and higher blood pressure. The users of stimulants may be easily upset and act strangely.

Sedative & Tranquilizers: Sedatives are used to bring about sleep. Some of them (barbiturates) make their users "goof off" and go to sleep. They are therefore called "goof balls" or "sleepers." An overdose of sedatives can kill.

Narcotics: When correctly prescribed by a doctor, narcotics will relieve pain and bring sleep. The dangers of narcotics are extreme. A user can quickly become dependent on them. When he is "hooked", he can't help himself. His body must have more and still more. He will do anything to get money needed to buy more drugs.

Tobacco: Doctors now agree that smoking endangers health. It causes lung cancer and weakens the heart. Tobacco smoke produces a tar. Can you imagine having the inside of your lungs tarred?

Field Trip

DENVER MUSEUM OF NATURAL HISTORY

(Laser, Imax, Planetarium, Hall of Life)

2001 Colo. Blvd.Denver

370-6357, Cost; Depends on program

Hours; Depends on program

Closing Thought

A HUMAN PUPPET

This is a human puppet. See how sad he is. He has a problem. He is not in control. See the strings? These strings are habits, Bad habits. He craves tobacco. He craves alcohol. He craves drugs. They run his life. He has to have them. He thinks they are friends. They make him feel good, For a while. Then he gets sick. He needs them again. And again. And again. He steals for them. He cheats for them. He lies for them. He might kill for them.

(Pause)

He didn't have to be this way. He had a choice. He could have said "No." He could have said "No. " All he had to say was "No."

This could be used as part of your program or used very effectively as a closing ceremony. The lights could be off with just a spotlight on the man. He has black string (yarn) tied to his hands and feet. The ends of the string needs to be suspended above him somehow, either by pinning it to the curtain behind him or someone on a ladder behind him holding a piece of wood onto which the strings are tied (like a puppet.) Each line needs to be read slowly with a slight pause between each line.

Forester

A Forester deals with the care and growing of trees, and a Webelos Scout, working on his Forester Activity Badge, will learn how to recognize different species of trees by their shape, foliage, bark, and types of wood, as well as how they live and grow.

America is a land of trees... they grow almost everywhere in our country. We sometimes forget though, just how important trees are in our lives. Thousands of products come from trees... our wooden houses and the furniture in them, the rayon clothing we wear, the film in our cameras, and many of the fruits we eat. Ash and hickory are used in the manufacture of baseball bats and other sporting equipment. Lumbering is a major industry in many of the countries of the world. The one very important value is the aesthetic value. Think what beauty we would be missing if there were no trees. Our world wouldn't be nearly so interesting.

A forester must learn how to do a great variety of things as well as know many facts about trees. Some of his tasks are making tree inventories, estimating the lumber content in standing timber, surveying, logging, tree planting, insect control, recreational planning, and the mapping and marking of trees for harvesting. He is interested in woodlands conservation and learns how to preserve and protect them from fire and disease. A forester must have excellent health and a love of the outdoors.

Although the Naturalist pin does not call for identification, the Forester pin does. The requirements call for the identification of six forest trees or six plants useful to animals. This requirement may intimidate the new leader who is not familiar with trees. However, a rudimentary knowledge will suffice in introducing this subject to kids. If you can distinguish a pine from an oak from a hickory, you know enough to lead them through Identification. Learn and teach them the most conspicuous trees in your area.

Den activities:

- Make a display of each activity badge requirement. Use leaves, nuts, bark samples, berries and as many other physical examples as possible. Share the displays with others at pack meetings, in schools, with nursing home residents or other appropriate audiences.

- Gather Christmas trees and transport them to locations that either chip the trees for recycling or sink them in lakes for fish beds. This can count toward your conservation project for the World Conservation Award.

- Buy a small live potted Christmas tree for your den. Decorate it with ornaments that show different wildlife creatures that benefit from trees. Replant the tree when weather permits.

- Research your area for recycling centers that recycle newspaper, boxes, bond and Xerographic paper, chip and recycle tree limbs, and recycle other paper products. You may also want to include information on recycling aluminum, plastics, glass and other recyclables. Make a chart by location that indicates where people may recycle various materials. Include the chart in a flyer (printed on recycled paper, of course) and distribute at pack meetings, through your school, at church, at local parks department facilities or through some other appropriate manner. Be sure to identify that the information was researched by Cub Scouts in your den. (May count toward your conservation project for the World Conservation Award.)

- Find a tree stump or log section and count the annular rings. As you study them, can

you tell what years were poor ones for growth, perhaps because of drought?

- Make a collection of leaf prints.
- Visit a lumber yard or sawmill. A local lumber dealer can help the boys by furnishing wood samples for their collections.
- Check with a local conservationist for advice on planting projects and seedlings, then plant a tree.
- For a longterm project, adopt a tree and keep a diary on it. Measure its girth, estimate it's height, record when it buds, when it loses its leaves, and other interesting things.
- Make a tree identification kit for your den from strips of bark, leaves or needles and cones or seeds.
- Teach boys how to measure tree diameter and height.
- Make a "window on the insect world" display for pack meetings.
- Make a tree exhibit "from roots to fruit" for pack meeting.

Field Trips

EDUCATION SPECIALIST

Attn: Carl Crookham

2585 So. Hooker St, Denver

Cost; Free
(Panning for gold, nature walks)

office; 433 8751 home; 9220456

Hours; During the school year

CASTLEWOOD CANYON STATE PARK

2068 N. Hwy. 83, Franktown

6887505

CHATFIELD STATE PARK

11500 N. Roxborough Park Rd., Littleton

791-7275, Cost; $3.00 per car

CHAUTAUQUA PARK

Baseline Rd., Boulder

Cost; Free

Hours; Dawn to Dusk

CHERRY CREEK RESERVOIR

4201 So, Parker Rd, Aurora

690-1166, Cost; $3.00 per car

Hours; Dawn to Dusk

ROXBOROUGH STATE PARK

9733959

The life history of a tree

In addition to what is published in the Webelos Scout Book ,the Boy Scout Handbook has a nicely illustrated diagram on tree parts and the process of photosynthesis. Use these diagrams in camp to explain how a tree is a life form that may live for several hundred years. Tell the boys that some trees that are alive today sprouted several thousand years ago. A tree is vulnerable too. Pounding nails in trees and hacking at them hurts them as it

would a rabbit or a dog. Fungi and bacteria set in. A tree will try to protect itself by growing a new protective coat of bark, but some damage cannot be repaired quickly enough before there is irreparable damage. Hanging a white gas lantern too close to a tree can also cause damage, as can building a campfire directly under its branches. Use this opportunity to remind the boys of the Outdoor Code. It is in this way and over time that you will build their consciousness and awareness to the point that your boys will become stewards of the environment.

Craft Idea

Recycled Paper

Shred newspaper and white bond/Xerographic paper as fine as you can (paper run through an office paper shredder will give you a head start). Put about one cup of water in a blender. (Scouts should get their parents' permission before using the blender as this may damage the blades.) As blender is turning, add finely shredded paper until it becomes doughy. Alternately add additional water (a small amount of all purpose glue in the water is even better) and paper until you have enough dough for project. Add white dryer lint with a potato masher until thoroughly distributed (don't add to blender it tends to collect around impellers). Place dough between two sheets of waxed paper. Using a rolling pin, roll dough as thin as you can (the more liquid the dough, the thinner you will be able to roll out your paper). Remove one sheet of waxed paper and let partially dry. To keep the paper from sticking to the waxed paper, flip paper from one waxed paper sheet to the other as it drys. When paper is thoroughly dry, print the outdoor code on recycled paper and mount as you wish. To add texture to the paper, place between sheets of screen wire (plastic screen wire is best) and lay a flat weight (such as a book or board) on top for an hour or so when paper is partially dry.

Junior Forest Ranger quiz

(Circle correct answer)

1. Campfire permits are required for: (a) indoor fireplaces (b) outdoor areas, depending on local laws, or (c) lighting Halloween pumpkins.

2. The safest way to start a campfire is with: (a) a pile of leaves, (b) gasoline, or (c) small pieces of kindling wood.

3. The best place to ask where forest campfires can be built is (a) sheriff's office, (b) sporting goods store, or (c) ranger or fire warden stations.

4. When staying overnight in the forest, before going to bed you should: (a) place heavy logs on the fire, (b) put out your campfire, or (c) arrange to get up every 2 hours to check the fire.

5. When you see a bear in the forest, park, or zoo, you should: (a) pull his fur, (b) chase him with a stick, or (c) stay away from him.

6. To cook properly over a campfire, you should: (a) cook over the flames of a large fire, (b) build a small fire and cook over the hot embers, or (c) burn a lot of paper to make the fire hot.

7. The best way to put out a campfire is (a) spread out the embers and cool with dirt or water. Mix thoroughly and check for hot spots, (b) cover it with rocks, or (c) let it alone and it will burn itself out.

8. The best spot for a campfire is (a) inside a rotten log or stump, (b) under a green tree, or (c) in a cleared open space away from trees.

9. For camping or burning trash, the following is the most important and practical tool to carry in a car: (a) shovel, (b) bucket of water, or (c) wet blanket.

10. If a fire gets out of hand, you should: (a) get your parents and run to your car and drive away, (b) report it immediately to a forest ranger, or (c) get other Jr. Forest Rangers to fight the fire.

11. If your clothes happen to catch on fire you should: (a) keep calm, do not run, roll a blanket around you to smother flames (if no blanket is handy, just lay down on the ground and roll to smother the flames), (b) run for help, or (c) jump up and down real fast.

12. Camp matches should be (a) kept in a metal container, (b) stored near outboard motor fuel, or (c) placed in the hot sun.

13. The safest way for an adult to light cigarettes is (a) use a cigarette lighter, (b) strike match on nearby rock, or (c) use paper book matches and throw into grass when finished.

14. A person who is careless and starts a forest fire: (a) is made honorary fire chief, (b) receives a fire prevention award, or (c) can be fined and sent to jail.

15. Well managed forests give us: (a) Smokey Bear, (b) wood, water, wildlife, grass, and outdoor fun, or (c) just lumber, paper and walnuts.

16. A match or cigarette thrown from a car window (a) is permissible if no one is looking, (b) is permissible if it looks like it has gone out, or (c) is never safe.

17. A windy day is a good time: (a) to burn trash, (b) to start a campfire, or (c) not to start a fire.

18. A trash-burning incinerator should be: (a) equipped with a good spark arrester, (b) placed under a tree for shade, or (c) used only on windy days.

19. Before lighting an open fire: (a) people should leave the neighborhood, (b) local fire laws should be checked and obeyed, or (c) drink three glasses of water.

20.Junior Forest Rangers: (a) put out forest fires, (b) start forest fires, or (c) help prevent forest fires.

Answers:

1.b 6.b 11.a 16.c

2.c 7.a 12.a 17.c

3.c 8.c 13.a 18.a

4.b 9.a 14.c 19.b

5.c 10.b 15.b 20.c

17+ correct - Official Jr. Forest Ranger

12-16 correct - Jr. Forest Ranger

8-11 correct - Jr. Ranger

0-7 correct - need to study some more

See if you can tell which of the following are made from trees and tree products.
YES or NO

1. Dad's rayon shirt

2. Photo film for your camera

3. Plastic phonograph records

4. Chewing gum

5. Fourth of July fireworks

6. Colored crayons

7. Imitation leather shoes

8. Insect sprays

9. Shatterproof glass

10. Shoe Polish

(the answer for every question is Yes)

The forest gives us many things.

Can you find out what things the forest gives us by filling in the missing letters?

F _ _ _

_ O _ _

_ _ _ _ _ _ R _ _ _

_ _ _ _ _ _ _ E

_ _ _ S _

_ _ T _ _

(answers - fish, wood, outdoor fun, wildlife, grass, water

Leaf collections

Having a leaf collection can be fun and exciting. If you want to know all the trees that grow in your section of the country, it's best to study and memorize their leaf shapes.

(See Illustration Forester #1)

Leaf Printing

Using a piece of poster board, have each den member use a different method of leaf printing for pack meeting display. Be sure to use different colors for each one. The den should also make one for their own use for the badge.

INK PAD PRINTING: Ink stamp pad. Place leaf, vein side down on pad. Lay a piece of newspaper over leaf and rub fingers over it. Remove leaf and place it, inked side down, on paper. Place clean newspaper over top and rub with hands.

TEMPERA PRINTING: Mix small amount of tempera paint. Brush onto scrap paper as large as leaf. Proceed as for ink pad printing. Use several colors of tempera for a multicolored leaf print. Another method of tempera printing is to roll a feltcovered roller over paint, then roll the roller across the veined side of leaf. Remove leaf and place it paint side down on paper. Rub lightly with fingers to make print.

CRAYON RUBBING PRINTS: Place leaf, vein side up. On paper or textured surface such as burlap, wood, or leatherette, Cover with sheet of plain paper. Rub with crayon held sideways. Outlines and veining of leaf will stand out clearly.

SPATTER PRINTING: Place leaf on paper to be printed. It does not matter which side of leaf is up since this will only be an outline print. The veining will not show. Dip an old toothbrush into colored ink or thinned tempera paint. Rub toothbrush across a piece of screen wire which is held above paper to be printed. Spatters of paint will fall on paper. When you remove the leaf, you can see a clear outline and shape.

CARBON PAPER PRINTS: Place a piece of carbon paper, carbon side up, on a newspaper. Place leaf on carbon paper, vein side down. Cover with another piece of newspaper and press for a minute or two with a warm iron. Carefully lift leaf and place it on paper to be printed, vein side down. Again press with warm iron.

TREE RING RUBBINGS: Place a sheet of paper over a flat piece of wood. Rub the broad side of a pencil point or crayon back and forth over the paper. The lines and bumps in the grain will show up clearly for counting rings.

For more badge ideas do use the Webelos Den Activities Book pages 1820, other Pow Wow books, and your library for more help.

Trees are more than just trees. Each specie has a character all its own. For a more in depth study of trees, it is a good idea to do leaf printing. This will allow you to study them carefully and at your leisure. You will be surprised how quickly you will get to know them. After all, there will probably be only a couple of dozen different species of trees that you'll come across in your locality even though there are over five hundred trees native to the United States.

When you are out on hikes and collecting leaves, remember there are certain kinds of leaves you must stay away from or take extra precautions when collecting them. They are poison ivy, poison sumac, and poison oak. It would be better to take pictures of them. They can cause itchy, festering sores all over your body.

Closing Thought

The Outdoor Code describes the outdoor policy of the Boy Scouts of America. All Cub Scouts and leaders should know, understand and follow these guidelines for all activities in the den and pack program.

Outing is a FUNdamental ingredient of all phases of the Scouting program and is a common thread that joins the members of the Scouting family together. Cub Scouts need the experience of being out of doors as often as possible for den and pack meetings as well as other special activities.

Outdoor Code Skit

Actors: 4 Cub Scouts, 1 tree

Setting: Wilderness area, mountains, trees, etc.

Act 1

All Cubs: (enter stage right, laughing, horsing around and talking about the neat camping spot.)

Tree: (talks in flat monotone voice) Oh, no, here comes those blue and gold devils again.

All Cubs: (throw out trash, yell, run around, harass tree)

Cub #1: It's time we left, let's go everybody.

All Cubs: (exit stage right)

Tree: Now for some peace and quiet.

[Sign passes by saying "Time Flies By"

Act 2:

All Cubs: (enter stage right, excited but under control)

Tree: Oh, my aching bark, not again.

Cub #1: Gee it's sure great to be out here learning about our Naturalist Badge.

Cub #2: Yeah, and Outdoorsman and Forester too.

Cub #3: Wow! Look at this mess! Somebody really messed this place up.

Cub #4: What a bummer!

All Cubs: (looking around, recognize area and are shocked)

Cub #1: Hey, this is the spot we were at last year!

Cub #2: Yeah, and we were the ones who made this mess!

Cub #3 and #4: Let's clean this place up!

All Cubs: (pick up trash, pat tree)

Tree: Ahhhhhhhhhhhh!, that's more like it.

Cub #1: (turn to audience) We have learned to abide by the Outdoor code. Would you all please rise and join us in repeating the Outdoor Code.

(Outdoor Code is read.)

All Cubs: (say good night and exit stage right)

Tree: Exit stage left and down

Geologist

Almost every boy, at one time or another, has a rock collection of some sort. This interest in rocks and the earth from which they come makes the Geologist Activity Badge a "natural" for most boys. You'll find that the Webelos Scout Book contains enough information on volcanos, geysers and the formation of mountains that the boys will acquire a fairly good understanding of them with only a little assistance.

If you can locate a "rock hound" in your pack or community, he can help the boys with some of the technical aspects of geology and the study of rocks and minerals. He'll probably know a few special spots to take the boys rock hunting.

Den activities

- The skin of an apple gives us an idea of relative thickness of earth's crust. Cut the apple in half and compare the skin's thickness to the diameter of the apple. What is the center of the apple called? (core) Eat the "Earth model."

- Make a collection of rock specimens from your area. Identify each with a label telling date and location of your "find" and what kind of rock or mineral it may be. (Inexpensive "reference collections," available from rock or mineral dealers, are a great help for beginners in identifying unknown rocks with known specimens.) What clues help in rock identification

- Make a small rock polisher! You will need three piles of rocks (A,B,C) with 10 stones in each pile. Half fill three containers with water and put one pile of stones in each. Cover tightly. Shake container A 100 times pass around - until i+ has been shaken 2,000 times. Observe the water. Shake can B 1,000 times. Don't shake can C. Compare the rocks in each can. What did you find out about polishing rocks? What are some uses for polished rocks?

- Visit an industry that uses geological materials.

- Visit a rock collector's club meeting.

- Visit a jeweler's shop.

- Visit a museum of natural history.

- Invite a geologist to come to a den meeting to demonstrate the use of geologist's tools.

Field Trip

COLO. SCHOOL OF MINES

16th and Maple St. Golden

273-3823 or 273-3815

Cost; Free

Hours; Mon-Sat 9:004:00

Geology definitions

Stratum - a bed or layer of rock fault - rupture or break in the earth's layers caused by squeezing and stretching from forces within the earth.

Anticline - when a hill is formed

Syncline - when a trough or valley is formed

Sandstone - a sedimentary rock made of sand held together by cement of silica or the like

Limestone - hard sedimentary rock made from the calcified shells of sea creatures

Shale - soft, fine grained rock formed from clay or mud that splits easily into thin layers

Conglomerate - a mixture of different rocks held together by a cementing material

Lateral faint - sideways movement of the earth's surface

Lava - cooled magma that has come to the earth's surface

Magma - melted rock deep in the earth

Igneous rock - fire or volcanic action formed rock

Pumice - light, spongy stones thrown up by volcanoes

Obsidian - volcanic glass; a hard dark glassy rock that is formed when lava cools

Hornfels - a hard compact rock formed by action of intrusive rock upon shale

Earthquake - shaking, rolling, or sudden shock of the earth's surface

Importance of rocks

Some of your boys may not think the study of rocks is either interesting or important. To introduce them to the subject, you can tell them of the importance of rocks and how they can determine the wealth of a nation. Their kinds and quantities can determine whether the people of a nation are poor or wealthy. The importance of rocks can easily be pointed out in four different ways:

Food Soil is made up of the fragments of rocks with their minerals and many other substances. Soil is a direct result of the weathering of rock of which it is composed. Except for the products of the sea, all animals and people are directly dependent upon food grown in the soil. We, therefore, see that rocks are important for life, itself.

Fuel -- Fuel comes from rocks. Coal is a rock composed of organic material. Hard coal is called anthracite; soft coal is called bituminous. Oil is found in rocks such as sandstone and shale. Our economy couldn't exist as it presently does without a good supply of fuel.

Minerals -- Many metallic and nonmetallic ores such as iron, copper, zinc, aluminum, lead, sulfur, borax and others really are rock-like. Without these ores, manufacturing as we know it would be impossible. We all know the importance of uranium for making electricity and creating other kinds of power that will eventually propel vehicles on land and in space.

Construction -- Think of the tons and tons of crushed rock, gravel and sand that are used in making roads and buildings. There are the various kinds of cut stone used for building blocks and monuments, and the materials used in the building of your home and the many things that are in it.

How to identify rocks and check for hardness!

Can you identify rocks? Did you know that the "scratch ability" of a rock is a way to test its hardness, and hardness is a way to identify a rock. The mineral hardness scale was developed more than 100 years ago by Frederick Mohs, a German mineralogist. He arranged 10 minerals in a hardness scale with talc the softest as number one and diamond, the hardest as number 10. The complete hardness scale can be found in the Webelos Scout handbook.

Talc - Easily scratched with fingernail. The softest of minerals has a slippery, soapy feel. Used in powdered form for manufacture of paint, paper, roofing material, rubber, face powder and talcum powder. Small parts fired

in furnace used in electrical appliances. Occurs most abundantly in metamorphic rocks.

Gypsum - Barely scratchable with fingernail. Of considerable commercial importance because of its use in production of Plaster of Paris. Used for gypsum lath, wallboard and interior plaster. "Alabaster" is a finegrained, massive variety of gypsum that is cut and polished for ornamental purposes. Most commonly found as a sedimentary rock.

Calcite - Barely scratchable with a copper penny. Calcite has more varieties than any other mineral except quartz. One type of clear, colorless calcite is used for optical prisms because of its power of dividing a ray of light passing through it into two separate rays. Limestone and marble are varieties of calcite. Limestone is used in manufacture of cement and mortar, also used as a building stone.

Fluorite - Easily scratchable with a knife blade. Fluorite is one of the most beautiful minerals occurring in many different colors. The chief use is in making steel. It also is used in making opalescent glass, in enameling cooking utensils, and in making hydrofluoric acid. Small amounts are used in making prisms and lenses. The phenomenon of florescence was first observed in fluorite and takes its name from this mineral. Commonly found with metallic ore minerals.

Apatite - Barely scratchable with a knife blade. Among the large group of phosphates, Apatite is the only one considered a common mineral. Commercially, its greatest use is the source of phosphorus for most commercial fertilizers. After being mined, both Apatite and rock phosphate are treated with sulfuric acid to make super phosphate, for in this form they are much more soluble in the diluted acid of the soil.

Feldspar - Not by blade. Easily with window glass. The feldspars, all of them silicates of aluminum with potassium, sodium, and calcium, and rarely barium, form one of the most important groups of all minerals. Found in most igneous rocks, as essential constituents of most crystalline rocks, such as granite syenite, gabbro, basalt, gneiss and thus make up a large percentage of the earth's crust. Used in manufacture of porcelain and as source of aluminum in glass;

Quartz - Easily marks steel and hard glass. Quartz is the most common mineral, and in some of its varieties, one of the most beautiful. Makes up most of the sand on the seashore; occurs as a rock in the form of sandstone and quartzite and is an important constituent of other rocks such as granite and gneiss. Some varieties used as gemstones, as prisms, and cut into plates for the control of radio frequency. Varieties: crystal, amethyst, agate, onyx, bloodstone, jasper, flint.

Topaz - Harder than other common minerals. Topaz is highly prized as a gem. Those from Brazil are the most valuable. The pink color of some gem Topaz is obtained by gently heating the dark yellow stones. It has a mineral hardness greater than any other common mineral except corundum.

Corundum - Scratches Topaz. Clear blue varieties make "sapphire" and clear red the "ruby." Hardest mineral next to diamond. Long been used as an abrasive. "Emery" was the first type used in this manner. The ruby is used in the laser beam.

Diamond - Scratches Corundum; hardest mineral. Hardness of diamond is greater than any other known substance, natural or artificial. Many times harder than corundum. Diamond is pure carbon and has the same composition as charcoal, but does not burn readily. Highly prized as a gemstone. Only 20% of diamonds

are gemstones..the other flawed stones have industrial uses, drills, saws. cutting glass, etc.

You can make your own kit from materials you already have around the house or that you can buy at low cost. You will need:

1. Talc. You can purchase this in the form of tailor's chalk.

2. Your fingernail. It has a hardness 2 - 2 1/2.

3. A new copper coin. The edge has a hardness similar to calcite.

4. A 12-penny nail. To test materials with hardness of 4 to 4 1/2.

5. A knife. The steel of a good knife blade is rated at about 5 1/2.

6. Piece of window glass. It has a hardness of about 6. Don't cut yourself. (A highspeed drill bit. The tip has a hardness of about 6 1/2. Woodworking drill).

7. Metal file. Good quality capable of fine smoothing or cutting has hardness of 7 1/2.

8. Highspeed masonry drill point. Hardness of about 8 1/2.

9. Corundum. This sharpening stone will scratch minerals of hardness about 9.

You will find it best to test the mineral specimen on a flat surface. After you have made a test scratch, try to rub the mark away with your fingers. A true scratch will remain. It's best to use a magnifying glass to examine any doubtful marks. Sometimes the testing tool will leave scrapping or powder on the surface of the mineral. Hard rubbing can remove such marks.

Make your own fossils

The shells and bones of many prehistoric animals have been preserved as casts and molds. In this type of preservation, the original shell or bone had been destroyed, but it has left behind a trace of its presence. Suppose that the shell of a prehistoric clam was pressed down into the ocean floor before the sediments hardened. This produced an impression of the exterior of the shell. As time passed, the sediments turned to rock, and the shell became completely encased in stone. Then, at some later time in earth history, the shell decayed or was dissolved by water. This left behind a cavity called a mold.

A mold formed in this way will show the nature of the exterior of the shell and is called an external mold. If at some later time this mold became filled with minerals or other sediment, a cast was produced in the mold. The cast would be a reproduction of the original shell from which the mold was formed. Because the original fossil is gone, some paleontologists call casts and molds, circumstantial evidence of prehistoric events.

To make your own fossil you will need a small cardboard box, some clay, plaster, and a small clam or snail shell. First cover the bottom of the cardboard box with the modeling clay to a depth of several inches. The clay represents the soft mud found on the ancient sea floor. Now press the shell firmly into the clay. Lift out the shell carefully so a clear imprint remains. You have now produced a mold.

Next mix a small amount of plaster with water in a paper cup. Stir it with a wood stick or spoon. When plaster is the consistency of thick cream, fill the mold. After the plaster is thoroughly hardened, carefully remove it from the mold. You now have a cast of the original shell. Now compare the original

shell with the plaster cast. Notice that even some of the more delicate markings of the shell have been preserved in plaster.

The paleontologist uses this same technique in reconstructing the shells of long dead animals. In addition, casts are especially useful if working with fossil footprints. When a track is filled with plaster, the resulting cast will usually show clearly the size and shape of the foot of the animal which made the track. From this information the paleontologist can often tell what animal left the footprint.

How are crystals formed?

Materials:

. Stove or hot plate

. Quart jar, 1 quart water

. 3 oz. powdered alum (at any drugstore)

. Pinch of Tintex or vegetable dye

. Circle of blotting paper, filter paper, or cheesecloth

Procedure:

1. Fill jar with water, pour into pot, heat to rolling boil. Add 3 oz. powdered alum to boiling water.

2. Boil for a few minutes, turn off heat.

3. Stir, add pinch of color.

4. Remove from stove, pour into jar through filter.

5. Allow to stand twentyfour hours. Tap jar occasionally while mixture is cooling to help formation of crystals.

Results: Crystals form in the bottom of the jar. If you suspend a small basket made of pipe cleaners or a ball of cotton in the solution, the crystals will adhere to it and make a decorative object.

Supplemental Information: Crystals have different shapes and are formed in many different materials. To study different formations of crystals put both alum and sugar crystals on a slide under a microscope (low magnification). The alum crystals are diamond-shaped, the sugar is cubeshaped.

Homemade salt crystals

To make your own salt crystals you will need:

. Glass jar

. Piece of thread or thin string

. Enough warm water to fill a jar half full

. Approximately 3 tablespoons of table salt

. 1" piece of cardboard long enough to rest across mouth of jar

Procedure:

1. Pour warm water into jar

2. Add tablespoons of salt

3. Stir until salt dissolves

4. Tie string or thread on cardboard and let string hang into water

5. Leave jar in warm place

6. Wait approximately one week

7. Salt crystals with begin to form within three days

Growing crystals

You will need:

. Brick or charcoal briquettes

. Cereal bowl

. Table salt

. Medicine dropper

. Ammonia

. Water

. Blueing

. Food coloring

. Hammer

Procedure:

1.Break brick or charcoal into small pieces. Place several pieces in the center of a bowl. Mix 1/4 cup salt, 1/4 cup liquid blueing, 1/4 cup water and one tablespoon ammonia together.

2.Pour the solution over the pieces of coal or brick. Fill the medicine dropper with food coloring and drop small amounts over the brick pile. Leave the dish alone now and let the crystals grow. The crystals will crumble easily, so don't move the dish around much.

Results:

Watch and note when the first crystals appeared and how fast they developed. Crystals are formed because water is drawn into the brick, leaving the solids behind. The ammonia, blueing and salt form a complex crystal. Use a hand lens to observe the shape.

Volcanoes

Most of the earth is made up of hard, solid rocks. However, 25 to 100 miles beneath the earth's surface the temperature is hot enough to melt the rocks into liquid called magma. Where this melting occurs the change from solid rock to liquid causes expansion. Because room must be found for the expanded material, the magma starts pushing in the direction of least resistance. Generally this is toward the surface. In some areas the lava rises to the surface through cracks or fissures and flows out over the surface, lacking the explosive force to spew the lava high into the air.

Most volcanoes are found in two belts. Along the crest of the midocean ridges and elsewhere in the oceanic basins. The other is in the great circle around the Pacific Ocean called the "Ring of Fire".

(See Illustration Geologist #1)

Cross section of a volcano. The throat of a volcano usually follows a fissure in the rocks. The magma enlarges the opening and forces its way along cracks and joints to form dikes and sills and reaches the surface as lava flows.

Craft

MAKE A VOLCANO

Materials:

12" Square Board

Newspaper

Aluminum Foil

1Piece Jar Lid

Coat Hanger (Cut in Half)

Paper Towel

Ammonium Dichromate

Wallpaper Paste

1. Stick ends of wire in holes in board diagonally. Fill under wires with aluminum foil wadded to give a base for paper mache.

(See Illustration Geologist #2)

2. Cover with several layers of newspaper strips and glue jar lid on peak. Put on a final layer of paper mache, using paper towel strips. Allow to dry.

(See Illustration Geologist #3)

3. Paint with tempera or enamel.

4. To make volcano erupt, place about 1 teaspoon ammonium bicarbonate (obtained from chemical house or druggist) in the jar lid. Light with a match and watch the action.

5. This is safe indoors and very impressive when the room is darkened.

6. If you can use chicken wire for the base of the volcano, and lower the jar lid into the crater, you can use it with a red electric light bulb and drop a small piece of dry ice into the crater. This way you will only see the smoke.

Genealogy of Your Pet Rock

(See Illustration Geologist #4)

Handyman

Den activities

- Visit a bicycle repair shop.
- At a den or pack meeting, Cubs can demonstrate how to care for their bikes. Inflate a tire, repair a flat, and lubricate a chain.
- Ride one of the established bike trails in your area.
- Invite other dens to participate in a bike rodeo.
- Have a bike repair center at a pack bike rodeo.
- Visit an auto repair center.
- At a den meeting, demonstrate how to replace a headlight, taillight, check tire pressure and fluid levels (oil, coolant, brake, windshield washer) on a car. Parent or den leader's car can be used.
- Do a safety check of each boy's family car. Rotate families once a month.
- Encourage and support the pack in having a car wash, or have a den car wash working as a team.
- Build a saw horse.
- Build a tool box.
- Demonstrate the proper use and handling of a lawn mower. Den parents can be a useful resource.
- Visit a lawn and garden center to learn about the different types of mowers.
- Do a garage cleanup at den meeting site. Mark all tools with sponsor's name.
- Arrange a presentation at a well-equipped home workshop.
- Visit a hardware store; acquaint the Scouts with a few specific and varied sections such as: electrical tools and hand tools.

Be a handy detective

Conduct a safety inspection of your home. Give your family 10 points for every YES and 5 points for NO. Correct all of the NO's.

Reinspect!

Your family must score 80 points.

Yes or No

1. Are the batteries good in all smoke detectors?

2. Emergency phone numbers are located at the telephone?

3. House numbers can be seen clearly from the street?

4. Rags in furnace area and garage are stored in a box?

5. All windows and doors can be fastened securely?

6. All the bolts on the lawnmower are tight?

7. Cleaning solutions are out of the reach of young children?

8. All medicines are securely fastened and out of the way of young children?

9. Water is not being wasted because of leaky faucets?

10. Are hand rails on porches and stairways fastened securely?

Let's get a bike

Your bicycle should fit you. What size should you get?

5 to 7 years 20" wheel

8 to 10 years 24" wheel

11 and over 26 or 27" wheel

This is for most children but you may need a larger or smaller bike. Here are some good ways to check.

1. Sit on the seat. Can you balance the bike with your toes? If you can't, your bike is too big for you.

2. Sit on the seat again. The tip of your toes should reach the pedal at its lowest position. If your knees are bent, raise the seat.

Types of bikes

Bikes come in 5 basis types:

Single speed middle weight Coaster brakes; recommended for young riders.

High rise Small wheel, short wheelbase, high handlebars.

BMX Modified frame, special wheel, competition handlebars and seat.

Multispeed lightweight 318 speeds for long distance cycling and racing, hand brakes, and requires more maintenance.

All Terrain or Mountain Sturdy, multi-speed, wide tires and hand brakes.

Plumbing

Leaky Faucets

The faucets in your home come in three types: compression, tripping valve and cartridge.

The compression types have a stem that is threaded like a big screw. It has a washer on one end and a packing washer or string on the other.

Tripping valve faucets are called "single lever" because they are operated by one lever or arm.

The cartridge faucets have a cartridge that just slips in place.

- First shut off the main water supply. Remove the decorative cap that hides the screw of the faucet. Use a screwdriver to pry the cap up.

(See Illustration Handyman #1)

- Next, remove the faucet handle using a standard or Phillips screwdriver. If the screw is stubborn, coat it with WD-40 and wait an hour.

(See Illustration Handyman #2)

- Now, remove the packing or cap nut. Loosen the stem of the faucet with a wrench.

(See Illustration Handyman #3)

- Then, remove the stem, it has a packing washer at the top and a faucet washer at the bottom of the stem.

(See Illustration Handyman #4)

- Replace the worn washer at the bottom of the stem by removing the screw. If you have a new screw the same size as the old one, you should replace it too.

(See Illustration Handyman #5)

- Use steel wool to remove any corrosion on the stem. Wash under running water. Wrap with packing just below the nut and reassemble the faucet-- stem, cap, and handle.

Diagnostic (for faucet repairs)

Problem–Likely Causes–Solutions

Restricted Water Flow–Aerator or faucet screen plugged. Replace or clean screen.

Leak at Spout–Washer has become hard, damaged or worn. Replace washer or seal.

Leak at lever or knob–Oring or stem packing has become damaged. Replace Oring or packing.

Loose faucet–Loose shank nut. Damaged metal or rubber shank washer. Tighten nut. Replace Washer.

Leak at Swivel Spout--Oring has become damaged, hard or worn. Replace Oring.

Stopper permits water to drain when closed–Drain or valve damaged. Lifter misadjusted. Pop up valve dirty. Smooth out or replace. Readjust.

Stopper lever leak–Loose lever nut. Defective packing. Tighten nut. Replace packing.

Dripping spray hose–Hose head valve does not close; debris clog. Clean head.

Leaking in line supply–Damaged slip joint washer. Loose nut. Replace washer. Tighten.

Games

HANDYMAN RELAY:

Split your den into groups or let the boys each work individually in this handyman relay. You may want to practice these skills in advance with the boys. The object of the relay is to learn the skills and not to win. Fulfillment should always come through participation in Scouting activities.

You will need scrap wood about 4" x 12", a vise, tools, screws, nails, and nuts and bolts. Scoring is done by timing so it can be the boy against himself, or by the number of strokes it takes to nail or saw. The tests are as follows:

1. Clamp the board in the vise. Using a crosscut saw, cut off an inch thick piece from the end. (count both up and down strokes.)

2. Remove board from vise. Hammer a nail halfway into the board. (A marker line around the nail will show halfway.)

3. Remove the nail from the board.

4. Screw a screw into the hole left by the nail.

5. Remove the screw.

6. Clamp the board in the vise. Using a brace and bit, drill a hole through the board.

7. Slip a bolt through the hole and attach a nut. Tighten with wrenches.

8. Remove the nut and bolt.

You can also add or substitute activities using a plane, coping saw, pliers, etc. Add the times and the number of strokes together and if time permits let the boy see if he can better his score.

Crafts

HANDYMAN'S HELPER

ACTIVITIES: This is a special handyman craft that could also be used to pass off requirement 9 Arrange a storage area for household cleaners and materials that will be safe from small children. This helpful, but easy to make, item is welcome in any workshop.

Materials:

1/2" plywood 4" x 14 " (base)

1/2" plywood 4" x 5" (ends)

2" x 2" x 13" (handle)

Small screwtop jars.

Nails, tacks, paint or varnish

1. Cut one base and two ends as shown. Sand

2. Tack jar lids to both sides of handle.

3. Drill holes in ends of handle, slightly larger than nails, so the handle will pivot.

4. Nail pieces together.

5. Paint or varnish. Screw on jars.

(See Illustration Handyman #6)

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:

. 1 3/8" x 4" wooden dowel

. 1 medium sized suction cup

. Super Glue (one tube will complete 20 to 30 projects)

. 1 3D box nail

. 1 piece of string 5" long

. Drill and 1/16" drill bit

. 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 hole, hammer in the box nail.

5. Punch a small hole in the end 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

1. Push suction cup on center of recessed light bulb (do not wet suction cup) and turn

dowel rod counter clockwise. Remove light bulb from socket.

2. 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.

TOOL BOARD

Screw a 18" x 20" pegboard to a 20" x 24" piece of 1/2" plywood using 3/8" spacers between to allow air space for the hooks. Use a paint pen to draw outlines of where each tool is to be hung on the board. Attach directly to the garage wall.

For nails, nuts, bolts, etc. Place these in separate small jars. For each jar put two hooks in pegboard on either side of jar. Stretch a rubber band between the hooks and slip the jar between the rubber band.

Chair Repair

With a round file or rasp, clean old glue out of holes in chair legs. Clean off ends of rung. Glue rungs back into place with a good wood glue pulling chair legs tight to rung with a cord. Allow glue to dry thoroughly.

Some rungs have a tenon on each end. After removing rung from chair legs, clean out holes as above. Coat tenon with glue and wind on layer of fine strong thread. Apply more glue and tap rung into place. Let glue dry.

Loose joints on flat surfaced chairs can be tightened with angle irons screwed on. A wooden block glued under seat also helps.

Dirty Clothes

Announce that the next week the den will be meeting at the local laundromat. Each boy should bring a load of wash and coins for the washer and dryer. The leader can bring a box of detergent and measuring cup.

Meet and wash the clothes! Look around at the kinds of washers and the safety instructions. Time how long you are there.

Naturalist

All too often this activity pin is not taught because leaders don't feel qualified and don't know anyone who is. Some adult leaders feel they must be able to tell a pig nut from a butternut hickory before they can begin to teach boys anything about nature. This is unfortunate because the whole intent of Naturalist is one of observation more than it is of identification. Not once does the word "identify" even come up in the requirements. The objective of this activity pin is to bring to the boy a new awareness of his natural environment. To help the boy achieve this, you get him involved in various activities and games suggested by the requirements.

People, especially adults, seem to have a strong need to name things. Name it and you no longer fear it. Naming is a way of knowing something without really knowing it. To get to know something or someone, you must spend time watching and interacting with it. Far more important than identifying the thing they find, is to allow the boys to experience nature with as many of their senses as they can. Focus their attention on colors, shapes, sounds, smells, and touch. For example, a boy may bring you a brilliant red flower growing near a rocky outcropping outside of camp. The boy asks you what it is, but you do not know. Get excited about what he has found. Call the other boys over and let them look at it too. Ask them if anyone knows what it is. They probably won't. Then draw their attention to its shape. Five brilliant red petals, each notched on the end; a single flower on a stem. What shape are the leaves? What do they remind you of? They look like thick grass, don't they? How are they arranged on the stem? Are they all up and down the stem or are they only at the base? Have the boys feel the leaves. Are they rough, or woolly, smooth or waxy? Does the flower have any smell? Not much? If you were to call this flower something, what would you call it? Ask the boy who found it to name it. He may name it the fire flower for its red color. If you stop here, you have accomplished your purpose. You have drawn the boys' attention to a new flower and they have had a tactile, living experience with it. The only time naming came up was when the boy who found it was allowed to give it a name. Note that its name came after they had experienced the flower. Ask the boys if they have seen any other flowers with different colors this weekend. Tell them to be on the lookout for them.

If you want to pursue identification further, you can find more by going to the excellent Golden Field Guide series published by

Golden Press. This series of brief, colorfully illustrated, inexpensive books on various natural topics are ideal introductions to the study of the natural world. Do not feel the need to prepare yourself before you find something. If you have a boy who seems particularly interested in, say, flowers, let him look through the book and ask him if he can find anything in there that looks like what he found and named. If he does, ask him to tell the rest of the group about it. Indirectly, you are introducing him to the art of research and may in a different way be turning him on to the world of books. It is best to learn about nature together by tuning in the boys' awareness to the wonders and beauties of the natural world around them.

No matter where you live, there is a world of undiscovered secrets of nature still waiting to be explored. A naturalist is a student of natural history that includes many things found in nature. This is an interesting activity to help your boys learn more about the world of nature and to develop an appreciation for it.

A naturalist stands like Columbus on the bow of his ship with a vast continent before him; except that the naturalist's world can be at

this feet...a world to be investigated and discovered. It is as near as a boy's backyard, a nearby park, the woods and fields or even a country road. It is inhabited with many kinds of insects, birds, plants, animals, trees and other forms of life.

A boy's interest in the Naturalist Activity Badge may lead him into a hobby or a vocation. It will also help prepare him for new adventures in the world of nature when he goes into a scout troop.

Den activities:

. Make bug zoos.

. Invite a conservationist to visit den meetings and talk about some phase of nature.

. Make aquariums or terrariums.

. Take a bird watchers hike. Identify birds. Make notes about the location, species, etc.

. Take a nature hike and make plaster prints of animal tracks.

. Make a leaf collection...and leaf prints.

. Make bird feeders.

. Learn to identify poisonous plants and reptiles.

. Take a trip to the zoo. Have boys keep logbooks and write down things they see which they haven't noticed before...comparisons between various kinds of animals, similarities, etc.

. Collect tadpoles to keep in an aquarium and watch them grow.

Field Trips

DENVER ZOO, City Park

Denver 331-4100

Cost: - Adult $6.00, Child $3.00

Hours - Sun-Sat 9:00 - 6:00

The Zoo does have free days through the year. Call and ask for dates.

PLAINS CONSERVATION CENTER

21901 E. Hampden Ave,

Aurora 6933621

Hours; Depends on activity

Cost; Depends on program.

They have different programs going during the year for scouts. You will need to call ahead and see what is going on at that time.

DENVER BOTANIC GARDENS

1005 York St.

Denver 331-4100

Swat that fly! Slap that mosquito! Put up screens to keep out their pesky relatives. Most of us seem only to remember the trouble insects can cause. Webelos Scouts can forget about bugs being pests for a while, and venture into a new world; a world of hunters and fishermen, spinners of silk, weavers of cotton, builders of clay, leaf cutters, carpenters boring into wood and more. They can become explorers just as surely as if they said farewell to their families and joined an

expedition to the rain forests of the Amazon. There's much to be learned in the Naturalist Activity Badge.

Leading a nature hike

Don't be afraid to say "I don't know" to the boys. After all, none of us has all the answers. You will command more respect in the eyes of the boys if you admit it.

As you start the hike have one of the boys pick up two small sticks, each about 1 foot in length. Push the first stick in the ground. Locate the end of the shadow cast by that stick and place the other stick in the ground at the end of the shadow. Ask the boys if they think the shadow will be in a different position at the end of your hike. If they think the shadow will move, ask them which way. At the end of the hike stop back and check the sticks.

Remind boys to be as quiet as possible since animals are easily frightened and can hear sounds from long distances. During the hike if you wish to take a rest break, have the boys sit in an open area and ask them to be quiet for about 15 minutes. At the end of the time, ask them what sounds they heard.

The use of all five senses should be emphasized. It is not enough to merely look and listen...but they should taste, feel and smell, too. A frog and a toad look pretty much alike, but how do they feel? The frog has a smooth skin and the toad has a rough skin. Crumble a handful of dry sycamore leaves and you'll find they smell like cinnamon. Let them feel the velvet softness of the fuzzy branches of the stag horn sumac. Even if the boys don't remember the name of this shrub the next time they see it, chances are they'll remember how it feels. That is more important. Take care in what the boys taste. Some berries are poisonous others are edible.

In the winter, look for animal tracks in the snow. These always tell a story. Perhaps a fox was chasing a rabbit, or maybe a deer ran along the edge of a stream looking for a place to drink. Winter is a good time to look for birds and other animals in the trees, because the foliage is gone. They can be seen more easily.

After a cool night, look for spiders in the warming sun rays. Often they are found on goldenrods at the edge of the woods or in the field. Take a strand of web between your fingers and show how the spider will go up and down the web strand like a yoyo. If a breeze comes along, the spider might 'fly'. Actually, this is known as ballooning. Often the wind will carry a spider and his web strand several hundred feet into the atmosphere.

Try a night hike in the woods. Have the boys identify objects in the dark. What can they tell you about it? Is the tree's bark smooth or rough? If there are particular odor connected with it? Get to know plants and trees without the use of your eyes.

Nature offers much for the observer. Webelos Leaders can show their den the beauty of a sunset and the silent wonder of falling snow. They can teach them to listen to the musical notes of the bluebirds in the spring and the rhythmical tap of the woodpecker, as they search beneath the bark for insects. Instill in your boys the sense of wonder first. The names of plants and animals can come later.

At the end of the hike, get each boy to describe what he liked the most. You'll find they usually remember the simple things. Don't worry about your knowledge. Get into the fascinating world of nature and enjoy it with your boys.

Give the boys a small pocketsized spiral notebook and a pencil and tell them it is always a good idea to carry this in their backpack or day pack. They can use it for taking notes of their trip and more importantly for writing down sketches and descriptions of the nature that they see. Have them sketch leaves, trees and land forms as well as insects and animals that they observe. One possible requirement for the activity badge is to watch six wild animals and describe where you saw them. You can expand on this also and have them use their notebooks for many uses.

- For variety, if possible plan a hike at sunrise or at sunset. Both of these times demonstrate nature's beauty in a special way and have a unique effect. It is also a great time to spot animals as many are more active at these times. Remind the Scouts to bring a flashlight and jacket as temperatures vary at these times.

- As a field project you could take an old white bed sheet and lay it spread out under a medium sized tree. Have a boy reach or climb up safely and shake a medium sized branch rigorously. Let the boys experience the results. They may find leaves, pieces of bark, acorns, seeds, dead twigs, pieces of fungus, beetles and insects, parts of nests, feathers, etc. Have them collect the findings and make a list.

- Another project in the field would be to pick out a big tree and tell them it is a "living tree." Tell them a single large tree is a type of complete ecosystem (a system that supports living things) all in itself. Birds get shelter, small animals nest and burrow here, specific kinds of smaller plants grow under this tree, bugs are here, woodpeckers seek the bugs, moss may grow on the north side, fungus will grow on dead limbs, mushrooms possibly are in its shade, there may be evidence of deer rubbing or chewing its bark, gnarly bumps in the bark growth often caused by fungus or other irritations, and the list can go on and on. This is a good place again for their notebooks.

- A significant ecosystem is a shallow creek or stream. If feasible let the Scouts walk barefoot and get the "feel" of the environment. Have each boy find a spot and sit quietly and watch the water. They may find water spiders, minnows, crayfish, tadpoles, crickets, snails, shells, lizards, evidence of beaver, mossy rocks, erosions, and again the list can go on and on

Indian Spirit

At the very beginning of the activity area, explain that there is a very definite "spirit" or "code" that is the very soul of the naturalist. The naturalist should be like the Indian and try his best to truly respect the environment. Along with a certain degree of quiet this "spirit" may mean not breaking or tearing off branches as we hike along, kick up rocks or kicking rocks off the trail bed or unnecessarily causing erosion, disturbing plant life, or animal nests, etc. Mention other aspects of the concept of low impact hiking or camping as you guide them.

On page 353 of the Webelos Book is a copy of the outdoor code. It is also available on a pocketsized card at the Scout Shop. Leaders and boys may sign this and carry it around as a reminder. It may be a good idea to plan the first Webelos day hike to take them to a scenic rest spot, present them the cards, talk about the meaning and have them sign the cards while in the outdoors. This outdoor code is required for the Webelos badge.

It is recommended to politely but continuously remind the boys about littering and

trail care. Teach them that it's great to have someone carry (on all hikes) a small trash bag for not only their litter, but also anyone else's litter they find. It is a great awareness and service to the community. If a leader knows a park or private land that has trash on it, he may even scout out the trash situation ahead of time (seeing size of debris and amounts. A fun and special award could be given to the boy or group of boys who collected the "most" or the "most interesting" trash. At this time you could borrow an old phrase a Scouter once said: "If it didn't fall from a tree or get dropped by an animal or blow here by the wind or grow from the ground--it doesn't belong here." So please pack it out to a trash receptacle.

As you are standing in the midst of the woods with your Webelos Scouts, ask them these questions.

- How well do these woods do without the presence of man' s interference?
- Can you think of some ways man's presence has either helped or hindered the wilderness?

Poison Ivy

One of the possible requirements for the naturalist is to learn to identify poisonous reptiles and plants in your area. In the west it is essential that everyone know how to identify poison ivy. The best first aid is prevention. The second best first aid is copious amounts of warm soapy water fairly soon after contact. A general safety tip for identification if in question is to follow the rule, "If leaves are three let it be." Poison ivy will change in color throughout the year and can be just as dangerous in fall and winter.

Look for thumb (like mittens on the outside edges) distinct veins sometimes reddish in color.

This will seem very trite, but each time you are out, quiz the boys (don't assume) about what poison ivy looks like. If they know and are somewhat insulted about your asking just joke with them and tell them it's in your contract as a Scout leader to ask. After a few times, they will not only know, they also won't be offended at all. You may be surprised to find a 2nd year Webelos or a parent who really isn't sure. The small prevention is worth all your asking in a concerned way.

Ticks

Remember to mention to the Scouts some basics about ticks. Some real basic ideas are to wear socks and long pants. Light colored clothing helps because you can see the ticks easier. Regular insect repellents can't be relied on that much but an insecticide like permethrin or permanone are helpful. (They can be applied to clothes but not directly on the skin.) Try to stay on the trail and not in areas with a lot of brush. The best thing is at the end of the hike or day always have "tick check." If you find them and get them off correctly within 24 hours, there is very little chance of Lyme disease. Use fine jawed tweezers to grab the tick as close to your skin as possible and slowly pull it straight out. Do not squeeze the tick's body.

Build a terrarium:

Materials:

An old fish bowl or a large glass jar

Bird gravel

Leaf mold

Peat moss

Charcoal

Stones

Plants (ferns, matted mosses, rattlesnake plantain, evergreen seedlings or other similar plants)

Instructions:

Place a layer of matted moss on the bottom of the jar with the soil side up. Then add gravel, charcoal and layers of leaf mold. Insert plants so that the roots are well covered by the gravel, charcoal and mold. Add stones or driftwood for an artistic effect.

After arranging the garden, pour in about a pint of water being careful not to drown the roots of the plants. Air and ventilation are not necessary, so seal the top with plastic film and tape or simply cover it with a clear glass saucer. The water will condense if the jar is sealed and you will have rain.

The charcoal is necessary to keep the soil sweet. Set your terrarium in a cool, north window and watch it grow.

Ant jar

There is much you can learn by observing the working of ants in an ant jar.

Equipment:

2 clear glass jars, one slightly smaller than the other. The outside one with a lid.

Loose or sandy soil

Sugar and water.

To see what the ants are doing underground, make the living area a very narrow place which you can see into from the side. Put smaller jar upside down into the center of the larger jar. Fill the space between the two with the light sandy soil. To find the ant, stake a jar and put some sugar under in it. Place it on its side where there are some ants. When you have about 20, close the lid. Make sure all ants are of the same colony. If not they will fight. The ants will begin to build tunnels and rooms. Keep at room temperature, away from air conditioners, radiators, or direct sunlight. Once a week, ONLY, feed them a little sugar water or maybe a few grains of bird seed.

Outdoor resources

Literary Sources

Webelos Handbook

Webelos Program Helps

Boy Scout Handbook

Boy Scout Fieldbook

Previous Pow Wow books

Public library

The Audubon Society Field Guide to North American Trees by Elbert L. Little Knopf

The Golden Guide to Field Identification of Wildflowers of North America by Frank D. Venning

Field Guide to the Birds of North America by National Geographic Society

Outdoorsman

Den activities

- Make a tent and practice pitching it.
- Make a den first aid kit.
- Discuss first aid and practice what to do in the "hurry cases".
- Plan and prepare for the parentson overnight.
- Practice the basic knots.
- Make an improvised sleeping bag.
- Demonstrate the proper way to pack, put on and carry a backpack.
- Teach fire safety principles. Practice laying and building different types of fires. Have a string burning contest.
- Have a den cookout.
- Go on a hike.
- Discuss knife safety and basic whittling techniques.
- Go on a parent/son overnight.
- Build a charcoal stove from 1gallon tin cans. Show them how to make Buddy Burners for the stoves. Cook on them.
- Make tie slides

Field Trip

QUINCY RESERVOIR

18350 E. Quincy Ave.

Aurora 693-5463

Cost; $3.00 per car

Hours; Dawn to Dusk

Parent and son overnight

The parentson overnight, with careful planning, can be the highlight of your Webelos den program. Boys can learn real Scouting skills, be given an opportunity to be proud of their growth, and they can be provided with a real opportunity to work and have fun with their parents. A three part planning process to prepare yourself, the boys and their parent can assure the success of your overnight experience.

Include the boys in the planning process as much as possible. Get their opinions on the types of activities they would like to do while on the campout. Would they like to take a hike or go fishing? Introduce them to some sample menus and select the food for the overnight keeping their likes and dislikes in mind. Let them have some input on the choice of locations.

Also, keep your parents informed about the plans for the overnight and what you will expect from each of them. Ask for their help and use it when it is volunteered. Good communications can be a key to the success of the overnight from the adults' point of view.

Prepare Yourself

A. Select the date and location for the overnight. This should be done several weeks in advance. Check out any special permits required by the campsite and submit a local tour permit to the council service center.

B. Check out available equipment. See how many families have their own camping equipment and how many you will have to help find tents or sleeping bags for. If you have a

good relationship with a Boy Scout troop in your area, check with them about the possibility of borrowing some of their equipment for these families. You may also need to borrow some equipment for the den's use such as dining flys, dutch ovens, coolers, water jugs and cooking grills. If you are planning to use troop equipment, be sure you plan your overnight on a weekend the troop will not be needing the equipment for their own use. If a troop's equipment will not be available to you, check out the companies in your area that rent the items you need.

C. Attend a Webelos Leader Outdoor Training Course for a good foundation of skills and information useful in planning your own overnight.

Prepare the Boys

A. Review the Outdoor Code with the boys and impress on them that good Scouts try to leave an area better than they found it. Get them to discuss ways this could be done.

B. Discuss fire safety and its importance. It may be a good idea to practice fire building before you go on the overnight so you can be sure to have cooking fires when you need them.

C. Review or teach basic knots. Make sure the boys have all mastered the taut line hitch as they may use this knowledge in erecting their tents on the overnight.

D. About a week before the campout, give each boy an individual checklist of personal items they will need and go over the reasons for having this equipment. You may wish to practice packing these things in a suitcase or backpack for credit under the Traveler Activity Badge.

E. Go over basic first aid practices with the boys that are required for the Arrow of Light. This will help the boys to feel they are prepared for emergencies that may come up.

Prepare the Parents

A. Have a meeting with the parents about 3 weeks before the campout to go over the details with them.

1. Date and location of campout decide on rendezvous and return place and time.

2. Transportation Decide if you are going to caravan, have a van pool, or if each parent and son team is responsible for getting themselves to the campout on time. You may provide each parent with a map and details for getting to the site.

3. Go over the schedule of events for the campout and what each parent and son team will be responsible for. You may want to make up some kind of duty roster so each team will have an opportunity to cook, clean up, build fires and go for water.

4. Give parents a list of equipment they will need to bring for themselves. Also, find out what kind of equipment they may have that they would be willing to share with others or with the den. Get volunteers to bring fire wood if you plan on cooking with wood or if you are planning a campfire.

5. Remind parents that pressure gas stoves and white gas Colemantype lanterns may not be used in Scout camps. (This is a National camping regulation.) Propane stoves and lanterns are permissible.

6. Use this opportunity to get to know the parents better. Ask for volunteers to help lead various campout activities.

B. Schedule another meeting with the parents to go over the skills they will be using for the campout. Show them how to erect the different types of tents they may be using, how to build wood and charcoal fires and light them without liquid starters and how to use a bow saw or hand axe properly to prepare firewood. The boys should not be invited to this meeting. This gives the parents an opportunity to learn or relearn these skills without being embarrassed in front of their sons.

Sample Schedule for Campout

Saturday

10:00 Arrive at Campsite

10 15 Raise U.S. Flag

10:30 Erect tents and set up camp kitchen

11:15 Short meeting to go over duty roster

11:30 Gather firewood and prepare wood lot

12:15 Eat sack lunches

12:45 Campfire preparation

1:15 Hike to work on activity badges

2:15 Boating (if available)

3:30 Games

4:15 First Aid practice with parents as victims

4:45 Fire building demonstration

5:00 Prepare dinner

5:45 Eat dinner

6:15 Clean up and lay campfire

6:30 Flag Retreat

6:45 Fishing

8:15 Campfire

9:15 Night hike or game

10:00 Lights Out

Sunday

7:30 Reveille

7:45 Personal clean up and air bedding

8:15 Raise Flag

8:30 Prepare Breakfast

9:00 Eat Breakfast

9:30 Clean up

10:00 Non-denominational worship service

10:30 Game

11:00 Strike camp

This is just a sample of what you could plan for your campout. Remember to be flexible. If everyone is having fun doing what they're doing, rearrange your schedule to accommodate spending more time doing it. Some of the activities you could plan depends on what is available at your camping location and what the weather may permit. Remember to have a Plan B if the weather is not being cooperative for some of your activities.

Den equipment check list

The list will vary, depending on the menus you've selected, the availability of wood at

your campsite and the activities you've planned.

- ☐ First Aid Kit
- ☐ Cooler and ice for perishables
- ☐ Water containers and water
- ☐ Food and seasoning
- ☐ Cooking utensils (ladle, turning fork, wooden spoons, etc.)
- ☐ Dutch oven and/or other cooking pots
- ☐ Aluminum foil
- ☐ Paper towels
- ☐ Dish washing detergent and sponges
- ☐ Hand washer
- ☐ Dining fly or rain shelter
- ☐ Wood and/or charcoal
- ☐ Cooking grate (if needed)
- ☐ Lantern Buckets or dishpans for washing dishes
- ☐ Matches in waterproof container and fire starters
- ☐ Rope
- ☐ Toilet paper
- ☐ Trash bags

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.

Games

Sealed Orders

Set up this game up to use on your den camping trip. Visit the location beforehand and make up a set of simple directions: Count 25 paces to your right and then go to the nearest oak tree. Find the hollow log at the edge of the clearing. Go to the water pump. Find a wildflower in the field to the east of our camp. (Try to include specific nature things for them to look for.)

At home, write the directions on index cards. Make several sets so the groups can work as teams. Mix the cards within each set and put them in an envelope. Label it "Top Secret".

To play: Divide the campers into teams with adults and boys on each. Pass out the bags and set a time limit. Everybody takes turns reaching into the bag to pull out the next direction.

Awareness Hike

The object is for the Webelos to discover objects which have the following characteristics. Make up a sheet for them to write the name of the object and category description. Stop periodically while hiking so they can work on the sheet.

Size: Heavy, thick, short, tall, small, large, narrow, big, little.

Shape: Oval, round, ridges, oblong, square, pointed, curved, triangular, oddshaped.

Texture: Furry, hairy, ribbed, soft, hard, slimy, velvety, slick, gooey.

Density Solid, lumpy, hollow, spongy, porous, nonporous.

Temperature: Cold, hot, moist, dry, lukewarm, damp.

Rope Races

Equipment: Piece of rope about 5'10"

Procedure: At signal from the adult in charge, a type of knot is called. The contestants tie the knot called. The fastest one after several types of knots are done is the winner. (Teach the knots for about five minutes ahead of time, or practice them in the den.)

Blind Rope Walk

Equipment: Blindfold for each contestant, chairs, boxes, paper plates, items such as marshmallows, cooked peas, apple slices, Jello squares, celery stalks, raw hamburger, rubber spider, liquid soap, etc., and a pad of paper and pencil for each contestant.

Procedure: Each blindfolded contestant has an adult partner. They hold on to the twine and make their way to the first place. They touch the object (which is one of the items listed above) then whisper the answer to their adult. The adult writes their answer on the pad of paper. The contestant goes through the whole course. The winner is the one with the most correct items in the quickest time.

Campfire Story

The Fable of the Snake

Many years ago, Indian youths would go away in solitude to prepare for manhood. One such youth hiked into a beautiful valley, green with trees, bright with flowers. There he fasted. But on the third day, as he looked up at the surrounding mountains, he noticed one tall rugged peak, capped with dazzling snow.

I will test myself against that Mountain, he thought. He put on his buffalohide shirt, threw his blanket over his shoulders and set off to climb the peak.

When he reached the top he stood on the rim of the world. He could see forever, and his heart swelled with pride. Then he heard a rustle at his feet, and looking down, he saw a snake. Before he could move the snake spoke:

"I am about to die," said the snake. "It is too cold for me up here and I am freezing. There is no food and I am starving. Put me under your shirt and take me down to the valley."

"No," said the youth. "I am forewarned, I know your kind. You are a rattlesnake. If I pick you up, you will bite, and your bite will kill me."

"Not so," said the snake. "I will treat you differently. If you will do this for me, you will be special. I will not harm you."

The youth resisted awhile, but this was a very persuasive snake with beautiful markings. At last the youth tucked it under his shirt and carried it down to the valley. There he laid it gently on the grass, when suddenly the snake coiled, rattled and leapt, biting him on the leg.

"But you promised--" cried the youth.

"You knew what I was when you picked me up," said the snake as it slithered away.

And now, wherever I go, I tell that story. I tell it especially to the young people of this nation who might be tempted by drugs. I want them to remember the words of the snake: "You knew what I was when you picked me up."

by Iron Eyes Cody, Movie and TV Star

St. Joseph's Indian School, Chamberlain, SD 57326

Readyman

Den activities

- Ask a member of the local Red Cross or emergency trauma team to visit your den and show you how to save lives by learning: Hurry Cases, Shock, and other minor emergencies.

- Learn how to get help from local authorities such as the police, fire department, ambulance, or hospital. Contact the police department to find out how to report or summon help in these situations.

- Consult with the local fire marshal, emergency services or police department to find out how to plan an emergency escape route. Or find where most home accidents are likely to occur in and around your home.

- Invite a member of the local Red Cross or a qualified swimming instructor who is a WSI (water safety instructor) to show your den how to have a safe and fun time at the beach or local pool.

- Build a buddy tag board and use it on an outing that involves water sports.

- Consult the Boy Scout Field Book for safe bicycling tips.

- Invite a Boy Scout to teach the den the hurry cases.

- Make a poster with the telephone numbers of the police, fire department and doctor. Post it near the telephone. It should include the address where you hue.

- Explain how to use each item in a first aid kit for a home or car.

- Make posters showing safe swimming practices including the Buddy system.

- Make a first aid kit for home or car.

- Plan escape routes in case of fire.

- Have a quiz on first aid.

- Make a tie slide.

Ideas for pack meeting

Exhibit: "Rescue Annie"; First aid kit; Posters showing hurry cases.

Demonstration: Rescue breathing using Rescue Annie

Bicycling

A myriad of potential hazards awaits cyclists who ride unprepared. Those dangers range from weak riding skills, careless bicycling habits and poor maintained bikes.

Learning to ride safely on a bike that fits, maintain their bikes and recognition potential scenarios as the glide along city streets, highways and recreation paths are among the most basic precautions cyclists can take.

Equipment

Buying a bicycle that fits is important to riding safely.

Maintaining that bike is also important. A bicycle that doesn't run properly may cause an accident or leave its owner stranded.

Cyclists should examine their bikes before they ride.

. Are the tires worn, cracked or cut?

. Are the cables bent, rusty or frayed?

Does the bike throw its chain or make peculiar noises?

Are its control levers stiff?

Cyclists who answer yes to any of those question should have their bikes repaired before riding again.

Cyclists should take change to make a phone call should they become stranded.

Riding in Traffic

While out pedaling, bicyclists should remember that they share the roads with motorists. Being safe in traffic demands that riders pay attention, ride with the law in mind and be courteous to other people using the road.

- Obey all applicable traffic regulations, signs, signals and markings. Riders walking their bicycles qualify as pedestrians, and must adhere to laws written for people on foot.
- Observe all local ordinances pertaining to bicycle operation.
- Keep right, drive with traffic, not against it.
- Drive single file.
- Watch out for drain grates, soft shoulders, and other road surface hazards.
- When you pass parked cars, it's important to check for traffic before shifting left into the lane. Watch out for car doors opening, or for cars pulling out into traffic.
- Don't carry passengers or packages that interfere with your vision or control.
- Never hitch a ride on a truck or other vehicle.
- Be extremely careful at all intersections, particularly when making a left turn.
- Use hand signals to indicate turning or stopping.
- Protect yourself at night with the required reflectors and lights.
- Drive your bike defensively; watch out for the other guy.

Riding in Groups

For participating in a group ride, other cyclists become part of the traffic.

- Bike riders should pedal single file to allow traffic and other riders to pass.
- It's a good idea to signal all turns well in advance and keep both hands on the bars throughout the turn.
- You should notify cyclists if you're going to stop or turn abruptly.

As a matter of courtesy, cyclists should use hand or oral signals to warn fellow riders about such road hazards as loose gravel, glass and railroad tracks.

Games

FIREMAN'S CARRY

The first boy stands with feet apart. The second boy stands facing his partner, and squats to place his right arm between his partner's legs. The first boy lies across the back of the second boy's shoulders. The second boy's arm passes around his partner's right leg to enable him to grasp his partner's right wrist with his own right hand. He then extends his legs to come to the erect position meanwhile keeping his back perpendicular to the floor.

Partners should be paired so that their weight and height are reasonably equal. Obese or very weak boys should be give other skills to perform.

STRETCHER RACE

Equipment: Two staves, one blanket, and one inflated balloon for each team

Procedure: Teams line up in a relay formation with two victims from each team lying from 30 to 70 feet in front of the team. On signal, two members of the team run up to the first victim with blanket and staves, make a stretcher, a judge places the inflated balloon on the victim. The victim is carried to the starting line without the balloon falling off. (To ensure care in handling of the victim). If the balloon falls off, the judge picks it up, the team places the stretcher and victim on the floor, the judge slowly counts off 20 seconds, places the balloon back on the victim's chest, and the team continues on its way. When they reach the starting line, the second team from the group dismantles the stretcher and runs forward to bring in the second victim using the same procedure and rules as the first team. The first team to bring in the second victim over the starting line is the winner.

Crafts

FIRST AID KIT

Have your own first aid kit on hand! For the container, you will need a large plastic bottle (such as a bleach bottle), kitchen shears, paper fasteners, a rubber band and permanent felt markers.

Cut a door in the side of the plastic bottle underneath the handle. Insert one paper fastener in the edge of the door and one in the bottle next to the door. Wrap a rubber band around the two paper fasteners to keep the door shut. Label and decorate the container with permanent felt markers.

Place all the supplies inside the container and shut the door tightly. The handle of the plastic bottle makes it easy for you to carry your first aid kit with you. There's no excuse for ever leaving your first aid kit behind.

EMERGENCY FLARES

Materials: 1 tuna can, corrugated cardboard, candles or paraffin

Directions: Fill a tuna can with rings of corrugated cardboard and pour melted candles over it. Carry in a car for emergency flares. Also makes a good starter for a campfire or a charcoal fire

FAMILY FIRST AID KIT FOR YOUR CAR

Either buy an already prepared kit or assemble your own using a small plastic or wood container with the items:

. Roll of 2" gauze bandages

. Cravat bandage

. Sunburn ointment

. Insect repellent

. Soap

. Tweezers

. Small Scissors

EMERGENCY SUPPLIES FOR YOUR CAR

. 2 3 x 17 inch splints (1/4" thick)

. Fire extinguisher

- Tow chain or tow rope
- Flashlight
- Flares or red flags
- For winter use: several candles, matches, blankets,
- Fresh water (for a trip)
- Food items (that keep without refrigeration)

Realistic first aid practice

Youngsters may take too casually a lifesaving lesson in first aid. If you show makebelieve injuries, your young students may take it more seriously and remember the lesson longer.

Ready man activity badge requires the Webelos Scout to show what to do for bleeding, shock, burns and several other injuries. All of these are easily simulated with simple material; deep and bright red lipstick, "blush" make up, black wax crayon, wax candle, "blood" mixture of red food coloring, powdered cocoa, and water (make two or three ounces); blue eye shadow or chalk, molder's or rubber cement, white eye shadow or chalk and glycerinewater (equal amounts) solution in an atomizer or squeeze spray bottle (two ounces should do). Have your "victim" dress in old clothes to avoid staining his uniform.

Outline a "cut' with deep red lipstick. Fill in the area with heavy lipstick application. Drop "blood" onto the cut.

Simulate abrasions with a little blue eye shadow. This is the "bruise". Smear a little modeler's or rubber cement onto the "injured" area. Let it dry a bit, then rough it up with a dull kitchen knife. Finish off with a little "blood".

Demonstrate a simple burn with a little "blush" facial makeup. to the "injured" area. For a second degree burn, imitate blisters by applying a little modeler's or rubber cement. For third degree burns, simulate charred skin by applying black crayon to the injured area. Now apply a light red lipstick. Smear on modeler's or rubber cement. Let dry a little, then rough up with a dull kitchen knife.

Imitate the face of a shock victim by applying white eye shadow or white chalk. Work in the color for a smooth, pale complexion. Blend in blue grease pencil or blue chalk lightly over and under the eyes and slightly darker on lips and ear lobes. Finish off by simulating clammy skin with sprayed glycerinewater mix onto the upper lip and forehead.

REAL LIFE ACTION

Borrow a portable telephone, or invite a parent with a car phone to park outside the meeting place.

Ask a medical professional to help in this way: Give a demonstration of simple first aid. Next describe how this action game will be played. They should have some emergency scenarios made up already, one for each boy. These should be real life events which the Webelos could easily encounter at home, school, den meeting, etc.

While the leader reads the scenario (only once), the professional goes to the car phone to answer the call. One Webelos goes to another room to use the phone, pretending he is dialing 911 for help, but really dialing the car phone. The professional asks for the facts, and his assessment of the situation, and what steps he feels be can safely taken until help arrives.

The other boys can discuss the situation in a group with the leader. Allow time for each boy to make his phone call.

SAFETY INSPECTION

Arrange a behindthescenes tour of a parent's work to review the safety procedures and precautions used there. Do they have rules posted? Have fire drills? Have a First Aid Kit?

Tour a hotel, restaurant, high rise apartment building, hospital, church or other public place and ask the same questions.

Inspect your den or pack meeting place. Plan steps for use in an emergency during a den meeting.

Plan emergency procedures for five locations where your family usually goes, such as the church, theater, restaurant, the beach, relative's house, etc. How do you call for help? Where would you meet if separated by a fire? What health situations are in your family?

DISASTERS

Talk to the Red Cross Disaster team and find out what they do to help. What equipment do they have? Where are supplies stored? How are volunteers contacted?

Who is in charge of disaster coordination for a city or region? How many agencies are on the notification list?

FIRST AID IN THE NEWS

Divide den into teams. Give each team several recent newspapers. Have them cut out the following types of stories and tape them onto construction paper.

Ask one team to look for stories where first aid was needed right away. Answer what kind, who helped? Ask the other team to look for stories where preventative steps could have worked. Answer how this accident, etc. could have been avoided.

Be Prepared

Make a list of items which your family would need to be prepared for a storm, electricity outage, tornado, or other significant event. Make specialized lists of items that are seasonal. Example: during winter time blizzards you would need extra blankets, but you wouldn't need them during a severe thunderstorm in the summer.

Prepare a shelter area in your house and store some of these items there all the time. Tape your lists on the wall. Each season review your specialized lists and add or remove items from your shelter. Be sure to check batteries and food supplies for freshness.

All-season items could include radio, candles, matches, flashlights, first aid kit, bottled water, canned food, manual can opener, rope, and eating utensils. Also consider pillows, deck of cards, pet leashes and food, life jackets, personal identification and emergency phone numbers, hammer and nails, emergency flares.

Guide to Emergency Action

Stranded in a Blizzard:

- Don't sit with the motor running and the windows closed. Deadly and odorless carbon monoxide can seep into the car.

- Keep two windows partly open so fresh air circulates. To conserve gas, run the engine for a short while so that the heater warms the car, then turn it off until the car begins to get cold.

- Leave parking lights or warning flashers on. Don't leave the car. There is a better chance of help reaching you than you surviving on foot in severe weather.

Auto Accident:

- Move the vehicles well off the road, if possible, and turn off the ignitions.

- Help the injured, but don't move them unless they are threatened by bleeding, fire or traffic. Administer first aid only if you are qualified.

- Place a warning flare 10 feet back of the rear vehicle, another 300 feet behind and a third 100 feet ahead of the scene. If other people are there, station them with flares to alert traffic.

- Warning Do not light flares near spilled gasoline.

- Send for the police and ambulance if necessary.

- Write down the license number of the other car and the name and address of its driver. Get names and addresses of witnesses.

- If you're first at the scene of an auto crash, park well away from the accident, ahead of the scene. Account for all occupants of the vehicles and aid the injured to the extent that you are qualified. Set up flares and call the police as described above.

Car Fires:

Most fires are the result of a short circuit in the car's electrical system. Don't waste time trying to disconnect the battery. If you don't have a fire extinguisher, rip loose any burning wires with a jack handle and smother with a blanket or coat. Don't grab wires with your bare hands. If the fire burns out of control and endangers the gas tank, get away from the car immediately.

Headlight Failure:

- Brake as quickly as possible without throwing the car into a skid. Ease onto the shoulder well away from any traffic. Set out warning flares.

- Check battery terminals for loose connections. If this is not the trouble, send for help. Never drive at night without lights.

Car Submersion:

- Don't panic. Tests have proven that a car with doors and windows closed will float from 3 to 10 minutes enough time to escape if you keep your head.

- If the car does sink before you can get out, an air bubble will form in that section of the passenger compartment closest to the surface. You can get a breath of air from this bubble before making your exit.

- Depending upon the amount of water in the car, water pressure against the doors may make the door difficult to open, but a window can be rolled down easily. If you are forced to break a window, give it a blow with a hard, sharp object.

First Aid Treatment

Drowning: If you are not trained as a lifesaver, stay out of the water. Instead, extend a stick or towel, throw out a flotation device or row to reach the victim. Once you have the victim on shore or in a boat, if he is unconscious, tilt his head back and check to see if he is breathing.

Watch for the rise and fall of his chest, listen for breathing noises and feel for breath with your cheek. If he is not breathing, pinch the nose, seal your lips around his mouth and keeping his head tilted back, give two quick breaths.

Check again to see if the victim started breathing, and, if not, retilt the head giving two more quick breaths. Begin rescue breathing giving one breath every 5 seconds for an adult and one breath every 3 seconds for an infant and child up to age 8.

Choking: If the victim cannot breathe or talk, get behind the victim and wrap your arms around him. Make a fist with one hand, placing it just above the navel, grasping the fist with the other and give hard upward thrusts.

Bad Cuts: Raise the cut above the heart and apply direct pressure using gauze pads, an article of clothing or your hands. Apply more gauze pads and direct pressure, if bleeding continues. If this doesn't control the bleeding, press on the appropriate pressure point--near the groin or inside the upper arms (where you make a muscle).

Do not use a tourniquet.

Wounds: If the wound is bleeding dress it and see a doctor, if appropriate. Do not try to make it bleed. If the victim is impaled on an object, such as a picket fence, do not try to remove the victim from the object.

Instead, cut the object (if necessary, call the fire department) and get the victim with the object in him to the hospital.

Fractures or Sprains: Immobilize the injured limb and take the victim to the hospital, or if the neck or spine may be injured, call an ambulance.

Eye Injury: For chemical burns, turn the head and bend forward so that the injured eye is down and flush with water for at least 5 minutes.

Burns: First degree redness and second degree redness and blistering burns should be immersed in cold water for about 20 minutes. For sunburn, take a cold bath.

Fishhooks: If the hook is clearly sticking in past the barb, push it through in the direction it entered the skin until the barb comes out the other side, then clip both ends with a wire cutter and pull out the remaining piece.

Insect Bites: If stung by a bee, remove the stinger by scraping with credit card of other similar object without squeezing the venom sac.

If the victim develops symptoms of an allergic reaction get him to a doctor or hospital fast. Treat tick bites by removing the tick with tweezers, then scrub the area with soap and water. For itchy bites, apply calamine lotion.

Poison Plants: Wash with soap, apply calamine lotion to relieve itching.

Snakebites: A nonpoisonous snake leaves a set of teeth marks, but no fang marks. A poisonous snake leaves one or two fang marks (with or without teeth marks).

The victim should not move around. He should sit or lie down, keeping the bite lower than the level of the heart

Get the victim to the hospital.

Emergency Numbers: Know the phone numbers for the poison control center, police and fire departments, and ambulance. Keep these numbers close to all the phones in your home.

Calling an Ambulance: Give the specific location, intersection, street address, and apartment number and have someone waiting for the ambulance at the location you gave.

Scholar

Arrange an educational fair for a pack meeting or den meeting. Several people such as librarians, teachers, administrators, coaches, professors, film makers, scientists, or even janitors (someone has to keep the schools in condition) could be present to talk to parents and Cubs.

Another suggestion is have the boys list what they consider their favorite and least favorite things about their school. Arrange to give these lists to the principal or a school board member. Invite them to a den meeting to talk with the boys. What is important to the participants in such a meeting is a feeling of trust and comradery. Allow the meeting to have an informal setting. After respectfully introducing the guest, let it become an informal rap session. A few cookies and punch served by the denner has worked wonders in the past. Now is the opportunity for the leader to blend into the woodwork and enjoy observing. Do not become concerned with a lack of participation on the boys' part. If the guest is someone concerned with the boys of this age group, he or she will draw them in. Numerous hour long den meetings have ended later than that with the parents joining for cookies and punch. Enthusiasm seems to build during such sessions and the boys never run out of questions.

A little more informal would be a meeting at school between the boy and a teacher. Have the boy make out a list of questions and set up approximately 10 minutes to meet. Have the boy discuss his meeting at a den meeting.

Den activities

- Newspaper search give each boy a newspaper and have them find stories about education.
- Discuss a possible service project.
- Discuss what it takes to be a teacher or an educator.
- Have the boys make a list of the things they like about school and another list of the things they don't like about school. Give these lists to the principal.
- Plan a skit or quiz show dealing with education.
- Do some brainteasers, riddles, tricks, or puzzles.
- Give a quiz on Scouting.
- Have the boys make a daily time schedule and use it to determine if they are making the best use of their time.
- Do role play with the boys as teachers. See why and how they would handle certain situations.

Pack demonstrations

- Charts of the school system or government
- School board election posters.
- Show some old school books and antique education items.
- Display a map showing the educational institutions in the community; i.e. special services schools for the handicapped schools for developing specific technical jobs colleges, etc.
- Make and display a historical exhibit on the local schools like old photos books, report cards, etc.
- Tell about field trips or service projects in which the den was involved.

- Put on a skit or quiz show about education.

Field trips and service projects

- Attend a school board meeting.
- Visit the school district office.
- Visit the library. Have the librarian explain the Dewey Decimal system and have the boys apply for a library card if they don't already have one.
- Present the colors at the next P.T.A. meeting.
- Form a safety patrol if the school doesn't have one or have one day a week as Cub Scout on patrol.
- With the principal's permission, plant a tree or shrub at the school.
- Do messenger work for the principal or teachers.
- Make a bulletin board and display it at school on education.
- Help your Webelos Scouts see that school and the Scholar badge are important parts of their learning process.
- Be positive when discussing school. Even if the school system has faults, talk of the positive things.

Scientist

Ask any boy what a scientist is and he can tell you. A scientist is the person who sends people to the moon, and who builds space ships that travel to distant planets to send back pictures for them to study. A scientist is a person who builds lasers and atom smashers, and computers. A scientist makes and designs and builds all kinds of neat inventions.

Ask the same boy what makes the scientist any different from anyone else and he may not be able to answer. Perhaps most people wouldn't be able to answer. The answer is that, as a person, the scientist is no different from anyone else. But when they are working they question everything and makes tests and experiments to be sure things are true. If they can't explain something, they make up a hypothesis and then design experiments to either prove or disprove their hypothesis. If one hypothesis doesn't work they look for another, until they find one that can be proven over and over again by experiments.

A scientist uses a procedure often called the scientific method. This consists of five steps:

1. State a problem about some observed phenomenon.

2. Formulate a hypothesis to explain observations.

3. Use hypothesis to experiment and observe phenomenon.

4. Interpret the data observed.

5. Draw conclusions from experiments and observations.

Before a scientist can do all this hypothesizing, they must be familiar with some of the basic laws of physics. The Scientist Activity Badge introduces the Webelos scout to some of these basic principles.

If the local school has a science fair or other project-oriented science programs, it is suggested that this badge is introduced about 2 months before projects are due. This will give the boys some time to think about what they learned and perhaps use the information for a project. Most school principals and science teachers know even before school starts in the fall if and when a science fair is going to be held.

Nobel Prize

Look up information about the Nobel Prize. How many categories are there? Who was awarded the prizes last year. What did they do or discover?

Den activities

- Visit an eye specialist and learn how eyes work.
- Have a visiting scientist demonstrate an experiment related to the badge requirements.
- Visit an airport and ask an expert to explain flight principles.
- Have a slowmotion bicycle riding contest to illustrate balancing skills.
- Do some of the experiments found in the Webelos Scout Book.
- Practice balance stunts.
- Make some optical illusions and show how the eyes converge.
- Discuss various branches of science and how they differ.
- Study fog and how it is formed.

- Invite a weather expert to talk to the den or visit a weather station to learn about weather and air pressure.

Field Trips

NATIONAL CENTER FOR ATMOSPHERIC RESEARCH

1850 Table Mesa Dr.

Boulder 497-1174

Cost; Free

Hours; Mon-Fri 9:00 - 3:00

NATIONAL OCEANIC & ATMOSPHERIC ADMIN.

325 Broadway

Boulder 497-3244

Cost; Free

Hours; MonFri 8:005:00

Why the ball doesn't fall

Birds and planes fly. Baseball pitchers throw curve balls. Sailboats sail into the wind. And you can make a pingpong ball stay in the air without touching it.

All these things share an important fact of science: when water or air moves, it has less pressure than the air or water around it. The faster it moves, the lower the pressure.

A Swiss doctor named Daniel Bernoulli (say BernooYEE) discovered this fact more than 200 years ago. It is called Bernoulli's Principle.

To float a pingpong ball, remove the cleaning tool from the end of the vacuum cleaner hose. Unplug the hose from the intake hole. Plug it into the outlet hole near the bottom of the vacuum cleaner. (Ask Mom or Dad to help.) Plug the cord into an electric outlet. Turn the vacuum cleaner on. (This will not work on an upright vacuum cleaner.)

Point the hose straight up. Hold it steady. Gently release the ball into the air stream about 10 to 12 inches above the nozzle.

Try balls of different sizes and weights. Can you "float" more than one at a time? Experiment!

Quick Experiments

1. Take a small wad of paper (should be a little over 1" square) and put it about 1" inside the neck of an empty soda bottle. Now lay the soda bottle on its side and blow into the bottle. You would think that the paper would be blown into the bottle, but it will come flying out.

2. Get an ordinary kitchen funnel and blow into it while holding a lighted match opposite the corner of the funnel. Your breath will blow the flame toward the funnel instead of blowing it out or away from you.

3. Line up three glasses. Hold your mouth about 2" in front of the first glass and a lighted match behind the last glass (about 2" from it). When you blow you will be able to blow the match out.

4. Sink a ship below the water line without getting it wet make a ship by putting a sail on a cork. Float the cork in deep pan of water. Turn a glass upside down and push it down. The ship will go to the bottom of the glass but the sail will be dry.

5. Fill a glass with water and place a coin behind it. Now try to look at the coin through the top of the glass so that you can see the coin through the water and the other side of the glass. You won't be able to see it.

6. Blow up a balloon and tie it tightly. Hang it in a window. When the air gets cooler the balloon will shrink. When the air gets warmer the balloon will get larger. Warm air takes up more space that cold.

7. Stuff a dry handkerchief in the bottom of a glass (snugly). Fill a large bowl with water. Plunge the glass straight down (open end down), below the surface of the water. The handkerchief will remain dry.

8. If you have a can with a screw on top you can do an exciting experiment. You will need a clean salad oil can of the rectangular type. Remove the cap and pour in a glass of water. Heat the can until steam pours from the opening. Using pot holders quickly place the can in the sink and quickly screw on the top tightly. Run cold water over the can. The can will buckle and collapse.

Pascal's law

Experiment 1:

Materials:

. Coke bottle

. Balloon

. Vinegar

. Baking soda.

What To Do: Place about 1/4 cup baking soda in the coke bottle. Pour about 1/4 cup vinegar into the balloon. Fit the top of the balloon over the top of the bottle, and flip the balloon so that the vinegar goes into the bottle. The gas formed from the mixture will blow the balloon up so that it will stand upright on the bottle and begin to expand.

What Happens: Baking soda is Sodium Bicarbonate which when mixed with an acid such as Acetic Acid in Vinegar decomposes and releases Carbon Dioxide as a gas. The gas requires more volume than the solid and hence blows up the balloon.

Experiment 2:

Materials:

. Large tin can

. Tape

. Water.

What To Do: Punch three holes in the can, one near the top, one in the middle and one near the bottom. Tape the holes closed. Fill the can with water to the top. Pull the strips of tape off and measure the length of the streams. The bottom stream will go the farthest due to the added pressure of the air and the water in the can.

What Happens: The total pressure in a container of water is the sum of the air pressure and the water pressure at that point.

Experiment 3:

Materials:

. A rubber balloon

. several pins with large heads

. a roll of plastic tape.

What To Do: Inflate the balloon and affix little squares of plastic tape to it. Stick each pin through the center of the tape and to your amazement, the balloon will not burst.

What Happens: The adhesive substance on the tape acts like a selfsealing automobile tire, adhering to the pin as it is pressed inward. When the pin is removed, the adhesive is forced outward by the air pressure from within the balloon, automatically sealing the tiny pinholes.

Balance

Experiment 1:

Materials:

. Three baseball bats of similar size

What To Do: Point the handles of the bats together so they form a "Y". Slide the handle of the lower bat over the handle of the bat to the left. Slide the handle of the bat to the right under the handle of the bat on the left and over the handle of the lower bat. The bat should form a low solid stool.

What happens: Due to the interlocking arrangement, each bat supports another, making a simple experiment not only in balance, but also in structural engineering.

(This experiment can also be done with three knives with the blades being the handles; or three pieces of wood of the same general shape.)

Experiment 2:

Materials:

. Two table forks

. A drinking glass

. A coin chosen for its size.

What to do: Point the prongs of the forks in an inward direction and thrust them together so that the forks are interlocked. Press a coin between the upper prongs from the inner side. Rest the coin on the far side of the glass rim so the handles of the forks extend in your direction. By properly adjusting the forks, you can make the coin balance on its side, keeping the forks balanced with it.

What happens: The handles of the forks serve as a counter balance for the coin and prongs. Precarious though it looks, it is like adjusting weights on ordinary scales the only difference being the weight of materials use.

Science tricks for fun

Submarines

You can demonstrate the basic principle of the submarine by the following experiment:

1. Put a twohole rubber stopper in the mouth of a small, widemouthed bottle. In the first hole, insert one end of a piece of glass tubing bent to serve as a siphon. In the other hole, place a piece of straight glass tubing with a rubber tube attached to the free end.

2. Place the bottle in a large jar or basin filled with water with the free end of the bent tubing in a second jar of water at a higher level. By sucking on the rubber tubing and siphoning water into the bottle, you can make it sink. By blowing water out, you can make it float again.

3. Explain that the submarine submerges by filling its water tanks and rises by blowing them out with compressed air.

Righteyed?

Everyone knows whether they are left-handed or righthanded...but do you know whether you are lefteyed or righteyed? Try this test to find out.

Hold a finger toward a distant object keeping both eyes open. Then close your right eye. If your finger appears to jump this means you are righteyed. If it does not, you are lefteyed.

Mirror play

1. Look at the sky with your mirror. Be careful. Do not look at the sun.

2. Look around corners with your mirror.

3. Look behind you. What can you see?

4. Use your mirror to look over walls.

5. Write your name on a large piece of paper. Look at it in a mirror.

Thaumatropes

The thaumatrope was invented in 1826 and is one of the earliest optical toys. It is a spinning disc, or card, with a picture on either side.

1. Cut a disc 3 1/2 inches in diameter from cardboard like that on the back of a pad of paper, or use 3 x 5 index cards.

2. Punch holes near the edge of the cardboard.

3. Thread string through the holes in the cardboard.

4. Draw pictures on each side of the cardboard circle. Remember to have the picture upside down.

5. Twirl the strings. The 2 pictures will merge as you spin the disc.

More fun with science

Crystals

Bring 1 cup water to a boil and turn off heat. Add 2 cups sugar and stir until dissolved. Keep adding sugar until no more will dissolve. (It may be more or less than the two cups.) Let cool. Tie a string to a pencil and lay the pencil across the glass so that the string hangs down in the glass. Pour the cooled mixture in the glass and let it set somewhere undisturbed for several days. The longer you do not disturb the crystals, the larger they will grow.

Float a needle

Water has a skin, this is known as surface tension. Put a needle across the tines of dry fork and lower it slowly to the surface but not touching. Gently let the needle roll off the fork onto the skin of the water. A drop of soapy water on the surface will break the skin of the water and the needle will sink.

Another Example of Surface Tensions

Fill a glass to the very brim with water. Start dropping in a variety of small metal objects. The water will not overflow but will raise above the glass. You will be amazed at the number of objects you can put in the water.

Touch

Blindfold a friend and have him cross the tips of his fingers. Touch a pencil to the tips of the crossed fingers. He thinks there are two pencils.

Magnets

Make a magnet by rubbing a large needle or small nail along the pole of a magnet, being sure to go in one direction only. The needle is now a magnet. If you strike the needle sharply or heat it you then distribute the molecules in a different pattern and it will no longer be magnetized.

Light

Hang a nail suspended on black thread inside a bottle. With a magnifying glass focus rays of sunshine onto the black thread holding the nail. The thread will burn and the nail will drop. Now try it with white thread it won't work.

Heat

Place a rubber band against your lips. Then hooking index fingers through both ends of the rubber band, pull ends apart quickly. It feels warm but when you relax the rubber band again, it feels noticeably cooler to your lips.

Static electricity

Charge a plastic comb by rubbing it with wool, nylon or fur. Dip it into some Rice Krispies. They will be attracted to the comb. But watch closely one by one the bits will shoot off. They will start to fly off as though shot from a gun.

Making Secret Inks

The juice from an onion or lemon makes good invisible ink. Using a clean pen and the ink, write on a piece of blank paper. Make sure your lines are clear and heavy. When the paper drys, it will be blank. However, if you heat the paper carefully over a light bulb, the writing will appear in distinct brown lines which will not fade.

Egg in a milk bottle

Putting an egg inside a milk bottle with an opening smaller than the size of the egg is not impossible! To accomplish this trick, place a hardboiled egg in a jar containing some strong vinegar and allow it to stand for twenty-four hours. If the shell is still hard, place it back in the vinegar for another twenty-four hours. The acetic acid in the vinegar will dissolve the hard portion of the shell so you can force the egg into the milk bottle.

The trick is to get it in and out without touching it. Drop a burning straw or match into the bottle and quickly place egg in bottle opening. The egg should drop into bottle as soon as flame uses up oxygen and air pressure outside pushes it in. To get egg out, blow hard into the bottle, then tip it up so egg will drop into neck. If you blow hard enough, the pressure inside should pop the egg out.

Frosted glass

Add epsom salts to a saucepan half full of boiling water until no more will dissolve. Pour in a few drops of liquid glue. Next, apply the hot liquid to the glass you wish to frost, using a small brush. The liquid will begin to evaporate almost immediately and form crystals which give the glass a frosted appearance.

The obedient egg

Use two quartsize fruit jars for this trick. Fill one threefourths full of water. Fill the other jar with a strong salt solution made by dissolving as much salt as possible in 1 1/2 pints of water.

Place an egg in the plain water and you will see it sink. Put it in the salt solution and it will float. By placing the egg in the correct solution you can make it obey your commands of "float" or"sink".

A foaming fountain

Place two teaspoonfuls of baking soda in the bottom of a quart milk bottle. Drop a burning match into the bottle. It will continue to burn. Next, pour four teaspoonfuls of vinegar on top of the baking soda and watch what happens. The seething, foaming mass is carbon dioxide, released from the soda by the vinegar.

What happens now to a lighted match? Why? Is carbon dioxide gas heavier than air? Than oxygen? Tip bottle slowly over a lighted candle. What happens? The heavy gas can even be poured so flame flutters and may go out. What common objects in most schools use this scientific principle? Fire extinguishers are a good example.

A lemon current

Materials:

. A strip of copper

. A strip of zinc

. A lemon

. A grapefruit, or some sauerkraut

What To Do: Cut the lemon in half. Put the pieces of copper and zinc into it, about 1 inch apart. Touch the strips with your tongue. Do you feel a little tingling? This is a very weak electric current. It won't ring a buzzer or light a lamp, but it is an electric charge.

(If you do not have a strip of zinc, try a straightened paper clip.)

What Happens: The acid of the lemon acted upon the two metals just as strong sulfuric acid acts in a battery. Sulfuric acid is too dangerous for you to use, but the chemical action of the weak acid is the same.

You can try this experiment with grapefruit, sauerkraut, or any mildly acid food.

Magical voices

This experiment is great fun if a group of five or more is present. Each person speaks into a bottle of liquid, and them passes the bottle to the next person. At some point, the color of the liquid will change.

Materials:

. 1 bottle phenol red (available in drug stores or pool supply stores)

. 1 box baking soda

. 1 cup water

. 1 clear jar with lid, the jar should hold at least 2 cups (16 oz or 1/2 liter)

What To Do: Pour 1 cup of water into the jar. Add 2 to 3 drops of phenol red to the water. Swirl the jar. The color should be red. If it isn't, add 1 to 2 small pinches of baking soda until the solution is light red. Pass the jar from one person to another. Each person should hold the bottle close to the mouth and talk into the bottle. A good phrase is "Hocus Pocus. Make the color change now." Cover the top, then swirl the jar. Pass the bottle to the next person. After a few people speak into the jar, the color will turn orange and then a bright yellow if more people talk. Keep speaking into the jar until the color

changes. To make the yellow turn red again, add 1 or 2 pinches of baking soda.

If you are by yourself, you can still do this trick. You can blow through a straw into the liquid. Keep blowing until the color changes.

What Happens: Phenol red is a dye that changes color under acidic or basic conditions. When someone speaks or blows, carbon dioxide is exhaled. Carbon dioxide mixes with the water and makes it acidic.

People with swimming pools use phenol red to make certain the water is safe for swimming. Adding Chlorine to the water makes it acidic.

The flattened index card

By blowing under a bent index card, you can make it flat.

Materials: 1 index card

What To Do: Fold the card in half. Open the card and place it on a table near the edge. Place your mouth even with the table and blow under the card. Watch what happens to the card.

What Happens: Moving air pushes less than static air. The air above the card is not moving and pushes down on the card. When you blew under the card, the air below it was moving. The air above the card was pushing stronger on the card, causing it to flatten.

A bottle and marble

Materials:

. Widemouthed bottle

. Sand

5 cm square piece of cardboard

. Marble

What To Do: Pour the sand into the widemouthed bottle. Place the cardboard over the mouth of the bottle. Set the marble on the cardboard and then tap the edge of the cardboard.

What Happens: If the experiment is successful, and it may require practice, the cardboard will be set in motion and will go flying off while the inertia of the marble causes it to drop into the bottle.

Paper chromatography

Materials:

. A clean glass

. 1/4 cup of water

. A teaspoon of salt

. Red and green liquid food coloring

. A strip of paper towel about one inch wide

. A pencil.

What To Do: Mix together a few drops of the red and green food coloring. Make a spot on the paper towel with this mixture about one inch from the bottom. Let dry. Pour the water into the glass and stir in the salt. Place the pencil across the top of the glass. Hang the paper strip over the pencil so that the end of the paper with the spot just dips into the water. Wait a few minutes, and the water will slowly climb up the paper. The spot will separate into patches of red, yellow, light green and blue.

What Happens: The food coloring is a mixture of different colored chemicals. As the salt water climbs up the paper it dissolves the chemicals. Some chemicals rise higher than others. Separating chemicals this way is called Chromatography. When the chemicals are separated they can be identified more easily.

Showman

There are three distinct sections of the Showman Badge: puppetry, music and drama. Fulfilling the requirements for only one of the sections will qualify a boy for the Showman Badge.

Den activities

- Have a storytelling session. Have each boy come prepared to tell the best true life story he knows about something that happened to himself or a friend or family member. This demonstrates the importance of good listening and the value of sharing ideas.

- Tell a funny or silly story and just as you get into the plot, ask the boy next to you to continue the story for a while. Let him carry it for a while and pass it on to the next boy. It will be wacky for sure. It is fun to see the plot jump around, change and bounce back again.

- Do a series of pantomimes or charades. Divide into teams. Have prepared basic and crazy categories to act out like U.S. Presidents, current song titles, rap music titles, sports figures and names of school teachers or principals. The kids will have fun!

- Try to find a very simple but easy to do "old melodrama" with the villain in black and sweet heroines etc. and see if the boys can do it pantomime using signs as cues to the audience. Emphasize body language and exaggerated facial expressions to communicate the ideas. It could be real crazy and fun.

- The den could produce a video, one with a story or not, demonstrating an activity or skill or just about anything. It could be narrated and could be good entertainment for a pack meeting.

- Scouts like silly or gross songs. (Songs about eating worms, etc. are great.) They have a good collection of the ones they like, you just need to hit their "go" button and use lots of enthusiasm.

- A guest speaker such at a radio disc jockey, TV anchorman, sound technician, music teacher, theater manager, actor, symphony director, puppeteer, dinner theater performer, dancer.

- Record fun and silly sounds like the washing machine running, paper bags bursting, toilets flushing and making animal noise imitations. With this "wacky" collection of sounds, have them weave a story line or have some one narrate a story with sound effects telling the story. It will bring many laughs.

- Have a fashion show. This can be quite hilarious if performed for others to watch. Divide the group into teams of 4 persons each. Give each team a bundle of newspapers and a package of pins. They select one person for their team to be the model. The others dress him in a newspaper costume, tearing the paper where necessary and pinning the pieces in place. Do not provide scissors. The most sensational costume may win a prize.

- Teach the boys the basics of planning and executing what it takes to do a campfire ceremony. Have them and other leaders bring any ideas they have for skits, runons, songs, stories or magic tricks. Select a den to plan a program and select a narrator. Tell them that the intensity of the program that they plan "follows the fire". Like the fire which slowly builds, let the program build, and the laughter build, perhaps having your high point event (funniest or most interesting) in the middle. Like the fire, after this event, the program slowly winds

down to a quieter tone. It could end with a meaningful song or Cubmaster's Minute.

- At a campfire, take along a poncho and some markers. Stretch out the poncho for a stage and let some Scouts make some simple "campfire" puppets by drawing eyes, eyebrows, etc. on their hands and using their hands as puppets.

- You could try some "campfire musical instruments" like a pocket comb with paper simulating kazoos or try coffee cans as percussion or playing stretched out rubber bands or pop bottles.

Field Trips

- Arrange a visit to your high school auditorium and meet with the drama teacher. Find out about the plays that the school presents. How are they chosen? Do they need permission to present them? How many hours do they practice before the show? Ask the teacher what qualities are noticed during auditioning for parts. Look at the backstage area, sets, and curtains. Tour the lighting booth.

- Visit a costume shop to see the variety of apparel available. Look at the wigs and accessories they have. What is the most unique costume they rent? What is the most popular rental? Who rents from them? (College troupes, theaters, individuals, etc.)

- Visit a piano store and hear music played on the different brands of pianos. Look inside to see how the strings work to make the sound. Watch a player piano or CD piano. Compare costs of pianos. Where are they made?

Easy Skits

Two or three boys play easy tunes on their band instruments. One boy acts as the director. Barbershop quartet singing. Dress in Gay 90's striped shirts and bow ties, and greased down hair. Add body movements to the songs.

- A bugler plays "Reveille" then a group of angry, sleepy campers gang up on him. A second bugler then plays "Taps" as all look over the first bugler's body.

- Divide den into teams and give each one a bag containing four simple household items (a sponge, book, sock, paper, etc.) The challenge is for each team to come up with a short play which uses all the props. You'll be amazed at how creative the boys are!

Fast puppet stages

A cardboard box lid makes a good stage for one or two puppets. Cut hole(s) in the lid. The puppeteer sticks his hand(s) through the hole(s) to work the puppet(s) on his band(s). He can drape a sheet over his body if be wants. Instant stages include an open umbrella placed on the floor or a card table with a sheet draped over it, or set on its side.

Ships

Cut large cardboard pieces in the shape of the side view of a ship. (rowboat, ocean liner, Viking boat. etc.) For standing support, nail three boards together in a triangle brace. Tape cardboard to the wood, or just lean it against the boards. Paint ship details on the cardboard.

Music fun

Obtain a set of recordings that have a variety of types of music from the past and present...classical, harp, dulcimer, jazz, piano, brass band, etc. Play short selections and let the boys vote on their favorites.

Many movie themes are actually classical music, altered slightly. You can buy cassettes or CD's with movie themes. See if the boys can guess the movies.

Flip through the radio dial and listen to a variety of music stations for three minutes each. What kinds of music do you hear? Rent Walt Disney's "Fantasia." Watch the whole movie if possible. It has incredible "images" of music. If you can't watch the whole movie, fast forward toward the end where the hippo is dancing. The boys will recognize many popular tunes at this point.

PUPPETRY

One puppetry requirement is to write a puppet play about Webelos den activities. The following is an example of a script which could be used by a boy operating a hand puppet as a ventriloquist's dummy. It isn't likely that a 10yearold boy would be a very good ventriloquist, but if he makes wide, exaggerated actions with the puppet, the audience's eyes will be on it rather than on him. Or better still, another boy offstage could be the dummy's voice.

ACTIVITY BADGE DILEMMA

Ventril: Now that you're 10 years old, have you thought about joining Cub Scouts?

Dummy: I am a Cub Scout. I earned my wolf badge, then my bear, and now I'm a Webelos Scout.

Ventril: Have you worked on any activity badges?

Dummy: Yes, I worked on some of them.

Ventril: Which ones?

Dummy: Well, First I started on the outdoorsman, but I had a few problems.

Ventril: What kind of problems?

Dummy: Well, I had to sleep outdoors, but every time a breeze would blow, the tent fell down.

Ventril: You should have put in longer stakes.

Dummy: I tried, but I hit my thumb with the hammer. I didn't do too well on the craftsman badge either.

Ventril: Did you have any other problems with the outdoorsman badge?

Dummy: No I fixed my dad a good meal but he wouldn't eat it. He said it was raw.

Ventril: Did you cook it?

Dummy: No I couldn't get the fire started.

Ventril: Did you clean up afterwards and do the dishes?

Dummy: That was the easiest part. I let my dog do that.

Ventril: What other badges did you work one

Dummy: I worked on aquanaut.

Ventril: That should have been easy. All you have to do is some swimming.

Dummy: I know, but after 15 minutes, I was still in the same place.

Ventril: 15 Minutes in the same place? You must have been on the bottom.

Dummy: I was. I forgot to fill the pool.

Ventril: What was your next badge?

Dummy: Engineer, and it gave me trouble too.

Ventril: What part of it gave you trouble?

Dummy: The catapult. I built one and put a rock in it but when I set it off, the rock went through a window.

Ventril: Did you work on naturalist?

Dummy: Yes, but that didn't work out either. The book says to keep a zoo of insects, such as ants. I did that, but they all ended up in my mom's kitchen cabinets. She was kinda upset about that.

Ventril: Did you do anything else?

Dummy: I worked on Scholar. The book says to help another student with his school work. Everything was fine until the teacher graded the papers.

Ventril: Why was that so bad?

Dummy: All the answers were wrong!

Ventril: You do seem to have difficulty getting your badges. I hope you can earn them all, though.

Dummy: Oh I'll make it all right. But I don't think my Webelos leader will.

Ventril: Why do you say that?

Dummy: Well, when I joined the den my Webelos leader had a full head of hair. Now he's almost bald.

Ventril: Well, after that we'd better say good night to everyone.

Dummy: Good night folks. Don't forget to remember all Webelos leaders in your prayers!

Pack activities

- Invite a high school drama teacher or local theatrical person to come to speak or demonstrate.
- Have a clown or magician come to perform and demonstrate some techniques.
- Invite your local Boy Scout patrol to come and perform a series of short skits. They usually have a good number of fun ones that they really enjoy doing.
- Build a puppet stage out of cardboard boxes and try something inventive like making puppets out of old white socks, markers, glued felt, etc.
- Have the Scouts write a short one act play, preferably about something that they like and are familiar with like a local sports hero or a unique outing or trip they have taken.
- Take a field trip to one of the local live theaters.
- Tell you Cubmaster that your den will volunteer to do a series of runons at a Pack meeting (especially a meeting that needs some sparkle). He will probably appreciate the idea very much. Even though "runon's" are short and easy to do, you will want to practice several times. The

most important things to teach the Scouts here are projecting their voices so the crowd can hear and stage presence (that "hamitup" ability to communicate the feeling).

- Plan a trip to the Renaissance Festival. It is full of all kinds of entertainment, songs, skits, magic and drama.

Sportsman

Most members of the den will show real interest in the Sportsman Activity Badge. Chances are the boys already spend much of their leisure time in organized sports and friendly neighborhood games. One of the prime purposes of Cub Scouting is encouraging good sportsmanship and pride in growing strong in mind and body. Learn the rules for the games and learn good sportsmanship as you play!

Den activities

- Invite a coach to talk about sportsmanship, or have a sports equipment sales, resort owner, bicyclist, jogger, tennis player, professional ball team member, boat captain, community education speaker, softball league coach, children's athletic coach, or tour guide come and speak to the den.

- Visit a local golf course and get permission to hike around looking at the layout and par numbers for the holes. Ask for a tour of the shop. Look at the equipment and balls. Practice your swing.

- Attend a local high school, college, or professional basketball game. Make arrangements to talk to the referees afterwards. Ask about their training and their work schedule. How much travel is involved?

- Visit with the high school football, track or basketball coach. Ask what training they have the boys do to get prepared for the games. What schools are on their schedule this year? Who are the key players on the team?

- Use the Olympics. Have the boys do some research on the history of the Olympics. Who started them and why? Who were some of the famous people who set records down through the years. Compare the medalist's records from early years to current years...have speeds changed much? Where have the games been held? Have events been changed or dropped? Assign each Scout an Olympic event (gymnastics, swimming, luge, fencing, equestrian etc.). Have them find out the following:

  a. How someone gets on a team.

  b. Rules for the event.

  c. How it's run.

  d. The rules.

- Stamp collectors can look for the commemorative stamps of the Olympics. Show them at the den meeting.

- Go bowling (Earn the sport belt loop).

- Go fishing (Earn the sport belt loop). Before you go, ask a den parent to show off their fishing tackle, clothing, and handy gadgets. Talk about some of their most exciting fishing trips. Have them bring along worms and hooks, and let the boys practice their skills, if possible. Ask them to bring some live fish, too.

Good sportsmanship

The ability to abide by the rules, to win without boasting and to lose without offering excuses is the essence of good sportsmanship. Sportsmanship requires honesty, fair play, cooperation, competitive spirit, respect for authority and rules, acceptance of responsibility and respect for others. A real sportsman follows these rules in each game, but also in their 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.

Sports Injuries

Over a million children (ages 514) are seen in hospital emergency rooms each year for sportrelated injuries The sports with the largest number of injuries are bicycling, followed by football, playgrounds, baseball and basketball.

Be sure to include safety demonstrations and stress the use of proper protective equipment with all your den activities this month!

Invite a sports trainer or orthopedic doctor to visit your den and talk about the kinds of injuries that are common in the various sports. How can they be prevented?

Den meeting sports

Invite boys to bring one adult to the next meeting. Plan a special treat like going bowling, a backyard volleyball game, or other active sporting event. Ask the adults to tell what sports they have enjoyed over the years.

Games

ULTIMATE BASEBALL

You can earn the Ultimate belt loop by playing according to regular baseball rules. The pitcher throws the ultimate toward the "batter" who then catches it. If he misses it, it is a strike. If it is outside the strike zone, it is a ball. The "batter", who has made a good catch, then throws the ultimate and proceeds around the bases. If it is caught the"batter" is out. The rest of the game follows baseball rules.

SPORTS CARDS

Make a set of 10 x 10 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. Divide den(s) into two teams and give one point to the first person to guess the answer or 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 gets a point.

World of Sports Game

Here's one for all boys a sports quiz. Give this list of sports terms and let them write the game with which each term is associated.

1. Spare	(Bowling)
2. Shell	(Rowing or Hunting)
3. Shuttlecock	(Badminton)
4. Fairway	(Golf)
5. Slalom	(Skiing)
6. Double fault	(Tennis)
7. Eightball	(Pool)
8. Chukker	(Polo)
9. Clay Pigeon	(Trap shooting)
10. Technical K.O.	(Boxing)
11. Jump Shot	(Basketball)
12. Puck	(Hockey)
13. Double Play	(Baseball)
14. Figure eight	(Figure skating)
15. Lonesome end	(Football)

Craft

SPORT PLAQUE

1. Cut a piece of wood 9"x 12"x 1/2".

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 31/2" x 5".

5. Screw these onto the plaque.

6. Insert some favorite sports cards and tighten the screws

Traveler

The word traveler suggests faraway places and long trips. Some of the Webelos may have already enjoyed such travels in their short lifetime!

The Traveler Activity Badge will help the boys discover new things about traveling, and they will have a great time "navigating" for mom and dad on the required trips.

Den activities

- Visit county, state or national parks.
- Take a bus or train trip.
- Visit historic sites nearby.
- Visit a travel agency or automobile club office and find out what they do.
- Use an airline timetable to answer the following questions. What is the earliest time you can depart from the airport to fly to _____ (pick an exotic destination)? What is the flight number? What kind of airplane is being used on that route? When will you arrive at your destination? How far is the trip in actual miles? Does the time zone change as you travel? How much time does your flight take?
- Make car first aid kits.
- Visit a train depot, bus terminal, or airport, to see inside operations.
- Discuss timetables and how to read them.
- Have a speed contest of locating specific destinations and how to get there, using maps and timetables.
- Teach proper packing of a suitcase. Afterwards, have speed contest, stressing neatness, as well as speed.
- Locate points of interest on city and state highway maps.
- Prepare a list of travel agencies and transportation media available in your area.
- Have the Scouts ask a grandparent or other older citizen these questions: How many cars have you ever had? What was the first one? Where did you like to go when you travelled? How has driving changed since you started? How many miles does your car have on it now?
- Have a pilot, flight attendant, bus driver, trainman, taxi driver, luggage manufacturer, moving company employee, air traffic controller, travel agent, corporate transfer agent, travel guide, or hotel operator come and speak to your den.

Movies

Want to travel to a faraway land and learn all about the culture...for free? Browse around the local library to find travel movies, documentaries, or National Geographic type shows that your den can watch. The library also has slide sets available with written descriptions or cassettes. Ask around to see if there are any "Armchair Travelers" clubs in your area that you could visit. Sometimes the library sponsors travel shows, as well as senior citizen clubs or churches.

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 manmade wonders. Almost every section of the country holds 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.)

2. Where would you find Niagara Falls? (It is know as the "Empire State".)

3. Carlsbad Caverns, the largest caves ever discovered, are in what state? (It borders Mexico and is just west of Texas.)

4. Where is Hershey Chocolate World? (It is between Ohio and New Jersey.)

5. Where would you go to visit Pearl Harbor? (It's an island state.)

6. In what state would you find the Painted Desert? (It's in the same state as Phoenix.)

7. Where would you be able to see Mt. Rushmore? (This state is north of Nebraska, east of Wyoming.)

8. Glacier National Park is an icy wonderland. (It's in a state that borders Canada and is just west of North Dakota.)

9. They say the Pilgrims landed at Plymouth Rock. (It's in the same state as Boston.)

10. Mount St. Helens is a lively volcano in what state? (It is found in the northwest comer of the U.S.)

11. Disney World is a major attraction in this state. (This state has lots of beaches.)

12. In what state would you find Pike's Peak? (It's west of Kansas.)

13. Where will you find the Golden Gate Bridge? (Home of the 49'ers.)

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

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 an 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 expenses. Enter this information on an 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 allnight 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 an itinerary sheet.

You must eat three meals a day on your trip. A snack may be substituted for one meal per day, and only one. Calculate eating expenses and enter them on an itinerary sheet.

Enter total daily expenses in the far right hand column of an 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

Tables

Travel:

Mode	Cost per 100 miles	Time per 100 miles
Air.....	..$12.00	15 minutes
Train.....	$10.00	1 1/2 hours
Rental car	..$10.00 (per day /$0.10 per mile)	2 hours
Bus.....	$6.00 (or $200.00 for 2 week pass)	2 1/2 hours

Food Expenses:

Formal restaurant	$10.00
Inexpensive restaurant	$ 2.00
Cooking while camping	$ 1.50
Snack	$ .75

Accommodation

Hotel*	$25.00
Inexpensive motel*	$10.00
Camping (covers renting equipment)	$ 5.00

*You must check in after noon on the day you arrive, and check out before noon on the day you depart.)

Travel Information

Each state has a tourist information department from which you can obtain maps, brochures on tourist attractions and motel and hotel directories. When you inquire for this information, let them know the month when the den plans to 'travel' because some of the attractions are seasonal, and let them know what area of the state you are most interested in.

Car Passenger Code

This code provides hints on how car passengers can help make each trip a safe and pleasant one.

1. Help yourself by:

- always wearing your seat belt, or sitting in the back.

- sitting down, so that you won't be hurt if there is a sudden stop.

- keeping your hands away from door handles, gear stick, ignition key and the driver.

2. Help the driver by:

- sitting down, so that you don't distract him.

- looking out for road signs.

- keeping the noise down.

3. Help other passengers by:

- not teasing younger passengers.

- not putting anything dangerous on the back ledge.

- saving all litter until you get home; use litter bags.

4. Help others on the road by:

- staying in the car (if you put your arms or head out the window, you could lose them!) while it is moving.

- not throwing things out the window.

- getting out of the car on the side away from the traffic.

Safe Driving Tips for Families

1. Allow enough time to avoid feeling rushed. On long trips, allow for frequent stops.

2. Have your car checked before you leave tires, brakes, lights turn signals, windshield wipers to ensure proper functioning.

3. Use seat belts. They help save lives.

4. Be alert to hazards adjust your driving speed accordingly.

5. Use courtesy abundantly everywhere at intersection, while being passed or passing, at night with headlights.

6. Follow the rules of the road signals, signs and road markings, for a safe, enjoyable trip.

Be Prepared Buckle Up

During the next year, safety belts will fail to save thousands of lives because people will be sitting on them when accidents occur. Some of those people may be Cub Scout families, riding to and from den meetings, Scout shows and more.

When you stop to think that . . . within 16 seconds someone will be injured in a car accident . . . within 10 minutes someone will die in such an accident, and . . . by the end of the week 1,000 persons will be killed and 40,000 others injured in traffic accidents . . . it's easy to see that you could easily be involved. So you need to protect yourself.

Maybe you don't wear safety belts because you can't tell the fact from the fiction. Here's the difference:

Fiction: I don't need a safety belt when I'm going a short way or traveling at a low speed.

Fact: More than half the accidents causing injury occur at speeds of less than 40 m.p.h. Three out of four accidents causing death happen within 25 miles of home.

Fiction: I'll be saved if I'm thrown clear of the car.

Fact: Your chances of dying are almost five times greater if thrown from the car.

Fiction: Safety belts can actually cause injury.

Fact: This happens only in one percent of all injuries. Even then, the injury is less severe than for the person not wearing the belt.

Fiction: Safety belts can't prevent me from having an accident.

Fact: Safety belts keep the driver in place and in control of the car. It also protects passengers. Without a belt you may be knocked unconscious allowing no chance for escape.

Three Great Map Games

At first, a map may look hard to use. (By the way you'll need a good road map for the following activities.) "I'll never figure out how to get from one place to another," you may think. The games below will help you find your way around the United States. As you explore, you'll discover a lot of interesting places. To get started, find the state and town where you live. Once you've found that familiar place, try the games. Later, invent some map games of your own.

Name That State

Two or more people can play this game. Take turns holding the map. The player with the map calls out the name of a capital say "Austin! " The other player must call out the state "Texas! " The first person to miss is out. Continue playing until one player the winner remains. Once you're good at matching the capitals with their states, try the game in reverse: Call out the name of a state. The correct answer would be the capital.

CB Rescue

You're far from home, and you're out of supplies. But luckily, you have a pocket CB (Citizen Band) radio. Hoping for rescue, you broadcast your location using map coordinates to tell other CBers where you are. "I'm at F15", you might say. Two people can play this game. One player is the stranded traveler. That player uses the map to give the coordinates of a place. The other player finds the place by using it coordinates, and calls out its name. The first player times the rescue. Then they trade places. The one with the fastest time wins.

Interstate Vacation

Your family has decided to take a crosscountry vacation. Find your home state on the map. Then decide where you want to go. Try to pick the shortest route between your home and the place you want to visit. This game has only one rule: You must drive on the Interstate Highway System at least part of the way. The Interstate System shows in bright red on the map. You may have to use a ruler to help you plan your route. If your hometown isn't shown on the map, begin your trip at the closest town that is shown.

Other Car Games

License Listing Make a list of license plates (U. S. states and foreign countries) spotted while on a trip. See if anyone can name the state capitals.

Signs Players take turns looking for specific signs, such as: railroad crossing sign, arrow on sign, no parking sign, church sign, fire prevention sign, ice cream sign, no vacancy sign, keep to right sign, reduce speed sign, etc.

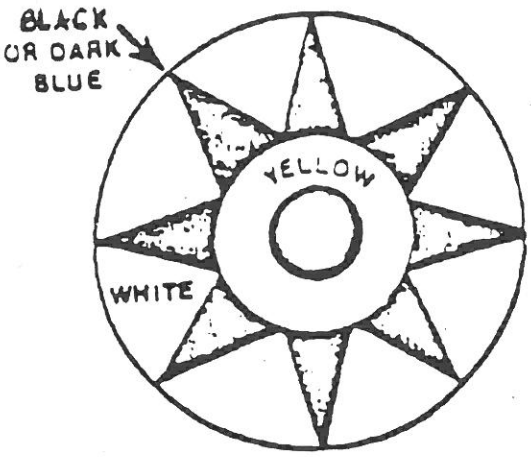
Sports Words Give each player the front page of a newspaper. The object is to find sports words on the front page examples end, base, tackle, guard, pass, basket, foul kick, center etc

Map Game - Give each player an identical map. See who is the fastest at finding the answer to such questions as: distances between cities, historic site locations, populations of cities, locations of airports, etc.

License Language - All players look for a license plate containing three letters. When

one is spotted, the player whose turn it is has 60 seconds to make a sentence using words starting with each of the 3 letters, in proper order. The sentence may be longer than 3 words, but the first three words must match the letters. All sentences must make sense. You can set your own point system.

ARTIST #1



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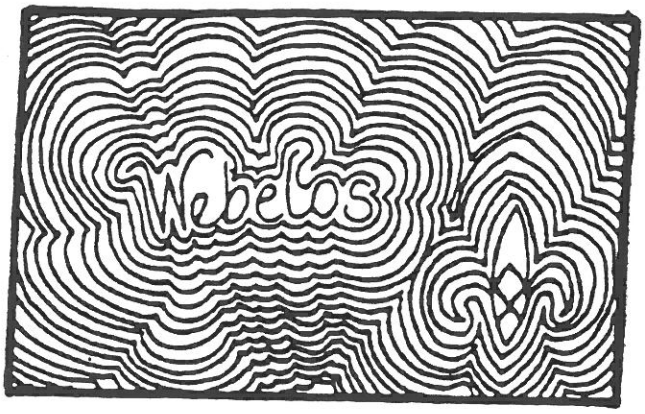
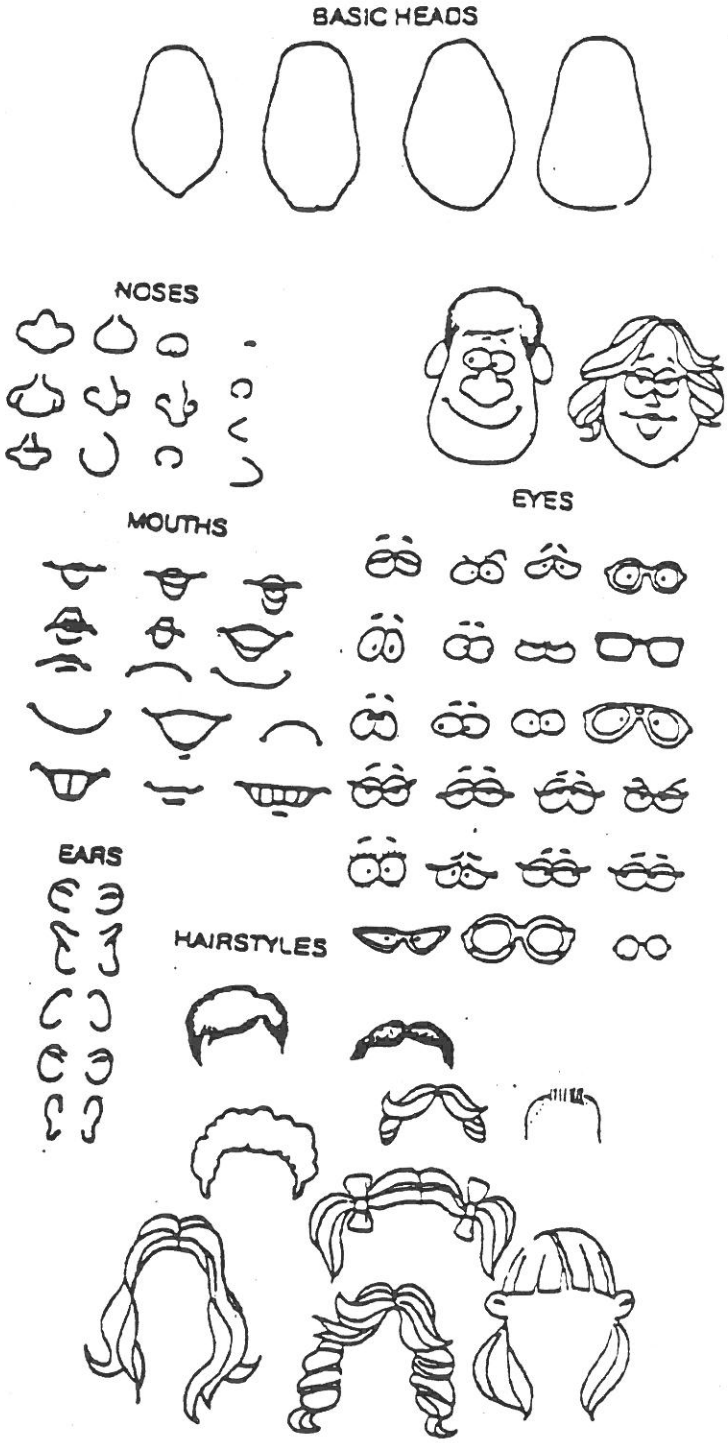


ARTIST #3

Cartooning



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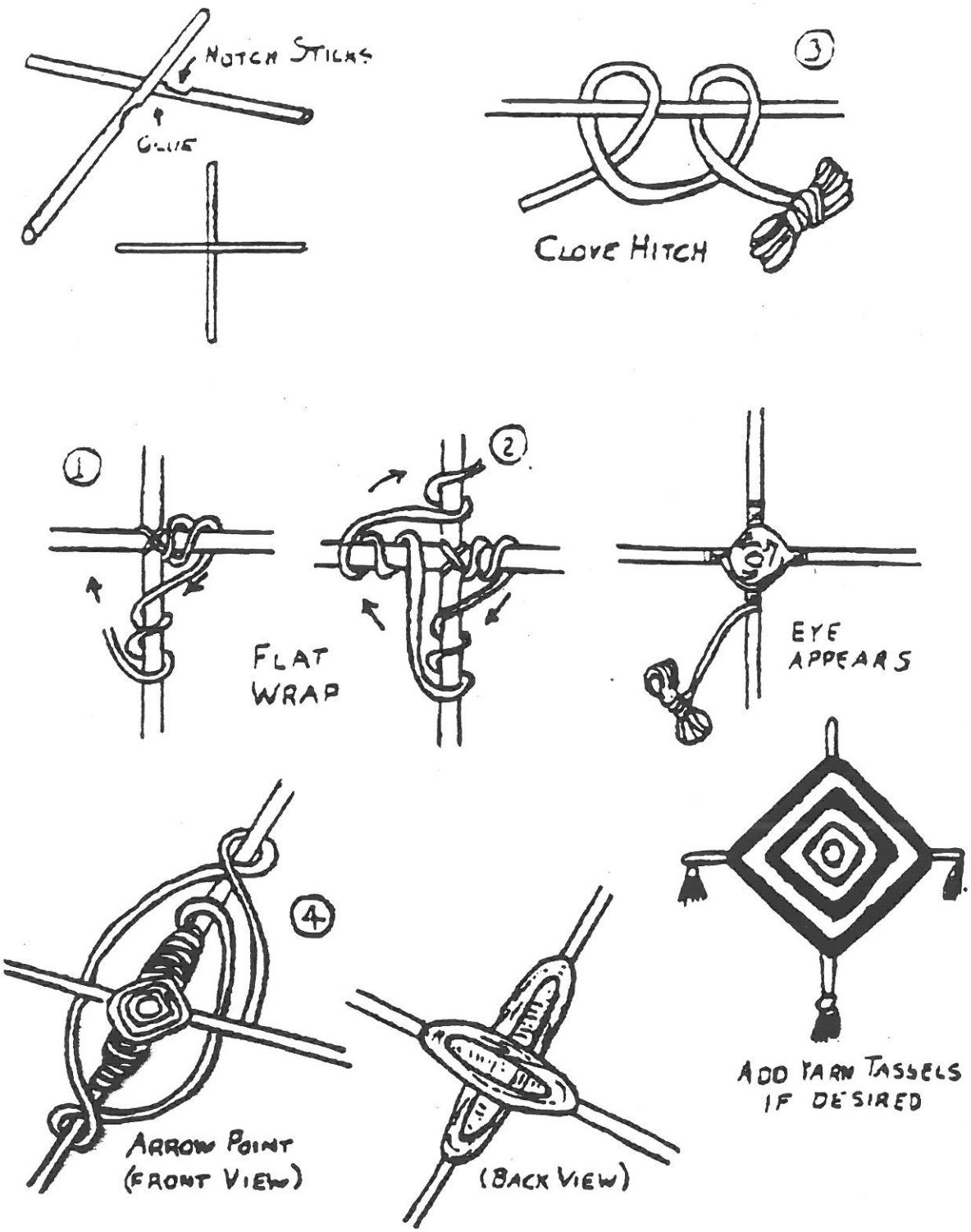

An Ojo made with a popsicle stick base is a good size for Cub Scouts to begin with. When making mini Ojos with toothpicks, it is best to use crochet thread rather than yarn. The yarn is too bulky for the toothpicks.

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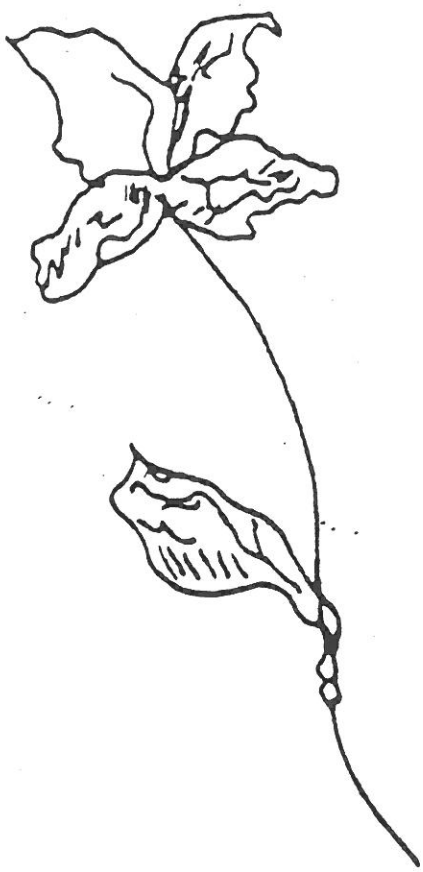

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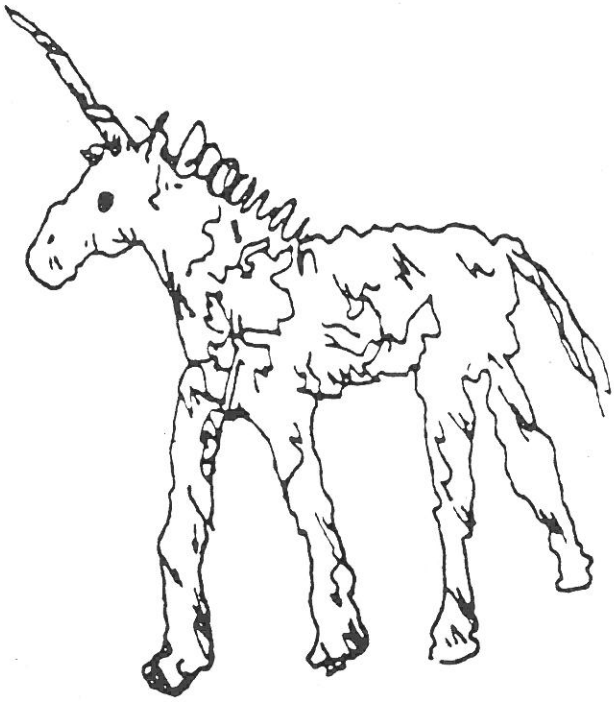


COMMUNICATOR #1

Hobo Signs

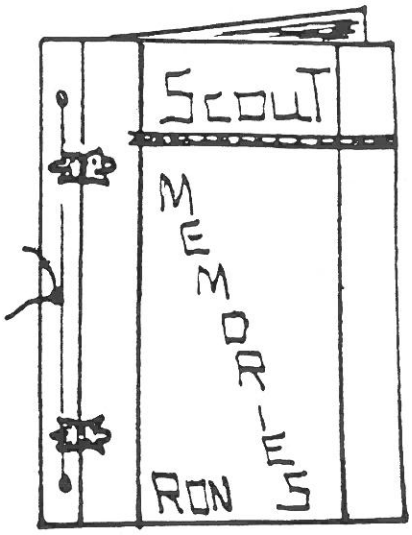
Use pictures to make up your own secret code.

COMMUNICATOR #2

Cryptopics

A=		L=	lamp
E=		M=	man
I=		N=	nail
O=		P=	pick
U=		Q=	(like K)
B=	bed	R=	rose
C=	car	S=	snail
D=	dog	T=	tie
F=	fish	V=	valentine
G=	girl	W=	water
H=	house	X=	
J=	jug	Y=	you
K=	kid	Z=	zebra

CRAFTSMAN #4



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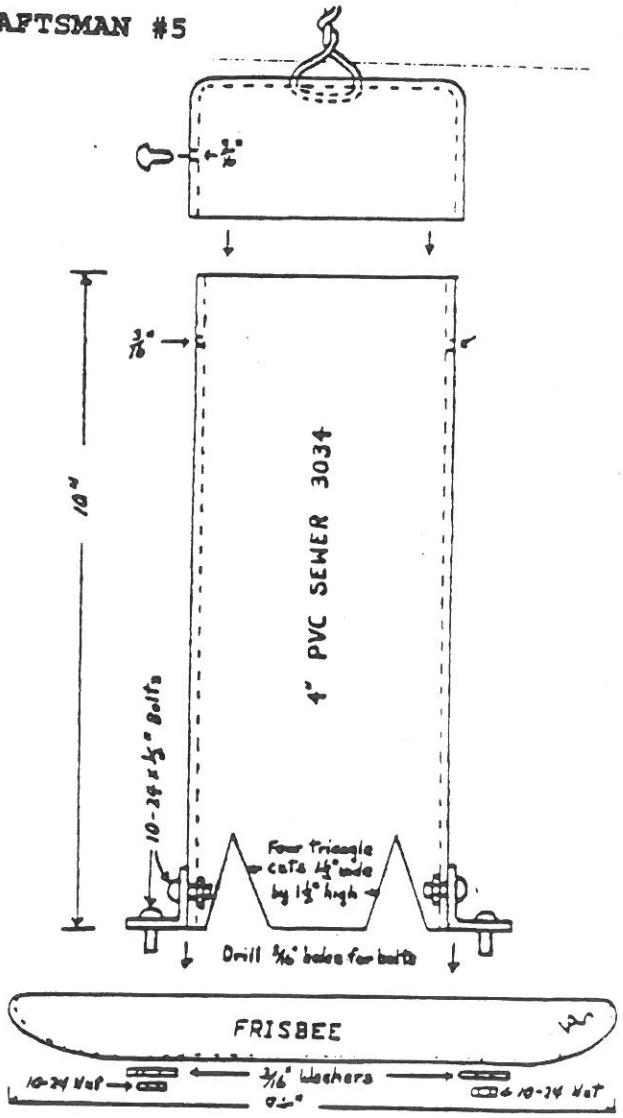

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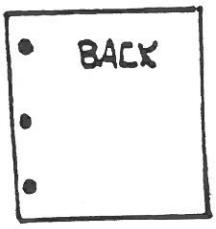

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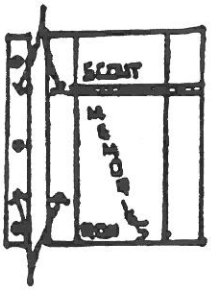

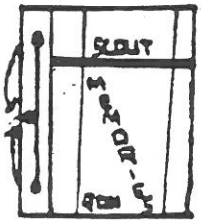

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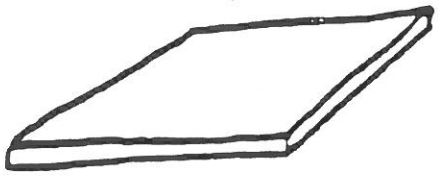

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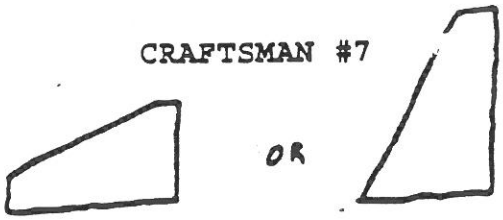
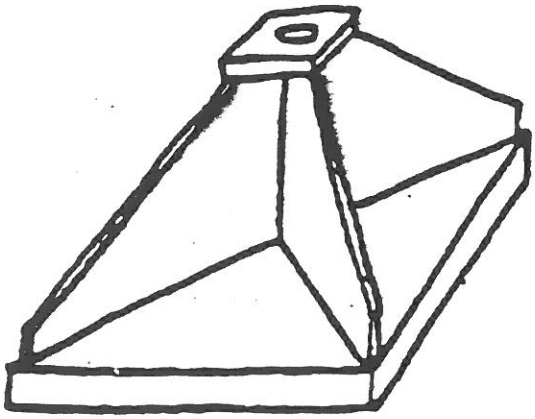


CRAFTSMAN #8

CRAFTSMAN #9A



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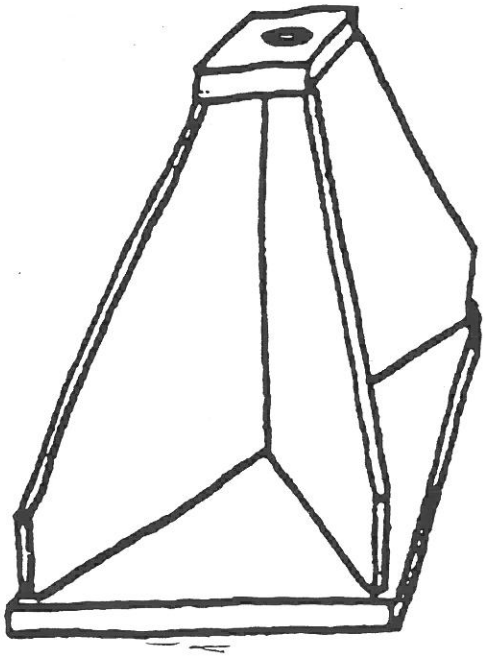

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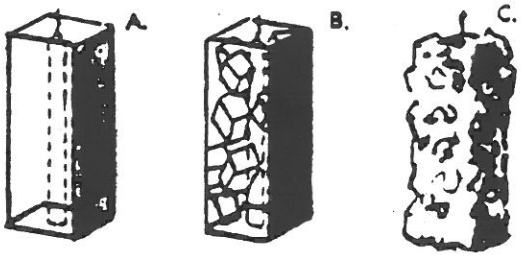

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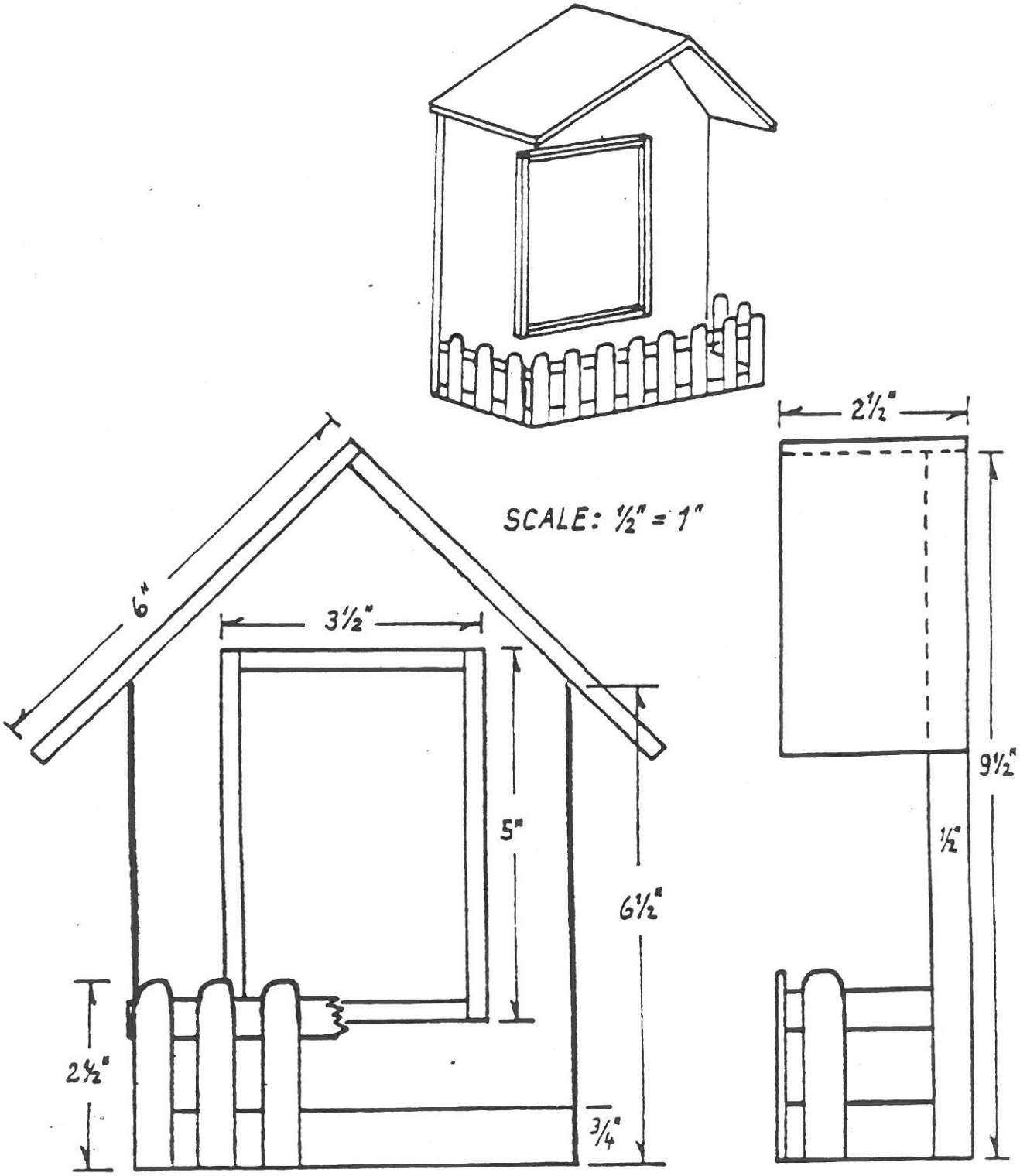

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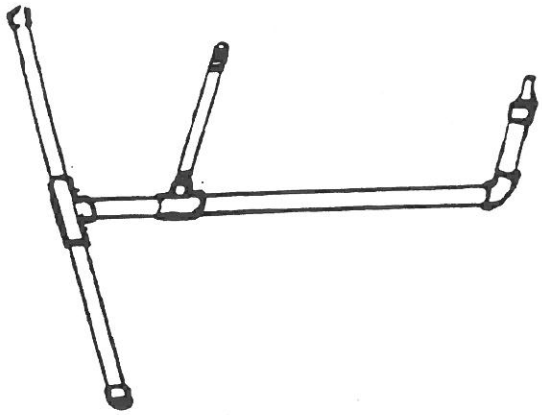

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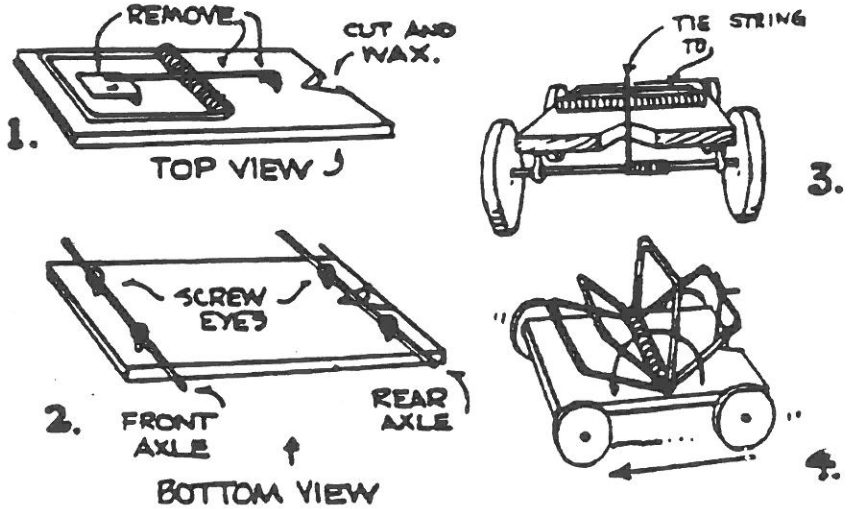

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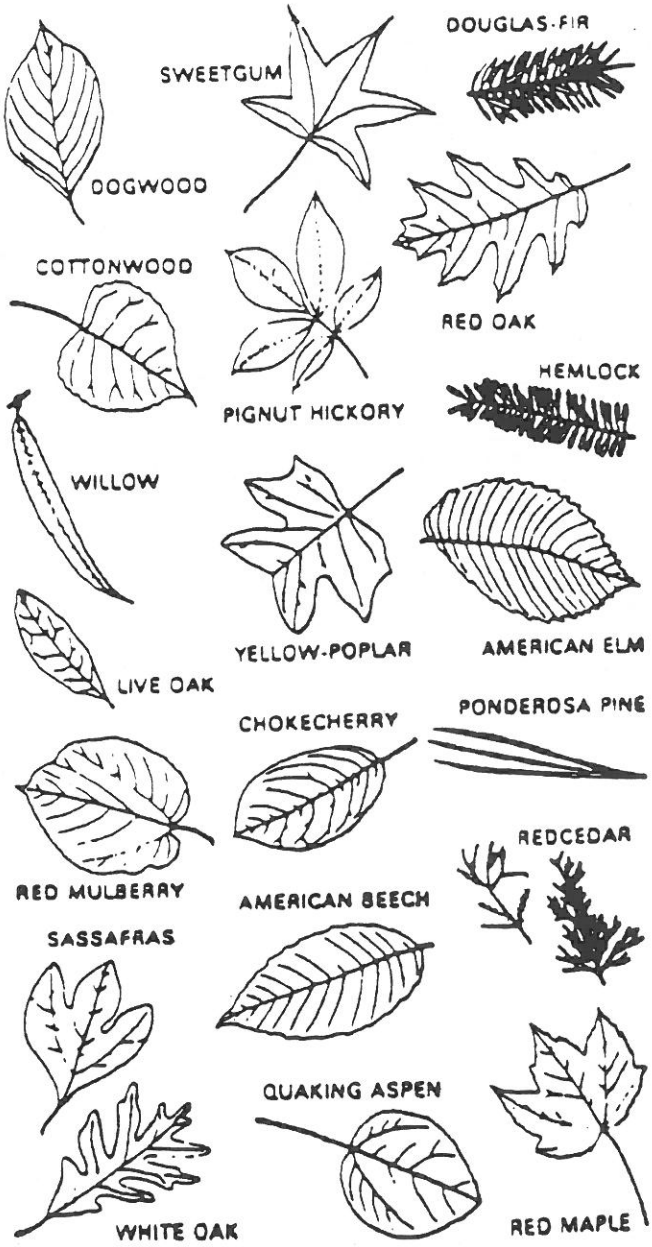
SWEETGUM
DOUGLAS-FIR
DOGWOOD
COTTONWOOD
RED OAK
HEMLOCK
PIGNUT HICKORY
WILLOW
YELLOW-POPLAR
AMERICAN ELM
LIVE OAK
CHOKECHERRY
PONDEROSA PINE
REDCEDAR
RED MULBERRY
AMERICAN BEECH
SASSAFRAS
QUAKING ASPEN
WHITE OAK
RED MAPLE