

# Santa Clara County Council



**Cub Scout Pow Wow**

-- and --

**University of Scouting**

# Introduction to the 2009 Cub Scout Pow Wow & University of Scouting CD

WELCOME! You had a great time at Cub Scout Pow Wow and the University of Scouting, learned a lot, met fellow Scouters, made some new friends. Now its time to get to work, and take what you learned back to your youth. Here is your resource CD for 2009. For Cub Scout leaders, the 2009 resources are intended to supplement your monthly Program Helps, to plan Den and Pack meetings. For Boy Scout leaders, there are resources on this CD about classes you probably did not get the chance to take. So print out sections, mark them up. After all, you'll get another CD next year!

Your editors know that you look forward to the this resource each year, and depend on new material and resources to help your programs. It is getting harder to find new material - much is recycled these days. We have sought out material from old Pow Wow books, fifteen years of Baloo's Bugle and other documents, original material from Scouters around the world, web sites and sources outside Scouting. We know that some material will be familiar to you, but you should also find a lot of fresh ideas -- crafts, skits, songs, and lots more.

In this age of internet Scouting, you also need to know that there are many resources to help your program, as close as your computer. The US Scouting Service Project at <http://www.usscouts.org> is the largest resource on the internet for Cub Scouts and Boy Scouts programs. For Cub Scout programs, the very best resource is Baloo's Bugle, at <http://www.usscouts.org/bbugle>. You will also find online Pow Wow books, songs, skits, stories, recipes and much more, at <http://www.macscouter.com>.

We want to thank a whole bunch of people for their significant contributions to this book: A special thanks to Dave Lyons, editor of Baloo's Bugle - much of the Cub Scout monthly theme resources were gleaned from older Bugles with similar themes. Thanks to all the UOS instructors who provided their class notes and backup material. Thanks to the many councils who have provided their Pow Wow book files to include on the CD. Thanks to all the many Cub Scout contributors to the US Scouting Service Project web site, the participants on Scouts-L and the local Scouters who responded to our plea for HELP!!!

-- Gary & Kyna Hendra



# Part 1: Cub Scout Pow Wow And the 2009 Monthly Cub Scout Themes

## 2009 Cub Scout Monthly Themes and Webelos Activity Badges

It's a very good idea to plan your Den and Pack program around the monthly themes suggested by BSA. This is because the program helps which you receive each month in Scouter magazine, follow the sequence of themes and Webelos Activity badges. The program helps, and the monthly theme resources in this book, can save you a lot of time and effort preparing activities for your Scouts. The table below gives the themes and badges by month, until we meet again at Pow Wow.

Following this table you will find the theme resources for each month. These resources consist of den activities and gathering activities, opening ceremonies, advancement ceremonies, songs, audience participations, cheers, closing ceremonies and Cubmaster's Minutes, for each theme. Following all that, you will find resources to help with each Webelos Activity badge.

### 2009 Cub Scout Monthly Themes and Webelos Activity Badges

<u>Scouting Month</u>	<u>Theme</u>	<u>Description</u>	<u>Webelos Activity Badges</u>
February 2009	<b>AMERICAN ABC'S</b>	Take a personalized tour of the USA by the letters: Austin, Baton Rouge and Cambridge to Xenia, York and Zion. Our country contains an endless variety of scenic and historic places. What is special about these places? This month we'll find out by visiting historic places, theme parks, museums, and zoos. Choose a city or an historical site to highlight. Invite a guest speaker who can share something special about the places your Cub Scouts have picked to discover. Use maps or collect tourist brochures to learn more about places to visit. Your local historical society or public library is a great place to get started. Celebrate your blue and gold banquet with local foods from your choices of the ABCs and decorate to highlight your choice. This would be a good month to work on the Citizenship belt loop or pin or the Geography belt loop or pin.	Scholar Engineer
March 2009	<b>WHEN I GROW UP</b>	Explore career possibilities of the 21st century this month. Host a pack career fair, inviting several adults to share what they do for a living and how these career opportunities might change as you grow up and technology advances. Discover how having a positive attitude is essential in reaching career goals. Den meeting plans could include field trips to learn about different occupations of interest to the boys and playing games centered on different jobs. This would be a good month to work on any of the Cub Scout Academics and Sports belt loops and pins - let the boys vote on the one that fits best with what they want to be when they grow up. For those future astronauts this month is a perfect time for a space derby!	Athlete - Engineer

## 2009 Cub Scout Monthly Themes and Webelos Activity Badges

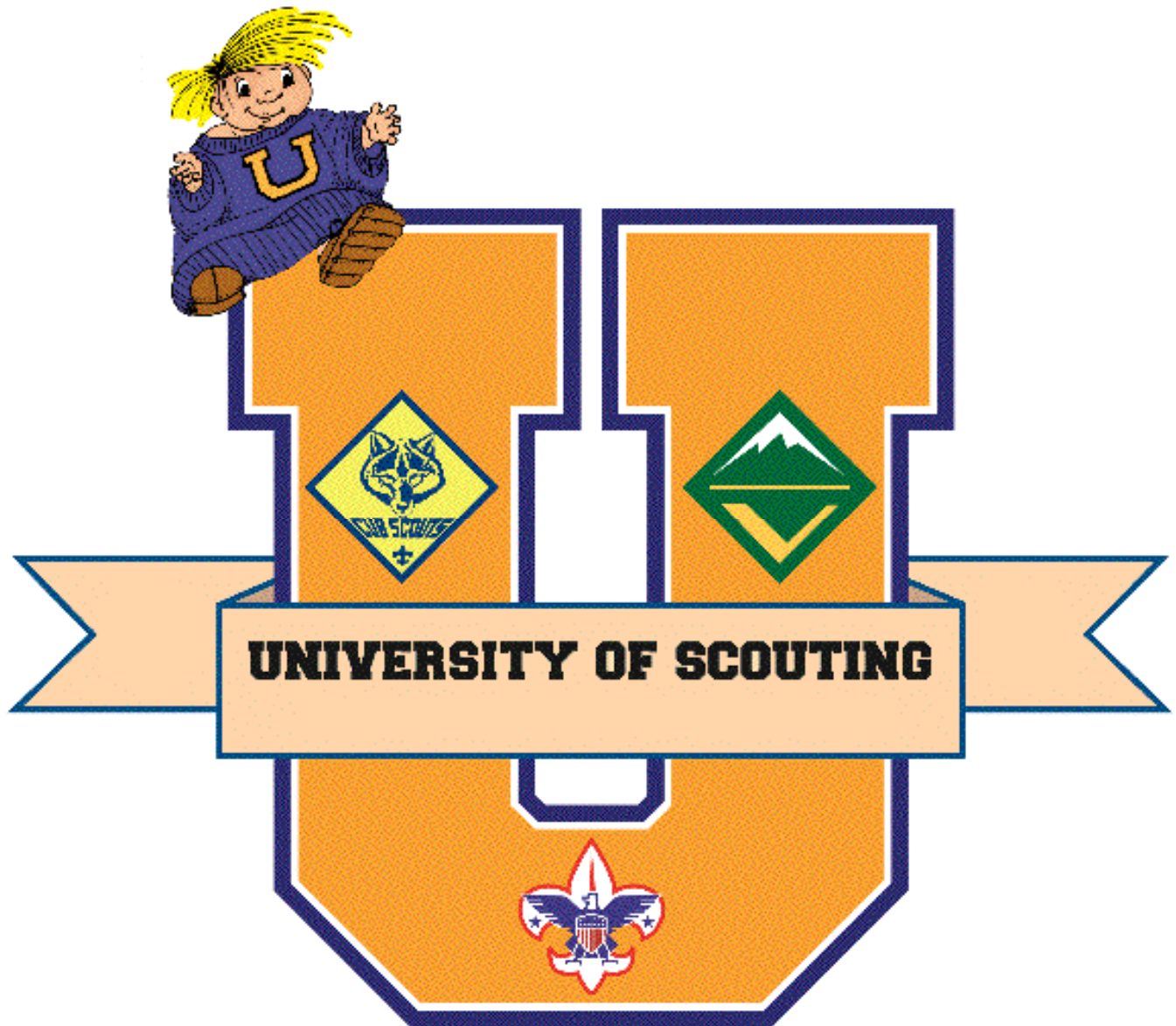
<u>Scouting Month</u>	<u>Theme</u>	<u>Description</u>	<u>Webelos Activity Badges</u>
April 2009	<b>JURASSIC PACK</b>	Explore the land before time! Imagine living in a time when dinosaurs roamed the Earth. What have paleontologists learned about the great beasts that roamed the Earth millions of years ago? Did any dinosaurs live where you do now? Find out what they ate, where they lived, and how they moved. What could we learn of these creatures that lived so long ago? Make a model of a dinosaur or visit a museum where dinosaur fossils can be seen. Make your own "dinosaur footprints" or "fossils" in plaster. Take a "dinosaur" scavenger hike by going on a hike and looking for things that might have been found during the Jurassic era. This would be a great time to work on the <i>Geology</i> belt loop and pin.	Sportsman - Family Member
May 2009	<b>LEAVE NOTHING BUT FOOTPRINTS</b>	Warm weather is a perfect time for outdoor adventure, complete with den hikes in the neighborhood, park, or on local trails. As we enjoy our outdoor world, we should strive to take nothing but pictures and leave nothing but footprints. Learn about Leave No Trace guidelines and ways we can minimize our impact on the environment. Take a backyard hike and practice the Leave No Trace guidelines. Have a contest to see who can take the best wildlife photograph. Earn the Cub Scout Leave No Trace Awareness Award. Do your Good Turn and leave these areas cleaner than you found them. Remember to record your service with Good Turn for America. The end of the month has all dens moving up the Cub Scout trail. You might want to consider working on the <i>Wildlife Conservation</i> belt loop and pin this month.	Outdoorsman - Artist
June 2009	<b>A CAMPING WE WILL GO</b>	This month Cub Scouts go camping! Have a backyard campout with your family. Pitch a tent or sleep out under the stars! Conduct a pack campout at a nearby Scout camp, state park, or even the local museum. An outdoor pack meeting might include a nature observation hunt, followed by an evening around the "campfire". Attend your council's Cub Scout or Webelos Scout resident camp as a den or pack or the council's family camp with your whole family. Camping doesn't always mean overnight; day camp is always lots of fun. Get those boys outdoors and let them discover the fun of camping while working on their Cub Scout Outdoor Activity Award. Whatever you do, do it outside and find out what the outing in Scouting is all about. While out on the trail, you can work on the <i>Map and Compass</i> belt loop and pin or the <i>Astronomy</i> belt loop and pin.	Traveler - Handyman
July 2009	<b>BE A SPORT</b>	Not only is it important to do your best when you try new sports but it is important to understand the rules of being a "good sport" no matter how the game goes. Play ball, soccer, tennis, or any sport! Learn about a sport that you've never played before. Have a sports competition with another Cub Scout pack in your area. Have athletes from a local high school or college speak at your den or pack meeting. Ask them to teach you about their sport. Learn a sport you can play with your family: golf, tennis, bowling, swimming, or skating. Have a pack sports day. Cub Scouts can create an obstacle course for the pack to enjoy while earning the belt loop and pin for <i>Physical Fitness</i> or any of the many Cub Scout Sports subjects.	Aquanaut - Geologist

## 2009 Cub Scout Monthly Themes and Webelos Activity Badges

<u>Scouting Month</u>	<u>Theme</u>	<u>Description</u>	<u>Webelos Activity Badges</u>
<b>August 2009</b>	<b>FUN IN THE SUN</b>	Let's go outside and have fun in the sun. Plan some outdoor activities this month that will encourage dens to meet and make preparations together for your pack event. It's a great time for a pack picnic, with each den planning a game or activity. Have a Cubanapolis derby with dens preparing their vehicle and practicing maneuvers during den meetings. Stress good sportsmanship and team building during the planning stages, as well as during the actual event. Create kites in your dens and have a kite flying derby or a family picnic to show off your creations! This might be a great month to work on the Cub Scout Outdoor Activity Award or a Cub Scout Sports belt loop or pin.	Naturalist - Forester
<b>September 2009</b>	<b>CUB SCOUT POCKETS -</b> <i>Character Connection: Compassion</i>	What can possibly be in a Cub Scout's pocket? What is in a boy's pocket can tell a lot about who he is and what he likes. The boys can share and show off their collections and maybe even start a new one! Put some marbles in the boy's pockets and teach him how to play the game of marbles. Pick an interest of the boys and go on a field trip to explore and learn about it. Maybe a trip to a rock quarry in search of fossils, or a nature hike around the den meeting site to pick up items. This is also a great month to educate the boys on what can go on their uniform and then make some goals to accomplish their rank advancement, special awards, belt loops and pins, and involvement in camps and council events. This might be a good month to work on the Collecting or Marbles belt loop and pin.	Communicator - Citizen
<b>October 2009</b>	<b>JUNGLE SAFARI -</b> <i>Character Connection: Resourcefulness</i>	Help boys discover fun and adventure in the wilds of Scouting. Take them on a month-long safari. Learn why Africa is special to our founder Lord Baden-Powell. Find out how the Jungle Book story connects to Scouting. Use it and its characters to highlight den meeting games, crafts, and costumes for the pack meeting. Learn about the things you need if you are going on a safari and how would you survive. What do Scouts in Africa do? What are their uniforms like? Take a den trip to a local zoo, animal rescue facility, or wildlife refuge. Work on the Cub Scout Outdoor Activity Award or the Wildlife Conservation Academic belt loop and pin.	Showman - Citizen
<b>November 2009</b>	<b>CUB SCOUT SALUTE -</b> <i>Character Connection: Respect</i>	This month Cub Scouts salute those heroes who help keep us safe and secure each and every day. Can only adults be heroes? Heroes are often ordinary kids who did something out of the ordinary! A den can decide what makes a hero and who the heroes of tomorrow might be by looking at people they know today. Learn about heroes in your own community, as well as Scouting heroes who have earned BSA heroism awards. Have your Cub Scouts invite their hometown heroes to a den or pack meeting. Perhaps your den can become "silent heroes" by performing service for others without seeking any recognition. Visit a fire station, veteran's hospital (Veterans Day is this month), police station, or teacher's classroom and learn about their heroic deeds and reciprocate with a "Scout salute" for their contributions. You might work on the Citizenship belt loop and pin.	Craftsman - Readyman

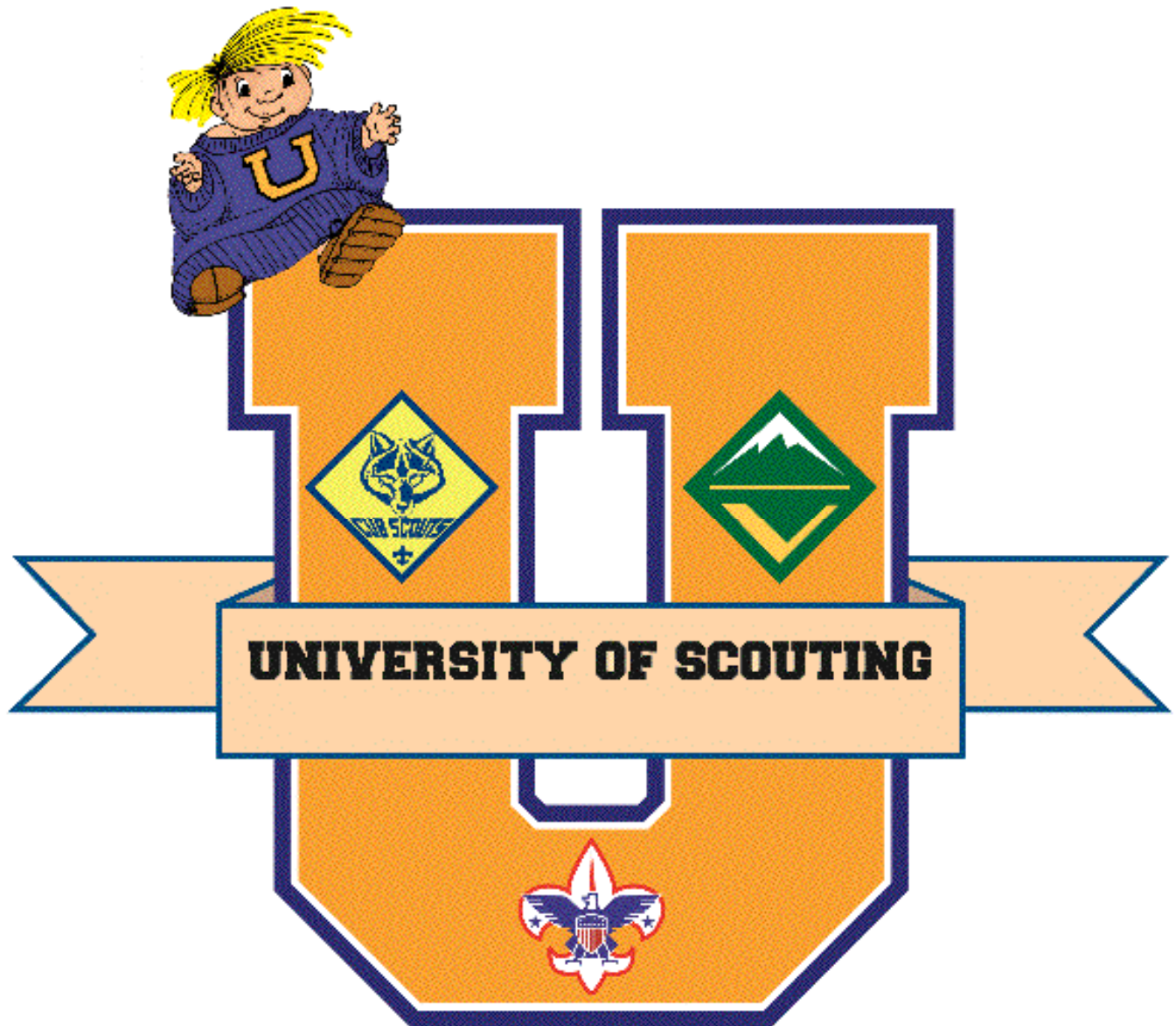
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<b>December 2009</b>	<b>WORKS OF ART -</b> <i>Character</i> <i>Connection: Faith</i>	December is a time of celebration and giving. This is a perfect month for involving friends in doing good deeds and creating holiday magic through art. Cub Scouts use their artistic abilities to create holiday decorations, gifts, or cards. This artwork might be put on display in nursing homes, in churches, schools, or homes, and at the pack meeting or at a meeting of the chartered organization. Boys can make cards and ornaments and share them with residents of a local nursing or retirement home, children's hospital, or community center and do a "Good Turn for America." Boys can discover different forms of art, write poems, attend a musical or performing art show, or visit a local art museum. Works of art can become gifts for family members. The Academic belt loop or pin in Art or Music could be worked on in conjunction with these projects.	Craftsman - Scientist
<b>January 2010</b>	<b>POWER UP! -</b> <i>Character</i> <i>Connection: Responsibility</i>	Boys explore the science of energy through solar, electrical, and wind power and how this energy is used in their everyday lives. They can explore different ways to conserve energy and protect the world we live in. Work on the Science or Weather belt loop and pin. Boys can invite friends to join in the pinewood derby and discover the power behind those little cars. What types of things are powered up by the flip of a switch? A field trip to the local water works or power plant might be part of the den's monthly plan. Finish up the month with a real power-packed pack meeting. The boys can power up by being physically fit and working on the Physical Fitness belt loop and pin.	Fitness Scientist



# Part 2: 2009 Monthly Webelos Activity Badge Resources





# Part 3: 2008 University of Scouting Class Notes

## February 2009 Monthly Theme: "American ABC's"

Take a personalized tour of the USA by the letters: Austin, Baton Rouge and Cambridge to Xenia, York and Zion. Our country contains an endless variety of scenic and historic places. What is special about these places? This month we'll find out by visiting historic places, theme parks, museums, and zoos. Choose a city or an historical site to highlight. Invite a guest speaker who can share something special about the places your Cub Scouts have picked to discover. Use maps or collect tourist brochures to learn more about places to visit. Your local historical society or public library is a great place to get started. Celebrate your blue and gold banquet with local foods from your choices of the ABCs and decorate to highlight your choice. This would be a good month to work on the Citizenship belt loop or pin or the Geography belt loop or pin.

Webelos Activity Badges: First year, Scholar; Second year, Start Engineer

### Theme Related Material

Doing good turns is one of the many benefits that our Cub Scouts learn while being in the program. They realize the joy of working and giving to their community when they are together. One good turn I like to suggest is having a Cub Garden, planted with vegetables, and even flowers. Once the crops are grown, washing the veggies and taking them to a local shelter will teach the Cubs an important lesson in helping those less fortunate than they. Fresh flowers can be cut and taken to local Residents/Nursing homes.

July can be a fun time for Cub Scouting. The weather is warm and America is full of history and celebration. Use this month and theme to help the boys see what a great country we live in and how greatly blessed they are to live where they do.

You can take the boys to places in your area that are historic to our country or state. Talk why these places are important to your city and ultimately to America.

This is a good month to fulfill the requirements in their book that pertain to the flag or community. Teach them proper respect for the flag and why we should show that respect. Teach them the proper way to fold the flag and the proper way to conduct a flag ceremony. These things can be found in the boys' books and also in the leader guide.

**The most powerful agent of growth and transformation is  
something more basic than any technique:  
a change of heart.**

--John Welwood

## The 7 UP's

**Wake Up** - Decide to have a good day.

**Dress up** - The best way to dress up is to put on a smile. A smile is an inexpensive way to improve your looks

**Shut up** - Say nice things & learn to listen. We have been given two ears and one mouth so we can do twice as much listening as talking.

**Stand up** - For what you believe in. Stand for something or you will fall for anything.

**Look Up** - To our higher power who gives us strength to do everything through Him who gives me strength

**Reach Up** - For something higher. As Jiminy Cricket sings "High Hopes" always try to better yourself.

**Lift Up** - Your Prayers. Do not worry about anything; instead pray about everything.

**Have a great day and remember the 7-Ups of life.**

## The ABC's Of Being An Effective Leader

**A** - Attitude: accent the positive, attitudes 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 and adapt

**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 look at them as 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 and plan your program that way

**Z** - Zest: perform your job with it

## TRAINING TIPS

### Annual Pack Program Planning Conference

**What is it:** An annual meeting of all pack leaders designed to establish the year's program based on twelve monthly themes and Webelos activity badges, along with special activities, all tailored to the pack's needs.

**Why is it held?** A program planned twelve months in advance allows leaders to look ahead. Advance preparation ensures a well-rounded program of fun, variety, action, and purpose.

**Who attends?** The pack committee chairman and Cubmaster are jointly responsible for seeing that this meeting occurs. The meeting is conducted by the pack committee chairman. All den and pack leaders, den chiefs, Tiger Cub coaches, and interested parents attend. The unit commissioner also should be invited.

**When is it held?** Each year, in July or August.

More information on this conference is in the Cub Scout Leader Book pages 7-5, 7-6.

## TIGER CUBS

### Tiger Cub Graduation

**Cubmaster:** Tonight, we honor our Tiger Cubs. Will \_\_\_\_\_, our Tiger Cub Group Coach please come and introduce them. (Tigers and adults come to the front.)

Group Coach lights the candles saying:

White is for the Purity of Living.

Black is for the unknown, the fear and doubt.

Orange is for knowledge, joy and confidence.

These are the colors of the Tigers. You have completed the tenure of the Tiger Cub program. Adults here is the patch for your Tigers. Please place it on his right pocket. Tigers here is the pin for your adult partner who worked with you through your deeds as Tigers. Place their pin on their collar. Here, too, is the certificate for all to see. As your Group Coach, I bid you farewell and show you the path of a new challenge. The challenge of Cub Scouts. Each step you take tells you what you must learn, so you can earn your next rank. Walk the bridge of Cub Scouts and meet you new leaders.

Across the bridge stands the Cubmaster, Den Leader and Den Chief

**Cubmaster:** Welcome to Pack \_\_\_\_\_. This is your Den Leader and den chief of den \_\_\_\_\_. Your meetings are at \_\_\_\_\_, at \_\_\_\_\_ p.m., at location\_\_\_\_\_.

The Den Leader puts the Cub Scout (Wolf-yellow) neckerchief on the Tigers. (Optional, each pack or leader decides.)

Den Chief hands each boy the Wolf book and says, "These are your next challenges. Read and do each requirement of the Bobcat. When you are done, you will earn the Bobcat rank patch. The Cubmaster asks each boy and adult team to sit with the pack.

Ceremony ends with a "Round of Applause".

### Tiger/Webelos Ceremony

**Personnel:** Cubmaster, Webelos, Tiger Cubs, Parents, Akela and Den Leader

**Props:** Table with candles for each boy with their names in front of candles

**Cubmaster:** Tonight we have the pleasure of welcoming new Cub Scouts into the pack. Parents and graduating Tiger Cubs, would you please be escorted forward by our Webelos.

## February 2009: "American ABC's"

**Assistant CM:** The Webelos Scout provided a path for you to follow into the pack and now he relinquishes his place in the pack to you.

(Webelos Scouts hand lighted candles to boys and return to their seats.)

**Den Leader:** You and your parents both were asked to come forward. This symbolizes that the family is a necessary base for Cub Scouting and that Cub Scouting supports a strong family unit. The candles you received represent the promise of every Cub Scout to "Do Your Best."

Do you promise to Do Your Best?

**Tiger Cubs:** We Do.

(Den Leader instructs Tigers to blow out the candles and return them to the table.)

(As the right of the group Akela appears in costume.)

Akela: (To Cubmaster) My Brother, have these new cubs prepared to join our Pack?

**Cubmaster:** They have by completing the Tiger Cub program. As we call your name, please step forward to receive your graduation patch and certificate.

(Call out names and distribute graduation materials.

After all have been distributed Cubmaster turns to Akela and Pack)

**Cubmaster:** Akela, Members of the Pack, please welcome our new Cub Scouts.

## Pack Meeting Gathering Activities

### American ABC's

#### Can You Name Them?

Give everyone a blank sheet of paper and see how many American people, places, and things they can list from A to Z.

### State Facts

Copy the map of the United States so that you have one for each Cub Scout or one for each person at the pack meeting. People should write the name of each state and it's capital in the space for the state (or as close as possible to small states, with an arrow pointing to the appropriate state). After the meeting opens, reveal a large U.S. map for everyone to check answers. Give a prize to all who correctly identified the states and capitals. **Optional:** Suggest that they write in any additional information they know, such as the state bird, flower, tree, song, or nickname. People write their names on the papers and turn them in. A leader or other adult uses a list, an encyclopedia, or other reference book about the United States to check the papers. Give a prize to the one with most correct answers.

### Spell It Out

**Equipment:** Pencil and Paper

**Directions:**

1. Give the Cubs a phrase made up of two or three words.
2. From that phrase, the Cubs must come up with as many words as possible. Challenge them by making them think of words only with "B", or "S", or "D," or limit them to just three letter words or four letter words.
3. Use a phrase that is common to your pack or den. Or perhaps one like:

## INDEPENDENCE DAY

(Pen, den, nine, dine, pay, day, nice, dice, pace, yen)

Take a hike with your Cubs through your neighborhood, yard, or local park and ask them to try to find something that begins with a letter of the alphabet--A, B, C. This can be played as teams as a scavenger hunt too. Remind your Cubs that working together as a team provides the best outcome.

### **Flag Pieces**

Draw/locate a sufficient number of pictures of different flags and cut them into 2 or 3 pieces to accommodate the number of people you have attending a den or pack meeting. Mix and distribute flag pieces as members arrive at the meeting. Ask people to find those people holding the other pieces of their flag and introduce themselves to each other.

## OPENING CEREMONIES

### The Meaning of the Pledge of Allegiance

When you pledge allegiance to your flag, you promise loyalty and devotion to your nation. Each word has a deep meaning:

**I pledge allegiance:** I promise to be true

**to the flag:** to the sign of our country

**of the United States of America:** a country made up of 50 states, each with certain rights of its own

**and to the Republic:** a country where the people elect others to make laws for them

**for which it stands:** the flag means the country

**one Nation under God:** a single country whose people believe in a supreme being

**indivisible:** the country cannot be split into parts

**with liberty and justice:** with freedom and fairness

**for all.** For each person in the country - you and me.

### "America Is Special To Me"

**Arrangement:** Eight Cub Scouts in uniforms stand in a straight line. Seven boys hold poster boards, each with one letter of **AMERICA** on one side.

The other side shows a colorful drawing by the Cub Scout that corresponds to the description or of what America means to him. Begin with all drawings facing the audience. The Cub Scouts turn over their letters one at a time as they speak.

**A:** Abounding wildlife running free

**M:** Majestic mountains from sea to sea

**E:** Eagles soaring through evergreen forests

**R:** Raging rivers and nature's own chorus

**I:** Immeasurable love God has for us

**C:** Courageous people who love this land

**A:** Adventures in Scouting, lessons firsthand

Cub Scout #8 (dressed as Uncle Sam and holding an American Flag): "Will you please join us in the Pledge of Allegiance?"

## "My Choice"

You need 8 boys holding cards with the letters **MY CHOICE** printed on each card. Each boy in turn steps up raises his card and reads his line.

**M:**

If I could choose what I could be,  
I'd choose to be just me,  
To live where I am free to talk,  
To choose my friends and where to walk.

**Y**

To choose the job I want to do,  
And live where I've a notion to.

**C**

To spend my money as I please,  
And never have to bend my knees.

**H**

To any dictator or government boss,  
Who profits from the peoples' loss.

**O**

To choose the church in which I will pray,  
And worship God in my own way.

**I**

To vote for men who'll do their best,  
To see our nation meets the test.

**C**

And conquer evils that would destroy  
The freedoms that I enjoy.

**E:**

To be my boss and live the way,  
According to how I choose each day.  
Yes if I could choose what could be,  
I'd be an American. **Just Like Me.**

## Flag Folding Ceremony

The flag folding ceremony described by the Uniformed Services is a dramatic and uplifting way to honor the flag on special days, like Memorial Day or Veterans Day, and is sometimes used at retirement ceremonies.

Here is a typical sequence of the reading:

(Begin reading as Honor Guard or Flag Detail is coming forward.)

The flag folding ceremony represents the same principles on which our country was originally founded. The portion of the flag denoted honors the canton of blue containing the stars representing the states our veterans served in uniform. The canton field of blue dresses from left to right and is inverted when draped as a pall on a casket of a veteran who has served our country in uniform.

In the Armed Forces of the United States, at the ceremony of retreat the flag is lowered, folded in a triangle fold, and kept under watch throughout the night as a tribute to our nation's honored dead. The next morning it is brought out and, at the ceremony of reveille, run aloft as a symbol of our belief in the resurrection of the body.

(Wait for the Honor Guard or Flag Detail to unravel and fold the flag into a quarter fold - resume reading when Honor Guard is standing ready.)

## February 2009: "American ABC's"

The first fold of our flag is a symbol of life.

The second fold is a symbol of our belief in the eternal life.

The third fold is made in honor and remembrance of the veteran departing our ranks who gave a portion of life for the defense of our country to attain a peace throughout the world.

The fourth fold represents our weaker nature, for as American citizens trusting in God, it is to Him we turn in times of peace as well as in times of war for His divine guidance.

The fifth fold is a tribute to our country, for in the words of Stephen Decatur, "Our country. In dealing with other countries, may she always be right; but it is still our country, right or wrong."

The sixth fold is for where our hearts lie. It is with our heart that we pledge allegiance to the flag of the United States of America, and to the republic for which it stands, one nation under God, indivisible, with liberty and justice for all.

The seventh fold is a tribute to our Armed Forces, for it is through the Armed Forces that we protect our country and our flag against all her enemies, whether they be found within or without the boundaries of our republic.

The eighth fold is a tribute to the one who entered in to the valley of the shadow of death, that we might see the light of day, and to honor mother, for whom it flies on Mother's Day.

The ninth fold is a tribute to womanhood; for it has been through their faith, love, loyalty and devotion that the character of the men and women who have made this country great have been molded.

The tenth fold is a tribute to father, for he, too, has given his sons and daughters for the defense of our country since they were first born.

The eleventh fold, in the eyes of a Hebrew citizen, represents the lower portion of the seal of King David and King Solomon, and glorifies, in their eyes, the God of Abraham, Isaac, and Jacob.

The twelfth fold, in the eyes of a Christian citizen, represents an emblem of eternity and glorifies, in their eyes, God the Father, the Son, and Holy Ghost.

When the flag is completely folded, the stars are uppermost, reminding us of the national motto, "In God We Trust."

(Wait for the Honor Guard or Flag Detail to inspect the flag; after inspection, resume reading.)

After the flag is completely folded and tucked in, it takes on the appearance of a cocked hat, ever reminding us of the soldiers who served under General George Washington and the sailors and marines who served under Captain John Paul Jones who were followed by their comrades and shipmates in the Armed Forces of the United States, preserving for us the rights, privileges, and freedoms we enjoy today.

The Flag Folding Ceremony above is from the US Air Force Academy.

### American ABC'S

Sing the "Star-Spangled Banner"

**Props:** Make a map of the United States with the following cities highlighted

**Introduction:** "A tour of the USA by the letters."

Have Cubs read off a name from the list and point it out on the map. Do them alphabetically.

Anchorage, Alaska

Boston, Massachusetts

Cherokee, Kansas

Dover, Delaware

Everglades, Florida

Freedom, California

Gallup, New Mexico

Hartford, Connecticut

Independence, Missouri



## February 2009: "American ABC's"

Jefferson, Iowa  
Knoxville, Tennessee  
Lincoln, Nebraska  
Montgomery, Alabama  
Neptune, New Jersey  
Oshkosh, Wisconsin  
Providence, Rhode Island  
Quartzite, Arizona  
Revere, Minnesota  
Sleepyhollow, Wyoming  
Tornado, West Virginia  
Ulysses, Pennsylvania  
Vermillion, South Dakota  
Washington, DC  
Xenia, Ohio  
Yakima, Washington  
Zapata, Texas

"From A to Z, Scouts do things all over our great land."

### America is a Beautiful Word

**Personnel:** Narrator and 7 Cub

**Equipment:** Each boy holds a card with a letter of "AMERICA" on it. Flip card over and draw a picture with the same letter illustrating the description below.

**Narrator:** What do you see when you look at the word **AMERICA**? What mental picture do the seven letters create in your mind?

The "Capital **A**" suggest our magnificent snow-covered mountain peaks, and the wigwam of the original American.

The "**M**" symbolizes the broad shoulders of our pioneer, shoulder-to-the-wheel pushing our frontier westward; broad shoulder swinging axes, building a nation.

The "**E**" might be the lariats of the cowboy riding the plains, lariats of Kit Carson or Buffalo Bill.

The "**R**" is a man with outstretched arms in friendship and cooperation toward all who love freedom, justice and peace.

The "**I**" represents the individual American with his right to life, liberty, and the pursuit of happiness.

The "**C**" is a bent bow from which an arrow has just sped toward the heart of mankind's greatest ideals.

The final "**A**" is a man on his knees in prayer, symbolizing a nation which recognizes it's Creator and gives thanks for His blessings.

**Narrator:** Yes, America is a beautiful word!

### Red, White & Blue Bird

**Personnel:** Cubmaster, Assistant Cubmaster and 2 Den Leaders

**Equipment:** Camping gear and outfit for each participant, 1 binoculars, American Flag, and Pack Flag

**Setting:** The Flags are in front of the audience. The group of participants are off to one side and slowly walk through the audience to the front, as they say their line.

**Cubmaster:** (Everyone starts walking slowly) It sure is nice to be here in the outdoors. All these trees, animals and fresh air.

**Assistant Cubmaster:** (looking through binoculars)

Hey, I think I see a big red bird up there!

**Leader 1:** (Takes the binoculars away as everyone continues to walk slowly toward the front) Here, let **ME** see! Naw, it's a huge white bird of some sort.

**Leader 2:** (Takes the binoculars away while everyone continues to walk slowly to the front) Boy, you don't know what you're talking about! It's not red OR white. It's big and blue and what's this?!?! It has STARS!!

**Cubmaster:** (Cubmaster takes the binoculars and everyone STOPS) Here, let **ME** see what you're all talking about. (Looks through the binoculars)

C'mon you guys. (Motions for everyone to follow as they walk to the front) It's not a red bird, or even a white bird. What you are looking at is our nation's flag! (Turns to audience) Please join us in the Pledge of Allegiance.

## DEN DOODLES

Cut a tongue depressor into a rectangle. Paint a small portion blue with white stars. Paint the remaining portion red with white stripes.

## PACK/DEN ACTIVITIES

### Fun Facts

The Lincoln penny is the only U.S. circulating coin currently produced in which the portrait faces to the right.

The official title of the Statue of Liberty is Liberty Enlightening the World.

Freedom Park in Virginia holds the largest display of original pieces of the Berlin Wall outside of Germany.

The ancient Egyptians slept on pillows made of stone.



### Frog Facts

<http://www.frogstore.com/frogfacts.htm>

Some types of frogs have a round iris in their eyes, but some have horizontal slits, some have vertical slits, and some are even triangular or heart-shaped.

The smallest frog in the world is from Cuba, and is only 1/2" long. The largest frog in the world is from West Africa (*Conraua goliath*) and is about 12 inches long.

The red-eyed tree frog from Central America lays its eggs on leaves that are over the water. When the eggs hatch, the tadpoles fall into the water below.

Because frogs have eyes and nostrils that are on the tops of their heads, they can see and breathe while the rest of the body is under water. Adult frogs breathe with lungs, but also absorb oxygen through their skin.

Frogs have smooth skin, and long legs to help them leap. Toads have drier warty skin and short legs, and they move by crawling or hopping rather than by leaping. Technically, though, toads are just a type of frog.

There are over 4000 species of frogs in the world, though only 88 species in the US and Canada. They are all over the world, except for Antarctica and Iceland.

Some tree frogs live their whole lives in the trees, and never come down. They even lay their eggs in the tree branches or on leaves.

Some frogs lay as many as 25,000 eggs while others may lay as few as 4.

The frog has been a symbol of prosperity, wealth, and abundance in some cultures; fertility in others. The people of Ireland believed them to be close relatives of the leprechaun and capable of playing tricks on you when least expected.

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In the Native American culture of the Southwest, the frog carries a piece of wood in its mouth because the Mojave people believe frogs brought fire to humans.

The three-legged toad from China is the traditional pet of the immortal Liu Hai, who is also the Chinese god of wealth. This toad would convey him to any place he wished to go. Occasionally it would escape down a well, and he would lure it out with a line baited with gold coins. This toad is a symbol for riches, and is often pictured with a gold coin in its mouth.

The frog was an ancient Egyptian symbol, later adopted by the conquering Romans. The Frog-headed goddess Hekt was the goddess of birth and fertility, and later also of resurrection.

### Activities

Instead of Christmas Caroling, take your den or pack caroling patriotic songs. Your neighborhood will think this is a real treat. You could also do this at a rest home, senior center, or children's ward at the hospital.

Have a pack meeting parade. You could have everyone dress up, play instruments, carry red, white, and blue streamers and balloons, or sing as you go. You could have each family do something different or individuals. Take your parade around your area.

### Parade Wavers

Fold a red paper plate in half. Glue one large blue and one large white star cut out from construction paper onto the front and the back of the folded plate. Glue about 2 feet of red, white, and blue crepe paper streamers to the inside of the folded plate, alternating colors. These streamers should be glued near the center of the inside fold so that they remain secure while waving. Staple or glue the unfolded edges of the plate together. Attach a tongue depressor or paint stick for a handle by gluing one end of the stick to the backside of the plate.

### Pebble Trivet and Coasters

**Materials:** Small, smooth, flat pebbles, Quart jar lid for each coaster (such as mayonnaise jar lid), Large metal lid for each trivet (ask a restaurant to save one for you or use some other suitable base) Plaster of Paris and mixing tools.

**Directions:**

1. You can make a single trivet or a whole set of matching coasters on which to set hot or cold drinks.
2. With the help of an adult, mix the plaster, following package directions.
3. When it begins to thicken, spoon it into the jar lids, filling each lid half full.
4. Select pretty pebbles and press them into the plaster before it hardens, filling the area inside the jar lid with stones. You may want to create a design, if you have different colors and sizes of pebbles. Plaster may squeeze up and out of the lid, but it can be wiped away later.
5. Let the plaster harden; then use old towels to rub away any plaster that covers the tops of the stones.
6. Brush a coat of acrylic finish or acrylic floor wax over the plaster and stones to give your trivet and/or coasters a shiny finish.
7. You may want to glue some felt scraps to the bottoms of the coasters to prevent scratches on furniture.

### Flag Tie Slide

**Materials:** Plastic bottle, Glue, Plastic curtain ring, Coarse sandpaper, Felt, Needle, and thread, Acrylic or model paint

1. Make a paper pattern of the flag. Tape it to the plastic bottle and cut out, remove the pattern.
2. On backside of plastic, using coarse sandpaper, rough up the plastic. Cut a felt backing slightly smaller than the plastic. Set the plastic ring to the center of the felt.
3. Glue felt to the plastic back. Paint a flag on the front.

## Film Canister Sewing Kits

Save those little sewing kits you get in hotels and they can be made to fit into a film canister. You can attach a pipe cleaner through two small holes punched in side of film canister to make a tie slide, hang from belt, or just keep in backpack for emergency repairs and sewing on patches.

## AUDIENCE PARTICIPATION

### "The Transcontinental Train"

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

**Train:** "Toot! Toot!"

**Conductor:** "All Aboard"

**New York Doctor:** "New York City!?"

**Penn Steel Worker:** "Man of Steel"

**Southern Belle:** Hi, y'all"

**Texan:** "Remember the Alamo!"

**Kansas farmer:** "The World's Breadbasket"

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

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

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

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

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

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

The **Texan** and the **New York Doctor** admired the large trees, as the **Train** wound through the Sierra Nevada Mountains and the Redwood forests. The

**Train** pulled into its final destination of San Francisco, California, where the **Conductor** said goodbye to **New York Doctor**, the **Penn Steel Worker**, the **Southern Belle**, the **Texan**, and the **Kansas Farmer**.

## Why You Should Go To College

Narrator reads the story, filling in the blanks with the *italicized* words provided by the audience.

Our American universities offer students many \_\_\_*adjective*\_\_\_ courses that will prepare them to become good \_\_\_*plural noun*\_\_\_. You can get a degree as a Bachelor of \_\_\_*plural noun*\_\_\_ or take a regular liberal \_\_\_*plural noun*\_\_\_ course. Or if you want to become a \_\_\_*adjective*\_\_\_ engineer, you can study \_\_\_*adjective*\_\_\_ mathematics and differential \_\_\_*plural noun*\_\_\_. Then, after \_\_\_*number*\_\_\_ years, if you want to continue your studies, you can write a thesis and become a Doctor of \_\_\_*plural noun*\_\_\_. When you get out into the world—if you have a diploma from a university—you will be able to get a job as a \_\_\_*an occupation*\_\_\_. If you don't have a diploma, you will have to take a job as a \_\_\_*an occupation*\_\_\_. So it's important that you study hard in high school, so that you will do well in your college entrance exams. Remember, "A Little Learning is a \_\_\_*adjective*\_\_\_ thing."

## ADVANCEMENT CEREMONIES

### "Patriotic"

This ceremony could allow some leaders to portray the characters in costume.

**Cubmaster:** Ladies and Gentlemen, we have some honored guests here tonight. I would like to introduce Uncle Sam, Lady Liberty, and Yankee Doodle. Each of these individuals is an important symbol to the people of our country. Tonight, they are here to present some other symbols to some deserving young men. These symbols represent hard work, diligence, and jobs well done.

**Yankee Doodle:** We have some Cub Scouts who have earned some special awards. Would the following Cub Scouts and parents please come forward. (Call the names of those receiving Wolf badge and arrow points.)

**Lady Liberty:** I would like to call forward those Cub Scouts who have been working for some time and have achieved much. I would like to present them with their awards. (Call the names of those receiving Bear badge and arrow points and their parents.)

**Uncle Sam:** I would like to recognize some of the older boys in this group. You have given unselfishly of yourselves. For your loyal support over the years, I would like to present you with your awards. (Call the names of those receiving Webelos badges, activity badges, or compass points and their parents.)

**Cubmaster:** I would like to thank our three guests for coming to help us tonight. And a special thanks to all the boys who have worked so hard to be examples and role models of good American citizens!

### Advancement Ceremony

**Props:** Four candles in holder, each candle a different length.

**Cubmaster:** "Our history is filled not only with the tall tales of American Folklore, but also with the true deeds of some very brave men who explored, fought and in some cases died, to extend the frontiers of our country -men like Davy Crockett, Daniel Boone, Kit Carson, Lewis and Clark, Buffalo Bill Cody, and many more."

"The Scouting trail is much like the trail these famous men followed and so, at this time, we will recognize those Cubs in our Pack who have advanced along this trail. As I call your names, please come forward with your Parents." (Call names)

"As you Cubs can see, the candles get taller as you advance. This represents the additional skills that you must learn as you earn each higher rank." (Light Shortest Candle)

"The Bobcat is the start of the trail and the simplest to earn." (Light next candle)

"The Wolf is a big step forward and harder as is (Light the next candle) the Bear."

"Finally, at last, (Light the tallest candle) you became a Webelos Scout, and earn the highest rank, the Arrow of Light."

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"And so with the spirit of the great explorers, folklore heroes and frontiersmen to guide you, may you continue to climb the Scouting Trail." (Present awards by Den and congratulates Cubs and parents)

### Indian & the Wolf

**Personnel** - Cubmaster and Cub Scouts

**Props** - Candles or penlights, Bear neckerchiefs, copies of The Big Bear Cub Scout Book, electric council fire.

**Cubmaster:** The wolf was greatly admired by the Indians for his swiftness, his hunting ability, and his endurance. In fact, the Indian Scout was called a wolf, and the sign was two fingers spread apart, symbolizing the erect ears of the wolf. The wolf was considered a great "medicine animal". And, in some tribes, the Indian Scout wore the skin and head of the wolf when on a scouting expedition. (The Cubmaster calls the Cub Scouts forward who are going to be Bears. They are handed a lighted or penlight and stand in front of the council fire). You have followed the trail of the Indian by attaining the rank of Wolf Cub Scout. You have proven yourself brave, swift, and alert as your Indian brothers of the past. Now you must go on to greater honors for yourself and your parents by earning the Bear badge to prove your greatness. Learn the ways of our animal friends. Learn about the earth and how to grow food. Look up to our skies and learn the stories the stars tell. Let this light be a sign to others that you are now a Bear!

Congratulations!

(Blue neckerchiefs and Bear books are handed the boys as they blow out their candles or turn off their penlights.)

### Bear To Webelos--Just A Bit of Webelos History

**Props:** Webelos Badge & Card, Webelos Handbook, Webelos Neckerchief, Lighted Candle (place these on the table)

**Cubmaster:** Cub Scouting has been a part of the Boy Scouts of America since 1930. For more than 50 years there has been Webelos, but only since January 1, 1977 has Webelos been a rank in Cub Scouting. While \_\_\_\_\_ has been a Wolf, and Bear, before 1977 they had Wolf, Bear and Lion, and Webelos stood for Wolf Bear and Lion. Now it stands for We'll Be Loyal Scouts.

Each of those things you see on the table today has a significance: The badge goes on his uniform when he has earned it and shows all that \_\_\_\_\_ has been active in his den and has been earning activity badges.

The Webelos Handbook is a guide to the Webelos Scout in his den.

The Webelos Neckerchief is the Webelos Scouts identity and show he has changed since he started Cub Scouting.

This candle is a symbol of the light of Scouting that penetrates the darkness of strife, prejudice, and misunderstanding. It is a light that will light the way to truth, cooperation, and understanding and must be kept burning in the heart of every Scout as he grows into manhood.

First his parents will pin his Webelos badge on his uniform, and then the Webelos Den leader will replace his Cub Scout neckerchief with his Webelos neckerchief. (Please note: Put the Webelos neckerchief on top of his Cub Scout neckerchief. Put the slide on it, then reach underneath and undo the other slide. Remove the Cub Scout neckerchief. The reason for this may seem trivial to some adults. But, as he has identified with his neckerchief in the past, and will with his new Webelos neckerchief in the future, taking the first neckerchief off before the second is put on leaves him without identity for a while.

### Webelos Water

**Props:** Large tub, old tennis shoe, bucket with colored punch, enough cups for each Scout graduating, balloon, sack of dirt, innertube, rubber band, paper heart, shovel, and a ladle.

(Boys and parents gather on one side of stage. Cubmaster on other with a jar marked "Webelos Water".)

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**Cubmaster:** Bears, you are now ready to begin your final area of Cub Scouting - that of Webelos. You will find it different, challenging and rewarding. To help prepare you for this great effort, the Pack developed some Webelos Water, (looks at jar) Uh, well, it looks like it evaporated! Let's see, I guess we could make more! Now, what was that recipe?

(Cubmaster appears deep in thought, then gets idea and goes to props)

**Cubmaster:** Let's see. An old tennis shoe to remind you that you still have many miles to go on the Scouting Trail, (throws shoe in tub) and coincidentally to remind you not to take your shoes off in a two-man tent. (holds his nose)

Ah, a sack of dirt to remind you that Cub Scouts is now a lot of outdoor activities.

An innertube to remind you that you may have a few flat tires, but they can be overcome.

A shovel to remind you to keep your room clean. (winks at mom & dad)

A balloon to remind you that a lot of hot air doesn't get the job done.

A heart to remind you of your commitment to your parents and family.

A rubber band to remind you to stretch yourself to learn new ideas and skills.

OK, that's about it! Let's stir it a little! Looks good. Now, let me get you each a cup of our new Webelos Water. (Reach inside tub with ladle and scoop punch to pour in cups for everyone to see. Give cup and Webelos Colors to each Scout.) Congratulations new Webelos and parents.

## Presidents

**Personnel:** 5 readers and Cubmaster.

**Equipment:** Picture of the president or a sign with the name of the President can be held up by one person.

**Reader 1:** George Washington, the Father of our country, and first president, used to say, "Martha, where are my teeth? I must have a good smile this day."

**Reader 2:** Thomas Jefferson, our third president always felt he learned his lesson, because he never again wrote another Constitution, having said, "I've written it once."

I'll not write it again."

**Reader 3:** Andrew Jackson fought in the Louisiana Territory and fought his way to the White House. He'd often say, "Where's my horse? I can't get anywhere without my horse!"

**Reader 4:** Abraham Lincoln is said to have walked 20 miles to school, but no one ever said if he was late.

**Reader 5:** Ronald Reagan got to the White House by being unique - an actor - and one of the only left-handed cowboys, except for Little Joe Cartwright.

**Cubmaster:** Each had a goal. And tonight, we honor boys who have achieved their goal, too. But to receive the goal you must name a President before coming forward to get your award. (Parents may help when needed.)

## GAMES

### We Fought Hard For Those 50 Stars

Divide the group into equal teams, lined up a few feet away from the table. Place a bowl on the table for each team. Lay 50 cutout paper stars (approx. 2 inches in diameter) out on the table besides each bowl. Give each player his own straw. On the signal, the first player on each team, runs forward and picks up one or more stars, with one breath, by sucking on the straw. He then carries the star to the bowl and drops it in. **NO HANDS.** He then runs to the next person in line and goes to the end of the line. The first team to have all 50 stars in the bowl is the winner. (Game can be varied to use 13 stars for a smaller group).

## Heave, Ho, Throw! Relay

Divide the group into two teams. Take one boy from each team about 20 feet from the rest of the group and have him sit in a designated spot. During the game, he may lean forward slightly and reach, but he cannot move from the spot.

Give the first Scout in each line coil a rope about 25 feet in length. Each boy makes one throw, holding onto the end. The sitting Cub Scout tries to reach the rope being thrown without moving from his spot. Each boy in the relay line will throw the rope once, and then go to the end of the line.

Teams score whenever the sitting boy can reach the rope thrown to him. One point is given for each throw that the sitting boy catches. The team with the most points is the winner.

## Eskimo Relay

**Object:** The team which is able to take the longest time to get the ice cube to the end of the line.

**Material:** 2 teams of 5 or 6 players, 3 adult judges and 2 to 4 ice cubes

**How to Play:**

Place each team in line with the players standing behind each other about 3 feet apart. Give the 1st player in each line a large ice cube. At the signal, the 1st player turns and places the ice cube on the neck of the next player, who must stoop over. The 2nd player tries to balance the ice cube as long as he can. As soon as it slips he must either catch it or pick it up, then turn immediately and place it on the neck of the next person. This continues until the ice cube has gone all the way to the end of the line. The judges on hand to ensure that no one dawdles. The use of hands is strictly forbidden except to move the ice cube from one person to the next.

## Capture The Fort

Divide the players into two sides: Attackers and Defenders. Defenders form a circle, holding hands and facing outward, with their captain in the center. Attackers surround the fort from a distance of 20-30 feet. They try to kick a soccer ball into the fort; it may go through the legs of the defenders or over their heads. If it goes over the defenders heads, the captain may catch it and throw it out. But if the ball touches the ground inside the circle, the fort is captured and the players change sides.

## Romp Across America Obstacle Course

**Statue of Liberty** - Each Scout is given a small amount of foil in order to make a liberty torch.

**Go West Young Man** - Each Cub is given a pretend horse and runs a course that is marked by orange cones.

**Crossing The Mississippi River** - Swimming pool filled with water has several rocks strategically set inside; the scout crosses the pool by stepping on the rocks.

**Colorado Mines** - Large cardboard boxes set up in a maze and each Cub crawls through.

**Gold Rush in California** - Swimming pool filled with sand; there just might be a chance of finding gold!

**Logging In Washington** - Swimming pool with 2 x 4" board inside, symbolizing the logs. Cubs pretend to be loggers, as the walk on the logs.

## Memory Game

This is a good one in which to involve the parents and siblings.

**Materials Needed:** None

**Directions:**

One person starts the game by saying: "As I was traveling through the woods, I placed an apple in my bag. (or anything that begins with the letter A).

The next player says "As I was traveling through the woods, I placed an apple and a balloon in my bag."

Each additional player must repeat what was named and add to it something from the next letter of the alphabet. Mistakes make it funny!



## SONGS

"The Star Spangled Banner" was written by Francis Scott Key. He was detained through the night on an enemy ship during the War of 1812, and the sight of the American flag still flying atop a nearby fort the next morning inspired him to write the lyrics. In 1916 President Woodrow Wilson ordered that "The Star Spangled Banner" be played at military and naval occasions, but it was not designated the National Anthem of the United States until 1931. The song was written with four verses, but on almost all occasions, only this first verse is sung.

### "The Star Spangled Banner"

Oh, say can you see by the dawn's early light  
What so proudly we hailed at the twilight's last gleaming?  
Whose broad stripes and bright stars through the perilous fight,  
O'er the ramparts we watched were so gallantly streaming?  
And the rocket's red glare, the bombs bursting in air,  
Gave proof through the night that our flag was still there.  
Oh, say does that star-spangled banner yet wave  
O'er the land of the free and the home of the brave?

### I'm Proud To Be A Cub Scout

(Tune: God Bless the USA. Words by Janet Gibbons)

By repeating the Cub Scout Promise  
We agree to do our best  
Do our duty to God and country  
We are put to the big test  
To help other people  
To obey the Law of the Pack  
We are always trying to do what's right  
There is no turning back.

I'm proud to be a Cub Scout  
In a land of liberty  
Where I'm taught about my country's needs  
And how to remain free  
I'm taught about strength  
Of God, my home, and family  
I'm taught that I am really great  
Cub Scouting is here to stay

### Trip Across the USA

(Tune: Yankee Doodle)

I've always thought good citizens  
Should try to see their country  
But the army don't appeal to me  
And I don't have much money

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So I built a vehicle  
With imagination  
Then I sat and mapped my route  
To go and see the nation

First I started in L. A.  
In my new homemade jalopy  
It had five wheels and a big seat  
So I could bring my puppy

In Utah all my wheels went flat  
But the engine still was roasting  
So I chopped some trees and made some wings  
And then we went off soaring

We flew over the rocky mounts  
And right into Wisconsin  
But then I heard a sputtering sound  
And landed on Lake Huron

I had to think of something now  
We were sinking quickly  
We had to get to the East Coast  
This was no time to be sickly

I learned in Scouts  
I'd made the wings of pine  
So I cut a piece and changed things so  
That now I had a helm

We made it all the way to shore  
And then I got to work  
Since there was snow I'd hitch my pup  
To pull me on to New York

I'm proud to say I eventually went  
Sea to shining sea  
From car to plane to sled  
Just my trusty pup and me

It's been an interesting trip  
But now I have new plans  
Next I'll work and build a ship  
And then I will sail to France

## I-Vee

(Tune: "My Bonnie")

My body has calamine lotion,  
My body's as sore as can be,  
The flowers I gathered for Granny,  
Turned out to poison I-Vee.  
Don't touch! Don't touch!  
You'll get a rash from I-Vee, I-Vee,  
It will itch bad,  
And it look worse than ac-ne!

## **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 **I**, hop in place.  
If your name starts with **J**, pat your face.  
If your name starts with **K**, kneel down and stay  
If your name starts with **L**, shout, "Hooray!"  
If your name starts with **M**, make me smile.  
If your name starts with **N**, shake awhile.  
If your name starts with **O**, put your 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 a take a bow and say, "That's me!"

## CUB GRUB - Fun Food

### Baseball All-Star Cookie Treat

1-10 oz. pkg. Marshmallows, 1/3 c margarine or butter, 6C Crisp rice cereal, 1 can Vanilla frosting, Frosting, tinted desired color, Decorating bag & tips

Grease 12 inch pizza pan. In large saucepan over medium heat, melt marshmallows and margarine, stirring constantly until mixture is smooth. Add cereal; stir until evenly coated. Press mixture evenly into greased pan.

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Cool completely. Spread frosting over cereal mixture to within 1 inch of edge. Using tinted frosting, decorating bag and tips, decorate frosted area to resemble baseball. Add message, if desired.

Cut into wedges to serve. To make cookie treat without a pizza pan, press cereal mixture into 12 inch circle on large waxed paper-lined cookie sheet

### Cinnamon Apple Wraps

**Ingredients:** 8 7-in. flour tortillas, 2 cups unsweetened applesauce, 2 cups reduced-fat cheddar cheese, 2 1/2 Tbsp. ground cinnamon, 2 1/2 Tbsp. granulated sugar

1. Mix cinnamon and sugar together.
2. Spread 1/4 cup of applesauce over tortilla.
3. Sprinkle 2 tsp. of cinnamon over applesauce.
4. Top with 1/4 cup of Cheddar cheese.
5. Wrap each tortilla and heat in microwave until cheese melts. 8 servings

### Easy Ice Cream

1 (14 oz) can Eagle Brand Sweetened Condensed Milk  
2/3 cup chocolate flavored syrup  
2 cups (1 pint) whipping cream

Put into small cleaned coffee can, put lid on. Put down inside a 3 LB coffee can. Put ice and rock salt around it. Put lid on large can. Roll can, stop and drain water out, and put more ice and rock salt in. Continue until firm.

## STUNTS & APPLAUSES

**Abe Lincoln Cheer:** That was great! HONEST!

**Columbus:** Put hands up like you're holding a telescope and shout "Land Ho".

**George Washington Cheer:** That was great. I cannot tell a lie. **Variation:** Get out axe and swing it at a tree while saying, "Chip, chop, chop, TIMBER!" then yell, "WRONG TREE!"

**Home Run:** Simulate swinging a bat, then shade your eyes with your hands and yell, "Thar she goes."

**Hot Dog with Mustard:** Get your hot dog and put it in a bun. Pick up the mustard bottle and squeeze some mustard on the hot dog, then take a big bite and say, "Yummmmm!"

**Liberty Bell Yell:** Ding, Ding, Ding, Dong! Let freedom ring!

**Mount Rushmore Cheer:** Washington, Jefferson, Lincoln, Roosevelt!

What did Delaware when Mississippi lent Missouri her New Jersey?

I don't know. Alaska

What did Paul Revere say at the end of his famous ride?

Whoa.

Dink: Do you know what time it is?

Duff: Nome, I don't

Dink: Alaska 'nother person.

Q: Why do hippies study the stars?

A: Because they are so far out!

Q: What's the difference between constellations and Hollywood?

A: Nothing - in both the stars make the pictures!

Q: Where does the Martian President live?

A: In the green house.

## SKITS

### Harlem Globetrotters

Three scouts are doing laundry, each is sitting behind a bucket which holds his "laundry". Two of the buckets really have water and a rag or two. All three work at scrubbing and wringing water from their laundry for a few seconds. One sitting on the end shakes the water from his hands getting his neighbor slightly wet. This provokes the scout in the middle who retaliates with a splash back, escalate in comedic fashion till the one on the end throws a wet rag at the face of the "scout" in the middle who ducks. The rag sails on till it smacks the scout on the far end (previously not involved in the water fight) in the face. The smack-ee picks up his bucket to dump on the others who take flight into the audience.

**The Punch line:** When the actors are in the crowd the smack-ee tosses the contents of his bucket in a wide arc over as much of the audience as possible. In the version I saw the bucket was filled with pieces of newspaper but in a Scouting setting a bucket full of leaves would work just as well. If the actors have a little talent and practice this can be extremely funny.

### The Great Seal

Personnel: 5 Cubs

Cub 1: Bet you never heard of the Great Seal of the United States.

Cub 2: You lose, I certainly have heard of it.

Cub 1: OK, I'll bet you don't know where to find a picture of it.

Cub 2: You win. Where?

Cub 1: On a dollar bill. Look, (Holds up a dollar bill.)

Cub 2: You mean the picture of George Washington?

Cub 1: No, turn the bill over and look at the two circular designs.

Cub 2: That's the Great Seal? Why are there two designs?

Cub 1: That's the front and back of the Great Seal, like the front and backside of a coin.

Cub 3: What do the designs mean?

Cub 1: First there is the eagle. That's our National symbol. The shield over the eagle's breast has 13 stripes.

Cub 4: For the 13 original states?

Cub 1: Right.

Cub 5: (Looking at bill) what's the eagle holding in his bill?

Cub 1: It's a ribbon with the word "E Pluribus Unum" which is Latin for "One from Many."

Cub 4: Meaning one nation from many states?

Cub 1: Right.

Cub 3: What's the eagle holding in his claws?

Cub 2: I know. There is an olive branch, the symbol of peace, with 13 leaves.

Cub 4: And he's holding 13 arrows in the other claw, which means that we intend to defend our freedom.

Cub 1: Do you know why the eagle is facing right?

Cub 2: It means that peace is right. Peace is first.

Cub 3: What does the pyramid mean?

Cub 1: The pyramid is the symbol of strength and lasting power. But notice that it's flat on top—unfinished. That means the nation is unfinished. We still have a big job ahead.

Cub 4: What is that triangular eye above the pyramid?

## February 2009: "American ABC's"

Cub 5: I think it represents God watching over us.

Cub 3: Gosh, I never realized there was so much crammed into the Great Seal.

Cub 1: And I'll bet you never realized it was right there on the \$1 bill.

### America

**Characters:** 7 Cubs, 6 wearing costumes depicting themes related to the states. All seven carrying a letter spelling out **America**

**Rhode Island:** Small in size, large in heart,  
Freedom of worship gave us our start;  
One of the original thirteen,  
Home of Roger Williams and Nathaniel Greene;  
Many Americans daily are fed,  
By our state bird, the Rhode Island Red.

**Mississippi:** Look away, look away, Dixieland  
Many brave men at Tupelo and Vicksburg took their stand;  
Magnolias still bloom and mockingbirds still sing,  
But the Natchez Trace with voices no longer ring.

**Colorado:** First came the real mountain men,  
The trappers and traders  
Then gold seekers and railroaders;  
Finally coal miners gave way to skiers and oil,  
John Denver sought and Robert Redford still seeks to save our soil.

**Idaho:** The River of No Return halted Lewis & Clark temporarily,  
Traders, farmers and shearherders  
followed their trail merrily;  
Today, tourists gaze in awe  
at the wonders they saw,  
And even eat our famous potatoes raw!

**Arizona:** Navajo, Hopi, Apache,  
were led by Cochise and Geronimo;  
Our large Indian population  
continues to help us grow;  
Copper, cotton, cattle, citrus and climate are the "C's"  
That have proven to be economic key.

**Alaska:** North to Alaska was the cry,  
Gold fever was the reason why;  
Seward's Folly was no more,  
But it was 1959 before America officially opened its door;  
The Alcan highway was the first link,  
The pipeline added strength.

(Boys look for the missing letter)

**"E":** Isn't this neat?

Without me there is no America.

I represent Everyone,

And that's what makes America complete

(Boys line up in proper order **AM\_RICA** then E comes on last.)

## Brain Shop

**Cast:** Customer, Shopkeeper

**Setting:** Brain Shop

**Customer:** Hi! I'm bored with myself. I'd like to buy a new brain and have an all-new personality.

**Shopkeeper:** (In one of those evil, horror movie voices) Ahh, yes. Well, I can sell you this brain from Billy Crystal for \$5000. Here. Try it. ("Unscrews" head and plops in pretend brain.) How do you feel?

**Customer:** (In Billy Crystal style voice) Marvelous. I ... feel marrrvelous. But I don't think it's me. Can I try another?

**Shopkeeper:** Okay. Let me see. (Rummages around.) Let's try this one. It's the brain from Captain Kirk. Only \$5000.

**Customer:** (In Kirk voice) "Scotty, can you fix those transporters? No, a bit too famous for me."

**Shopkeeper:** Sure. I'll go out back. (Rummages around in back of store.) Here's one from Ronald Reagan. It only costs \$5000. How do you feel?

**Customer:** (In Ronald Reagan style voice) "Well, Bonzo, stop that".. I think that this one's still a bit too famous for me.

**Shopkeeper:** Hmmmm. A tough customer. I'll have to go down to the basement. I'll be back. (Customer comments on the kind of brains he has gotten and what kind he'll get next.) Ahhh, here we are. The best in the house, not famous at all. I guarantee you'll love it. Only \$15000. (Yes, \$15000.)

**Customer:** (Imitates a leader in the crowd for some notorious act, such as putting up the sign and calling out "PACK!" or admonishing the kids or doing a famous routine or the like.) Hmm, this is good. But I recognize it. No, wait, it's (Insert name of person.) I love it! But tell me the brains of those three famous people only cost \$5000 apiece. This one, however, comes from a virtually unknown, unimportant person. Why does it cost \$15000?

**Shopkeeper:** Well, it's never been used!

## Climb That

Two Scouts meet, and the first scout begins to brag he can climb anything.

**Scout 1:** "Can you climb that tree?"

**Scout 2** "Sure I've done it lots of times."

**Scout 1** "Can you climb the steep hill over there?"

**Scout 2** "No sweat, no problem for me."

**Scout 1** "How about the Empire State Building?"

**Scout 2** "Done it, Did it."

**Scout 1** "How about Mount Everest?"

**Scout 2** "Boy that was I cold day, I've done that too. I told you I am the world's greatest climber, I can climb anything!"

**Scout 1** "I'll bet you ten bucks I can show you something that you can't climb."

**Scout 2** "Your on!"

**Scout 1** pulls out a flashlight and shine the beam up into the sky "all right climb that!"

**Scout 2** "Are you crazy? No Way!"

**Scout 1** "I knew you would back out, now pay up!"

**Scout 2** "I won't pay because it's not fair. I know you, I'd start climbing and I'd get half way and you'd turn the flashlight off!"

## CLOSING CEREMONIES

### "THIS IS MY COUNTRY"

**BOY 1:** This is my country. I will use my eyes to see the beauty of this land.

**BOY 2:** I will use my ears to hear its sounds.

**BOY 3:** I will use my mind to think what I can do to make it more beautiful.

**BOY 4:** I will use my hands to care for it.

**BOY 5:** I will use my feet to serve it.

**BOY 6:** With my heart, I will honor it.

## CUBMASTER MINUTE

### "Baden-Powell"

Baden-Powell had a vision which he made come true,  
So that we enjoy Scouting and have fun while we do.  
He wasn't an American But he's famous to us  
He has earned in America our admiration and trust.  
May the spirit of Scouting be with both young and old, as we never forget the blue the gold.  
May you strive for truth and spirituality in the warm sunlight from the sky above,  
May you bring good cheer and happiness to others  
And have steadfast loyalty and love.

### Ceremony 1

Sing: "This Land is Your Land"

(chorus)

This land is your land, this land is my land,  
From California to the New York Island.  
From the Redwood Forest, to the Gulf  
Stream waters,

This land was made for you and me.

(chorus)

As I was walking that ribbon of highway,  
I saw above me that endless skyway,  
I saw below me that lonesome valley,  
This land was made for you and me.

---Chorus---

I've roamed and rambled, and followed my footsteps,  
To the sparkling sands of her diamond deserts  
and all around me a voice was saying,  
This land was made for you and me.

---Chorus---

When the sun came shining and I was strolling,  
And the wheat fields waving,  
And the dust clouds rolling,  
As the fog was lifting, a voice was chanting,  
This land was made for you and me.

---Chorus---



## AMERICANISM

**Personnel:** 11 Cubs

**Equipment:** Card with part on the back and large capitol letters on front to spell out **Americanism**.

**A is for Advantages**

We have so many more;  
Because we are American  
Let us give thanks therefore.

**M Is For Majority**

Decision by the most;  
That's the rule we follow  
From coast to rugged coast.

**E Is For Education**

Available to all;  
So every last American  
Stands up straight and tall.

**R Is For Religion**

We worship as we will;  
A right we'll always cherish  
And let no evil kill.

**I Is For Independence**

That our fathers once declared;  
Our nation rose to greatness  
Because these brave men dared.

**C is for Citizenship**

Of which we can be proud;  
So let's proclaim it daily  
And do it long and loud.

**A is for Assembly**

To gather as we might;  
That's another privilege  
Another previous right.

**N Is For The News**

A press that's always free;  
A sentinel on watch  
To guard our liberty.

**I is for Impartial**

Equal justice for us all;  
Law — the same for everyone  
The great, the poor, the small.

**S Is For Our Speech**

Though others may disagree;  
You may still express yourself  
Because our speech is free,

**M Is For Our Motto -**

And that is why we say,  
"In God We Trust, To live  
The good American way.

## Liberty

**Personnel:** Narrator and seven Cub Scouts.

**Equipment:** Seven large card , each with a letter to form the word **Liberty**.

**Setting:** In order, each Cub Scout steps forward turning his card so that the letter maybe seen by the audience and recites the phrases given below.

**Narrator:** The word "Liberty" is held so dear. Each letter is a symbol of this nation held together by love, not fears. Man has fought and died in years gone by, but the meaning stays the same for you and I.

**L:** L is for **Laws** made for the protection of all

**I:** I is for **Ideals** who's standard shall not fall

**B:** B is for **Bravery**, for all, not a few

**E:** E is for **Equality** upheld through and through

**R:** R is for **Religion**, a matter of choice

**T:** T is for **Truth**, which we are free to voice.

**Y:** Y is for **Youth** inspired from the start.

All letters: It's all up to you - so do your part!

## Cubmaster Minute

Recently I heard a story of a family on vacation. They were traveling by car on a grand tour across the country. At one point, they stopped at a scenic overlook, which stood at the edge of a steep-walled canyon. Some people at the overlook were having fun, yelling into the canyon and listening for the many echoes coming back.

"The youngest member of the family had never encountered an echo like that before, where more than one reply came back. He kept shouting all different kinds of words to the canyon and laughing at the response. Finally, he turned to his father and exclaimed. "Whatever I put in, comes out even more!"

Scouting is like that. You will get back out of it, what you put in. Sometimes it will come back to you many times over. We are all on a wonderful adventure together in Scouting.

## March 2009 Monthly Theme: "When I Grow Up"

Explore career possibilities of the 21st century this month. Host a pack career fair, inviting several adults to share what they do for a living and how these career opportunities might change as you grow up and technology advances. Discover how having a positive attitude is essential in reaching career goals. Den meeting plans could include field trips to learn about different occupations of interest to the boys and playing games centered on different jobs. This would be a good month to work on any of the Cub Scout Academics and Sports belt loops and pins - let the boys vote on the one that fits best with what they want to be when they grow up. For those future astronauts this month is a perfect time for a space derby!

Webelos Activity Badges: First year, Athlete; Second year, Complete Engineer

### PRAYERS & POEMS FOR SCOUTERS

#### From a Child

When you thought I wasn't looking, I saw you hang my first painting on the refrigerator, and I immediately wanted to paint another one.

When you thought I wasn't looking I saw you feed a stray cat, and I learned that it was good to be kind to animals.

When you thought I wasn't looking, I saw you make my favorite cake for me and I learned that little things can be the special things in life.

When you thought I wasn't looking I heard you say a prayer, and I knew there is a God I could always talk to and I learned to trust in God.

When you thought I wasn't looking, I saw you make a meal and take it to a friend who was sick, and I learned that we all have to help take care of each other.

When you thought I wasn't looking, I saw you give of your time and money to help people who had nothing and I learned that those who have something should give to those who don't.

When you thought I wasn't looking, I felt you kiss me good night and I felt loved and safe.

When you thought I wasn't looking, I saw you take care of our house and everyone in it and I learned we have to take care of what we are given.

When you thought I wasn't looking, I saw how you handled your responsibilities, even when you didn't feel good and I learned that I would have to be responsible when I grow up.

When you thought I wasn't looking, I saw tears come from your eyes and I learned that sometimes things hurt, but it's all right to cry.

When you thought I wasn't looking, I saw that you cared and I wanted to be everything that I could be.

When you thought I wasn't looking, I learned most of life's lessons that I need to know to be a good and productive person when I grow up.

When you thought I wasn't looking, I looked at you and wanted to say, "Thanks for all the things I saw when you thought I wasn't looking."

Each of us, parent, grandparent, uncle, aunt or friend, influence the life of a child.

## Within My Power

Forest Witcraft

I am not a very important man, as importance is commonly rated, I do not have great wealth, control of a big business, or occupy a position of great honor or authority.

Yet, I may someday mold destiny. For it is within my power to become the most important man in the World in the life of a boy.

A humble citizen like myself might have been the Scoutmaster of a Troop in which an undersized, unhappy Austrian lad by the name of Adolph might have found a Joyous boyhood, full of the ideals of brotherhood, goodwill, and kindness, and the world would have been different.

All about me are boys. They are the makers of history, the builders of tomorrow. If I can have some part in guiding them up the trail of Scouting, on to the high road of noble character and constructive citizenship, I may prove to be the most important man in my community.

A hundred years from now it will not matter what my bank account was, the sort of house I lived in, or the kind of car I drove.

But, the world may be different because I was important in the life of a boy.

## I Am God's Child

I cannot speak with words you'd understand  
But somehow I know that God holds my hand;  
I cannot make you know my needs, my wants, my fears;  
But He knows my purpose here, is to brush away your tears.

I cannot hold a conversation with real words as such  
But I hope you know I love you by every look and touch;  
I cannot tell you why I have tantrums and act so wild -  
But I wish I could tell you that I too am God's child.

## Wayfarer's Grace

For all the glory of the way,  
For thy protection night and day,  
For roof, tree, fire, and bed and board,  
For friends and homes we thank the Lord.  
AMEN

## Hebrew Blessing

Blessed are thou, o lord, our god,  
King of the universe, who bringeth  
Forth bread from the Earth.

## Grace

Our loving father, you have given so much to us,  
We ask for but one thing more; a thankful heart.  
Through Christ our lord. Amen

## Grace

Accept our thanks,  
We pray to you O Lord.  
For these and for all your gifts,  
Through Jesus Christ our Lord.  
Amen

## TRAINING TIP

### Anniversary Week Activities

Cub Scout packs observe Scouting Anniversary Week in February with one or more special activities in addition to the traditional blue and gold banquet. Some examples follow:

- μ Live demonstrations of Cub Scout and Webelos Scout games, crafts, skits, fitness skills, etc., sometimes held at a shopping center or other public location.
- μ A store-window display of Cub Scouting.
- μ A service project for the chartered organization, school, or place of worship.
- μ The boys wear their uniforms to school during this special week.
- μ The pack attends a religious service together, in uniform, on Scout Sunday or Sabbath.

More information on Special Activities can be found in the Cub Scout Leader Book available from your Scout Shop.

## TIGER CUBS

### Big Idea #9 Getting There

#### Car Passenger Code

This code provides hints on how automobile passengers can help make each trip a safe and pleasant one.

#### Help Yourself By:

- Always wearing your seat belt
- Sitting down, so that you won't be hurt if there is a sudden stop
- Keeping your hands away from door handles, gear shift, ignition key and the driver

#### Help The Driver By:

- Sitting down, so that you don't distract him/her
- Looking out for road signs
- Keeping the noise down

#### Help Other Passengers By:

- Not teasing younger passengers
- Saving all litter until you get home or using litter bags

#### Help Others On The Road By:

- Staying in the car while it is moving (putting your arms or head out the window is dangerous)

## March 2009: "When I Grow Up"

Not throwing things out the window  
Getting out of the car on the side away from the traffic

### Safe Driving Tips For Families

Allow enough time to avoid feeling rushed  
On long trips, allow for frequent stops  
Have your car checked before you leave - tires, brakes, lights, turn signals, and windshield wipers - to ensure proper functioning  
Use your seat belts  
Be a courteous driver and follow the rules of the road

### Cheers

#### **Motorcycle Cheer:**

Hold your hands like you're gripping handlebars. Raise a foot and kick downward 3 times while making a sputtering sound. On the third try, the engine starts with a "Varoom."

#### **Flat Tire Cheer:**

Say "Flop, flop, flop, where's the spare?"

### Crafts And Activities

#### License Listing

Make a list of state license plates 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, no parking, vacancy, ice cream, reduce speed, church, etc.

#### Sports Word

Give each player a section of the newspaper. The object is to find sports words within your section.

#### 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 three words that begin with those three letters. Each word has to be in proper order. You can have more than three words, but all sentences must make sense. For example BCR-693: Although some have said it. I don't believe that Babies Can Run.

#### Race Car Drivers

##### **Materials needed:**

- paper plates for steering wheels
- chairs
- material for seat belts (optional)

Give each boy a steering wheel made from a paper plate with triangular cutouts.

Everyone sits in a "driver's seat." Be sure to fasten seat belts! Start the cars, turn on the lights, and take off on a wild ride. Encourage sound effects of the roaring engines. Guide the boys through the ride: veer left, make a quick right, stop at the traffic light, watch out for the roadblock, and avoid the oncoming cars. Drive carefully and get home safely!

## Rocket Ship Slide

### **Materials:**

Art foam, Tulip paint or pens, glue, pipe cleaner

Cut out a rocket ship out of art foam. Decorate with tulip paint. Glue pipe cleaner on back.

## T-I-G-E-R-S

(tune: Mickey Mouse Club)

Come along and sing our song

And join our family

T-I-G-E-R-S

Tigers they're for me

Tiger Cubs Tiger Cubs

Forever let us hold our banners high!

HIGH!-HIGH!-HIGH!

We're the ones that start it all,

We're where the scouts begin

T-I-G (gee we're having fun!)

E-R-S (Scouting is for everyone)

TIGERS, we're the ONE!

## LEADER IDEAS

### Barb Stephens

You can make an "Emergency Kit" to suit your group of Cubs:

### Emergency Kit

Select the games/ideas that you want to use. Get any materials that may be required for them and put them all in a crate along with the two wrapped boxes described next. This is your emergency kit.

Cover two small shoeboxes with wrapping paper (lid and box separately). On slips of paper, write each of the following (you can add your own).

Fold the papers and place them in box 1. When you run low on activities, let a Cub draw one paper from the box. This is the activity they can do for 10 minutes. If they haven't done it yet, you can teach them. Many of these ideas are easy to learn. Then put the completed activity in box 2 so it won't be selected again too soon.

### Banana

You need a rag or sock or a real banana (not peeled). All players form a circle with all sitting on the floor. It is important for the players to sit close together with their knees up and their hands tucked under their legs. The person in the middle has to figure out where the banana is as the players in the circle are passing the "banana" under their legs secretly.

## Barnyard Scramble

Give each child the name of an animal on a slip of paper. Make sure there are at least two of each animal. On the signal, the kids must make the sound that their animals make and try to find other kids with the same animal.

## Charade Box

Have a box prepared with simple ideas to act out written on a slip of paper. These may be done alone or with a buddy. Add to these or change them often if you find that the kids like this activity. Charades can be as simple or

complex as the kids are ready for; e.g., setting the table, bowling, drinking something you like, eating corn on the cob, etc.

## Corner Tag

Pick four corners or spots and give each spot a name (Apple, Orange, Banana, Grape; Squirrel, Frog, Bird, Snake; or just 1, 2, 3, 4). Place a sign in each corner with a picture of the name you have chosen for it. Gather

The kids together and point out the four corners and their names. Choose one child to be "It". "It" stands in the middle of the area or room, covers his eyes, and counts to 20 while the other players run to the corners. Keeping

his eyes closed, "It" calls out the name of a corner. Everyone in that corner is out of the game. "It" closes his eyes and counts again while the remaining boys all run to a corner again. The game continues until only one person is left who then becomes "It" for the next round.

## Cub Handbook Hunt

Look through your Wolf/Bear/Webelos handbook. Write in the page number of the handbook where the following (and more) can be found:

1. Find a picture of the food pyramid.
2. Find a Native American game.
3. Find the rank requirements list.
4. Find where there's information on sign language.
5. Find the story about Akela.
6. Find directions for making invisible ink.
7. Find a page showing knots.
8. Find a page that discusses the American flag.
9. Find out how to sharpen a knife.
10. Find the Cub Scout motto.
11. Find where/how to wear insignia.
12. Find where first aid is discussed.
13. Find a picture of a tool.
14. Find the requirement that includes collections.
15. Find bike safety rules.
16. Find the page that discusses religious emblems.

(Note: Not all the above are in any one handbook. Use the ones that are and find others to add to your list.)



### Good Morning Captain

The captain sits slightly apart from the group and is blindfolded. The leader indicates a player who says "Good Morning Captain!" The captain tries to name the speaker. If the captain correctly identifies the speaker he retains his position. If not the player becomes the new captain. Players should try to disguise their voice.

### Penguin Tag

Everyone must keep their knees together and elbows "glued" to the side of their bodies. Everyone is 'it' - you tag others by waddling over and tagging them lightly with your flippers.

### Person to Person

Have the kids pair up with a single person being the caller. The singleton calls out "hip to hip" or "elbow to elbow" or any other acceptable body part. When the singleton calls "Person to Person," the paired kids must then un-pair and find a new partner. The singleton tries to get a partner also, so there is a new singleton to do the calling.

### Poor Kitty

The children are arranged in a circle, sitting down. The one child is the "poor kitty" and he goes up to another child purring and meowing. The person approached must pat the kitty on the head and say, "Poor Poor Kitty."

If the child laughs, then he must become the kitty and try to make others laugh.

### Promise (or Law) Relay

Have the Promise (or Law) written out on strips of paper so that each line is incomplete. Have boys one at a time, draw a slip of paper from a hat, race to a board (or table) and put the pieces of paper together in the correct order. Reward everyone.

### Simon Says

One person is chosen to be "Simon" the others stand in a strait line. Simon then calls out a an action for the children to follow. It can be anything like, touch your toes, jump 10 times on 1 foot, etc. Simon when giving an action can simply state the action by itself ("touch your ears") but whoever does this is out and has to sit down. Or Simon can say "Simon says, touch your ears" and then everyone must follow the instruction. You can vary the actions according to the age group of children you are playing with. The last person who is standing can then be "Simon"!

### Touch Blue

The game begins with everyone in a circle. The leader will call out, "Touch Blue" and everyone must touch something that is blue (someone's shorts, piece of a shirt). Continue by calling out different colors and/or body parts, etc.

\*\*\*\*\*

Have a postal question on general information (they can help about collecting and displaying stamps) Check out [www.usps.com](http://www.usps.com)

## Cooperative Choosing

It's no fun to be chosen last; regardless of the reason (popularity or competitiveness) that last boy usually feels bad about himself, the other boys and the game. Cooperative Choosing eliminates this problem by using creative means of dividing up into teams. Try using birth months (January, February, March is Team 1, April, May, June is Team 2, etc.) Alternatively, use first or last initials, last digit of phone numbers, or anything else you can think of to divide boys into teams.

## The Never-Ending Game

Not a game, so much as a method; consider using this method when playing any game where boys are eliminated as the game progresses. Divide boys into two groups and give each group the same task. When a boy is eliminated from one group, he joins the other group. Some boys will get more exercise than others but no one ever sits out. This method keeps boys from becoming bored and causing problems while the leader's attention is on the game.

## Training for Unit Committees

Many of us as a child, learned the string game "The Cat's Cradle"

Here two people with a string knotting the two ends to form a circle pass it back and forth in a variety of forms between their hands.

Expanding:

You need at least 42 feet of rope, ends tied together.

Instead of two people you need four.

Where your finger and thumb work together before now your arms replace them.

To start the activity, two people stand inside the rope at waist high.

Make a wrap with the rope, around each persons waist.

Pull the rope from around the waist of each person and loop it over the other person head.

This is where you start the training.

Can the four people proceed without talking, probably not.

Communication is a key point here.

Everyone must work together to solve the problem and figure out what to do next.

Remember never give up.

(Hint: Add two more people doing the small game, working along with you, to help figure it out where you are at.)

Questions? E-Mail [buggs@mstar2.net](mailto:buggs@mstar2.net)

Offer good thru 12/31/09

Boys' Life has a reading contest each year. To enter the 2009 contest write a one-page report titled "The Best Book I Read This Year": and enter it in the Boys' Life 2009 "Say Yes to Reading!" Contest.

The book can be fiction or non-fiction. But the report has to be in your own words. Enter in one of the three age categories:

•8 years old and younger, •9 and 10 years old, •11 years and older.

When Pedro receives your report, you'll get a free patch.

(And yes, the patch is a temporary insignia, so it can be worn on the Boy Scout, or Cub Scout uniform shirt, on the right pocket. Proudly display it there!)

The top three winners from each age group will also get a Leatherman multi-tool, copies of Codemaster books 1 and 2, the limited edition Codemaster pin-and-patch set--plus their names will be announced in Boys' Life!

## March 2009: "When I Grow Up"

The contest is open to all Boys' Life readers. Be sure to include your name, address, age and grade in school on the entry.

Send your report, along with a business-size addressed, stamped envelope, to:

BSA, Boy's Life Reading Contest,

S204, P.O. Box 152079,

Irving, TX 75015-2079

Entries must be postmarked by Dec. 31, 2009

### Pack Meeting Gathering Activities

Gathering Activity: Later in the meeting recognize the person who has the most signatures. Also recognize anyone who has had more than one career. Ask if anyone has done more than two career changes. You could have some of these people give a one minute highlight about their career.

**Directions:** Find people who are doing or have done any of these careers and have them sign on the line. If someone has done more than one career have them sign in a second space. Limit of 2 spaces per signer.

1. Farmer \_\_\_\_\_
2. Transportation \_\_\_\_\_
3. Architect, construction \_\_\_\_\_
4. Armed Forces \_\_\_\_\_
5. Bonus: Something not on the list \_\_\_\_\_
6. Travel industry \_\_\_\_\_
7. Business person \_\_\_\_\_
8. Teacher \_\_\_\_\_
9. Researcher \_\_\_\_\_
10. Entertainer-What kind? \_\_\_\_\_
11. Heavy equipment operator \_\_\_\_\_
12. Bonus: Something not on the list \_\_\_\_\_
13. Chef, waiter or waitress \_\_\_\_\_
14. Bonus: Something not on the list \_\_\_\_\_
15. Computer related \_\_\_\_\_
16. Parks and Recreation \_\_\_\_\_
17. Medical profession \_\_\_\_\_
18. Law or law enforcement \_\_\_\_\_

### Lines of Work Quiz

Identify the person who you think made the following remarks about their line of work:

1. It has its ups and downs. \_\_\_\_\_
2. I get a bang out of it! \_\_\_\_\_
3. I set new records every day \_\_\_\_\_
4. I get a kick out of it. \_\_\_\_\_
5. Baaaaaad! \_\_\_\_\_

## March 2009: "When I Grow Up"

- A. Football player
- B. Shepherd
- C. Drummer
- D. Disc jockey
- E. Elevator operator

### OPENING CEREMONIES

#### Opening Ceremony

**Cast:** Narrator, 4 Cubs in costumes appropriate for the part.

**Cubmaster or Narrator:** "Some of our Scouts have some thoughts about the future and how they might be able to do something positive.

**Cub #1:** "When I grow up I would like to use my creativity to invent a cure for diseases and help people everywhere become more healthy.

**Cub #2:** "When I grow up I would like to help people from all over develop an understanding of each other so that everyone, old and young; rich and poor, men and women, and east and west will work together.

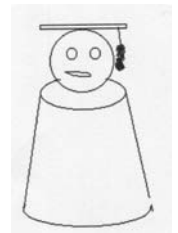
**Cub #3:** "When I grow up I would like to use my self discipline to contribute to my community, strengthen my family and grow personally."

**Cub #4:** "When I grow up I would like to help people learn to grow crops that will feed more people but use less space to do it"

**Narrator:** These boys: and the other Cub Scouts here tonight will be the scientists, leaders and trailblazers of tomorrow. I think our future is in good hands.

### DEN DOODLE

Paint a small clay pot and a small square of wood blue. Paint a face on a round bead. Thread a pipe cleaner through the clay pot, then the bead and through a hole drilled in the square of wood. Using another piece of pipe cleaner, pull some of the fuzz from the wire, leaving a small end for the tassel.



### CEREMONIES FOR UNIT LEADERS

#### "Everyone Is Essential Closing

Pacific Harbor

**Arrangements:** Three broomsticks, staves, PVC pipes, etc., large rubber band. A Cub Scout, his parent, and the Cubmaster each hold one stick.

**Cubmaster:** "Our pack program has three elements, each of which are essential for its success. First, of course is the boy (Scout brings Stick forward). This stick represents the fine boys in this pack, but it needs help to stand.

"This stick I am holding is the second element (attaches his stick to first stick with rubber band while speaking). This stick is the Scouting program and the wonderful leaders who work so hard to keep the program going. But, you see, the program still can't stand on its own.

"The third stick represents parents of the boys in our pack (parent brings stick forward). Parents are critical to making our Scouting program successful (CM attaches third stick to others). Now, you see, this makes the program strong, so it can stand on its own. Everyone working together is essential -- nobody can leave the job to others."

PACK/DEN ACTIVITIES

**Crafts**

Detroit Area Council

Here are some ideas on things that Cubs could make and then use to pretend they have grown up and taken on that occupation:

**Architect**

Make a skyline sign:

You will need scissors, cardboard, gray poster paint, paintbrush, crayons or felt-tipped markers.

First, cut a rectangle from cardboard. Cut a design along the top edge to look like the skyline of a city. Paint it gray. Then draw windows on the upper parts of the buildings using your crayons or markers and put the words "Master Architect" and your name down below. This can be your "shingle".

Now that you have opened up your shop, you will need some tools used by the architect.

T-square: You will need scissors, heavy cardboard, pencil, poster paint, paintbrush, and white glue.

Cut a long narrow rectangle from heavy cardboard and another that is shorter and wider. On the short, wide piece, draw the shape of the top of a T-square. Paint this piece a darker color than the long, narrow piece. Glue the shape, center on top of the long piece with the cut edge of the short piece facing up.

Triangles: You will need pencil, cardboard, scissors, poster paint, and brush.

Draw triangles of different sizes on cardboard. Draw another triangle inside the first one and then cut them out. Cut the outside one first, then cut out the center. Paint triangles light green or pink.

Protractor: You will need pencil, cardboard, scissors, paper punch, crayons or markers.

Draw a semi-circle on cardboard and connect the ends with a straight line. Cut it out. Make a hole with a paper punch in the center near the edge of the straight side. Draw short lines around the curved edge.

French Curve: You will need scissors, pencil and cardboard

Cut a rectangle from cardboard. Draw a large oval on one end and a small oval on the other so that they are touching in the middle. Draw curves and cut out.

Pointer: You will need scissors, cardboard, pencil, paper punch and paper fastener.

Cut two narrow rectangles of equal size from the cardboard. Then draw a circle at one end of one strip. Draw a long bar with a pointed end from the circle to the other end of that strip. Cut out the shape you have just made. Use this one to trace another one on the other piece of cardboard and then cut out the second one. Use the paper punch to make a hole in the center of each circle and attach the two pieces by pushing the paper fastener through both of them and opening it.

All of the tools above are used by an architect when planning a building or house and everything must be exact. The T-square and triangles are used to make straight lines while the French curve and protractor are used for curves. The pointer is used for estimating distances. Now that you have made these tools you can build your own houses, garages, and other buildings, or even make a small town using different size and shape boxes.

**Fire Fighter**

## March 2009: "When I Grow Up"

Being a fireman may sound like a lot of fun and excitement, racing down the street in that big truck with the siren blaring. It is exciting but it is also dangerous. Firemen must learn many things before they are ready to start putting out fires, even small ones. Of course, if you are going to play at being a fireman, the first thing you need is a sign for your firehouse.

Take a piece of cardboard (square or rectangle) and draw a fire hose on it. Write "FIRE HOUSE" on it and the number of your choice. Then hang it where you play. Then, there are many other pieces of equipment that a fireman needs. Let's start with his hat. If you have scissors, paste or glue, different colors of construction paper, cardboard, pencils, paints, crayons, markers you can make a lot of fireman equipment.

For your hat, cut out a large egg-shaped piece from some red construction paper. At the wide end of this piece, mark off two Xs far enough apart so that it will fit on your head. This will probably be an inch or two from the outer edge of the piece of paper. Draw a line from one X to the other, going around the edge of the hat and staying the same distance from the outer edge. Then cut this line and push that area up to form the hat. You can put a yellow shield of your own design, on the front of the your hat, using construction paper and gluing it on.

Now that you have your hat, you will need a pick and an ax, and fire hose.

**Pick and Ax:** The fireman carries his pick and ax with him when he goes into a burning building. Sometimes he must tear down a burning board or break through doors or windows.

To make these important tools you will need some cardboard tube in addition to the other items mentioned earlier.

First cut a large rectangle and a smaller rectangle from the cardboard. Draw and cut out a cone shape on the larger piece and a quarter moon shape on the small one. Cut two deep slits in one end of two large cardboard tubes. If you have short tubes, you can make them longer using masking tape to tape them together to make a longer pole. You need two poles, one for the pick and one for the ax. Paint the ax and pick heads and the poles with poster paints. When dry, slide the heads into the slits made earlier in the pole. If you put some glue around the slits, it will help to keep the heads in place.

**Fire hose:** You can also make a fire hose using cardboard tubes and some fabric. Paint your tube black. Cut long strips of the same width out of the fabric. Glue these pieces together to make a long strip, and then glue one end of the long strip inside one end of the tube.

Now you have the equipment to put out some big fires.

### Police Officer

Police Officers are needed to keep everything under control by seeing that everyone obeys the law. You can make a "Police Station" sign, just like the one for the Fire House, so your friends will know who you are. Then, of course, every officer needs a badge. Make a badge by drawing a crest shape or a shape like a coat-of-arms on yellow paper. Cut it out and write your city on it. Instead of your name on the badge, a police officer has a number, so pick your number and put it right in the middle of your badge. Tape a safety pin to the back of the badge to hold it on.

A police officer needs a hat, too. Cut a narrow strip of blue paper big enough to fit around your head plus a little left over. Place this piece of paper in front of you lengthwise and draw a line with a pencil and ruler about a quarter-inch from the top edge. Then cut evenly spaced slits along this edge, but don't pass the line. Roll the paper strip into a ring and tape it in place. Push the sub slits at the top edge towards the center to make tabs. Put the other end of the ring on a piece of the same color paper and trace around it. Cut out the traced circle.

## March 2009: "When I Grow Up"

Put some glue on the tabs and place the circle over them to form the hat. Now trace around the bottom again on some black paper. Use a large sheet of black paper because this is going to be the visor for the hat. Mark two Xs opposite of each other on the circle and draw a line outside of the circle connecting the two Xs. Cut out this quarter moon shape and staple or tape the pointed ends to the sides of the hat. You can make a smaller badge like the one you have, to glue onto the hat over the visor.

**Handcuffs:** Handcuffs come in handy when you are dealing with a really tough guy. Make a circle slightly larger than your wrist. Then cut out another circle about an inch and a half outside of that circle. Cut out the first circle so you have something that looks like a donut. Now cut the donut apart on opposite sides. Take the paper punch and punch holes on both ends of each piece. Use these pieces to trace another "donut". Cut it out. Cut it apart. Punch the holes. Take a string and tie one side of the one set together. Then use the other end of the string to tie one side of the other side together. When you capture the crook, use a paper fastener to push through the holes on the other ends and he won't be able to escape.

**Tickets:** Cut some white strips of paper, all the same size. Then cut two pieces of colored paper still of the same size for the cover. Staple one end to hold it together and write "TICKETS" on the front cover. When you find someone violating a law, you can write down the offense and the other information about the lawbreaker and give him a ticket.

### AUDIENCE PARTICIPATIONS

#### The Cub Knot Story

**Rope** I'm fit to be tied

**Knot** Cross arms in front and say What Knot

**Cub Scout** Where's the cookies

**Den Meeting** Paint; cut; glue

For those of you who can't imagine that a **Rope** can come alive, this story may be hard to believe. Once there was a four-foot piece of **Rope** who wanted to become a **Cub Scout**. The **Rope** knew that in **Den Meetings**, **Cub Scouts** learned to tie **Knots** in **Ropes**. And he had always wanted to learn how to tie himself into a **Knot**.

So the **Rope** checked with a **Cub Scout** he knew to find out when the next **Den Meeting** was to be held.

He put on his best tie; hitched up his pants and headed for the meeting. The **Rope** could tell that he was at the right house, because several **Cub Scouts** were arriving to begin the **Den Meeting**. The **Rope** walked right in and said to the leader, "I want to be a **Cub Scout** and attend your **Den Meetings**."

But the den leader said, "I can **Knot** let a **Rope** be a **Cub Scout**!"

Well, the **Rope** was really upset. He ran out of the **Den Meeting**, **Knot** knowing what to do next. He ran out into the gravel road and was run over by a bread truck. The **Rope** was tumbled, rolled, crunched and, in general, pretty messed up. His ends were all unraveled and he had been twisted into a quadruple half hitch **Knot**! The **Rope** couldn't even remember who he was. But somehow, he remembered he wanted to be a **Cub Scout** and that a **Den Meeting** was going on that he should be attending. He stumbled to the front door and knocked. The **Cub Scout** den leader halted the **Den Meeting** to answer the door. When the den leader opened the door, there was the unraveled half hitched **Rope**. "I want to be a **Cub Scout**," said the **Rope**.

The den leader looked at him and said, "Aren't you the **Rope** that was here a few minutes ago. The **Rope** looked right at the den leader and shouted, "I'm a frayed **Knot**!"

#### Audience Participation

**Mr. & Mrs. Homeowner:** Honey, I'm home

**Plumber:** Get a mop, get a mop

**Tools:** Clank, clank, bang

**Electrician:** Bzzzt! How shocking

**TV set:** We'll be right back

One day, **Mr. & Mrs. Homeowner** came home from work to find their kitchen flooded with water. "Whatever shall we do?" asked **Mrs. Homeowner**. "We'll call a **Plumber!**" said **Mr. Homeowner**. "He'll know what to do."

Quick as a wink, the **Plumber** arrived with his bag of **Tools**. "Don't worry," said the **Plumber**, "this looks like a simple leak. I'll just get my **Tools** and have it fixed in a jiffy." Then he crawled under the sink and began banging on the pipes. **Mr. & Mrs. Homeowner** covered their ears and left the room. But suddenly, all the lights in the house flickered - and then went out! "Oh no!" cried **Mr. & Mrs. Homeowner**. "Now we'll have to call the **Electrician!**"

Soon the **Electrician** arrived with his bag of **Tools** and began to check the wiring. "Here's the problem," he said, as he stuffed his **Tools** back into their case. "There's something wrong with your **Tv Set.**" "The **Tv Set?!?!?**" said **MR. Homeowner**. "How much will it cost to fix?" "Oh, about a thousand dollars," said the **Electrician**, smiling broadly at the thought of all that money.

"A thousand dollars just to fix a **Tv Set?**" said **Mrs. Homeowner**. "We can't afford to pay that much?" **Mr. Homeowner** thought about missing his favorite TV shows, then shook his head and slowly took out his checkbook.

Just then the **Plumber** came into the room and handed his bill to **Mrs. Homeowner**. "Wait a minute dear," she said. "You might miss your favorite shows but I have to wash my hair tonight! You know we only have enough money to pay one of these bills, and you know what they say - TV or not TV, water's the question!"

## ADVANCEMENT CEREMONIES

### The Absent minded Indian Chief.

By Dale Marble

(Chief enters and sit at council fire. Few blankets are placed around the fire.)

I welcome you all to the council fire.

Psss. What are we here for? (said to someone close to him)

Where is my day planner? (This is a scroll of rabbit fur and two arrows)

Oh... flea bitten prairie dogs.

I have missed my bath today, that is third time this month.

I did get my nap.

Oh Flying Eagle Feather.

The big hunt is tomorrow.

Maybe we can take the scenic route.

I hope we have enough time to stop for ice cream.

Ah ha , fat fuzzy freckled bear

This is why we are here.

Would \_\_\_\_\_ come up to council fire.

(Have the cub or cubs sit on a blanket around the fire)

(This is good for Wolf ,Bear and Webelos ceremonies)



## GAMES

### Mr. Kerplunk

Announce him as Mr. Kerplunk the world renown spitter. He could be French, German, etc., with the appropriate accent. He says he will demonstrate several of his famous spits for the group. An assistant holds a bucket across the stage for Mr. Kerplunk to spit into (tap on the bottom of the bucket to create the special effect). Here are some examples of spits to use but be creative in creating your own:

- 1) Short Shot: He spits; sound effect comes immediately.
- 2) Ricochet Shot: He spits for a sidewall (tree etc. if outside) and watches it bounce around before it hits the bucket.
- 3) Long Shot: He spits and follows the long arc with his head; sound made after a long pause.
- 4) Fast Shot: Sound effect is made before he spits.
- 5) Super Shot: Advertised as the most famous. Spends a minute getting mouth full of spit, checks bulge out and finally spits. Guy in front stands up and wipes water or raw egg from eye.

### What Am I?

Equipment: None  
Formation: Circle

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

### What Will I Be?

(Cub Scout & Webelos Scout Program Helps 1986-87)

This is a variation of charades. Play by den family teams, with all members of the family taking part. Give each den family five minutes to decide on a career they will dramatize and practice doing it. Let the Cub Scouts and other children do most of the acting.

Example: Electrician. First boy acts out unscrewing in a table lamp socket. Second boy strips insulation off a wire and attaches to screw pole of the socket. Third boy flips the wall switch. Fourth boy pantomimes joy when bulb lights up.

When the den family has completed its pantomimes, other dens try to guess the occupation. First one to guess scores a point for the den.

## SONGS

### Hey, Look Me Over

Hey, look me over; lend me an ear,  
Watch me advance in Scouting every year.  
First I'm a Bobcat, then a Wolf and Bear;  
Soon, I'm a Webelos and on I'll go from there,  
A-singing,

Hey, look me over; lend me an ear,  
Join me in a song and sing out loud and clear,  
That our Cub Scout advancement is the way to grow--  
Stand back, parents here we go!

### Proud To Be A Webelos

(tune: Polly Wolly Doodle)

Oh, I worked real hard to be a Webelos,

Growing stronger; getting smarter every day.  
Gonna earn near every pin there is,  
Growing stronger; getting smarter every day.  
Chorus:

Joining in; having fun;  
I will always do my best!  
'Cause I'm proud to be a Webelos,  
We're a cut above the rest!

Oh, the Arrow of Light is my next goal,  
Growing stronger; getting smarter every day.  
Then I'll move on to my Boy Scout Troop,  
Growing stronger; getting smarter every day.  
Chorus:

### How I Want to Grow Up

(Tune: Toys R Us Jingle)  
(aka I Don't Want Grow Up)

How I want to grow up,  
So I won't be a kid.  
Then Morn won't ever scold me  
Like she already did.  
No chores, no school,  
It'll be so cool  
To always get my way!  
How I want to grow up  
And do what I want,  
Each and every day!

### Grown-ups

(Tune: Bicycle Built for Two)

Grown-ups, grown-ups,  
Telling us what to do.  
You've forgotten  
You used to be children too!  
Now you just do your taxes,  
Or send and receive faxes,  
You'd have more fun with everyone  
If you'd just play a game or two!

### Growing Older

(Tune: Happy Birthday)

Growing older should be  
Much quicker, you see.  
If kids ran the country,  
How much better we'd be!

### Oh, I Can Be

(Tune: Did You Ever See a Lassie)

Oh, I might be a doctor or dentist or lawyer,  
Or I could be a pilot and soar through the air.  
A nurse or a teacher,  
Or maybe a preacher,  
Oh, I can be successful  
Whatever I choose.

### Remembering the Gold & Blue

(Tune: Twinkle, Twinkle Little Star)

Cats were kittens,  
Dogs were pups.  
Everything keeps growing up.  
As for leaders there you see,  
They were once Cub Scouts like me.  
Some day I'll be grown up too,  
Remembering the Gold and Blue.

### How I Wanna

(Tune: Michael, Row the Boat Ashore)

Growing up is hard to do,  
I don't wanna!  
Find a job, and keep it too,  
I don't wa-aa-na!  
I would rather stay a boy,  
How I wanna!  
Fool around with all my toys,  
How I wa-aa-na!

## March 2009: "When I Grow Up"

Gett'ng older every day,  
I don't wanna!  
It's a lot more fun to play,  
How I wa-aa-na!

## When I Was Just

(tune: Que, Sera, Sera)

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

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

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

## Oh I Wish I Were

(tune: If You're Happy And You Know It)

Oh, I wish I were a little bar of soap.  
Oh, I wish I were a little bar of soap.  
I would slippy and I'd slidey,  
Over everybody's hidey.  
Oh, I wish I were a little bar of soap.

Oh, I wish I were a little hunk of mud.  
Oh, I wish I were a little hunk of mud.  
I'd ooey and I'd gooey,  
Under everybody's shoey.  
Oh, I wish I were a little hunk of mud.

## March 2009: "When I Grow Up"

Oh, I wish I were a little slice of orange.  
Oh, I wish I were a little slice of orange.  
I'd go squirty, squirty, squirty,  
Over everybody's shirty.  
Oh, I wish I were a little slice of orange.

Oh, I wish I were a little can of pop.  
Oh, I wish I were a little can of pop.  
I'd go down with a slurp,  
And I'd come up with a burp.  
Oh, I wish I were a little can of pop.

Oh, I wish I were a little mosquito.  
Oh, I wish I were a little mosquito.  
I'd go bitey, bitey, bitey,  
Over everybody's hidey.  
Oh, I wish I were a little mosquito.

Oh, I wish I were a little English sparrow  
Oh, I wish I were a little English sparrow  
Oh I'd sit on the steeple and I'd spitty on the people  
Oh, I wish I were a little English sparrow

Oh, I wish I were a little striped skunk  
Oh, I wish I were a little striped skunk  
Oh I'd sit beneath the trees and perfume all the breeze  
Oh, I wish I were a little striped skunk

Oh I wish I were a fishy in the sea  
Oh I wish I were a fishy in the sea  
Oh I'd swim nudey nudey nudey without my bathing suit  
Oh I wish I were a fishy in the sea.

## I Wish I Were

(tune: I Wish I Were An Oscar Meyer Weiner)

Oh, I wish I were a door-to-door salesman  
That is what I'd truly like to be;  
'Cause if I were a door-to-door salesman  
Nobody would slam the door on me.

Oh, I wish I were a high school teacher,  
That is what I'd truly like to be.  
'Cause if I were a high school teacher  
All the kids would learn a lot from me.

## March 2009: "When I Grow Up"

Oh, I wish I were a plastic surgeon,  
That is what I'd truly like to be.  
'Cause if I were a plastic surgeon  
My facelifts for the ladies would be free.

Oh, I wish I were a railroad engineer,  
That is what I'd truly like to be.  
'Cause if I were a railroad engineer  
I'd always get to ride in a choo-choo.

Oh, I guess it doesn't matter what I do,  
As long as I am happy with my job.  
'Cause no matter what I really want to do  
I don't want to go to work and sob!

## Commercial mix-up

Tune: The 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 Borateem-  
It leaves a shining smile.

For headaches take some Certs,  
Use Tide to clean your face,  
And do shampoo with Elmer's Glue,  
It holds your hair in place.

Perhaps I am confused,  
I might not have it right,  
But one thing that I'm certain of  
I'll watch TV tonight!

## I Wish I Were

Tune: I Wish I Were an Oscar Meyer Wiener

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

## March 2009: "When I Grow Up"

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

Oh, I wish I were an ambulance driver.  
That is what I'd really like to be.  
'Cuz if I was an ambulance driver,  
Everyone would lo-ok up to me.

I'd rush to help very sick people.  
I've trained so long to be an EMT.  
I'd know the town and be a safe driver  
My Sirens and my lights you'd surely see.

Oh, I wish I were a city policeman.  
That is what I'd really like to be.  
'Cuz if I was a city policeman,  
Everyone would lo-ok up to me.

I'd patrol the streets of town for your safety.  
I'd work to keep us gang and drug free.  
I'd have my picture on a cop card  
I don't want kids to be afraid of me.

Oh, I wish I were a 911 dispatcher.  
That is what I'd really like to be.  
'Cuz if I was a 911 dispatcher,  
Everyone would lo-ok up to me.

Dial 911 and I would answer  
And ask you what you need and where you be.  
I'd send police or fireman quickly  
Or any other help that you might need.

## CUB GRUB - Fun Food

Ben & Jerry's Oreo Mint ice Cream

### Ingredients:

- 2/3 cup crushed Oreo's
- 2 large eggs
- 3/4 cup sugar
- 2 cups whipping cream
- 1 cup milk
- 2 tsp peppermint extract

## March 2009: "When I Grow Up"

### Directions:

Place cookies in a bowl, cover and refrigerate. Whisk eggs in a mixing bowl until light and fluffy about 1-2 minutes. Whisk in the sugar, a little at a time, continuing to whisk until completely blended. Pour in whipping cream and milk and whisk to blend. Add peppermint extract.

Transfer the mixture to an ice cream maker and freeze following manufacturer's instructions. After the ice cream stiffens, about 2 minutes before it is done, add the chopped cookies, and continue freezing until the ice cream is ready.

## STUNTS & APPLAUSES

Last night I played a blank tape at full blast. The mime next door went nuts.

If a cow laughed, would milk come out her nose?

If olive oil comes from olives, where does baby oil come from?

**Q: What does a new Webelos Scout say?**

A: I can Bear no more!

**Q: What happens to the patches on your shirt after washing?**

A: They get all rankled.

**Doctor:** Open mouth, stick out tongue, say Ahhhhhhhhhh!

**Politician Applause:** Pat your self on the back.

**Avon Lady:** Point a forefinger and shout, "Ding, Dong! "

**Barker's Yell:** Show time, Show time!

**Bullfighter:** Hold down cape and move to in appropriate motion while shouting "OLE!"

## Competitive Yells

Boys love to yell, so do a competitive Yell to work off steam and build up the level of excitement. Split the camp fire into two halves have one side say:

There ain't no fly's on us! There ain't no fly's on us!

There may be fly's on some of you guys,

But there ain't no fly's on us!

The other side responds with:

Give 'em straw!

Give 'em hay! give 'em something to stop that neigh!

Get both sides going at once and wear ear plugs!!!!

Here's a good one for Cubs:

RAH RAH REE, Kick 'em in the knee!

RAH RAH RAS, Kick ,em in the (pause) Other knee.

## Pacific Harbor

**Welcome:** This is good to use when introducing someone new. Have the group say with much enthusiasm "Welcome, Welcome, Welcome." This can also be done as two Welcomes and a Hello.

**Computer Applause:** Can not compute, Den\_\_ is too great!



## Applauses, Cheers, and Yells

**Astronaut Applause:** Countdown, 10 - 1!! BLASTOFF!

**Avon Lady Applause:** Point a forefinger and shout, "Ding, Dong!"

**Carpenter Applause:** Pretend to be holding a hammer in one hand and a nail in the other. Start pounding the nail with the hammer while saying, "Bang, Bang, Ouch."

**Doctor Applause:** Open mouth, stick out tongue, say AHHHHHHHHH!

**Fireman Yell:** Water, Water, Water! More, More, More!

**Fisherman Cheer:** Pretend to reel out some line, let it drift, yank your pretend pole back and start to reel in the fish. Struggle with it for a short time and say: "I've Got It!!! I've Got It!!!"

**Fire Engine Cheer:** Divide the group into 4 sections: 1) Rings the bell fast, DING; 2) Honks the horn, HONK, HONK, HONK; 3) Sounds the siren, Rrrr, Rrrr, Rrrr; 4) Clangs the clanger, CLANG, CLANG, CLANG. Have all four groups do their parts together.

**Lumberjack Cheer:** Pretend to be chopping a tree then shout "Chop, Chop, Chop, TIMMMMBERRRR!"

## SKITS

The premise of this skit, is to drag out a bit, some funny actions by players.

**Props,** tiki torches.

**The scene,** The survivor TV show. The host/mc challenges 4 to 6 players in a bunch of inane, silly gags/games (see examples below). With each day's event ending with a meal, where each character picks the same meal. Meal choices are limited to two, fried rats or steamed bug. Extinguish a lamp each time someone is voted off. It is a must that the first 1-3 times that the skit be interesting enough to keep audience paying attention, through actions and dialogue. During the fourth run through, the campfire MC interrupts, saying excuse, Host (use his name), this skit, its interesting and all, but it just seems to have no point, its not going anywhere and I think the audience is getting bored, do you think you could get to the punch line? Where upon the host, facing the audience says "Sure, MC (use real name) I was just trying to prove the point that 2 out of 3 survivors prefer fried rat over steamed bug. Groannnnn...."

Examples of "survivor" activities" have players pretend to swim among sharks, climb coconut trees, do the best hula dance, have a jungle drum competition, you get the idea. Vote the best person off, it will keep the audience enrapt at the outrage.

## Boy Genius

**Characters:** 3 or 4 Cubs (more is ok.)

Scene opens 1st Boy sitting on chair or bed with toys and clothes scattered all over. He is deep in thought. Several friends come in.

All: (Greet one another)

**2nd Cub:** "Hi \_\_\_ what are you doing?"

**1st Cub:** Just thinking.

**2nd Cub:** "Thinking about what?"

**1st Cub:** "My invention."

**3rd Cub:** "Are you inventing something?"

**1st Cub:** "Sure, I want to be famous like Alexander Graham Bell or Thomas Edison."

**4th Cub:** "What do you have in mind? Maybe we can help."

All: "Sure"

**1st Cub:** "Okay, (getting up) First of all I need a big box. There's one in my closet, ---I need 2 toy airplanes-then I'll need some kite string - last I need-some rags-You can use my clothes for that. okay, now put everything in the box. That takes care of it."

**4th Cub:** "Takes care of what?"

## March 2009: "When I Grow Up"

**1st Cub:** "My invention. I just invented a way to get my room cleaned before my Mom gets home.

### Cub Scout Pledge to Himself

**Arrangement:** Pack Flag is placed in center of stage. 10 Cubs, in uniform, in turn come on stage stand near Pack Flag and recite one of the lines. Upon finishing he salutes the flag and goes to the rear of the stage, where they form a horseshoe.

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

(As last boy joins horseshoe-Boys join hands for Living Circle Repeat the Promise)

### Skit

**Equipment:** Cards with letters C-U-B S-C-O-U-T-S

**Need:** 9 Cub Scouts and a narrator -Cubs hold cards as they speak.

**Narrator:** Cub Scouts are eager and ambitious boys looking forward to making their mark in the world. What will I be?

**1st Cub:** C could stand for Carpenter

**2nd Cub:** U A University Student

**3rd Cub:** B A Bus Driver.

**4th Cub:** S A Soccer Player

**5th Cub:** C A Computer Programmer

**6th Cub:** O An Office Worker

**7th Cub:** U A Uniformed Policeman.

**8th Cub:** T A Traffic Controller

**9th Cub:** S Could stand for Space - An astronaut, Scientist, Technician or maybe a Resident.

**Narrator:** As Cub Scouts we are thinking about our future. What will it be? The opportunities are never ending. (If you don't have enough boys, one could hold 2 letters. Narrator could be the Den Chief or Den Leader)

### The Absentminded Drivers

This skit can be altered to fit any number of boys. Large cardboard cutouts of a boat, plane, rocket, etc., are on stage in full view of the audience. Boys are dressed in appropriated costume. As they speak their lines, the audience calls out the correct vehicle.

**Narrator:** We're slightly absentminded,  
I've even forgotten my name.  
Please help us find our vehicles  
In our transportation game.

**Pilot:** I have a pair of goggles  
(Plane)And a helmet on my head

## March 2009: "When I Grow Up"

While one of these belongs to me? (points to vehicles)  
What was that you said?

**Cowboy:** My hat's about ten gallons  
(Horse) I've spurs upon my boots  
I wear a kerchief 'round my neck  
My yells I give in whoops.

**Fireman:** I guess I wear a helmet  
(Fire Truck) A rubber coat and boots  
My vehicle is usually red  
My siren has no toots.

**Astronaut:** My orbit is outside the Earth  
(Rocket) Where silence is profound  
And when my trip is over  
I don't touch the ground

**Sailor:** Over the blue and bounding main  
(Boat) Away, away I float  
I wonder what I'm steering  
Could it be a \_\_\_\_\_?

**Engineer:** I carry loads and people  
(Train) My engine's big and black  
I go to far off places  
I run upon a track.

**Indian** My highways are the lakes and streams  
(Canoe) Over all the country wide  
Sometimes I use a hollowed log,  
Sometimes an animal hide.

**Bus Driver:** I carry people to their work  
(Bus) And home again at night  
I drive in any part of town  
I'm yellow, shiny and bright.

## When I Grow Up

**Props:** A large box the Cubs can step into and out, decorate front with knobs and dials.

**Cast:** Eight Cub Scouts.

**Cub #1:** Ladies and gentlemen, this is the fantastic terrific magic future machine. By entering this machine you will know your future career.

**Cub #2:** Let me try it first

**Cub #1:** OK, enter the chamber (he turns dials on the front) Come out and reveal your future. (This is repeated with each Cub)

**Cub #2:** Wow, I'm going to be a truck driver. 10-4 Good Buddy.

**Cub #3:** (enters then exits) Hey, I'm going to be a Chef, dinner anyone?

## March 2009: "When I Grow Up"

**Cub #4:** (enters then exits) I'm going to be a doctor, want a shot?

**Cub #5:** (enters then exits) A lawyer, I'm going to be a lawyer. I think I'll run for District Attorney.

**Cub #6:** (enters then exits) Yea, yea, yea! I'm going to be a rock star, where's my guitar?

**Cub #7:** (enters then exits) An astronaut, look at Mars!

**Cub #8:** I'm not so sure about this, but here it goes.

**Cub #1:** This way. (turns dials)

**Cub #8:** (enters then screams) No! No!

**Cub #1:** What's the matter, what will you be?

**Cub #8:** No, I'll be a (pause for silence) Cubmaster!!! (Runs off the stage screaming)

### "Job Search"

My first job was working in an orange juice factory, but I got canned because I couldn't concentrate.

Then I worked in the woods as a lumberjack, but I just couldn't hack it, so they gave me the axe.

After that I tried to be a tailor, but I just wasn't suited for it. Mainly because it was a so-so job.

Next I tried working in a muffler factory but that was exhausting.

I wanted to be a barber, but I just couldn't cut it.

Then I tried to be a chef--figured it would add a little spice to my life but I just didn't have the thyme.

Finally, I attempted to be a deli worker, but any way I sliced it, I couldn't cut the mustard.

My best job was being a musician, but eventually I found I wasn't noteworthy.

I studied a long time to become a doctor, but I didn't have any patients.

Next was a job in a shoe factory; I tried but I just didn't fit in.

I became a professional fisherman, but discovered that I couldn't live on my net income.

Thought about becoming a witch, so I tried that for a spell.

I managed to get a good job working for a pool maintenance company, but the work was just too draining.

I got a job at a zoo feeding giraffes but I was fired because I wasn't up to it.

So then I got a job in a gymnasium (work-out-center), but they said I wasn't fit for the job.

Next, I found being an electrician interesting, but the work was shocking.

After many years of trying to find steady work I finally got a job as a historian until I realized there was no future in it.

My last job was working at Starbucks, but I had to quit because it was always the same old grind.

You have any ideas for a job? Maybe you have something that **Works**, .because I don't.

### I'm Glad I am A Cub Scout

Boys line up on stage dressed as their character with their backs to the audience. As each one does their part, he turns around and faces the crowd. The second line for each is repeated twice (the second time all those who are facing the crowd repeat their line).

**Chorus:** I'm glad I am a Cub Scout, as you can plainly see,

But if we weren't Cub Scout...

A Fireman I would be! Up the ladder, spray the fire, chop, chop, chop! CRASH

A Fireman I would be! Jump lady, jump! Whoo-ooah! GOTCHA!

An EMT I would be! Patch em up, load em up, watch their vital signs!

A Doctor I would be! Turn around! Drop your pants! This won't hurt a bit! OUCH

A Doctor I would be! Take a pill; pay my bill! I'm going golfing!

A Dispatcher I would be! Who needs help? Where are you? Don't hand up the phone!

An Electrician I would be! Positive, Negative, turn on the juice-ZZZT!

An Electrician I would be! AC, DC, Plug it in the wall! ZAP!

An Ambulance Driver I would be! Swerve to the right, swerve to the left, watch out for the cars!

A Plumber I would be! Plunge it! Flush it! Look out below!

## March 2009: "When I Grow Up"

A Policeman I would be! Are you lost? Can I help? Stop in the name of the law!  
A Gasman I would be! Dig it up, patch the leak. Please don't light that match!  
A Carpenter I would be! 6 by 8, 2 by 4! Nail it to the floor! Whack!  
A Bricklayer I would be! Two bricks. Four bricks. Six bricks to mortar!  
A DJ I would be! Miles of smiles on the radio dial!  
A Teacher I would be! Sit down, shut up, throw away the gum!  
A Teacher I would be! Do your homework, here's a ton! Everybody having fun?  
An Engineer I would be! Push the button, push the button, kick the darn machine!  
A Laundry Worker I would be! Starchy here, starchy there, starchy in your underwear!  
A Cashier I would be! Twenty-nine, forty-nine, here is you change, sir!  
A Gym Teacher I'd be! We must, we must, improve our muscles!  
A Medic I would be! To care for others, to care for others is a must!  
A Cook I would be! Mix it, bake it, heartburn-BURP!  
An Ice Cream Maker I would be! Tutti-fruit, tutti-fruit, nice ice cream!  
A Birdwatcher I would be! Hark! A lark! Flying through the park! SPLAT!  
A Hippie I would be! Love! Peace! My hair is full of grease!  
A Stewardess I would be! Coffee, tea, or milk sir! Here's your paper bag! BLEECCH!  
A Cowboy I would be! Round 'em up! Round 'em up! Yecch! Cow Pie!  
A Cubmaster I would be! You do this! You do that! I'll go take a nap!

## CLOSING CEREMONIES

### Theme: When I Grow Up

In the popular movie "Big," actor Tom Hanks plays the part of Josh, a boy who gets catapulted into the future after making a wish at a carnival. That night, Josh went to bed as a boy but he woke up the next morning as a full-grown man! At first, his new life was fun and exciting, but after a while Josh realized that he had been robbed of his boyhood. He never had those early years of thinking and dreaming about what kind of a person he wanted to be someday. Everybody in his life expected Josh to be an adult, but he had not learned how. This story reminds us that it's not good to grow up too fast. Boys should enjoy being kids. They should try doing a lot of different things; give themselves a chance to succeed at some things but not to be too hard on themselves when they fail at other things. God created boys to be kids first and adults later. So don't be afraid to dream big things for your future, but remember that for the present you are a kid. Have fun and enjoy every minute!

### Closing Ceremony

**Narrator:** Whatever we want to be in the future, keep in mind:

**1st Cub:** "D" stands for doctor. I'll try to help sick people.

**2nd Cub:** "O" stands for operator. I want to operate a big crane.

**3rd Cub:** "Y" stands for youth. When I grow up I want to work with young people.

**4th Cub:** "O" stands for outdoors. I want to work outdoors when I grow up. I could be a lifeguard or a forest ranger.

**5th Cub:** "U" stands for under. Strange, but I like submarines. I will try to work under water.

**6th Cub:** "R" stands for reporter. I like to write and I want to work for a newspaper.

**7th Cub:** "B" stands for baseball. I hope to be a ball player.

**8th Cub:** "E" stands for engineer. I would like to build. That's the job for me.

**9th Cub:** "S" stands for sailor. I want to sail on a ship.

## March 2009: "When I Grow Up"

**10th Cub:** "T" stands for teacher. I hope to grow up to be a teacher.

**Narrator:** So Cubs, "**Do Your Best**" whatever you do.

All answer: "We'll do our best!"

The following could be used as an opening, posting the colors before or after this, a skit, or a closing.

### I'm Glad I Am A Cub Scout

I'm glad I am a Cub Scout,

As you can plainly see.

But if I weren't a Cub Scout,

1. A bird watcher I'd be

Hark a lark, flying through the park, SPLAT!

2. A plumber I would be

Plunge it, flush it, look out below!

3. A mermaid I would be

Bloop, bloop, bloop, bloop, bloop, bloop!

4. A carpenter I'd be

Two by four, nail it to the floor

5. An undertaker I would be,

6 x 4, nail them to the floor

6. A teacher I would be

Sit down, shut up, throw away your gum!

7. An airline attendant I'd be

Coffee, tea, or milk, sir; here's your little bag, BLEHI

8. A typist I would be

Ticka, ticka, ticka, ticka, ticka, ticka, ZINC!

9. A hippie I would be

Love and peace, my hair is full of grease!

[or] Hey Man! Cool Man! Far out! Wow!

10. A farmer I would be

Here's a cow, there's a cow, and here's another one

[or] Come on Betsy give... the baby's gotta live

11. A laundry worker I would be

Starchy here, starchy there, starchy in your underwear

12. A cashier I would be

Twenty nine, forty nine, here is your change, sir!

13. A medic I would be

Turn around, drop your pants, jab. jab, jab!

14. A doctor I would be

Take a pill: pay my bill' I'm going golfing!

[or] Needle Thread Stick'em in the head

[or] Bend over! Drop your drawers! This won't hurt a bit!

15. An electrician I would be

Positive, negative bbmzt zap

[or] Positive, negative; turn on the juice-ZZZT!

16. A fireman I would be

Jump lady, jump... whoa splat!

**March 2009: "When I Grow Up"**

17. A cook I would be  
Mix it, bake it heartburn-BURP!  
[or] Mash the hash  
And through it in the trash.
18. A ice cream maker I'd be  
Tutti-fruity. tutti-fruity, nice ice cream!
19. A politician I would be  
Raise the taxes, lower the pay, vote for me on election day!
20. A butcher I would be  
Chop it up, grind it up, make a little patty!
21. A garbage collector I'd be  
Lift it, dump it, pick out the good stuff  
[or] Pile it higher. Pile it to the sky.
22. A [Domino's] pizza maker I'd be  
30 minute, fast delivery!
23. A clam digger I would be  
Dig one here, dig one there-Oh my frozen derriere!
24. Superman I would be  
It's a bird, it's a plane, where is Lois Lane?
25. Lois Lane I would be  
Get away, get away, get away, Clark Kent!
26. A cyclist I would be  
peddle, peddle, peddle, peddle: ring, ring, ring!
27. A truck driver I'd be  
Here's a curve, there's a curve. HERE'S A BETTER CURVE! [Makes outline of shapely woman.]
28. A house cleaner I'd be  
Ooh, a bug: squish it in the rug!
29. A baby I would be  
Mama, Dada, I wuv you!
30. A DJ I would be,  
Miles of smiles on the radio dial.
31. A Lifeguard I would be,  
Save yourself, Man. I'm working on my tan'  
[or Mouth to Mouth Resuscitate, What a way to get a date.
32. A Lawyer I would be,  
Honest. I swear, My client wasn't there

# April 2009 Monthly Theme: "Jurassic Pack"

Explore the land before time! Imagine living in a time when dinosaurs roamed the Earth. What have paleontologists learned about the great beasts that roamed the Earth millions of years ago? Did any dinosaurs live where you do now? Find out what they ate, where they lived, and how they moved. What could we learn of these creatures that lived so long ago? Make a model of a dinosaur or visit a museum where dinosaur fossils can be seen. Make your own "dinosaur footprints" or "fossils" in plaster. Take a "dinosaur" scavenger hike by going on a hike and looking for things that might have been found during the Jurassic era. This would be a great time to work on the Geology belt loop and pin.

Webelos Activity Badges: First year, Sportsman; Second year, Family Member

## CORE VALUES

### *Cub Scouting Roundtable Planning Guide*

Some of the purposes of Cub Scouting developed through this month's theme are:

- ✓ **Personal Achievement**, learning new fact and skills in geology, paleontology and archeology.
- ✓ **Fun and Adventure**, Lets take a ride on the magic Cubmobile and explore the wondrous chain of events that lead to earth as we know it now.
- ✓ **Preparation for Boy Scouts**, All things in nature have a lifecycle. Cub Scouts, living the promise, are preparing themselves for Boy Scouts and are learning life skills that will help them be better, if not exceptional, citizens in the service of others.

The core value highlighted this month is:

- ✓ **Resourcefulness**, We have exceptional resources all around and within us to give us the best possible outcome.

**Can you think of others???** Hint - look in your **Cub Scout Program Helps**. It lists different ones!! All the items on both lists are applicable!! You could probably list all twelve if you thought about it!!

## PRAYERS AND POEMS FOR SCOUTERS

### Ode to Volunteers

Many will be shocked to find  
When the day of judgment nears  
That there's a special place in heaven  
Set aside for volunteers.  
Furnished with big recliners,  
Satin couches and footstools,  
Where there's no committee chairman,  
No group leaders or car pools.  
No forms to fill out, signs to make,  
No bazaar or bake sale,  
Not a thing to staple, patch or tape



## April 2009: "Jurassic Pack"

And nothing to fold or mail.  
Telephone lists will be outlawed,  
But a finger snap will bring  
Cool drinks and gourmet dinners  
And treats fit for a king.  
You ask, "Who'll serve these privileged few  
And work for all they're worth?"  
Why, all those who reaped the benefits  
And not once volunteered on Earth.

### Inscription on a plaque at the Institute of Rehabilitative Medicine -

I asked God for strength, that I might achieve.  
I was made weak, that I might learn to humbly obey.  
I asked for health, that I might do greater things.  
I was given infirmity that I might do better things.  
I asked for riches that I might be happy.  
I was given poverty that I might be wise.  
I asked for power that I might have the praise of persons.  
I was given weakness that I might feel the need of God.  
I asked for all things, that I might enjoy life.  
I was given life, that I might enjoy all things.  
I got nothing that I asked for-but everything I had hoped for.  
Almost despite myself, my unspoken prayers were answered.  
I, among all people, am most richly blessed.

### CS Roundtable Prayer

Lord, we thank you for the world you have given to us and all the creatures, great and small. Thank you for fossils and rocks that help us to learn about the past. Help us to remember to take care of what you give us today, so that we will not cause any species to become extinct. **Amen.**

### Charles Schultz Philosophy...

*(This is good.....You don't actually have to take the quiz. Just read the email all the way through...)*

1. Name the five wealthiest people in the World.
2. Name the last five Heisman trophy winners.
3. Name the last five winners of the Miss America Contest.
4. Name ten people who have won the Nobel or Pulitzer prize.
5. Name the last half dozen Academy Award winners for Best Actor and Actress.
6. Name the last decade's worth of World Series Winners.

**How did you do.....???**

The point is, none of us remember the headliners of yesterday. These are no second-rate achievers. They are the best in their fields. But, the applause dies. Awards tarnish. Achievements are forgotten. Accolades and certificates!!!!...are buried with their owners.

**So, see how you do on this one.....?!?!**

1. List a few teachers who aided your journey through school.
2. Name three friends who have helped you through a difficult time.
3. Name five people who have taught you something worthwhile.
4. Think of a few people who have made you feel appreciated and special.

## April 2009: "Jurassic Pack"

5. Think of five people you enjoy spending time with.
6. Name half a dozen heroes whose stories have inspired you.

(Easier??? (...I'd bet!)

The lesson:.....

The people who make a difference in your life are not the ones with the most credentials, the most money, or the most awards. They are the ones that care.

### Here's a Cub Scout adaptation -

*If you were a Cub Scout as a boy -*

*Name your Den Leader or Den Leaders -*

*Now, who was Cubmaster?*

*I can tell you Mrs. Kneale (even point out her house), Mrs. Sterbinsky, Mom, and Mr. Taylor for Webelos but I have no idea what the Cubmaster's name was. Now, I was in a 100 + boy pack in the 60's and only saw him at Pack Meetings. But again, the point is we remember those who help us and show us they care for us. CD*

## TRAINING TIP

### DEN LEADERS TIPS

There are many good resources available for Den Leaders and Pack Leaders. We provide some of these resources in this chapter, plus some useful tips for running the Den and Pack meetings. As a Cub Scout leader, you serve an important role in the character development of the boys. You are their role model, so make sure you set a good example, from good citizenship to good sportsmanship and community service.

- ✓ Plan your meetings far enough ahead to allow time to gather materials needed. Set goals that you want to accomplish during the year. Outline your program for the year and plan ahead to involve as many people as possible. Plan each meeting ahead of time. You might find it valuable to plan next weeks meeting after just completing a meeting. Share your plan with your Assistant and Den Leader.
- ✓ Always have a plan B, each group will be different and activities that thrilled one den may bore another, and when they get bored they get rowdy. If they are showing signs of boredom drop the activity and go to plan B and you will rarely have discipline problems.
- ✓ If you plan an outdoor activity, always have an indoor alternate planned.
- ✓ Transitions from one activity to the next are easiest if the meeting is planned so that the next activity is always preferred to the current one. For example we begin with opening ceremonies that reinforce the values of Scouting (boring) then go to advancement activities (less boring but not as much fun as games which come next), after games we go to snack time (they are always willing to stop what they are doing for snack!). Use the fact that they have their hands full and their mouths full as the best opportunity for announcements and reminders. Their parents are beginning to show up, and it doesn't hurt that parents are also hearing the announcements and reminders; it also helps to keep those impatient parents from grabbing the Cub and leaving before the closing ceremony, since they intuitively understand that they should not take their child away during announcements.
- ✓ Don't try to carry the entire load yourself. In Tiger, Wolf and Bear dens the family unit is central to the forming of the Cub Scout and activities revolved around the family unit. Get other parents involved. Help them realize it is their program and then depend on them to lend expertise on aspects of the program. Invite them to attend by determining their interests and using them.

## April 2009: "Jurassic Pack"

- ✓ Leadership is developed and learned. You can become an effective Cub Scout Leader if you will prepare yourself and take the time to learn. Remember to be flexible in your planning. There are no set answers to handling boys. Don't be afraid to experiment.
- ✓ Get trained! Start out with the Cub Scout Den Leader Fast Start video. It is very short and enjoyable to watch. After you get settled in, attend the Cub Scout Den Leader Basic Training at your District. It is the best place to go to learn your Cub Scouting fundamentals.
- ✓ Understand the Cub Scout program so you can help the boys grow throughout the program. There are a lot of resources available to help you. One of your best resources is the monthly district Cub Leader Roundtable, where you can exchange ideas with other Cub Scout Leaders. Also look inside the various BSA publications, search the web or simply ask another Scouter. Experienced leaders are more than happy to share their knowledge and skills. Check with your Unit Commissioner or District Executive. Just ask!
- ✓ Keep the boys occupied at all times; not just with busy work, but also with activities that fulfill the Purposes of Cub Scouting.
- ✓ Be fair and consistent with discipline. Don't permit one boy to do something you would discipline another for doing.
- ✓ Treat each boy as a very special individual.
- ✓ Establish your rules and stick to them.
- ✓ Set a good example by wearing your uniform.
- ✓ Use the Cub Scout sign to get attention...don't shout or yell.
- ✓ Give the boys a chance to let off steam. Plan den meetings to alternate quiet activities with active ones.
- ✓ Be firm in a friendly way.
- ✓ Do your best, and, above all, have fun!

### **More Den Leader Tips from an Experienced Den Leader**

*Lisa, a 5 year veteran Den Leader*

I have been a den leader for 5 years and have led dens at all the ranks, Tiger through Webelos. I am currently a den leader for Tigers and Bears. The tips come from my experience and that of my co leaders and other den leaders.

**Den Meeting Structure** - The Cub Scout Meeting Plan (from Program Helps) is a great structure to follow. Start the meeting on time. Before the meeting have a gathering game for the boys to join in as they arrive. We always start the meeting with a Flag Ceremony. We then give the boys recognition for their achievements by handing out a bead for every achievement or activity badge that they finish. The boys hang these on the den doodle (see the Cub Scout Leader Handbook). We also award the Tigers the beads they earn at every meeting. Then we do the program. At the end of the meeting we hand out the belt fob beads (see below). We have closing flag and then we have a snack.

**Fun** - Remember Scouts is not an extension of school. It should be a fun learning experience. Rather than lecture on some of the achievements, think of how you can make a game out of them. Charades, Jeopardy, Red Light/Green Light, Name that Folk Tale...

**Outings** - Plan at least one outing a month. (Don't forget to file a Tour Permit). We have been to Don Edwards Wildlife Refuge, Santa Clara University, a high school football game, the fire station, the police station, the library, hiking, bike riding in Bayland Park, San Jose Historical Park, Fallon House, Peralta Adobe, Sunnyvale Water Treatment Plant, the beach fossil hunting, etc. Remember, with all the budget cuts the boys don't get to go to a lot of these places unless you take them. (Look in the Field Trips section of this book for more ideas)

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Games, Songs, and Crafts - Have at least one of these elements at every den meeting. Your "Gathering Time" activity can be a game, a song or a simple craft. Check out the crafts section of this Pow Wow book. Use the BSA Program Helps. Check out [www.macscouter.com](http://www.macscouter.com) for games, songs and skits.

Den Flag - We design a new den flag every year. The flag stand is made so that the flag is stretched out horizontally (it does not hang down). The boys sign their names on the flag. We add awards to the flag. We also pin on mementos of the outings and den meetings. We usually have the boy whose parent planned the outing or meeting pin on the memento at the next den meeting. The mementos are simple things. For example, a small foam football shape was pinned on after we attended a high school football game.

Discipline and Motivation - Each boy has a belt fob that they made (get them at the Scout Shop). At the end of every meeting, they get a yellow bead for being on time, blue bead for being in uniform, and red for attending the den meeting. They also get a white bead for attending the pack meetings. These beads are very important to the boys.

For the younger dens, we use a behavior candle. The boys are told that when the candle burns down they will get a special treat (we do ice cream sundaes for snack). The candle is lit at the beginning of the meeting and will stay lit as long as they listen and behave. If they are not good listeners the candles will be blown out for 5 minutes the first time, 10 minutes the second time and for the rest of the meeting for the third time.

Boy's Notebooks - We give every boy a 3 ring binder with a cover that you can insert a sheet in. The boys make covers for their notebooks at the beginning of the year. The boy keeps the den schedule, the den phone list and any program materials that are given out in there. It is sort of a den scrapbook.

Administrative - Maintain the following records for the den:

- Calendar
- Phone List
- Attendance, Dues and Expenses
- Awards listed by the month awarded (rank, arrows, belt loops and pin, summertime award, goodwill/good turn, etc)
- Advancement Tracker - We use the Excel spread sheets that you can find at [www.geocities.com/Yosemite/9152/cub-tracker.html](http://www.geocities.com/Yosemite/9152/cub-tracker.html)
- Belt Loops and Pins - We use an Excel spread sheet from the website listed above.

Splitting Duties between Den Leaders - We split the duties between 2 leaders. The split we use is one leader is responsible for the Calendar, Phone List and Dues and Expenses and the other is responsible for attendance, awards and writing the articles for the pack newsletter. We both feel that the other den leader is doing more than their fair share. Do whatever works best for you but do share the load.

Parents - Parents are a wonderful resource. The Tigers require that each Adult Partner host some of the meetings. We continue this concept on through the Wolf, Bear and Webelos. Each family in the den is responsible for preparing and presenting the program material for 3 to 4 meetings during the year. We also have a planning meeting in June to plan the next year, where the parents sign up for the Achievements and Electives that they would like to do. Remember, BSA stands for Boy Scouts of America **not** Baby Sitters of America.

Outside Resources - Use outside resources to present program material. We had a police officer come and talk to the Wolves about making choices. We visit museums and arrange for docents to do presentations.

Dues - We collect dues (\$10) twice a year, in September and January. It is too time consuming to collect them on a weekly basis. Not to mention the record keeping is too time consuming.

No Announcements - Keep announcements short and only use them to inform the boys of what is coming up. Either email or telephone the parents with the details.

Remember -

**KISMIF (Keep It Simple Make It Fun)**

## MY PACK INFO SHEET

All Den Leaders should have a Pack information sheet, listing important data on your Pack, and contact information of the other leaders. Your Cubmaster should be able to provide you with most of this information.

### **Pack Info:**

I am a leader in Pack \_\_\_\_\_, Den \_\_\_\_\_.

The chartered organization that operates our pack is \_\_\_\_\_.

We are in the \_\_\_\_\_ District, which is part of the \_\_\_\_\_ Council.

Our monthly Pack Leaders' meeting is held on

\_\_\_\_\_ (day) at \_\_\_\_\_ (time)

at \_\_\_\_\_ (place).

Pack meetings are held on

\_\_\_\_\_ (day) at \_\_\_\_\_ (time)

at \_\_\_\_\_ (place).

Our den meetings are held on

\_\_\_\_\_ (day) at \_\_\_\_\_ (time)

at \_\_\_\_\_ (place).

### **Pack Leadership:**

Cubmaster: \_\_\_\_\_

Phone: \_\_\_\_\_ E-mail: \_\_\_\_\_

Pack Committee Chair: \_\_\_\_\_

Phone: \_\_\_\_\_ E-mail: \_\_\_\_\_

Pack Trainer: \_\_\_\_\_

Phone: \_\_\_\_\_ E-mail: \_\_\_\_\_

Tiger Cub Den leader: \_\_\_\_\_

Phone: \_\_\_\_\_ E-mail: \_\_\_\_\_

Cub Scout Den leader: \_\_\_\_\_

Phone: \_\_\_\_\_ E-mail: \_\_\_\_\_

Cub Scout Den leader: \_\_\_\_\_

Phone: \_\_\_\_\_ E-mail: \_\_\_\_\_

Webelos Den Leader: \_\_\_\_\_

Phone: \_\_\_\_\_ E-mail: \_\_\_\_\_

Unit Commissioner: \_\_\_\_\_

Phone: \_\_\_\_\_ E-mail: \_\_\_\_\_

District Executive: \_\_\_\_\_

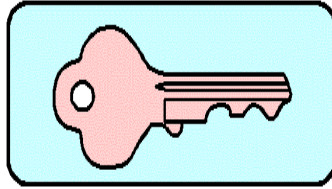
Phone: \_\_\_\_\_ E-mail: \_\_\_\_\_

## PACK ADMIN HELPS

### Den And Pack Newsletters

Communication is the complex process of transmitting and receiving signals. Words mean different things to different people. Confidence and poise comes through slow, deliberate talking. Tension sometimes comes from fast-talking. Body language can communicate more than words in some instances. Communications are most likely to succeed when both the sender and receiver assume 100% responsibility of getting the message across.

**COMMUNICATION IS THE KEY**



Communications between pack leaders and parents is vital. It is important for a person to know to transmit his ideas so that they convey what he intends. Putting yourself in the other person's shoes...looking at the situation from his point of view...empathy...is always helpful.

There are a variety of techniques that can be used to improve communications with the pack. Some of the methods are considered "one way", the simple transmitting of ideas. Other methods are "two way", the exchange of ideas. This list is not exhaustive. Use your imagination and create unique ways to communicate in the pack.

**YEARLY CALENDAR:** Each year at the annual planning meeting the pack should set the monthly themes for the programs for the next 12 months. Along with the themes, the pack meeting dates, times, and places can be set. This information is vital and should be shared with every family in the pack as soon as it is available.

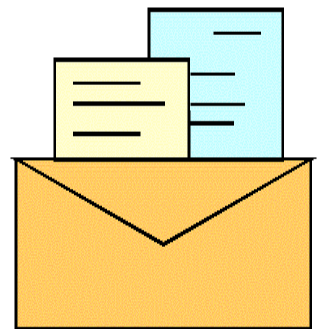
**SURVEY SHEETS:** This communication device really falls in the category of information gathering. If each family completes a survey sheet then valuable information is in the hands of the Cubmaster and Den Leaders.

**POSTERS:** Posters help tell what is going to happen or what has occurred. A den can use posters to tell what activities they have done when the event does not lend itself to display at pack meeting. A poster can also place emphasis on an upcoming event more effectively than the pack newsletter.

**SKITS:** Communication that takes the form of "one way" does not always have to be in a written format. A skit about next month's bicycle rodeo or the parent-son cake bake will add more fun and variety to a pack meeting. It can help make others more aware of an upcoming event.

**NEWSLETTER:** Is there a problem keeping leaders, parents and boys aware of what is going on? If so a pack newsletter can alert everyone to the event that the pack has scheduled and perhaps get volunteers for special events. A newsletter is a one way form of communication. A newsletter can be passed to parents at the monthly pack meeting. If arrangements can be made in the pack budget, the newsletter can be mailed to the home of each Cub Scout. While it will cost, everyone will get a copy of the important information.

Communication is the name of the game-but producing a newsletter is not a game. As games have rules, there are guidelines to clear communication.



#### **ASK YOURSELF**

Is there enough information that needs to be given to the pack parents that would warrant having a newsletter?

What do you want to accomplish by publishing a newsletter? The newsletter can serve several functions, such as informing, educating, promoting and entertaining.

Who will be reading the newsletter? Each family should receive a newsletter, as well as the sponsoring organization, hometown newspaper, and prospective Cub Scout families.

Resources- Different types of jobs that need to be accomplished in putting a newsletter together.

- ✓ Writing the article
- ✓ Editing the written material
- ✓ Proofreading
- ✓ Typing
- ✓ Designing layout
- ✓ Drawing. Layout
- ✓ Collating/ Stapling & Mailing

### ANSWERING OTHER QUESTIONS

Once it has been determined that communication by newsletter is the best method for your pack, there are other questions that need answered. Will the pack finance, or is there a parent who can make copies at their work place? Who will assume which duties to assure that it is out on time? Will it be mailed or distributed at the pack meeting? These questions may need clarification before publication begins.

The editor "gets it all together". The editor's duties and responsibilities should be clearly understood by the editor and the pack committee. Get it down in writing to avoid problems and confusion. Remember why you are doing the newsletter.

#### SOME STORY IDEAS:

News about membership

Notices of changes in policies or activities

Notices of upcoming events

Recognition of boys & leaders

Calendar of events

Make sure stories and articles are clear, concise, and correct



## TIGERS

### Snack Time/ Fresh Baking

#### Family Activity

The Kitchen can be a fun place of learning and provide hours of quality time for the two of you together. It's also the area of the house where you and your family probably spend the most time. So when you are looking for a time to squeeze in a fun activity with your child, it's the logical place to begin. Try creating games with food products. A game of sorting vegetables or fruits can help them practice counting as well as develop reading and math skills. A box of ziti or colored Fruit Loops are fun to string on waxed dental floss. This activity is a great for keeping a boy's attention while you stir up a quick meal

#### **Here are some thoughts to consider before beginning your kitchen fun:**

- ✓ Select a cooking time when you can take a little longer in your preparation than usual.
- ✓ Select a cooking time when you don't mind spills. You won't want to have family cooking night right after you've had the floors mopped.
- ✓ Find a task that fits the age of your child. Preschoolers need projects that are completed in short amount of time.
- ✓ Pick a time and day when your child hasn't already had a full day of activities.
- ✓ Laugh and be silly when you can. Ever dabbed flour on a child's nose? You'll surprise your child and yourself as well.

#### **Useful kitchen gadgets that double as toys**

- ✓ **Tongs** A simple pair of tongs can be used to serve spaghetti, remove a lost bay leaf from a stew, pluck boiling baby bottles and nipples from a pot or toss a salad. Get a pair that locks in the closed position for easiest storing. Young children will enjoy practicing their coordination in picking up marshmallows or pieces of fruit while you are preparing meals.
- ✓ **Garlic Press** A good garlic press not only makes crushing garlic easy but also can squeeze juice from a piece of fruit or an onion. For fun allow your child to push cookie dough through the press to make "hair" for decorating gingerbread cookies or animals on cupcakes.

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- ✓ **Melon Baller** How many times have you picked the seeds out of fruit for a child? When you aren't using this tool for making melon balls, try it for coring pears and apples. It makes the perfect size scooper for children to dish out cookie dough on to a cookie sheet too! And for fun how about making mini ice cream balls that can be piled up to build crazy desserts.
- ✓ **Assortment of Cookie Cutters** Metal cookies cutters can be used for making lots of delicious treats and family fun. Press a fun shape into a sandwich to bring life to a PB&J or place one into a skillet and pour pancake batter inside to form a new kind of pancake. And when you are done using the cutters for cooking purposes, allow your child to trace their shapes for entertaining arts and craft projects.

## Den Activity

### EVERYONE'S FAVORITE BREAD!

There are many different types of bread. It may be different in size, shape, color, taste or texture.

How many different types of bread can you find?

How many different types of bread do you know? Make a list.

After everyone has made their list then each partner names off a type of bread they have listed. If some else has it, then everyone with the name of that type of bread must remove it from their list. Who ever has the most types of bread left on their list after all have been named is the winner

### MEXICAN ROLL UPS

#### **Ingredients**

- 1 flour tortilla
- 1-2 tablespoons cream cheese
- 1 tablespoon shredded carrots
- 1 tablespoon sliced olives
- 1 tablespoon chunky salsa

#### **Directions**

Spread the cream cheese over the flour tortilla. Spread the olives and carrots on top of the cream cheese. Then follow with the salsa. Roll up the tortilla and eat cold. Or microwave, seam side down, uncovered on high for 15-30 seconds.

### FRUIT KABOBS

#### **Ingredients**

- strawberries
- grapes
- cantaloupe (use a melon baller)
- honey dew melon (use a melon baller)
- orange sections
- banana pieces
- fruit flavored yogurt
- skewers (available at all grocery stores)

#### **Directions**

Take the fruit pieces and slide them up the skewer in alternating order. Use your imagination here. Any fruit! Any order! Go nuts with your creativity.



## ZIPLOC ICE CREAM

### Ingredients

- 1/2 cup half and half
- 1/2 teaspoon vanilla extract
- 1 tablespoon powdered sugar
- 2 tablespoons rock salt
- ice
- 1 sandwich sized ziploc bag
- 1 gallon sized ziploc bag; a coffee can with a lid or a plastic Tupperware container with a lid.

### Directions

Add the half-and-half, vanilla and sugar to the small bag, seal tightly. Add, to either the larger ziploc bag, coffee can or Tupperware, half the ice. Then sprinkle with half the salt. Add the small bag and cover with the rest of the ice and salt. Whichever container you use, be sure it's filled to the top with ice. Seal or put the lid on your container and shake...shake...shake! 10 - 15 minutes

### Other flavorful ideas:

Add a teaspoon of cocoa to your bag for chocolate ice cream.

Add a tablespoon of chocolate chips

Add a tablespoon of toasted almonds

Add a tablespoon of cookie crumbs

Add a tablespoon of finely chopped strawberries (make sure to drain them!)

Add a tablespoon of chopped banana

## CRUNCHIES

### Ingredients

- 4 1/2 cups graham cracker
- 1 cup peanuts, chopped
- 1/4 cup peanut butter
- 2 cups semisweet chocolate chips
- 1 cup evaporated milk
- 1 teaspoon vanilla extract
- 30 mini muffin cups

### Directions

In a medium sized bowl, combine cookie crumbs, peanuts and peanut butter. Mix thoroughly. In a small saucepan, an adult melts the chocolate chips and milk over low heat, stirring constantly until smooth. Remove from the heat and add vanilla. Pour chocolate mixture over crumb mixture and stir until well blended. Set the mini muffin cups on a baking sheet and fill them 3/4 of the way with the peanut-cookie mixture. Chill for 1 hour or until the bites are firm.

## CHOCOLATE TARANTULAS

### Ingredients

- 3 cups chow mein noodles
- 2 cups chocolate chips, melted
- 1 cup of chopped peanuts or almonds

### Directions

Combine the noodles and nuts in a large bowl. Have an adult melt chocolate chips over a double boiler or in a microwave. Pour the melted chocolate over the noodles and mix well. Moving quickly, drop about 2 tablespoons

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of the mix onto a parchment or wax paper lined baking sheet. If you pop the sheet in the refrigerator they will set up quickly!

### Go See It Outing

- Go to a local bakery.
- If available in your town go to a facility where food is made or processed.
- Go to a cooking school.
- Go to a restaurant and see how the food is prepared
- Attend a cooking contest.

## SPECIAL OPPORTUNITY

### The United States Heritage Award

The United States Heritage Award was designed by Scouts and adults to give recognition for learning about the heritage of the United States of America, and showing patriotism. By earning this award, youth can cultivate an appreciation for the wonderful heritage of the United States of America.

#### **Award**

A silver medal and patch can be awarded to each youth that successfully completes the requirements for the award. The request form must be completed to purchase the medals and patches. All requirements may be done with a unit, group, or individually.

#### **Requirements**

To earn the United States Heritage Award a youth must:

- 1) Tell when the Declaration of Independence was signed.
- 2) Learn the first verse of the national anthem "The Star Spangled Banner".
- 3) Know the Pledge of Allegiance. Explain what it means.
- 4) Learn about the United States Flag.
  - a) What colors does the United States flag have?
  - b) How many stars are on the blue rectangle (canton)? What do the stars symbolize?
  - c) How many stripes are on the flag? What colors are the stripes? What do the stripes symbolize?
  - d) How do you show respect for the United States flag?
- 5) Make a list of the thirteen original states of the United States of America.
- 6) Who is the President of the United States of America?
- 7) My America. Do one of the following:
  - a) Write a short story or poem about one of the following topics:  
Why America Is Special To Me,  
What It Means To Be Free,  
If I Were President...
  - b) Draw a picture of a famous person in American History and tell what they did.
- 8) Render a service that benefits a neighborhood or community.

For more information go to -

<http://www.nationstrails.com/awards/>

### Department of Defense Outstanding

#### Volunteer Service Medal

The OVSM is an honor awarded to members of the armed forces who perform outstanding volunteer community service of a sustained, direct and consequential nature subsequent to 31 December 1992. This is

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considered a Boy Scout Community Organization Award, so recipients may wear the community service knot above on their BSA uniform, plus the medal or service ribbon is awarded for their military uniform.

To be eligible, an individual's service must:

- Be to a civilian community, to include the military family community
- Be significant in nature and produce tangible results
- Reflect favorably on the Military and Department of Defense
- Be of a sustained and direct nature

There is no specific time period, service should merit the special recognition afforded by this medal.

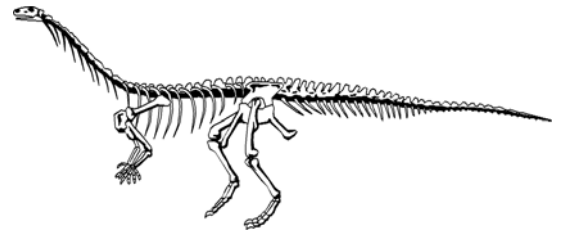
For more information on this award or what other organizational awards are eligible for recognition with a Boy Scout Community Service Award go to

[http://www.usscouts.org/awards/community\\_org.html](http://www.usscouts.org/awards/community_org.html)

## PACK AND DEN ACTIVITIES

### FIELD TRIP IDEAS

- ◆ Take the children to a museum with a fossil collection.
- ◆ Invite a local paleontologist to visit your class and show a fossil collection.



### CAVE DRAWINGS

On a wall, hang a roll of paper at least six feet long (but preferably up to 10 feet long). Have the boys draw a picture of their favorite dinosaur on it. When they're done, ask them to name their new prehistoric friend (leaders can write the names in) and sign their name next to their drawing. In advance of the pack meeting, you and your boys might want to draw in some background scenery, such as boulders, palm trees, ferns, ponds and hills, to help get the mural started. The final product will make a nice mural for the wall or backdrop for the stage.

### INTRODUCING DIFFERENT DINOSAURS

Go to your local library or bookstore to locate the book "Tyrannosaurus Was a Beast" written by Jack Prelutsky. The book contains various poems about types of dinosaurs. Each poem describes the dinosaurs and their characteristics in rhyme. The poems could be used to talk about different dinosaurs and what they could and could not do.

Let the boys make up their own dinosaurs and list what its characteristics are. How tall, what color, etc. let them share their new dinosaurs with the group.

### PACK MEETING IDEAS

- Make dinosaur footprints, cut from brown paper have them leading the families into the pack meeting location.
- Lots of large green plants and giant rocks will add to the decor.
- Hang dinosaur posters on the walls for a little more authenticity.
- Top the tables with a black vinyl cloth and small, bushy, plants, small rocks and plastic or paper dinosaurs the boys have made.
- No plasticware at this meeting! Instead use Frisbees for plates and let them eat with their hands. Provide each family with an oversize cloth or paper napkin cut from dinosaur fabric. If you desire paper, purchase a dinosaur tablecloth at your local party store and cut into napkins. If you want to serve some finger food try

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cutting dinosaur shape sandwiches (deep cookie cutters works well) and heat up some dinosaur shaped chicken nuggets. Don't forget to mix up some red punch for volcanic lava juice.

### FOSSIL PRINTS

#### What You Need (per person)

##### Stone Dough Mix

- 1/2 cup of salt
- 1 cup flour
- 1/2 cup of brewed coffee (cold)
- 1 cup of used coffee grounds
- Measuring cups
- Mixing spoon

##### FOSSILS to imprint

Twigs

Leaves (stiff bay leaves work well)

Dead, hard shelled bugs like roly-polys

Seashells

Chicken bones (cleaned, boiled, sterilized)

Plastic dinosaur to get skin texture or footprints

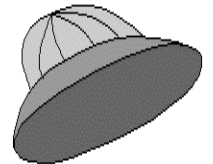
Mixing Bowl

#### DIRECTIONS

1. Measure salt, flour, coffee, and grounds; add each to bowl; and stir together until well mixed.
2. Turn this dough out onto a large sheet of waxed paper and knead it until smooth.
3. Break off a piece large enough for the imprint you want to make, roll it into a ball, and use the heel of your hand to flatten it out.
4. Press the object you wish to make a fossil imprint of firmly into the dough. You can use more than one object if you like. Carefully remove the objects to leave the prints behind. Let your fake stone dry overnight and you have an imitation fossil!

### PITH HELMETS

Purchase these helmets very inexpensively in party stores. Let the boys personalize their pith helmets with brightly colored dinosaur stickers. Let them wear them at pack meeting.



### Fossils

1/4 cup of plaster of Paris

1 Cup of Vermiculite (found at gardening center)

1/2 cup of water

Measure and mix together. Put some in the bottom of a regular size paper cup. Fill about 1/4 full. Next they put in a small plastic or rubber dinosaur. Then the fun: the children bury their dinosaur completely. Don't let any part of him remain uncovered!! Set aside for 2 days. This mixture will turn hard (if measured correctly).

### Dino Skeleton

Provide the children with an outline of a dino. They glue on macaroni to resemble the dino skeleton.

## Dinosaur Shadow Box

Shoe box, crayons, grass (real or fake), toy dinosaurs or play dough dinosaurs that children make and rocks. Draw mountains or marsh on inside bottom of shoe box. Turn box on side and fill shadow box floor with grass, rocks and dinosaurs.

## Coffee Dough

- 1 cup flour
- 1 cup coffee grounds
- 1/2 cup salt
- 1 cup water
- 1/4 cup sand

Mix ingredients together. Shape into a ball and place thumb in center to form a hole. Place a treasure inside and cover up. Let dry 4 to 5 days. It is suppose to resemble a rock or a pumice stone. Then the child cracks it like an egg. An idea is to shape it like an egg and place a dinosaur inside. Have it crack and let the child be amazed to find a dino inside.

## DINOSAUR FEET

I have seen this idea used for several themes. It's a perennial Cub Scout favorite. Shoe Boxes as used here are great or in a pinch - large paper grocery bags. CD

These feet are fun to play racing games with so make a couple of sets

What you will need:

- Shoe box size boxes
- Paint
- Fun Foam
- Glue gun
- Knife (adult supervision)
- Newspaper
- DucT tape

### **Directions:**

1. Cut a small hole in one end of the top of each box just big enough for a boy's foot to fit in.
2. Tape the box closed with strong tape. Stuff the inside front and sides of the box with newspaper leaving just enough room for a boy's foot to fit inside.
3. Spray paint the boxes a dinosaur color and let then dry.
4. Have boys decorate the boxes to look like dino feet. For an extra touch, cut out 2" claws from fun foam and glue to the front top of the box.
5. Now set up races at your pack or den meetings. One pair per den makes for a good relay race

## ROCK CREATURES

Clean some smooth, flat stones by washing them in detergent. Then decorate them with acrylic paints. Use contact cement or white glue to join the rocks. They will adhere better if you saturate a small piece of cotton and place it between rough-edged rocks. After gluing, run a collar of glue cement around joints to make a lasting bond. Challenge the Scouts to invent a new creature and name him/her!

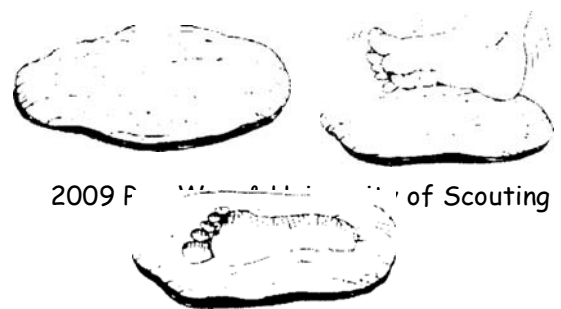
## FOSSIL FOOTPRINTS

### **Materials:**

Santa Clara County Council

-- 14 --

2009 F  of Scouting



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- Self-hardening clay
  - Paper towels
  - Newspaper
  - Pencil
1. Give each Cub a lump of clay about the size of an orange, a newspaper, and two paper towels
  2. Place the clay on the newspaper and press it out flat to a size slightly larger than their right foot.
  3. Place the newspaper and clay on the floor.
  4. Take off the right shoe and sock.
  5. Step on the clay firmly and then carefully lift the foot away, leaving a print.
  6. Cubs should write their names in the clay.
  7. Set the footprints aside to dry for several days.

### MODELING DINOSAURS

The boys can use clay to make their dinosaurs for display at Pack meeting. Make name tags with their creations name on it and the paleontologist (boys name) who discovered it.

### DINOSAUR MOBILE

#### Need:

- 2 Wire hangers
- String
- Paper dinosaur shapes or pictures of dinosaurs with hole punched to string

#### Directions:

Take to wire hangers and form an X. Tie together with string.

Take different pictures and string them then tie to hanger.

*Never built a mobile?? There are other directions in Cub Scout rank books and How To Book.*

### Dinosaur Bones

#### Materials needed:

- Paper tubes (use paper towel rolls, tissue rolls, or for giant bones, use tubes from gift wrap)
- Newspaper or grocery bag strips, 1" x 4"
- Masking tape
- Glue mixture (flour and water consistency of thick gravy)
- Tempera paint or latex house paint
- Newspapers

#### Directions:

These bones will remind you of the Flintstones! You can make them any size, depending upon the size of your paper tube. If you don't have a large enough tube, make one by taping a large piece of tagboard or lightweight cardboard into a cylinder.

Crush several sheets of newspaper into balls, wrapping crushed sheets with more sheets until they are the size you want. Use masking tape to secure the balls to the ends of the tubes.

Using the torn strips and glue mixture, place three or four layers of strips over the entire bone. Shape the ends while damp, adding more strips as desired to give the ends a bone shape.

Dry, and paint with tempera or latex paint. These are really lightweight, and make dramatic props for plays, decorations, or for Halloween costumes.

### Dino Outdoor Adventures

The basic theme behind the Cuboree was Dinosaurs. Somethings we did included:

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- ✓ A Pellet Rifle Range where the Cubs could shoot at some cardboard dinosaurs as well as some static targets.
- ✓ An Archery Range with a couple of different dinosaur targets to shoot at. The Cubs earned a sucker if they popped a balloon target.

**Remember, to do pellet guns or archery for Cubs, it is required to be a Council sponsored activity.**

- ✓ We gave the Cubs a chance to explore the "newly discovered dinosaur fossil bed" as well. Using a metal detector, the Cubs were to sweep the area looking for dinosaur skeletons. At one point the "Dino-finder" would detect something, which they dug up. It turned out to be a tin labeled "Pirate Treasure". The Scout leading the activity was supposed to try to get them to put it back in the ground by saying: "The Leader didn't say anything about digging up Pirate Treasure, put it back!" but then relent and let them open it up to find a bunch of Gummi worms.
- ✓ After their Gummi worm treat they would continue until they detected another anomaly. Although they were supposed to use toothbrushes and paintbrushes, they usually just dug with their hands to clear away the sand and unearth the "fossilized" dinosaur skeleton. It was carved out of wood and screwed to a sheet of plywood. The screws gave the detector some metal to find. If doing this - PLAN AHEAD - It took a few days to carve 2x4's down into a passable dinosaur skeleton.

### Dino Soap Box Derby

#### Materials:

- Small cardboard box
- Four yogurt container tops
- Four brads
- Crayons or markers
- Tape
- Optional: String

#### Directions:

Start with a small box and punch four small holes (your job) on the sides, about half an inch from the bottom at each corner. Then take four plastic yogurt tops and punch a small hole in the center of each (also your job). Affix each yogurt top to the box with a brad and you instantly have four wheels (cover the sharp ends of the brad with tape for safety). Attach a string and handle, if you like. The rest is artwork.

### Rocks, Shells and Fossil Prints

#### Mix:

1/2 cup cornstarch

1/2 cup salt

3/4 cup flour

**Add:** warm water to make into a dough ball

The dough can be rolled, formed or used to press shells, rocks or other natural found objects into. Let the dough air dry, turning each day until dry or microwave one minute on each side. It may be necessary to adjust the microwave time according to the thickness of the dough and microwave temperature. Dry dough can be painted with tempera paint.

### Dino Puppets

**Materials Needed:** 2 long white envelopes

Seal two long white envelopes.

Put one on top of the other with the backs of the envelopes facing down.

Holding them together, cut a thin strip off one end.

Tape the middle two cut edges together.

Color a dinosaur face on the top of the top envelope.

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Draw teeth on the inside of the mouth.

You can write in the mouth to use as an invitation if desired.

### Pasta Fossil Plaque

Make a homemade fossil using dry pasta shapes for the bones.

#### Supplies:

- Potting soil,
- white glue,
- dry pasta in different shapes,
- Styrofoam tray, bowl & spoon,
- measuring cup,
- scissors,
- felt.

#### Directions:

- ✓ Mix one cup of the potting soil with enough white glue to hold the dirt together.
- ✓ Shape the dirt into a ball and set it on the Styrofoam tray.
- ✓ Press the ball down until it is flat and about  $\frac{1}{2}$  inch thick.
- ✓ The pasta shapes will be the bones.
- ✓ Arrange different pasta shapes to design your own fossil - be creative.
- ✓ When you have a design, carefully arrange it on top of the gluey dirt.
- ✓ Gently press the pasta into the dirt to make sure it will stay.
- ✓ Cover the pasta with a layer of glue.
- ✓ Let the dirt dry on the Styrofoam tray until it is hard.
- ✓ This could take two or three days.
- ✓ When the dirt is dry, cut a piece of felt to fit the bottom of the plaque.
- ✓ Glue the felt to the bottom of the plaque to keep it from scratching your table.

### WEATHER ROCK

*A really different weather, forecaster, hut just about as accurate as the highly paid ones.*

Cut three 36" lengths of twine or jute.

Fold the strands in half and form a loop about 2" from the top, as shown.

Cut a short piece of jute and tie under the loop.

Braid the 6 strands together about another 8" down from the loop.

Now, place a large smooth rock within the jute and knot to hold.

Continue braiding another 3 inches.

Knot, leaving about 2" for the tassel at the end.

On a white index card write the message below.

#### **WEATHER ROCK**

This rock is always 100% accurate!

A dry rock - fair weather

A wet rock - rainy weather

A dusty \_rock - polluted air

A swaying rock - wind is blowing

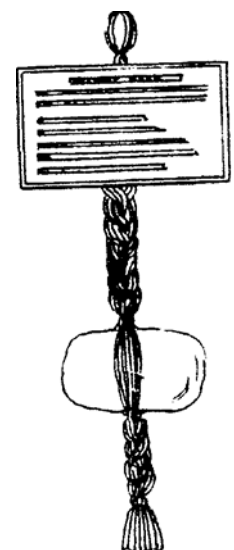
A disappearing rock - heavy fog

Rock jumping up & down - earthquake

Rock is white - snow

Cover the front and back of the card with clear adhesive paper.

Glue the card to the rope below the loop.





## Pet Rock Dinosaurs

### You'll need:

- Smooth stones or rocks
- Tempera Paint
- White Glue
- Brushes

### Directions:

Wash and dry stones. For a paint that will adhere to stones, mix paint with glue, using approximately two parts paint to one part glue. Now for the fun. Create your own pet rock dinosaur either by painting the stone a background color and when dry adding a design, or by leaving the stone its natural color and painting the design directly on the stone. For a glossier finish, spray with clear lacquer when paint is dry.

## Dinosaur Egg

### Materials needed:

- Balloon
- Newspaper strips, 1" x 3"
- Glue mixture
- Small toy dinosaur or one made of clay
- String, about 30" long
- Tape

*This egg will really hatch! Surprise your friends when the baby dinosaur hidden in the egg pops out.*

### Directions:

Blow up the balloon and tie the end securely. Tape one end of the string to the center of the balloon's middle. Wrap it around the balloon once, and let the loose end of the string hang loose.

Being careful not to get the loose string covered with paper—mache strips, cover the entire balloon (including the one wrap of string) with a layer of damp paper—mache strips. Wrap the hanging string around the balloon again, and let the loose end hang free.

Cover with another layer of paper—mache strips. Continue until the string is almost used up and the balloon is covered with several layers of string and paper—mache strips. Leave about 1" of string exposed.

Allow the egg to dry. Using a razor blade or sharp knife, cut two slits in the shape of an "x" in the side of the egg. The balloon inside will pop. Insert the tiny dinosaur into the egg, and cover the opening with two or three damp paper—mache strips. Dry. Then paint the egg with tempera paint

To hatch the dinosaur egg and release the tiny dinosaur, pull on the tiny piece of string that is left on the surface of the egg. Pull gently on the string and the egg will pop apart into two halves.

## GATHERING ACTIVITIES

### Birthstone Match-up

Match up the correct birthstone for each month.

_____	January	1. Amethyst
_____	February	2. Aquamarine
_____	March	3. Diamond
_____	April	4. Emerald

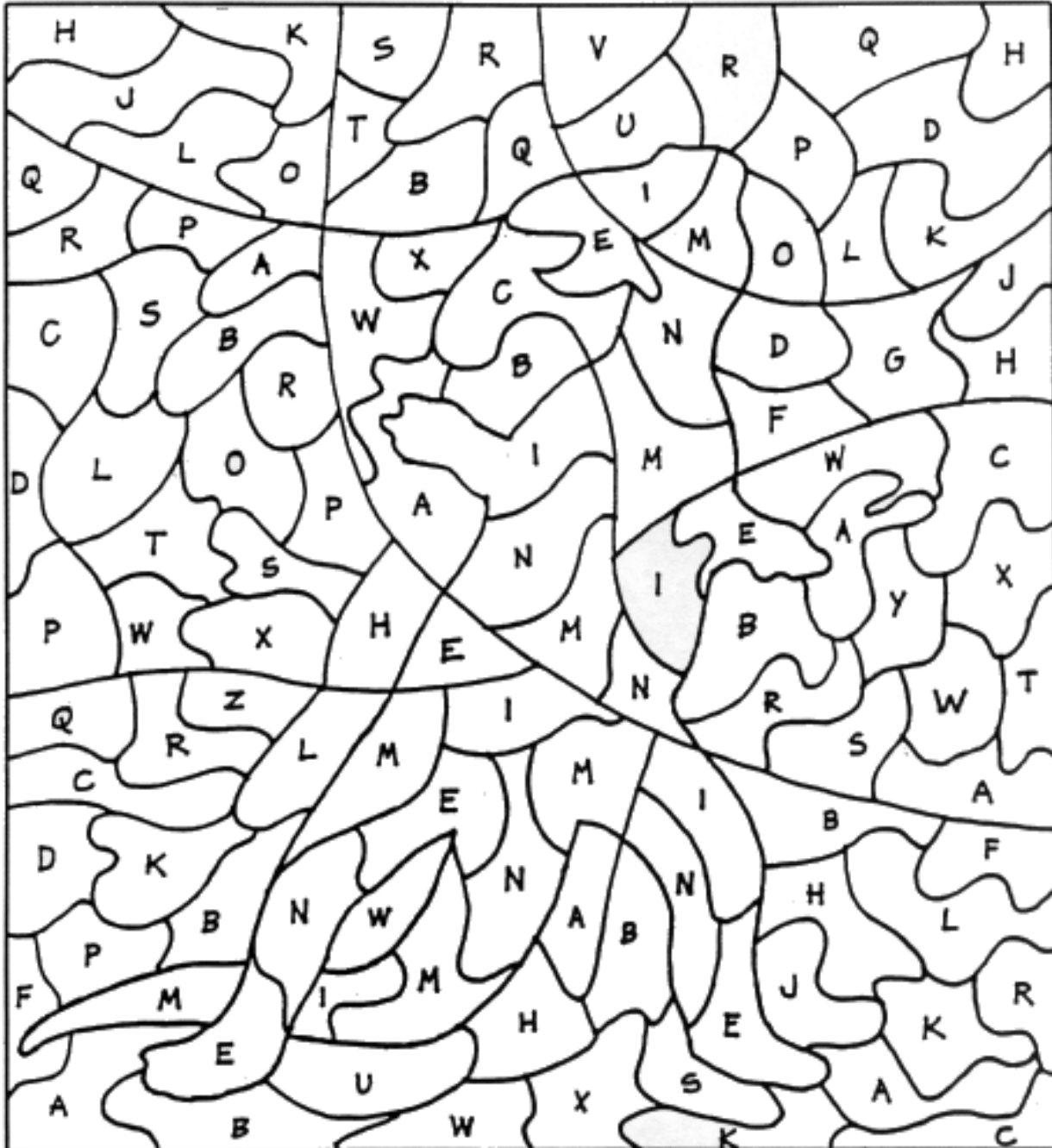
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_____	May	5. Garnet
_____	June	6. Opal
_____	July	7. Pearl
_____	August	8. Peridot
_____	September	9. Ruby
_____	October	10. Sapphire
_____	November	11. Turquoise
_____	December	12. Topaz

Answers: Jan-5, Feb-1, Mar-2, Apr-3, May-4, June-7, July-9, Aug-8, Sep-10, Oct-6, Nov-12, Dec-11

### Hidden Picture

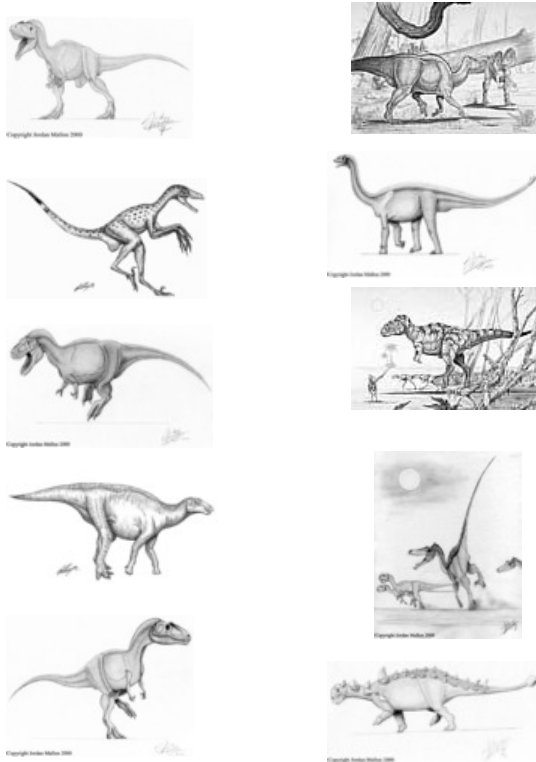
Color the shapes in the puzzle below, which have letters that are in the word MINE, to reveal the hidden picture.



## MATCH THE DINOSAURS

*This is a fun activity, I was amazed when my son was into dinosaurs how many he could recognize, but you may be better off using pictures from books you may have in your house and from the library rather than these. Or maybe your son (or a friend) has dinosaur models and you can set u a display and have the boys identify them.*

Label the pictures in the left column A through E going top to bottom. Then label the pictures in the right column F through J going top to bottom. Then match the each picture to the proper type of Dinosaur.



1. CARCHARODONTOSAURUS
2. DRYPTOSAURUS-HADROSAURUS
3. EUOPLOCEPHALUS
4. GORGOSAURUS
5. SINORNITHOSAURUS
6. TYRANNOSAURUS
7. VELOCIRAPTORINE-PSITTACOSAUR
8. EOLAMBIA
9. GIGANOTOSAURUS
10. SHUNOSAURUS

ANSWERS: 1-a, 2-f, 3-j, 4-h, 5-b, 6-c, 7-I, 8-d, 9-e, 10-g

## OPENING CEREMONIES

### DINOSAURS

Have each boy hold up a picture of the dinosaur as they say their parts. Parts can be written on the back of their picture. For bigger dens, add more dinosaurs. For smaller dens, recruit other cubs to help.

**Cub # 1:** An ANKYLOSAURUS could swing it's massive club tail with great force if attacked.

**Cub # 2:** Scientist believe that IGUANODON used it's spiked thumbs as weapons.

**Cub # 3:** OVIRAPTOR may have been small, but it's powerful jaw and parrot like beak could crush bones!

**Cub # 4:** STEGOSAURUS used it's heavy tail, armed with pairs of spikes to defend itself.

**Cub # 5:** STENONYCHOSAURUS may have run at speeds of 50 miles per hour!

**Cub # 6:** TYRANNOSAURUS used its razor sharp teeth to both defend itself and eat.

**ALL:** Tonight as CUBS ROCK and dinosaurs roar join us in the Pledge of Allegiance.

### Dinosaurs Opening

**Personnel:** 4 Cubs Scouts with pictures of dinosaurs

**Cub # 1:** I'm a Brontosaurus with four feet,

**Cub # 2:** I eat plants, but don't eat meat.

**Cub # 3:** Known as Thunder Lizard, that is true,

**Cub # 4:** 'Cause when I walked, the Earth just shook.

**Cub # 5:** Tyrannosaurus Rex's that my name,

**Cub # 6:** King of the Dinosaurs, that I am,

**Cub # 7:** I make many run and hide,

**Cub # 8:** 'Cause I'm mean and like to fight.

**Cub # 9:** I'm Triceratops, with three horns,

**Cub # 10:** A big, big head, and frilly bones.

**Cub # 11:** I'm a fierce fighter, on four feet

**Cub # 12:** But I eat plants, 'cause they are neat.

**Cub # 13:** Dinosaurs, dinosaurs, that we know

**Cub # 14:** Some were large, some were small,

**Cub # 15:** Fossils tell us this is so.

**Cub # 16:** 'Cause I've not see one after all.

**ALL** Please stand and join us in saying the Pledge of Allegiance.

### CUB ROCK

Have each boy hold up a letter as they say their part. Maybe have Cubs draw dinosaurs on audience side of cards.

**C** Dinosaurs lived millions of years ago.

**U** The word dinosaur comes from two Greek words that mean "terrible lizard."

**B** Dinosaurs vary in size, appearance and habits in many ways

**R** Scientist believe that the continents once formed a single land mass surrounded by an enormous sea.

**O** Dinosaurs were both meat and plant eaters.

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**C** Dinosaurs used different forms of defense against their enemies

**K** About 63 million years ago, dinosaurs died out suddenly.

**ALL:** Welcome to our Pack meeting tonight as we "Rock and Roar."

### DINOSAURS IN THE GARDEN

The dinosaurs were quite brave. They strutted over the light dusting of snow on the sidewalk and approached the food. They cast darting glances from side to side, sometimes observing the black, four-legged mammals that lay on the grass and other times eyeing suspiciously the two-legged mammal that stood, partially concealed, behind a shadowy screen. With quick motion, the dinosaurs captured morsels of dog food in their beaks and flew away.

The particular dinosaurs I speak of are commonly referred to as starlings. Their more impressive cousins, such as Apatosaurus and Tyrannosaurus-Rex died out 65 million years ago in a cataclysm that was so pervasive and nearly complete that dinosaurs have become a metaphor for failure. Actually, they were highly successful group that persisted for 225 million years, scouting today's birds.

Tonight, as we think about the future of Scouting, let's take the time to reflect on our own past, as we explore the exciting world of Dinosaurs. Please rise for the Pledge of Allegiance.

### Flag Opening Ceremony

**Equipment:** Small U.S. flag, electric fan, spotlight, tape cassette or record of "The Star Spangled Banner" and player.

**Personnel:** Cubmaster and one Cub Scout.

**Set Up:** The flag is centered on the head table. Place a spotlight in position to pick up only the flag, the Cubmaster, and the boy. Conceal the electric fan nearby in position to make the flag ripple in the breeze. Extinguish room lights. Start the fan and turn on the spotlight.

**Cubmaster:** "Cub Scouts and parents following the playing of our National Anthem, we will have a moment of silent prayer." (After the anthem, pause for 15 seconds.)

**Cubmaster:** "Cub Scout of Den will lead us in the Pledge of Allegiance."

**Cub Scout:** call "Hand salute!" and lead pledge

## AUDIENCE PARTICIPATIONS

### THE BIG, TOUGH, FAST, TYRANNOSAURUS

Divide audience into four groups. Assign each group a part and explain the responses. Be sure to practice before starting the story.

TYRANNOSAURUS: ROAR!

PTERANODONS: Swish, Zoom!

TRICERATOPS: Rumble, Rumble, Rumble

GIGANTOSAURUS: Boom, Boom, Boom!

Once upon a time, there was a young TYRANNOSAURUS. He thought that he was the biggest, toughest, fastest dinosaur in the world. One day, he decided to see the world. He saw a great big herd of TRICERATOPS. The TYRANNOSAURUS lumbered up to the herd, but the TRICERATOPS all aimed their sharp pointed horn at him. He said, "Excuse me very much," and he wandered off. The TYRANNOSAURUS lumbered on until he came to a cliff with a flock of PTERANODONS flying above it. He ran after the PTERANODONS but the PTERANODONS were too fast and they easily flew away. The TYRANNOSAURUS lumbered on a little further until he came to a great gray wall and bumped up against it. A voice said, "Who bumped into me?" A head on the end of a HUGE snake-like neck poked over the big gray wall and said, "Oh, hello there, little Tyrannosaurus, I'm

GIGANTOSAURUS, the biggest dinosaur of them all." After seeing the TRICERATOPS and the PTERANDODONS and the CIGANTOSAURUS, he no longer thought that HE was the biggest, toughest, fastest dinosaur of them all. But he DID think that he was the biggest, toughest, fastest TYRANNOSAURUS of them all!

## Bird Watching

Divide audience into four groups.

Assign each group a part and related action.

**Pterodactyl:** Wave arms and squawk

**Jerry:** Atta Boy!

**Bird:** Tweet, tweet

**Teacher:** Look there!

"BIRD watching's a great sport" said JERRY's TEACHER, Mr. BIRD. "Sport, my foot," thought JERRY, "boring and dull most likely." That night JERRY had a dream.

JERRY was sitting in his classroom, listening to his TEACHER, Mr. BIRD, but wait.. . something isn't like it should be! Why am I sitting on a rock? Why is my classroom cold like a cave? Mr. BIRD said "Class dismissed, watch out f or the PTERODACTYLS, they are flying over the mountains for the summer."

JERRY moved away from the rock desk, toward the mouth of the cave. Stepping out into the sunlight, he stopped, trying to get his bearing, everything was so strange. No school busses, no playground, no streets. "What's going on here?" said JERRY.

Then a shadow passed over JERRY's face. Looking up he saw a humongous flying creature. High above him was a dark-winged thing. Mr. BIRD had run up behind JERRY and his classmates. "Hurry! Back into the classroom!" Mr. BIRD yelled. But JERRY, like most of the boys, was running the other way. Out in the glade he ran. There he stopped and looked up at the sky. Many dark shapes were high overhead; huge creatures, flying and squawking to each other.

"My word," said JERRY. "Those are PTERODACTYLS!" No sooner had the words left his mouth than one bird spotted him. Down it swooped, grabbing JERRY in its claws and flew away with him over the mountain.

JERRY started yelling and the PTERODACTYL dropped him. He fell down, down, down...to land with a thump. As he hit, he woke up to find himself on the floor wrapped up in his bedclothes so tightly he couldn't move.

The next morning JERRY was sitting in his "regular" classroom listening to Mr. BIRD discuss BIRD watching. "Whew" said JERRY, "BIRD watching sure can be dangerous, especially when you're watching PTERODACTYLS!"

## Dinosaur Hunt

Have the audience repeat the words and motions

Going on a dinosaur hunt. *(Slap thighs)*

And I'm not afraid. *(Point to self)*

There's a tall mountain.*(Look with hand over eyes)*

Can't go under it. *(Move hand down)*

Can't go around it. *(Move hand around)*

Guess I'll go over it. *(Reach hands as if climbing)*

There's a river. *(Hands over eyes)*

Can't go over it. Can't go under it

Guess I'll swim across it. *(Move arms as if swimming)*

There's some tall grass.

Can't go over it Can't go around it

Guess I'll go through it*(Slap hands up and down in front)*

There's a cave!

Can't go over it Can't go under it.

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Guess I'll go in it  
It's dark and spooky in here (Shake)  
It's cold in here! (Wrap arms around self and shiver)  
I feel some scales (Pretend to rub something)  
I feel some big teeth! (Pretend to touch something)  
OH! It's a Dinosaur! (Scream)  
Run out of the cave (Slap thighs)  
Go through the grass  
Swim across the river (Move arms as if swimming)  
Climb the mountain  
Run home (Slap thighs)  
Open the door  
Jump into bed  
(Cover head with arms as if hiding under a blanket)  
I went on a dinosaur hunt And I wasn't afraid!

## ADVANCEMENT CEREMONIES

### Dinosaur Hunt Ceremony

**Equipment:** Badges to be awarded.

**Personnel:** Two leaders, who may be carrying paleontologists' hammers, chisels, and magnifiers: boys receiving awards and their parents.

The leaders walk through the pack while conversing.

**CA** - I'm going on a dinosaur hunt.

**CM** - For big dinosaurs?

**CA** - No, not in size, but big in ideals.

**CM** - Can I go along?

**CA** - Yes, but you may have to help with their parents.

**CM** - O.K., but are they dangerous?

**CA** - No, but they are smart. They have taught their Cub Scouts many things.

**CM** - There's one now. And there's another.

Continue until all boys receiving awards and their parents are identified. The leaders escort the Cub Scouts and their parents to the front. They speak briefly about the boys' accomplishments in earning advancement, giving credit to the parents for helping. The badges are given to the parents to present to their sons.

### THE CAVEMANS FIRE (outdoor ceremony)

The cave men settled down at night and usually had a fire for cooking and for warmth. It takes several ingredients to make a campfire.

To start, you have to find some small sticks or twigs.

(Have bobcat candidates bring in some twigs or sticks and place on the ground) Discuss their accomplishments and present badges. (Set sticks on fire)

The next ingredient is to add kindling to get the fire going. (Have Wolf candidates put kindling on the fire). Discuss their accomplishments.



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The next step is to add the fuel to the fire. We do this by adding wood. (Have bear candidates bring in wood and place on fire). Discuss their accomplishments.

The Webelos scout adds to his knowledge and Scouting experience by completing activities. The fire will not burn unless more wood is added. (Have Webelos place more wood on the fire). Discuss their accomplishments.

With fire now burning take an arrow and discuss the elements to earn the Arrow of Light. (Call candidates forward) This arrow and the light from the fire represents the highest honor a Cub Scout can achieve. The Arrow (hold up arrows) of Light. (Point to fire). Discuss accomplishments.

### ARCHEOLOGIST AWARD CEREMONY

#### Props:

- Table topped with a 3 or 4 inch tall box about 18 inches square.
- The box is filled with sand or sawdust.
- "L 'eggs " eggs or similar plastic eggs filled with the awards and buried in the .sand
- Archeologist costumes for 2 people (pith helmets, hammers, etc)
- 1 plastic dinosaur.

**DR. DINA:** (finds *dinosaur nest*) Doctor Bones come look! I think I have found a rare CUBosaurus nest.

**DR. BONES:** By jo! I do believe you have found it!

**DR. DINA:** (Digs in the .sand and pulls out an egg). Look a rare TIGERosaurus egg! There is something inside!  
(They open it and present the awards)

**DR. BONES:** (Find another egg). I have found a rare WOLFosaurus egg! (They open it and present the awards)

**DR. DINA:** (Finds another egg). Wow, I have found a rare BEARosaurus egg. (They open it and present the awards)

**DR. BONES:** (Finds another egg) Fantastic, the rare WEBELOSaurus egg! (They open it and present the awards)

**DR. BONES:** Could it be! After all these years! This one is alive! (He puts his finger in the mouth of a plastic dinosaur. He waves it around for all to .see. Then screams and runs off stage)

### THE TROPHY SKIN

**EQUIPMENT:** Trophy skin, badges and arrow points. Pin badges and arrow points on trophy skin in ascending order. Wolf badges and arrow points on bottom. Arrow of Light awards on top.

**To make Trophy skin:** Cut piece of leather, cardboard or suede clothe in the shape of bearskin. Use sticks for the frame.

**CUBMASTER:** This month our Cub Scouts have been working hard to advance in rank. Tonight, we will honor those who have achieved a new rank or earned arrow points. We're proud of them and their parents, too. Because, you know, a Cub Scout can't advance without the help of his parents. Our Webelos Scouts don't pass their badges to their parents, but they need their encouragement. So we're going to ask them to take part in our ceremony too. (Cubmaster then calls forward boys who have earned Wolf rank, with their parents) Each boy takes his Wolf badge from the trophy shin and parent pins it on his uniform while Cubmaster briefly explains how it was earned by completing 12 achievements. Follow the same procedure for the Bear and arrow points.)

**WEBELOS DEN LEADER:** Use the same ceremony for Activity badges. Webelos badge, and the Arrow of Light.

**CUBMASTER:** Advancement is just a part of the fun of Cub Scouting. But it's an important part, because through advancement our boys learn new skills that will help them when they join a Scout troop and throughout their whole lives. Let's give a grand howl for our den mates who advanced tonight.

### **Bobcat Advancement**

#### *Longhorn Council*

**CUBMASTER:** Like scientist of today who try their best discover the dinosaurs of yesterday, the Bobcats of today are trying their best to discover the past and future. They are setting out on a journey into a strange surrounding.

Their journey will take them to manhood. They will discover America.

(Call the Bobcats and parents forward.)

**CUBMASTER:** You have completed the first leg of your journey by completing the requirements for the Bobcat Badge. You have learned and said the Cub Scout promise~ You have learned and explained the Law of the Pack. You know and have explained the meaning of Webelos. You have shown that you know how to use the Cub Scout Sign and handshake.

(Cub Scout's Name) will you give and explain the Cub Scout Motto?

Present parents with Bobcat Badges to present to their sons.

**CUBMASTER:** Congratulations, you are now ready to start on the second part of your journey, I send you to discover the Land of Wolf.

Repeat for each rank substituting specific activities the boys have completed with each rank in addition to the promise, etc. This makes sure the boys do not forget the beginning of their journey.

## **GAMES**

### **DINOSAUR CHARADES**

Either write out the names of different dinosaurs or place pictures of them on individual pieces of paper. Fold them and place them in a hat/bowl/anything. Each boy picks a piece of paper and then acts out the characteristics of his particular dinosaur.

### **HATCHING DINOSAUR EGG**

Similar to hot potato or time bomb, all the boys stand in a circle. One boy is handed a water balloon, a real egg, or something else round. The music starts and the balloon/egg (a.k.a. dinosaur egg) is passed to the next boy. No one wants to be left with the dinosaur egg, because that boy is out of the game. Continue playing until there is only one boy left.

### **DINOSAUR DIG**

This energy-burning bone hunt is best set up in a dry sandbox, but a sheet of plastic covered with sand and set in an easily cleaned spot will work as well. Before the meeting, bury twenty to thirty dog-bone biscuits of various sizes, as well as one plastic dinosaur skeleton. Let a couple of bones peek out from the surface to give the boys a head start. Hand out a small plastic pail and shovel to each boy and give them five minutes to dig up as many dinosaur parts as possible (they must use the shovel; no hands allowed!). The boy who finds the most bones gets a prize; the one who finds the dinosaur gets to keep it or gets a special prize

### **DINOSAUR NEST**

Hide a nice big watermelon outside in the bushes somewhere, and send the boys out to hunt for the dinosaur's nest and bring back its egg. When they find it, cut it up and share it with the entire group

### **DINOSAUR MATCH**

Tape names of dinosaurs on the back of the boys, two of each name, and each boy has to find out who they are and find their match by asking questions. Be sure and use dinosaur names that the boys are familiar with.

### **Dino Dares You:**

This game is based on an old Cub Scout game called Shere Khan. All players except one line up at one side of the play area. Dino stands in the center. Cross Dino's area without being tagged by him. All other players want to be the others all run for the opposite goal. When Dino calls out, "Dino dares you!" Those tagged before reaching safety join Dino in the center for the next round and try to tag the others.

### **Dinosaur Toss:**

Either make rings out of rope or purchase ready made rings for tossing. The object of this game is to see how many rings you can get on the dinosaur's neck.

### **Sand Castle Dinosaur Building Contest:**

Have an old or perhaps new sandbox? Have the boys square off a section of the sandbox for building their unique dinosaur. Award prizes for biggest, smallest, funniest, scariest and so on. Treat all the sculptors to a roaring good snack.

### **CATCH THE DINOSAUR'S TAIL**

Divide the boys into two teams. They line up single file, holding each other around the waist. The first boy is the dinosaur's head and the last boy is the dinosaur's tail. On signal, the dinosaur's head tries to catch the other dinosaur's tail. The tail tries to keep from being caught. The boys must not let go of each other. The longer the body of the dinosaur, the more fun it is to play.

### **SPEAR or RING THE DINOSAUR**

Using a large washing machine type box, draw a dinosaur on it. In the middle of the dinosaur's body draw a target using 5-6 concentric circles. Give each circle a point value. Give the first boy 3 darts (suction cup type) and on signal, he is to throw the darts at the dinosaur and score points.

Or cut out the shape of a dinosaur from cardboard or wood. Paint and decorate the cutout. Hammer nails into the dinosaur at different places. Mark each nail with a point value. This is the target. Place it 8 to 10 feet away. Have each boy throw rubber jar rings at the dinosaur with intent to ring the nails. Score one point for each successful ring or add up the number value.

Another version of this same game could be to give different parts of the dinosaur different point values. Draw a target with 4-5 small rings and give each ring a point value. Example: The head could be 20 points, the legs and arms could be 10 points, the eyes could be 40 points, the tip of the tail could be 30 points, etc. The highest score after three throws is the winner.

Or make up your own ring toss variation.

### **DINOSAUR HUNT**

This game is good with lots of boys to play. One player is the dinosaur and another is the knight. The dinosaur and the knight stand in the center and the other players form a circle leaving enough space for a player to pass through. Then the game starts, all players forming the circle close their eyes, and the knight starts counting to ten. Meanwhile, the dinosaur tries to slip between two players. Anyone who hears the dinosaur make a sound may point to where he thinks the dinosaur is. Remember, you eyes are closed. If the knight says the direction is correct, the dinosaur must take a place in the circle. The knight becomes the dinosaur and the boy who guessed correctly becomes the knight who counts to ten. If the dinosaur succeeds in getting out without getting caught, he comes back into the circle and continues to act as the dinosaur until someone points him out.

## Dinosaur Duel:

Divide the boys and parents into two teams. Each team is a dinosaur. The dinosaurs form with players in single file, ah grasping the waist of the teammate ahead of them with both hands. On signal, the "mouth" of both dinosaurs tries to catch the "tail" of the other dinosaur by tagging him or her. When a tag has been made, the former "mouths" become "tails" for the next round.

## Downtown Fossil Hunt:

Did you know that fossils can sometimes be found in the materials used to construct buildings? It's true. So next time you're downtown try a little local paleontology with your child. Fossils are most often found in limestone, a grayish material commonly used in older buildings (its more uniform in appearance than granite, and often looks like concrete). The fossils were water dwellers that often predate dinosaurs—ancient clams, corals, snails, sea lilies (which look like soda straws composed of small sections), and "brachiopods" (which look like clamshells). You can search for fossils on the outside of large old buildings like libraries, museums, and municipal offices. Look carefully, because each fossil will probably be smaller than a penny. "Collect" the fossils by making a list in a notebook and writing down their location. Your child might want to sketch them, too. How's that for ancient history right in your own town?

## Knucklebones

This game originates from the island of Mauritius in the Indian Ocean. Each player needs ten stones plus a master stone. Each of the ten stones should be about the size of the end of your thumb and easy to pick up. The stones should also be somewhat flat on some surfaces.

1. Hold all ten stones in one hand, and catch as many as possible on the back of your tossing hand. The ones that you don't catch should be left on the ground. The next play is made with the stones you were able to catch.
2. Toss the remaining stones from the back of your hand into the air, and try to catch them all in the palm of your hand. If you drop any, you lose your turn. If you catch them all, lay those aside in a pile of your winnings.
3. Now repeat steps 1 and 2 using the stones that were dropped in the first step. The winner is the person who picks up all his stones in the fewest tosses.

## SONGS

### ARCHEOLOGIST SONG

(Tune: My Darling Clementine)

In a canyon, in a cavern,  
Looking for a dinosaur,  
With a brand new pick and shovel  
I will go and dig some more.

#### Chorus

O my dino, O my dino,  
You are gone from off the earth.  
Extinction was our downfall  
Many years before my birth.  
I'll find a bronto, or a stego,

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Or a t-rex dinosaur.  
You can see them in the museum  
High upon the second floor.

### Chorus

I found a leg bone and an arm bone  
So where has that neck bone gone?  
Now I'm chasing my dog Rover  
As he drags it across the lawn.

## ALL ABOUT DINOSAURS

(Tune: Mary Had A Little Lamb)

The Tyrannosaurs was a mean ol' thing.  
Mean ol' thing, mean ol' thing.  
The Tyrannosaurs was a mean ol' thing,  
Cause he ate all the others.

The Brachiosaurs lived in the water,  
Lived in the water, lived in the water.  
The Brachiosaurs lived in the water,  
Because he ate just plants.

The Trachodon had two thousand teeth,  
Two thousand teeth, two thousand teeth.  
The Trachodon had two thousand teeth,  
So he was all rough-toothed.

The Brontosaurus was very big.  
Very big, very big.  
The Brontosaurus was very big.  
And lived with Fred Flintstone.

### **DINOSAUR BONES**

(Tune: Row, Row, Row, Your Boat)

Dig, dig, dig for bones,  
Great big dinosaur bones!  
Shift the soil and move the dirt,  
And look for those big bones.  
Go, go, go to the lab,  
Clean those bones real sound,  
Put them together and see what you've got  
Which dinosaur you found.

## LONG AGO

Tune: Three Blind Mice

Dinosaurs, dinosaurs,  
Roam the land.  
Long ago!  
You were here, when the land was new.  
You ate all your veggies, meat and grew.  
You were the king and all the others knew.

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Dinosaurs, dinosaurs.

## DINOSAURS

Tune: "Oh Christmas Tree"

Oh Dinosaurs, Oh Dinosaurs  
How I wish I could hear you roar.  
Did you eat meat or plants galore?  
I really would like to know.  
Why you left this planet so long ago  
Oh Dinosaurs, Oh dinosaurs  
Being extinct means you are no more!

## WHO AM I

Tune: "I'm a Little Teapot"

I'm a Brontosaurus that really neat!  
I eat plants, but I don't eat meat.  
Know as Thunder Lizard because when I walked  
The earth shooked, rattled and rocked!

### **Chorus**

Dinosaurs, Dinosaurs, that we have all know.  
Some are large, some very small.  
Fossils gave us the clues that is true  
Because we came after you!  
Tyrannosaurus Rex is his name.  
Meanest of the dinosaurs, that's a shame.  
He makes the others run and hide!  
He wants to eat them that no lie!

### **Chorus**

## Dinosaurs Ruled the Earth

(Tune: Wheels on the Bus)

Dinosaurs once ruled the Earth,  
Ruled the Earth, Ruled the Earth,  
Dinosaurs once ruled the Earth,  
Many years ago.

### **Other Verses:**

Stegosaurus swished it's tail...  
Brontosaurus was very big...  
The Brachiosaurus lived in the water...  
Apatosaurus stomped so hard...  
The Trachodon had 2000 teeth...  
Triceratops had 3 horns...  
Tyrannosaurus Rex was the king...

## Where Did The Dinosaurs Go?

(Tune: Where Has my Little Dog Gone?)

Oh, where, oh where did the dinosaurs go?  
Oh, where, oh where can they be?  
They were much too big to just disappear.  
It sure is puzzling to me!

## I Want To Be A Dinosaur

I want to be a dinosaur  
thump, thump, thump, thump, thump.  
I want to be a dinosaur  
crash, boom, bang, bang, crash, smash!  
I want to be a T-rex King  
bite, bite, crunch, crunch, roar!  
I just want to be a dinosaur  
thump, thump, thump!  
I want to be a dinosaur  
blump, blump, blump, blump, blump.  
I want to be a dinosaur  
zing, zang, zoggle, doggle, doo, boo!  
I want to be a Long Neck too.  
chomp, chomp, clomp clomp, roar!  
I want to be a dinosaur  
thump, thump, thump.  
I want to be a dinosaur  
ching, ching, chong, chong, chang  
I want to be a dinosaur  
bing, bang, boom, bash, crash, smash!  
I want to be a dinosaur  
scratch, bite, crunch, crash, roar!  
I want to be a dinosaur  
thump, thump, thump.

## CUB GRUB & FUN FOOD

### DINOSAUR SNACKS

Find snacks that are in dino shapes - cookies, jelly candy, animal cookies, etc. Or bake your own with dino cutouts.

### DINOSAUR DELIGHTS

**Need:**

- 1/4C dirt (cocoa)
- 1/2C swamp water (milk with green food coloring)
- 2C crushed bones (sugar)
- 1/2C fat (butter)

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- 2C dead grass (uncooked oatmeal)
- 1/2C squashed bugs (peanut butter)

### Directions -

Mix cocoa & milk. Add sugar and butter. Boil about 3 min. Add peanut butter and oatmeal and stir until melted. Remove from heat and stir until mixture begins to thicken, Drop by tablespoonful onto waxed paper to cool, Eat and enjoy.

## DINO EGGS

### Need:

- Hard boiled eggs
- Small bowl
- 3 cups
- Cool water
- 1 envelope unsweetened kool aid mix ( choose bright colors)
- Clear plastic wrap

### Directions:

- 1) Gently tap the hard boiled eggs ( make sure they are not hot) all over till the shells cracked. Do not take the shells off the eggs.
- 2) In a small bowl stir together water and kool aid mix. Add cracked eggs to the colored water.
- 3) Cover the small bowl with plastic wrap.
- 4) Place it in the refrigerator.
- 5) Leave the eggs in bowl for about 2 days. remove the eggs and throw away the colored water.
- 6) Peel the shells off the eggs. Your Dino eggs are now ready to eat.

## FOSSIL PRINTS

### Need:

- Round crackers
- 1 tub soft cream cheese
- Gummy Dinosaurs
- Goldfish crackers
- Celery leaves

### Directions:

Help each boy spread the cream cheese onto a cracker with a knife.  
Press any of the other items into the cheese then lift up to see the "fossil".  
All but the celery leaves are to be eaten.

## DINOSAURS & VOLCANOES

1. Put a cup of chocolate pudding in a plastic bowl.
2. Bury gummy dinosaurs in the chocolate pudding.
3. Place a sugar cone upside down in the middle of the pudding.
4. Dribble white icing that has been colored with red, yellow, or orange food coloring over the pointed end of the cone.
5. Talk about volcanoes and how they often bury plant and/or animal life when they erupt.
6. There you have it - the sugar cone is an erupting volcano.



## BAGEL STEGOSAURUS

### Need for 4

- Bagel,
- Cream cheese, or peanut butter, or jam,
- Sliced strawberries,
- Very thin long slices of carrot.

### Directions:

1. Slice a bagel in half, then cut the pieces in half again so you have 4 half circles. (Adult)
2. Give each boy a bagel part, to be the stegosaurus's body. Place on the plates so it is like an upside down U.
3. Use plastic knives to spread peanut butter, or cream cheese, or jam all over the bagel.
4. Let boys arrange the strawberry slices on top of the stegosaurus's back to look like his plates.
5. Arrange a carrot slice on one side to be the neck.
6. Arrange a strawberry on the carrot to be the head. Eat!



## Rock Candy

Rock candy is a type of crystal that you can grow that not only looks pretty, but also tastes good. You will need patience to make rock candy out of sugar and water. Some steps will require adult help.

**Supplies:** Cooking pot, dull table knife, 2 heat-proof glass jars or small bowls

### Ingredients:

- 1 cup of granulated sugar
- $\frac{1}{2}$  cup of water
- food coloring

### Directions:

Put 1 cup of sugar into the pot. Add  $\frac{1}{2}$  cup of water, but do not stir the mixture. Put the pot on the stove over medium high heat. Let the mixture come to a boil and let it boil for one minute without stirring. (Adult help) If you would like colored candy, add a few drops of food coloring as the mixture boils. Carefully pour the mixture into one or two glass jars or small bowls. (Adult help)

Let the containers sit untouched for two weeks. The crystals will gradually begin to form. Check the candy daily. When a crust forms on the surface, tap it with a dull knife to break the crust so the water can continue to evaporate. Otherwise don't move or disturb the containers. When the crystals are as big as you want them to be, break the candy from the container with a table knife, and enjoy a sweet and tasty treat!

## S'more Gorp

*For that next family overnighiter -*

### Ingredients:

- 2 cups honey graham cereal
- 1 cup miniature marshmallows
- 1 cup peanuts
- $\frac{1}{2}$  cup semisweet chocolate chips
- $\frac{1}{2}$  cup raisins

Combine all ingredients. Store in airtight container(s).

## Pizzasaurus Snack

Preheat oven to 425 degrees. Let each guest make his or her own Pizzasaurus by flattening a refrigerator biscuit on a 6-inch square foil and adding three tablespoons of tomato sauce. Then sprinkle on grated cheese. Neat-eating dinosaurs may want to add ground beef, pepperoni or hot dog slices. Plant-eating dinosaurs may top their pizzas with mushrooms, olives, etc. Have each guest write his or her name on the foil with a dull pencil. Put the pizzas on a cookie sheet, and bake for 12 minutes. Let cool, then devour.

## Thunder Lizard Shake

For every three or four boys, pour one cup of milk into a two-quart jar. Add two cups of vanilla ice cream and two to three drops of green food coloring. Twist the lid on tightly and shake until blended. Boys can help shake or put the ingredients into a blender on high speed for 30 seconds.

# STUNTS AND APPLAUSES

## CHEERS

**Fred Flintstone Applause:** Shake hands over head and yell "Yabba-dabba-doo!"

*Sam Houston Area Council*

**Pterodactyl Cheer:** Flap your arms and say, Honk! Honk! Honk!"

**Dinosaur Cheer:** Roar, Hiss. Roar. Hiss

**Tyrannosaurus Applause:** Stand up, make your hands into a 2-fingered claw held in front of your chest. Stamp your feet alternately, left, right, left, right, left right. Roar LOUDLY while clapping "claws."

## RIDDLES

How can you tell that a dinosaur is under your bedroll?

*The ceiling of your tent is very close.*

How can you tell that a dinosaur has been in the refrigerator?

*His footprints are in the Jell-O.*

Why did the dinosaur cross the road?

*Because chickens weren't invented.*

## RUN ONS

Why did the dinosaur take a ruler to bed with him?

To see how long he slept.

Why did the dinosaur want to buy toothpaste?

Because his teeth were loose.

Why didn't the dinosaur take his aunt on a picnic?

He heard there were going to be anteaters there.

Why did the dinosaur want a net at sunset?

He wanted to catch night when it fell.

What did the dinosaur say to the tree when he hit his head on it? Your bark is worse than your bite.

Why didn't the dinosaur tell secrets in the forest?

Too many babbling brooks around.

Why did the dinosaur go to sea to weight himself?

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He heard that fish had scales.

Why did the dinosaur go fishing at night?

He wanted to catch starfish.

**Scout 1:** You should never pull on a dinosaur's tail.

**Scout 2:** Why Not?

**Scout 1:** Because to the dinosaur it's just a tail, but to you it could be the end.

**Scout 1:** Why did the dinosaur cross the road?

**Scout 2:** I give up. Why did the dinosaur cross the road?

**Scout 1:** To get his copy of "The Hong Kong Weekly Newspaper."

**Scout 2:** I don't get it.

**Scout 1:** I don't get it either. I read "The New York Times."

**Scout 1:** Did you hear about the rock that ran away from the quarry?

**Scout 2:** He was angry because everyone took him for granite.

**Scout 1:** What did the tyrannosaurus rex do after he drank up all the water in Toronto?

**Scout 2:** He started to drink Canada Dry.

**Scout 1:** What dinosaur knows more synonyms than any other?

**Scout 2:** A Thesaurus.

**Cub #1:** I see green, yellow, and blue spots in front of my eyes.

**Cub #2:** Have you seen a doctor?

**Cub #1:** No, just green, yellow, and blue spots.

**Cub #1:** (Singing) Soap, soap, soap

**Cub #2:** What are you doing?

**Cub #1:** Oh, just singing a few bars.

**Cub #1:** Scientists believe that cavemen made the first music by banging stones together.

**Cub #2:** Gee, I guess that was the first rock music!

## SKITS

### OLDER THAN DINOSAURS

**SETTING:** 8 boys are needed.

**SCENE:** Have them enter on stage and gather around just talking.

**Cub # 1:** Have you met the new leader?

**Cub # 2:** No, but I hear he's real nice.

**Cub # 3:** I heard he knows all about knots and lashings.

**Cub # 4:** Yea, and camping, too.

**Cub # 5:** I heard he cooks a mean stew over an open fire.

**Cub # 6:** And makes cobbler for dessert.

**Cub # 7:** He must be real old to know all that stuff. Maybe there wasn't any city when he was little.

**Cub # 8:** (*laughing*) Yea, I bet he had a dinosaur for a pet!

**ALL CUBS:** Man is that old!

*Make sure your leader is all right with this last skit before doing it and doesn't take it personally.*

## THE BONE

**SETTING:** 8 boys are needed.

**SCENE:** Have all but Cub #8 on stage talking. Cub #8 will walk in at the end.

**CUB #1:** Hey, did you hear?

**CUB #2:** No, what?

**CUB #1:** (*Cub #8's name*) found a dinosaur bone in his back yard.

**CUB #3:** How do you know it was from a dinosaur?

**CUB #1:** He said it was from Rex, you know, like Tyrannosaurs Rex.

**CUB #4:** How did he find it?

**CUB #1:** He was digging around in the yard.

**CUB #5:** Did they call the TV news people?

**CUB #6:** How big of a bone was it?

**CUB #7:** We better ask him what happened. (*#8 walks in*)

**CUB #8:** Hi, guys, what's up?

**CUB #2:** Tell us about your bone!

**CUB #4:** Yea, is it from a Tyrannosaurs Rex dinosaur?

**CUB #8:** (*looking a little sheepish and at the floor*) Oh that bone. No, it wasn't from a Tyrannosaur Rex, it was from Rex.

**CUB #7:** What other dinosaur is a Rex?

**CUB #8:** Not a dinosaur. It was my dog, Rex.

## THE FIRST SCOUT

**Props:** A "skin" with a charcoal drawing of the Arrow of Light. (Use a crumpled paper bag for the skin and black marker to draw the AOL.) The actors need to be attired appropriately.

**The interviewer** should look the part of an old Scouter (the more like B-P the better).

**The Scout (or Scouts)** being interviewed should look as Neanderthal as possible (skins for clothing; a club; heavy, unkempt hair and beard, etc.).

**Narrator:** Good evening ladies, gentlemen, all Scouts and Scouters. Tonight we join our investigative reporter, BP, in an exclusive interview with the first-ever Scout. Let's join them now.

*Curtains open to Scouter and Caveman standing together)*

**BP:** So, you are called the oldest Scout in the world. Just how old are you?

**CM:** Well, counting all the time before there were calendars, I figure I'm somewhere around 5000 years old-give or take a century.

**BP:** Wow! Five thousand years old! And to what do you contribute your longevity?

**CM:** Why the skills and abilities I gained through Scouting, of course! It's what's kept me going all these years.

**BP:** Scouting, eh? So what was Scouting like in your day?

**CM:** Well, to begin with, I'd have to say it was a little primitive. Things like we had to use little round pebbles for dues, vines for knot tying. Those kinds of primitive limits.

**BP:** I imagine so. What about badges?

**CM:** Yeah, we had badgers, but the dinosaurs were more of a bother than badgers.

**BP:** No, not badgers, badges! Did you earn badges?

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- CM:** Oh, I'm sorry. You know what they say, "Hearing is the second thing to go." Can't remember what the first thing is. What did you ask me?
- BP:** Badges! Did-you-have-to-earn-badges?
- CM:** Oh yes! We earned all kinds of badges. Fire starting was one of them. Really needed to know how to start fires. Kept the cave warm, you know. And then there was stalking. We had to learn the skills of stalking. Why we had to be able to stalk just about any animal there was-any worth eating, at least.
- BP:** What about other skills? Did you have to learn about Home Repairs or Gardening?
- CM:** Well, sorta. Home Repairs was a must. Did you know I came up with one of the words we use to describe parts of a window? Happened one cold December day. (Well, we would have called it December if we had a name for it or a calendar even.) The wind and the wolves were howling and the snow was just pouring through the front hole in the cave wall. My mom told my dad that if something weren't done about it, he wouldn't be allowed to go camping the following weekend. So my dad told me it was my job. He said I could earn my Home Repairs badge if I could fix it. So I just took the oil-skin sash from around my bear skin robe and draped it in front of the hole. It stopped the snow and we could still get light through it. And from that day on, they've called the covering over a hole in a home a "window sash."
- BP:** Yes, I see. And did you have a Gardening badge?
- CM:** Almost. We called it Gathering, but it evolved into Gardening when we got a little sloppy with it. We used to have to go out gathering seeds to eat. You know-grains and berries and such. Well one time there was a hole in my sack and some of the seeds dropped out just outside the cave. Next thing we knew, the seeds had turned into plants and those plants had seeds. We just kept the plants right outside and we had all the seeds we needed from then on.
- BP:** In today's Scouting program, there are different ranks the boys earn, like Bobcat, Wolf, and Bear. Did you have anything like that.
- CM:** Of course, we had all them. I earned my Bobcat when I was first in Scouts. Had to go out with the leader and find a Bobcat in the mountains. When I finally spotted one and got really close to it, I held up my hand like this (holds up Cub Scout sign) to let my leader know I'd spotted one. I figured it would draw his attention so he'd listen and not make a lot of noise. Then, after I'd caught it and we went back to the cave, I was telling them how I'd reached out with two fingers really straight and GRABBED the Bobcat around the leg with my other fingers. Everyone thought that was a really good way to grab something. Here, let me show you. (Shows BP how to do the Cub Scout handshake!)
- BP:** Something really familiar sounding about those things. Did you earn any other badges?
- CM:** Well there was the Wolf badge. We had to do all sorts of things to earn that one. Like learning how to use and properly care for a blunt rock and a sharp rock. We also had to clean up rocks around the cave. And learn the difference between our tribe's cave logo and others' logos. And for the Bear badge-another one we earned- we had to listen and learn about old, prehistoric tales about cavemen like Volcano Vort (who used to float down the lava rivers) and T-Rex Rex (a tale about some Neanderthal who used to ride dinosaurs). Also we almost had to learn how to ride a bike, except we didn't have a wheel so we didn't have tires so we didn't have a bike so we didn't have to do that.
- BP:** Again, these things you did sound like things I've heard our Cub Scouts have had to do. Are there any other special badges that you earned or learned about?
- CM:** Well, there were many other badges, but the one I remember most had to be the Arrow of Light. You probably don't know about that one, so let me show you how we would draw it on the cave walls. We got this when we had proven that we were ready to go onto bigger and more challenging things.
- BP:** So there you have it. Seems not too much has changed since the first Scout. I guess that's what they mean when they say "The more things change, the more they stay the same!"

## THE WAY DINOSAURS MOVED

*Narrator reads as the other boys act out the motions.*

Dinosaurs of Long Ago

The dinosaurs lived long ago, and walked like this, and that. (Slow, heavy walk movement.)

Some were large (Stretch hands upwards.)

and some were small. (Crouch down.)

Some liked water (Swimming motions.)

and some just walked on land. (Stomp feet.)

Some had wings, that flapped and flapped. (Flap arms.)

Some had long necks, that stretched and stretched. (Hand on neck stretching upward.)

The meanest, rudest one of all was ferocious Tyrannosaurus Rex. (Feet apart, hands clawlike, scowl and growl.)

These were the dinosaurs of long ago.

Goodness gracious, where did they go?

(Boys run off stage)

## Prehistoric Play

**Scene:** Big city, outside a museum'

**Characters:** Triceratops, Stegosaurus, Brontosaurus, Scientist, Pterodactyl, Tyrannosaurus Rex

*(Enter Triceratops and Stegosaurus)*

**Triceratops:** Did you see that? That honking thing almost hit me!

**Stegosaurus:** Yes, I saw it. But what was it?

**Triceratops:** Who knows? All I know is that this doesn't look like my home!

**Stegosaurus:** I know. What are those tall stone things? And what are those---

**Triceratops:** Shh, I hear thumping.

*(Enter Brontosaurus. . . slowly)*

**Brontosaurus:** I thought I heard familiar voices. How are you.. and—where are we?

**Triceratops:** We don't know.

*(Enter scientist)*

**Scientist:** Oh, my! I don't believe my eyes! Are you d-d-dinosaurs?

**Stegosaurus:** Of course! But what are you?

**Scientist:** That's right. There were no people when you were alive.

**Triceratops:** When we were ALIVE? What do you mean?

**Brontosaurus:** Are we.. d-d-dead?

**Scientist:** Well, we thought so. You see, you became extinct about 65 million years ago!

**Stegosaurus:** Ex...what?

**Brontosaurus:** Did you say STINK?

**Scientist:** No, no. Extinct means that you all died out.

**Triceratops:** Oh, really? What are WE?

*(Enter Pterodactyl)*

**Pterodactyl:** Ouch! I tried to soar and I bumped into something very hard I

**Scientist:** That's a building. Actually, a museum.

**Pterodactyl:** Do you know where I can find a space to soar?

**Scientist:** Yes, try the park. About four blocks that way.

*(Exit Pterodactyl, enter Tyrannosaurus rex)*

**Tyrannosaurus Rex:** Aha! Food.

**Brontosaurus:** Where's the water? I need to get into the water! Help!

**Scientist:** You wouldn't really eat these wonderful animals, would you?

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**Tyrannosaurus Rex:** Who. . or what. . are you? You look good to eat too! GRRR!

**Stegosaurus:** Knock it off or I'll hit you with my tail. We've got a problem here!

**Triceratops:** Yeah, and I'll stick you with my horns!

**Tyrannosaurus Rex:** Well, you don't have to gang up on me! Isn't anyone afraid of me anymore?

**Brontosaurus:** I am!

**Scientist:** Well, no one should be afraid of you now. There's plenty of food for everyone to eat. So you can leave these dinosaurs alone!

**Tyrannosaurus Rex:** Food. . for everyone! Great.

**Stegosaurus:** I'm starved.

**Scientist:** Why don't you all come inside the museum with me?

**Brontosaurus:** I don't think I'd fit.

**Tyrannosaurus Rex:** Nor would I.

**Scientist:** Of course you will. We have some of you skeletons in here. Oh, I'm sorry.

**Triceratops:** Skeletons? You mean of our families?

**Scientist:** Well, I mean, we found their bones.

**Brontosaurus:** I want to see!

**Stegosaurus:** Me too.

**Tyrannosaurus Rex:** We'll all go inside with you.

*(All go into the museum, look at the displays)*

**Brontosaurus:** I'll bet that's my Aunt Sara!

**Stegosaurus:** Wow! It looks like my Uncle Max!

**Tyrannosaurus Rex:** Something is wrong here. Where are all the other living dinosaurs? Where are the mountains and the swamps? Why are there so many things I don't understand?

**Brontosaurus:** He said we were extinct. .dead!

**Stegosaurus:** He said there were no dinosaurs.

**Triceratops:** Tell us, what happened to the rest of them?

**Scientist:** We don't really know. But if you stay here with me, maybe we can find out!

**Brontosaurus:** I have nowhere else to go.

**Tyrannosaurus Rex:** If you've got food, I'll stay.

**Triceratops:** I'll stay for sure.

**Stegosaurus:** If it's good enough for Uncle Max, it's good enough for me!

## CLOSING CEREMONIES

### DOUBLE CIRCLE

**PERSONNEL:** Entire pack - Cub Scouts, parents, and visitors.

**EQUIPMENT:** United States flag, four spotlights or four large flashlights

Have all present stand in a double circle, with Cub Scouts and other boys on the inside, and parents and visitors on outside. Focus spotlights or flashlights on the flag held in center of circle. Sing "God Bless America."

### CLOSING CEREMONY FOR PARENTS

**Personnel:** 7 Cubs

**Equipment:** Game, Jackknife, book or pet, fishing pole

**Cub # 1:** "What shall you give to one small boy? A glamorous game (holds up game), a tinsel toy,"

**Cub # 2:** "A knife (holds up jackknife), a puzzle pack, a train that runs on curving tracks?"

**Cub # 3:** "A picture book (holds up book), a real live pet... No, there's plenty of time for such things yet."

## April 2009: "Jurassic Pack"

Cub # 4: "Give him a day of his very own - Just one small boy and his parent alone."

Cub # 5: "A walk in the woods, a romp in the park, a fishing trip (holds up fishing pole) from dawn to dark."

Cub # 6: "Give the gift that only you can - Your companionship, your wisdom and your love"

Cub # 7: *(Points to audience as he say his line)*

Cub # 8: "Games are outgrown, and toys decay - But he'll never forget if you give him a day."

### Cubmaster's Minute

We have seen many "dinosaurs" tonight helping to show how the boys of our Pack have progressed. We have learned a lot about the past and had lots of FUN, too. Let us all keep up the good work and help our boys along the Cub Scout path. Remember what happened to the dinosaurs - they became extinct. Let's not get stuck in the mud like the "Terrible Lizards" of old - remember to always do your best as you travel down life's path.

### WHICH ONE OF THESE ARE YOU?

One of the most important things about people is what they eat. Every culture in the world has different kinds of food. To some people, raw fish is a delicacy. Others love to snack on snails. Still other people consume insects such as locusts and ants, and they enjoy every bite. Many in America eat beef, pork, and chicken, but there are millions of people in different parts of the world that do not eat meat at all. Different kinds of people put different kinds of food into their mouths, and the food we eat is important. But there is something that is even more important: it is what comes out of our mouths.

Jesus Christ, one of the world's greatest teachers, once said, "it is not what goes into the mouth that makes a person unclean, but what comes out of the mouth; that's what makes a person unclean." (Matthew 15:11) What did Jesus mean? Simply this: what you eat with your mouth does not define your character, but what you say with your mouth does. What kind of messages are you sending out to other people? Does your language reflect the Cub Scout ideals of duty to God, duty to country and service to others? Are you courteous and kind with your words, or are you hurtful and rude? Our words can make us a help to someone else, or they can make us a hindrance. Which one of these are you?

### Dinosaur Closing Thought

Do you ever pause to think about how helpful the dinosaurs of yesterday were? They provide oil for today. They are in exhibits in museums that many have to lean their heads back to get a good look. Many sets of eyes have opened a little wider by the wonders of Dinosaurs.

They were on this Earth before us. Will we be the oil of tomorrow? No matter how high a man rises, he needs something to look up to.

## WEB SITES

### DINOSAUR WEBSITES

The Dinosauricon

<http://www.dinosauricon.com>

This site is the best place to start for information about specific dinosaurs or dinosaur families.

ZoomDinosaurs.com

<http://www.enchantedlearning.com/subjects/dinosaurs>

This site contains lots of dinosaur information, including a useful Dinosaur Dictionary.

Dinosaur Illustrations

Santa Clara County Council



## April 2009: "Jurassic Pack"

<http://web.syr.edu/~dbgoldma/pictures.html>

The dinosaur illustrations at this site include just about every type you can think of, from *Acrocanthosaurus* to *Xiphactinus*.

DinoDon.com

<http://www.dinodon.com>

Dinosaur expert Don Lessem provides lots of dinosaur resources, including stories, facts, art, and additional links.

Dinosaurs

<http://www.letsfindout.com/subjects/browse?dinosaurs>

This dinosaur site includes individual pages about many different types of dinosaurs.

Discovering Dinosaurs

<http://dinosaurs.eb.com/dinosaurs/index2.html>

Learn how scientists' theories about dinosaurs have changed through the years.

The Age of the Dinosaurs

<http://www.cotf.edu/ete/modules/msease/dinosaurflr/meet.html>

The Staircase of Time at this site is an excellent resource for discovering when dinosaurs lived.

Walking With Dinosaurs

<http://www.bbc.co.uk/dinosaurs>

This site is full of sights, sounds, and information about dinosaurs and the times they lived in.

Dinorama

<http://www.nationalgeographic.com/dinorama>

Discover a variety of dinosaur information from past issues of *National Geographic*.

Walking With Dinosaurs

<http://dsc.discovery.com/stories/dinos/dinos.html>

Explore how dinosaurs looked, moved, sounded, and behaved.

Arthur's Colour Dinosaur Clipart

<http://www.geocities.com/SoHo/Village/4040/colour.htm>

This site offers large images of a variety of dinosaurs.

Dinosaur Clip Art

<http://www.designs4free.com/clipart3/dinosaurs/ulthm.htm>

You'll find three pages of dinosaur images at this site.

For more fun in the kitchen ideas go to

[www.bluesuitmom.com/food/activities/kitchenfun.html](http://www.bluesuitmom.com/food/activities/kitchenfun.html)

Dino Links

*Kathy, Hiawatha Council*

Dino Russ's Lair

[http://www.isgs.uiuc.edu/dinos/dinos\\_home.html](http://www.isgs.uiuc.edu/dinos/dinos_home.html)

Download a dinosaur {cut outs}

<http://www.rain.org/~philfear/download-a-dinosaur.html>

## April 2009: "Jurassic Pack"

<http://www.rivalquest.com/dino/>

<http://www.dinosurf.com/>

Fossil molds and mold ideas/ helps

<http://www.macdaddymolds.com/>

The Children's Stomping Ground Dinosaurs

**Names, pronunciations, facts**

<http://www.oink.demon.co.uk/topics/dinosaur.htm>

Smithsonian Nation Museum of History

**Type in dinosaurs in the search box**

<http://www.mnh.si.edu/>

Zoom dinosaurs on Enchanted Learning

<http://www.enchantedlearning.com/subjects/dinosaurs/>

A site with a guide to the 127 most well-described dinosaurs from the British Natural History Museum in London

<http://flood.nhm.ac.uk/jdsml/dino/>

I remember the British museum models being the greatest dinosaurs models you could get CD

And here is the BBC's dinosaurs site with a special on the sea monsters - <http://www.bbc.co.uk/dinosaurs/>

# May 2009 Monthly Theme: "LEAVE NOTHING BUT FOOTPRINTS"

Warm weather is a perfect time for outdoor adventure, complete with den hikes in the neighborhood, park, or on local trails. As we enjoy our outdoor world, we should strive to take nothing but pictures and leave nothing but footprints. Learn about Leave No Trace guidelines and ways we can minimize our impact on the environment. Take a backyard hike and practice the Leave No Trace guidelines. Have a contest to see who can take the best wildlife photograph. Earn the Cub Scout Leave No Trace Awareness Award. Do your Good Turn and leave these areas cleaner than you found them. Remember to record your service with Good Turn for America. The end of the month has all dens moving up the Cub Scout trail. You might want to consider working on the Wildlife Conservation belt loop and pin this month.

Webelos Activity Badges: First year, Outdoorsman; Second year, Artist

## Focus on "Leave No Trace"

It is never too early to start teaching the concepts and practices of Leave No Trace. We emphasize Leave No Trace in Boy Scouts, but the Cub Scout years are the best place to start learning about it. We can hike and camp as Cub Scout families. If the treasure that is our outdoors is to remain for our children's children to enjoy, we must all impact nature as little as possible. Teach your Cub Scouts the basic principles of Leave No Trace. An excellent resource can be found on the BSA website at <http://www.scouting.org/BoyScouts/TeachingLeaveNoTrace.aspx>.

Teach the seven principles of Leave No Trace. Some of these concepts are too advanced for Cub Scouts, but many of them can be understood even by our Tigers.

### Plan Ahead and Prepare

- Know the regulations and special concerns for the area you'll visit.
- Prepare for extreme weather, hazards and emergencies.
- Schedule your trip to avoid times of high use.
- Visit in small groups. Split larger parties into groups of 4 - 6.
- Repackage food to minimize waste.
- Use a map and compass to eliminate use of rock cairns, flagging or marking paint.

### Travel and Camp on Durable Surfaces

- Durable surfaces include established trails and campsites, rock, gravel, dry grasses or snow.
- Protect riparian areas by camping at least 200 feet away from lakes, streams
- Good campsites are found, not made. Altering a site is not necessary.

### In popular areas

- Walk single file in the middle of the trail, even when wet or muddy.
- Keep campsites small. Focus activity in areas where vegetation is absent.

### In pristine areas

- Disperse use to prevent the creation of campsites and trails.
- Avoid places where impacts are just beginning.

## May 2009: "Leave Nothing but Footprints"

### Dispose of Waste Properly

- Pack it in, pack it out. Inspect your campsite and rest areas for trash or spilled foods. Pack out all trash, leftover food, and litter.
- Deposit solid human waste in catholes dug 6 to 8 inches deep at least 200 feet from water, camp and trails. Cover and disguise the cathole when finished.
- Pack out toilet paper and hygiene products.
- To wash yourself or your dishes, carry water 200 feet away from streams or lakes and use small amounts of biodegradable soap. Scatter strained dishwater.

### Leave What you Find

- Preserve the past, observe but do not touch, cultural or historic structures and artifacts.
- Leave rocks, plants and other natural objects as you find them.
- Avoid introducing or transporting non-native species.
- Do not build structures, furniture, or dig trenches.

### Minimize Campfire Impacts

- Campfires can cause lasting impacts to the backcountry. Use a lightweight stove for cooking and enjoy a candle lantern for light.
- Where fires are permitted, use established fire rings, fire pans or mound fires.
- Keep fires small. Only use sticks from the ground that can be broken by hand.
- Burn all wood and coals to ash, put out campfires completely, then scatter cool ashes.

### Respect Wildlife

- Observe wildlife from a distance. Do not follow or approach them.
- Never feed animals. Feeding wildlife damages their health, alters natural behaviors, and exposes them to predators and other dangers.
- Protect wildlife and your food by storing rations and trash securely.
- Control pets at all times, or leave them at home.
- Avoid wildlife during sensitive times, mating, nesting, raising young, or winter.

### Be Considerate of Other Visitors

- Respect other visitors and protect the quality of their experience.
- Be courteous, yield to other users on the trail.
- Step to the downhill side of the trail when encountering pack stock.
- Take breaks and camp away from trails and other visitors.
- Let nature's sounds prevail. Avoid loud voices and noises.

## THE CONSERVATION PLEDGE

(Boys can repeat this after the Cubmaster says each line)

I give my pledge as an American to save and faithfully protect the natural resources of my country, its soil, its forests, waters and wildlife.

## THE OUTDOOR CODE

As an American, I will do my best to  
Be clean in my outdoor manners,  
Be careful with fire,  
Be considerate in the outdoors, and

## May 2009: "Leave Nothing but Footprints"

Be conservation-minded.

### Get Outside - It's May!!

Find a blade of grass and use it as a whistle.

Make chains out of clover or dandelions.

Make mud pies.

Collect twigs or rocks and make critters.

Collect dried weeds with interesting flowers to make a bouquet.

**Some of the purposes of Cub Scouting developed through this month's theme are:**

- ✓ **Spiritual Growth**, Boys will find wonder around them and enjoy the beauty of nature and the great outdoors.
- ✓ **Fun and Adventure**, Boys will learn that spending time with their Pack and Den is fun and exploring nature leads to exciting times.
- ✓ **Sportsmanship and Fitness**, Leaders will stress the importance of warming up and stretching muscles before boys take on any physical activities.

**The core value highlighted this month is:**

- ✓ **Health and Fitness**, Boys will understand the importance of a personal commitment to the well being of their mind and body.

Can you think of others???



## PRAYERS & POEMS FOR SCOUTERS

### *A Tree is a Good Scout*

*By Lord Baden Powell*

Did you ever pause to think about how helpful a tree is? It provides a nesting place for birds, shade from the sun, and protection from the rain. It discards its dead branches, providing wood for building fires and cooking food. A tree adds beauty to the countryside and to camping areas. We much admit that a tree gives a lot more than it receives. We can learn a lesson from the tree—by doing our best to always be helpful to others and by putting our fellow Scouts first and ourselves second.

Remember the lesson we learn from the tree—to give others more than we receive.

### **Camper's Prayer**

*George Earle Owen*

God of the mountains and hills, make me tall and strong;  
Tall enough and strong enough to right some wrong.  
God of the stars, make me steadfast and sure;  
God of every lake and stream, flow through my life and make it clean;  
Let me do nothing base or mean.  
God of the trees and woods, keep me fresh and pure;  
God of the rain, wash from my life all dirt and stain;  
Pure and strong let me remain.  
God of the seed and soil, plant in my heart thy love;  
God of the darkness and day, through shadows or light, be my stay;  
Guide thou my way.  
God of the radiant sun, light thou my life;  
God of the glorious dawn, make each day a fresh start.  
God of the evening peace and quiet, keep me free from fear and strife.  
God of the glad, free birds, sing in my heart.  
God of the surging waves and sea, wide horizons give to me;  
Help me to see the world as thou wouldst have it be.  
God of the lovely rose, make me lovely, too;  
God of the morning dew, each day my faith renew.  
God of all growing things, keep me growing, too.

### **Roundtable Opening Prayer**

*Cub Scout Roundtable Guide*

For the beauty of Nature,  
For the beauty of the Outdoors,  
For the beauty of our Leaders here tonight,  
We give Thee thanks,  
Amen

## Outdoor Code

*BSA Outdoor Code Wallet Card (#33428A)*

**As an American, I will do my best to -**

**Be clean in my outdoor manners.**

**Be careful with fire.**

**Be considerate in the outdoors.**

**Be conservation minded**

## PACK ADMIN & TRAINING TIPS

### SAFE SWIM DEFENSE

Talking about Swim Parties for your pack. Your Pack should have several adults certified in BSA's Safe Swim Defense and Safety Afloat. (We conducted this course at our May Roundtable). Many Boy Scout camps offer this training every week in the summer to Boy Scout Leaders in attendance. With a phone call to your local camp, you might be allowed to attend one of these.

If you don't know what the BSA eight point Safe Swim Defense Plan is, check out the Webelos Aquanaut section of this month's Baloo's Bugle. And make sure your pack gets someone certified before conducting water activities.

### LEAVE NO TRACE

With Hiking the theme for July a many of Packs and Dens will be out in Camps and Woods and Parks exploring. BSA has published a Cub Scout Version of the Leave No Trace principles. It is available as a bin item, # 13-032. (When requested, Bin items are provided free from BSA National to your local council.) Go ask for your copy.

The brochure describes six Front Country Guidelines for Cub Scouts to follow while hiking, camping and enjoying the outdoors. There is even a Cub Scout Leave No Trace award with a patch for Cub Scouts and leaders to earn.

Making sure our leaders and Cubs are familiar with these principles should enable our Cubs to be complimented wherever they go and help us recruit even more boys!!

### SUMMER PLANNING MEETING

It's that time of year when Packs should be scheduling their Summer Planning Meeting. My district's Program Launch is early June and then my Pack has it's meeting in July. Several years ago we started having a swim party, picnic & bar-be-que for all the Leaders. My daughter and other's older children and spouses are the "child care specialists" and lifeguards (My daughter is a certified Red Cross Lifeguard). It increases attendance, rewards the leaders for their work and gets the task accomplished. Think of ways to have fun planning out your year. This planning session is vital for the success of your pack. There are excellent instructions for the Annual Summer Planning Session in the Cub Scout Program Helps and the Cub Scout Leaders' Book. This session will help ensure

- A well-rounded program
- A calendar of events throughout the year that can be given to current members and prospects.
- Incorporation of council and district sponsored events into your schedule.
- Minimal conflicts with dates from other organizations
- FUN, FUN, FUN for boys and adults

## May 2009: "Leave Nothing but Footprints"

- Time to plan activities, ceremonies, pack meetings, trips, costumes and other things around the monthly themes
- Time to plan and recruit participants for Pack family camping trips



### Meet A Tree

**When:** Daytime

**Where:** Outdoors where there are trees

**Group:** 2 or more Tiger Cubs and partners

**Supplies:** Blindfolds (one for each two kids). Make sure that a child is okay with being blindfolded.

Have the group pair off. Have one the boys blindfold their partner and lead them through the forest to any tree that attracts them. (How far will depend on your partner's age and ability to orient himself). For most, the distance of 20 to 30 yards usually isn't too far. Help the "blind" boy to explore his tree and to feel its uniqueness. You will find that specific suggestions are best. Some examples include: Rub your cheek on the bark." "Is the tree still alive?" "Can you put your arms around it?" "Does it have any unusual shapes or features?" "Can you find plants growing on it?"

When the blindfolded person is finished exploring the tree, his partner should lead him back to the starting point over an indirect route and remove the blindfold. Now let the boy find "his" tree without the blindfold. Suddenly as the boy searches for "his" tree, the forest becomes a collection of very individual trees. After the Tiger finds his tree, the roles can be reversed and do it again.

### Frogs In A Hole

#### **Ingredients:**

- 2 lbs. Of ground beef
- $\frac{1}{4}$  small onion, minced
- 1 egg
- $\frac{1}{2}$  cup bread crumbs
- 1 large can of pork & beans (get rid of that fat cube)
- 2 tsp. Prepared mustard
- 2 tsp. Ketchup
- 1 capful vinegar
- Minced onion - to taste

Mix together and shape into large casserole or pot. Cover bottom and sides (like a shell)

Baked bean filling - mix and put in the shell of ground beef. Bake @ 350 for 40 minutes covered.

Have with a green salad.

### Find-See - Hunt Your Neighborhood For....

Here is an interesting activity for Tigers and their Adult partners to do as they "hike" around a local park or even the city block. You will need to copy this and enlarge the type and expand the spaces.

1) Find a hole high up in a tree...

Who made it? \_\_\_\_\_

Is it being used now? \_\_\_\_\_



**May 2009: "Leave Nothing but Footprints"**

- Who might use it? \_\_\_\_\_
- 2) Find a smooth rock...  
Where did it come from? \_\_\_\_\_  
Why is it smooth? \_\_\_\_\_
- 3) Find and feel a prickly plant.  
Why do some plants have prickles? \_\_\_\_\_
- 4) Look for a nest in a tree or bush.  
Who made it? \_\_\_\_\_
- 5) Can you hear an animal or a bird?  
What is it? \_\_\_\_\_  
What do you think they were trying to "say"?
- 6) See a small bird.  
What color was it? \_\_\_\_\_
- 7) Smell a rotting log.  
Describe what it smells like. \_\_\_\_\_
- 8) Look for a spider's web.  
Can you find the spider, too? \_\_\_\_\_
- 9) With your eyes closed, feel a tree with rough bark.  
What does it feel like? \_\_\_\_\_
- 10) Make a small hole in the ground with your finger. Smell the earth...  
Does it smell good or not so good? \_\_\_\_\_  
Why? \_\_\_\_\_
- 11) Find evidence of an animal...  
What do you think it was doing when it made this sign?
- 12) Find three different shaped leaves.  
What makes them different? \_\_\_\_\_
- 13) Find 3 pieces of garbage and put them in a trash can.  
What is garbage? \_\_\_\_\_
- 14) Find the smallest plant you can...but don't pick it.  
Draw a picture of it.  
What is the name of this plant? \_\_\_\_\_
- 15) Feel a smooth tree trunk with your eyes closed.  
Is it really smooth? \_\_\_\_\_
- 16) Sit down and for one-minute think like a squirrel.
- 17) What did you eat today?  
What do animals eat? \_\_\_\_\_
- 18) Where will you sleep tonight?  
Where do animals sleep? \_\_\_\_\_

## Leaf Rub Book

### Materials:

- Collection of leaves
- Charcoal pen or crayons
- Lightweight paper
- Hole punch

### Directions:

Collect leaves from your yard or neighborhood

With the help of a reference book and your den leader, identify the leaves

Make a rubbing of each leaf on its own piece of paper

Mark the name of each leaf on the paper.

Hole punch the pages and put them in a small loose-leaf notebook.

Make a cover page for the notebook and a cover page for inside the book.

## Bagheera's Eyes

This is an observation game. Divide the boys into two teams. Give each team a dozen or more common articles-pencil, ball, card, toy truck, Cub Scouting book, jackknife, paper clip, etc. Ask the teams to go to opposite sides of the room and arrange their articles on the floor any way they want as long as the items are six to twelve inches apart. A leader should note the final arrangement of the articles on a sheet of paper.

Each team then goes to the other's team's arrangement and looks at it for exactly 1 minute. Then they gather up all of the articles, return to their original place, and try to arrange the articles the same way the other team had them. The team with the most articles placed in the correct position wins.

## Pollution Song

Tune: My Bonnie

The litter blows over the highway,

The litter blows over the park.

Unless we do something to stop it,

The world will be litterly dark!

### CHORUS

Pick up, pick up,

Oh pick up the litter you see, you see.

Pick up, pick up, oh pick up the letter you see.

God gave us clean air for our breathing,

But we just don't keep it that way.

Instead we pollute it from smokestacks

And breathe in the garbage each day!

### CHORUS

Bring back, bring back,

Bring back a clean world to me, to me.

Bring back, bring back, bring back a clean world to me.

## Pack Meeting Gathering Activities

### Name That Tree

This is a wooded outdoor activity, but if you're stuck inside or away from the trees, improvise by having leaf and limb samples for folks to use. Select as many different kinds of trees as possible in the area and label each one with a number on an index card. (Tie the index card around the tree.) Give each person a sheet with the names of the different trees that you have labeled. Send the folks out into the "forest" to match the trees and the names.

### String Maze or Trail

You will need for each player (or Team):

Different colored balls of sting or yarn

A stick or pencil for each ball of yarn

A prize attached to each ball of yarn

**Preparation:** Tie the prize to the end of the string. Hide the prize somewhere in the yard, woods or room. Unwind the ball of string completely, passing over, under and around trees, bushes, branches, whatever is out in the park or woods. (Or if doing this inside - table legs, furniture and other objects in the room.) Tie a stick or pencil on the remaining end of the string. This gives the Cubs something to wind the string onto. Repeat this with each ball of string, don't worry about crossing the strings; this will add to the fun.

To play: As boys arrive - Give each individual, pair or team - you decide how game is played a string end with a stick or pencil and tell him or them there is a prize at the end of the string. Have them wind the string around the pencil as the work their way around the room to find the prize. The more Cubs that are playing simultaneously, the more fun.

### Outdoor Nature Hunt

Make up a list such as the one below for each boy. Boys can hunt in pairs in your backyard or in the park. The winner is the pair that finds the most before the meeting begins or within a limited amount of time.

1. Something alive that flies
2. A cup of wet sand
3. A worm
4. A cup of pink water
5. Five maple leaves
6. Three rocks at least two inches in diameter
7. A piece of string
8. A dandelion
9. *(Add in lots more from what you know is in your yard or the park where you are holding your meeting)*

## OPENING CEREMONIES

### The Den Hike

- Cub 1: We are going to see nature's treasures.  
Cub 2: We will help to maintain nature's balance.  
Cub 3: We will observe and learn from nature's animals.  
Cub 4: We will help maintain nature's resources.  
Cub 5: We will protect them from harm.  
Cub 6: We will follow the Laws of Nature.  
Cub 7: We are going on a hike.

### Let's Go Hiking

Boys walk on stage one by one and stand in a line. Each boy has a whistle around his neck. The smallest is the last one to enter; he had a large cardboard compass and doesn't enter immediately. Boys start asking who has the compass. Then they remember that (boy's name) has the compass. All whistle and call his name. He comes running in, takes a place at the head of the line, and asks the rest of the boys if they're ready. They say yes. Then all say, "Let's go hiking."

### Four Winds Opening Ceremony

**Personnel:** Four Winds (Cub Scouts or leaders dressed in Native American costumes or Cub Scout uniforms carrying artificial torches). Cubmaster (dressed as Native American Indian chief)

**Equipment:** The four torches mentioned above. An artificial campfire that can be lit remotely by a switch. As simple as an electrical light bulb covered with red cellophane hidden inside the artificial campfire.

**Cubmaster:** "Let the North Wind enter". (One of the cub scouts enters carrying a torch. He stands by campfire and says his line. Others do likewise as they are called in.)

**North Wind:** "The North Wind that brings the cold builds endurance".

**Cubmaster:** "South Wind, enter".

**South Wind:** "The South Wind brings the warmth of friendship"

**Cubmaster:** "East Wind, enter".

**East Wind:** "The East Wind brings the light of day".

**Cubmaster:** "West Wind, enter".

**West Wind:** "The West Wind from the direction where the sun sinks, brings night and stars.

**Cubmaster:** "The Four Winds will light our council fire".

*All four boys touch their artificial torches to the fire at the same time. At this same moment the light is turned on from offstage "lighting" the campfire.*

### Pre-Hike Ceremony

- Cub #1: We are going to see nature's treasures.  
Cub #2: We will help to maintain nature's balance.  
Cub #3: We will observe and learn from nature's animals.  
Cub #4: We will protect nature's resources from harm.  
Cub #5: We will follow the laws of nature.

### America The Beautiful Opening

"O beautiful for spacious skies, for amber waves of grain; for purple mountains' majesty above the fruited plain". Yes, our country is indeed beautiful -- from the charm of New England on the eastern coast to the deep

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blue lakes of Minnesota, the towering mountains, the golden wheat fields, the roaring rivers, to the giant redwoods of California on the western coast. We are proud of our beautiful America and pledge ourselves to keep her beautiful. There is beauty in each of our 50 states, and our American flag represents each of those states. Will you please join me in the Pledge of Allegiance?

### The Cub Scout Trail

**Props:** Tepee (tent), 2 boxes to make a store and mountain, 6 signs that read Tiger Store, Bobcat Pass, Wolf Tunnel, Bear Mountain, Webelos Bridge, and Rugged Road

**Setting:** a simulated trail with the tepee standing at the beginning and 5 signs held along the way by Cub Scouts. Den Chief is at the end with the 6th sign. Blue and Gold streamers are wound around the signs marking the trail. Akela, attired in an Indian blanket and headband stands at the tepee. The prospective Cub Scouts wear an old baggy shirt and hat over the uniform as they step up to Akela.

**Akela:** Can I help you?

**Boy:** I'm on my way to manhood.

**Akela:** Come! Let's follow the blue and gold trail. It's the best way. First, we'll stop at the Tiger store and get prepared for our journey. (Points boy on the path)

**Cub Scout:** (at sign 2) I hope there aren't any Bobcats around.

**Cub Scout:** (at sign 3) Are there any real wolves here?

**Cub Scout:** (at sign 4) I'm afraid of Bears!!

**Akela:** You're doing fine. You're well on the way! (At sign 5) I must go help others now. Good Luck!

**Cub Scout:** (Salutes) Thank you for your help. This is the end of the trail. Is this manhood?

**Den Chief:** No! You're getting close. Just follow the rugged road to Scouting. (Cub Scout goes off stage)

### American Heritage Opening

Part of our American heritage is learning how to care for our beautiful land so it will be here for future generations to enjoy. In Cub Scouting, we learn to prevent those things that will destroy our land, such as fire. As we salute the emblem of America, let's vow to keep our land beautiful and free from destruction. Please stand and join me in the Pledge of Allegiance.

## PACK/DEN ACTIVITIES

### Go Hiking!!!

#### *Where To Find Trails*

For the kinds of hiking you're likely to do as a beginner, you'll need trails. Luckily, there are trails almost everywhere in the city, in the suburbs, in the forest, near beaches, up mountains, near your neighborhood and all over the world. This means that people who like hiking can have fun just about anywhere. In fact, sometimes a hiker's biggest problem is choosing where to hike next! For information on trails close to or in your town or city, try calling or visiting the Chamber of commerce, the recreation department, the library, and any parks you already know about. Parks aren't the only place where there are lots of trails. The national forests, Bureau of Land Management areas, and wilderness areas all have trails available for hiking.



### *Take Only Pictures - Leave Only Footprints*

Almost everywhere there are trails, there has to be a few rules to remind visitors about how to protect our trails. The two rules you are most likely to hear about are first "**Pack it in, pack it out.**" There's no trash and garbage collection along the trail like there is in your neighborhood. Even if each visitor left only one bit of trash our trails would soon be a big garbage dump. *Note from Commissioner Dave - This is the policy for use of most State Parks in New Jersey - there is no garbage collection inside the park. You brought it - you take it!*

The second rule you will hear is "**Take only pictures, leave only footprints.**" It's easy for most of us to see that if each visitor on the trail carried off an interesting rock or flower or pinecone or butterfly, soon all that would be left is a barren land. These sayings are just common sense -- and easy to remember.

### *Trail Walking*

When you start hiking, you'll find that each person has her or his own pace and rhythm. Some walk fast some walk slowly. Some walk steadily and some keep speeding up and slowing down. Sometimes your hiking group will have a few fast hikers and a few slow hikers. This can make it hard to keep the group together - which is important, so that no one is left behind. You can make sure no one gets left by slowing the groups pace, stopping more often, and having the slowest hikers walk in the middle of the line.

When the trail goes up a steep hill, many hikers shorten their stride and use the REST STEP. To do this, just pause for a second or two after you're swung a leg forward and have put it on the ground. That is, pause before you put your full weight on the leg. This will give it a little rest. When you go up a hill this way, you'll feel less tired at the top. It also helps to breathe more deeply when you find yourself huffing and puffing up a hill.

Hikers usually look forward to going downhill. But your toes and knees won't thank you if you go downhill too fast or for too long. So relax your knees (don't lock them), enjoy cooling down, look around you, and don't hurry on the downhill parts of a hike.

When the weather's hot, hike at a slow pace. Stop in the shade often for short rests and long drinks. Don't push yourself - heat exhaustion is no fun. Soon, if you hike regularly, you'll figure out the right hiking pace and rhythm for you.

### *Trail Munchies*

It is a good idea to avoid super sugary meltable snacks like chocolate bars. Instead, try some trail mixes. Many hikers "graze" their way up and down the trails. A few eat only at mealtimes. As a beginning hiker, you'll probably feel livelier if you snack often. There's no need to stop while you snack if you put your munchies where you can reach them easily. Many hikers put snacks in several pockets or on a walking stick

### *Water Water Water*

Beside trail munchies another way to keep your energy up is to drink, drink, drink plenty of water. Because the human body's thirst indicator is a little slow to kick in, you'll need to drink **EVEN WHEN YOU ARE NOT THIRSTY**. As you go down the trail, image a sign dangling in front of you, like a carrot on a stick. The sign says, "DRINK!" In hot weather, drink at least a cup of water every 20 to 30 minutes. In cool weather, you can drink a little less often. Be sure to keep your water bottle where you can reach it without taking off your pack or stopping your walk. Hook it on your belt.

### *Rest*

It's a good idea for beginning hikers to take a short rest every 20 to 30 minutes, or even more often if the trail is steep. While you're resting, take a drink. Munch. Look around you. You should rest for about 5-7 minutes before continuing your walk.

## Hikes

Your Cubs will likely get bored if your hike is too long or you just walk - add fun to your hike by having a theme -

**Knot Hike:** Along a path tie ropes around trees using knots. Instruct boys in advance of direction to go when they identify a particular knot. (Great for Webelos)

**Rain Hikes:** Go dressed in raincoats for observation of nature in the rain.

**Breakfast Hike:** Reach the destination in time to see the sunrise then cook breakfast.

**Shadow Hike:** Walk only in the shadows.

**Smell Hike:** Sniff your way around the block and write down the odors you recognize.

**Sound Hike:** Listen your way around the block, write down the sounds you recognize.

**Color Hike -** Look for objects of a preselected color.

**City Hike:** Look for scraps of nature between cracks in the sidewalk. Look at buildings, carvings, and cornices. A vacant lot can provide a lot of interesting things.

**Night Hike:** See how different things look, smell, and sound at night.

**String Along:** Take a piece of string about a yard long on your hike. Every now and then, place the string in a circle on the ground. See how many different things you can find enclosed within the circle. Stretch the sting in a line - how many different things touch it.

**Baby Hike:** List all the babies seen (bird, fern, leaf, etc.)

### *Hiker's Injuries: Blister*

Hike only in well-broken in athletic shoes or hiking boots. When day hiking, wear thick, absorbent socks. If you're hiking and a spot on your foot starts to feel "hot," stop. Take off your shoe and sock. Put a piece of moleskin on the hot spot. Now you probably won't get a blister. Next time you go hiking, put moleskin on the sensitive place before you start. If you do get a blister, ask someone who knows first aid to treat it for you.

### *Heat Exhaustion*

If hikers get too hot while hiking, they may get heat exhaustion. When you feel faint and sick to your stomach and your skin is pale and sweaty, you may have heat exhaustion. Immediately lie down in a shady place, drink water, and rest. After you're feeling well again, you can continue hiking - slowly. And keep drinking lots of water.

### *Sunburn*

Whether it's hot or cold, you can get a sunburn. If you're a few thousand feet above sea level, it's even easier to get a burn. At higher altitudes, there is less of the earth's atmosphere to protect you from the sun's rays. Today, there's no excuse for getting a sunburn. All you need to do is use some sunblocking lotion and wear a hat with a brim on it.

### *Preventing Lyme Disease - Personal Protection Tips*

Lyme disease is caused by bacteria that are transmitted to humans by the bite of an infective black-legged tick, which are known as deer ticks. These ticks are found everywhere - in woods and fields, at the shore, in the backyard. Ticks like to rest on low-lying brush and "catch a ride" on a passing animal or person. They bite year round. However, the peak season in the northeast is April - September. Here are some tips to reduce your chance of getting a tick bite: Avoid tick infested areas, when possible. When walking in the woods, stay on trails and try not to brush up against low bushes or tall grass. Wear light colored clothing, which will allow you to spot ticks more easily. Wear a long sleeve shirt and long pants. Tuck your shirt into your pants and your pants into

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your socks. If you cannot wear protective clothing, increase your vigilance in conducting tick-checks. Use an EPA-approved tick repellent. Insect repellents containing no more than 30% DEET can be used on skin and clothing. Follow label directions carefully. Insect repellents must be used with caution - especially on children. Never apply insect repellents to a child's hands and face. Always wash off the repellent when you return inside. Conduct a tick-check on clothing and exposed skin. You should also do a naked, full body examination at your earliest convenience. Be sure to check the scalp, behind and in the ears and behind any joints. Check your pets. Pets can get Lyme disease. They can also bring ticks into the house and put you and your family at risk.

There are also things you can do around your yard to reduce tick exposure. Prune trees, clear brush, remove litter and mow the grass often. Let grass dry thoroughly between waterings, because ticks need moist habitats to live. Remove shrubby overgrowth between your lawn and woods. Modify your property so that it is unattractive to animals that are hosts to ticks. Build fences around the property, clear away wood, garbage and leaf piles, and eliminate stone walls, bird feeders and bird baths. Widen trails and move play equipment to non-tick areas.

### *Tick Tips*

1. Wear long-sleeve shirts and pants if you're going to be walking through tick territory.
2. Use insect repellent containing no more than 10% DEET, a chemical that repels bugs. Recommended for older family members.
3. Tuck pant legs into socks or boots.
4. Inspect yourself for ticks when you're back inside. Favorite hiding places include the scalp and ankles.
5. Do not try to pry a tick from your skin by using an irritating agent such as nail polish or a hot match. Ticks should always be removed with fine-point tweezers. Disinfect the bite area with alcohol.

### *Safety First*

#### REMEMBER

- Be in shape before you begin your hike.
- Always allow yourself enough daylight to finish your hike.
- Always dress sensibly and for any kind of weather.
- Learn how to read maps and a compass.
- Act in a mature and safe manner at all times.
- Be aware of your environment.
- Always carry a first aid kit
- **Stay on the trail.** Trails are there for you to hike on. They are expensive to build and hard to maintain. You can help by hiking **ONLY** on the trail. There'll be times when you'll want to take a shortcut, especially when the trail is zigzagging - but please don't do it. When people take shortcuts all over the place, soon it's impossible to tell where the trail is. This makes it a lot easier to get lost. Short cutting can quickly destroy a beautiful area.
- **Pack it in, pack it out** - This means everything, including toilet paper and chewed over gum.
- **Give a hoot, don't pollute** - If there are no toilets near your trail, walk at least 100 feet (50 paces) from the trail - 300 feet from any water source - before using an outdoor, "do-it-yourself" toilet. Take someone with you or make sure you can still see the trail and your group. For solid wastes, use a sharp rock or small trowel to dig a shallow hole. After you've finished, cover up the wastes with the dirt you just dug out. *Note from Commissioner Dave - With Cub Scouts hopefully you will have chosen your trails so this will not occur but remembering the Boy scout motto, "Be Prepared, " I passed it along just in case.*



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- **Hike in small groups** - It's easier to get to know and keep track of hikers in a small group (three to eight). Fewer people mean less trampling of plants and less disturbance of animals. A bonus is that you're more likely to see wildlife if your group is small and quiet. Also if one person becomes sick or injured, a second person can wait with the injured hiker while the third person goes to get help.
- **Help keep it wild** - because people are going hiking to enjoy nature talk and walk quietly. NEVER bring along CD players, cassette player or radios. This way everyone can enjoy the sounds of nature and not the sounds of your bedroom!

Hiking is both a challenging and a rewarding experience. Hiking can be tiring, but it is also great exercise. You will find that hiking gives you an opportunity to experience nature and the world around you. Hiking also gives you the chance to spend quiet, peaceful times with closes friends or family.

### Hiking Games

#### Stop And Spot Game

While hiking, the leader stops and says: " I spot a \_\_\_\_\_," naming a familiar object. Everyone in the group who sees the object will raise his hand or sit down. This sharpens the skill of observation.

#### Obstacle Course Game

Some boys have never climbed a tree, walked a log, gone through a fence, or chinned themselves on a tree branch. To give them this experience, pick a trail which will provide such an obstacle course. Don't destroy property or trespass.

#### Memory Hike Game

This game is played after a hike or a trip to the zoo or park. During the outing, tell the boys to observe everything very carefully so they can make a list of all that they have seen. Just after the outing, hand out paper and pencils and have the boys make their lists. See who was most observant.

#### Leaf Games

1. Leaf collecting contest - most different ones
2. Matching leaves found to those printed on a Bingo board

#### Discovery Hike

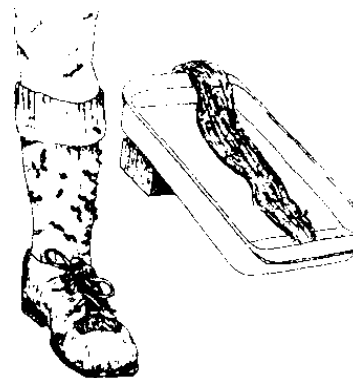
Use pebbles for counters. Agree on things to be discovered. Each discovery counts a point and counter is thrown away. First one out of counters wins.

Here are some examples:

- Each specified bird (1 point)
- Each specified snake, insect, flower (1 point)
- Each specified tree (2 points)
- Each rabbit hole (2 points)
- Nest of (?) Bird (2 points)
- Tree struck by lightning (2 points)
- Cow or horse (1 point)
- Each animal track (2 points)

### *Grow A Sock*

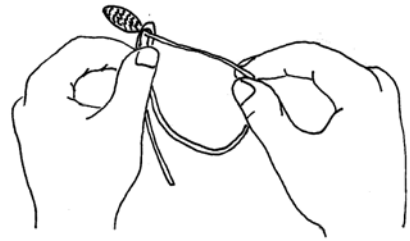
Dress each boy in an old pair of high (knee) socks. Go for a walk through a densely vegetated area. An empty lot overgrown with weeds would be excellent. Look at the socks! Then take them off. Wet the entire sock. Place it in a cake pan placed on a slant. Fill the lower portion of the pan with water so the sock remains wet. Place the pan in a warm place and watch the seeds sprout



## Seed-head Shooters

Some kinds of wildflowers have seed heads left at the tops of their stems when the petals have fallen off. Pull up a long-stemmed seed head and twist the stem around and over itself as shown.

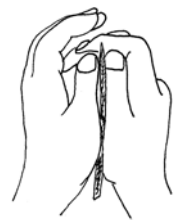
Using the thumb and forefinger of one hand, grip the bent stem near the seed head, and, in a quick, snapping motion, attempt to pull the seed head through the bent stem loop. The seed head will shoot out (somewhere between a few feet and several yards, depending on the age of the stem and the skill of the shooter), and may hit a target.



## Grass-blade Whistle

Some people can do this, and others simply cannot, but everyone will enjoy giving it a try. Pluck a long, flat blade of grass and hold it tight and taut between the edges of both thumbs. The blade of grass should be in the middle of the gap between your thumbs.

Put your lips up against your thumbs and blow hard through the gap. If you do it just right, the noise will sound like anything from a noisy mouse to a squawking elephant.



## Make a Hiking Staff

Start with a fairly sturdy stick about shoulder height. Cut off the excess branches. Use a knife and a wood file to remove the bark. Sandpaper and file staff until smooth. Decorate as desired using acrylic paint or markers. Varnish finished product.

# AUDIENCE PARTICIPATIONS

## One Red Hen

Leader mentions first item, and group repeats it. The leader then says that item and adds the next, and the group repeats it. Leader continues adding one item at a time 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 'Nets Nibbling on a Nincompoop

**Ten Twin Troopers Trooping Through Tupelo, Texas, at 2:10 on Tuesday**

## How to Survive a Day Hike - Audience Participation

Divide the audience into groups and assign them to stand and make the proper response when their word is read in the story,

**Day:** "Dig those rays!" (Shade eyes with one hand)

**Hike:** "Tramp tramp" (stomp feet)

**Clarence:** "Do your best" (make Cub Scout Sign)

**Sidney:** "My way is better" (hand on chest)

**Pack:** "Light as air" (pretend to tuck thumbs under pack straps)

**Duffle Bag:** "Heave-ho!" (Make motion of throwing over shoulder)

**CLARENCE Cubby** and **SIDNEY Scout** went on a **DAY HIKE** in the Utah mountains behind their home. **CLARENCE** packed his comfortable **DAY PACK** with high-energy foods and lots of water. He also put in a map and compass for good measure. **SIDNEY Scout** decided to use his Dad's old Army **DUFFLE BAG** since it could hold more canned root beer and chocolate pudding than a **DAY PACK** could. The weather was nice that **DAY**, though the hiking was slow because of **SIDNEY Scout's** heavy **DUFFLE BAG**. Finally they **HIKED** to a small lake and stopped for lunch. **CLARENCE Cub** ate his lunch and rested awhile on his **PACK**. **SIDNEY** was too tired to eat after carrying the **DUFFLE BAG** that far. **SIDNEY** told **CLARENCE** to start hiking home and he would catch up later that **DAY**. **CLARENCE** took a compass reading and **HIKED** for home. **SIDNEY** took a nap on his **DUFFLE BAG**. When **SIDNEY** woke up the **DAY** had turned cloudy and he didn't know which way to begin to **HIKE** home.

He picked up his **DUFFLE BAG** and decided to **HIKE** along a stream back to town. When the **DUFFLE BAG** got too heavy, **SIDNEY** tried to float it down the stream, but the **DUFFLE BAG** sank, and now it was twice as heavy for **SIDNEY** to carry. **CLARENCE HIKED** home and enjoyed his **DAY HIKE**. Three years later **SIDNEY** was finally picked up on a sunny **DAY** along the lower Colorado River heading toward the Gulf of California, still carrying his **DUFFLE BAG**. When asked about the unusual length of his **DAY HIKE**, **SIDNEY** said the next time he went he would change only one thing -- he would **PACK** his **DUFFLE BAG** with more flavors of pudding.

## ADVANCEMENT CEREMONIES

### Old Shoes

**Props** - 6 different sizes of shoes - 1 for each rank - awards are inside the shoes. Use imagination in selecting shoes that fit the level of the award.

*Have ceremony team divide up the parts.*

*Maybe, have Den Leaders read the part for their dens.*

**Tiger Cub - (Hold up shoe)** These boys are taking their first steps in Cub Scouting - enjoying new friends and new experiences. (Call boys and parents forward and present awards.) Lead Cheer

**Bobcat - (Hold up shoe)** Understanding Cub Scouting allows for more growth/ movement toward higher goals. (Call boys and parents forward and present awards.) Lead Cheer

**Wolf - (Hold up shoe)** These boys are taking steps to understand family, self, respect of others and duty to God. (Call boys and parents forward and present awards.) Lead Cheer

**Bear - (Hold up shoe)** These boys are a little older and are taking bigger steps to understand family, self, respect of others and duty to God. (Call boys and parents forward and present awards.) Lead Cheer

**Webelos - (Hold up shoe)** Now, the boys are learning to do things on their own, expanding their knowledge and taking steps to become Boy Scouts. (Call boys and parents forward and present awards.) Lead Cheer

**Arrow of Light - (Hold up shoe)** Soon we will have boys take the biggest/longest steps available in Cub Scouting. They will have achieved the highest award of Cub Scouting, the Arrow of Light. They will need to demonstrate continued growth and understanding as they prepare to move forward to Boy Scouting.

## Let the Compass Guide You

**Props:** You will need demonstration compass made of heavy cardboard.

All parts can be done by same person or separated as shown here.

**Cubmaster:** We look to the compass for our guide (Hold up Compass Prop), to point us in the right direction while hiking

**Tiger DL:** Similarly, we start guiding our Tiger Cubs onto the path of Cub Scouting. (Call boys and parents forward and present awards.) Lead Cheer

**Assistant CM:** To the east, we find a Cub ready for his Bobcat Badge. (Call boy(s) and parents forward and present badge.) Lead Cheer

**Wolf DL:** To the South is the Wolf with his spirit of adventure. (Call boy(s) and parents forward and present awards.) Lead Cheer

**Bear DL:** To the West is the Bear hunting on the trail of Scouting. (Call boy(s) and parents forward and present awards.) Lead Cheer

**Webelos DL:** To the North is the Webelos about to realize his boyhood dreams, alive with Scout Actions. (Call boy(s) and parents forward and present badge.) Lead Cheer

**Cubmaster:** Let the compass guide all of you on your trials and may you carry into your adult lives the ideals of Scouting. Lead Cheer for all

## Cub Scout Mountain Advancement Ceremony

**Props:** Stage steps (at least five steps to top), cardboard or plywood false front of a mountain to fit across front of steps. Place a strip of paper with the appropriate rank on each step, Bobcat the lowest up to Arrow of Light. Copies of the Wolf, Bear and Webelos books.

**Instructions:** Place steps sideways to the audience so they can see the 'mountain' but not the steps. Each Scout will be allowed to ascend to receive his award, (even arrow points, activity badges, etc.)

**Cubmaster:** "Has anyone ever been mountain climbing? (Response) Well, the Scouts who have achieved awards will demonstrate how to climb a 'mountain' tonight. Before you can climb a mountain, you need to have the appropriate equipment. You need ropes, packs, first aid supplies, maps, hiking boots, and many other things, **AND YOU NEVER GO CLIMBING ALONE!**

'In Cub Scouting, in order to advance along the Cub Scout trail, you also need the appropriate equipment. Your book, your uniform, your Den and Pack, and you CAN'T do it alone. I have here some of the supplies for climbing to the top of the 'Cub Scout Mountain'. (Hold up the books)

'Will \_\_\_\_\_ and his parents please come forward? You will be our first climb today. Do you feel rested for the climb? (Response) I know you are not prepared to go climbing, so here is a Wolf book. It won't get you to the top of Cub Scout Mountain, for that you will need different equipment. But, let's see how far it will help you climb. (Scout climbs a to Wolf step and faces audience.)

'I now present this Wolf award to your parents to present to you. He makes the climb seem easy, but he has worked hard to reach that altitude on Cub Scout Mountain.

**(NOTE: You should start with the Tigers first. )**

Proceed with the other awards, each time letting the Scouts go to their 'altitude' before receiving their award. Let them show the audience how far they have climbed rather than announcing it. Arrow of Light recipients will reach the 'peak', and should be allowed to go to the top step, even if there are more than five steps.

You may want to have graduating Scouts climb to the top and jump off onto the stage (i.e. Boy Scouting), or back down the other side, etc.

## The Third Great Step Along the Cubbing Trail,

### A Bear Rank Ceremony

**Characters:** Cubmaster, Den Chief, Advancing Cub, Parents and Den Leaders

**CM:** Will the Den Chief who has Cubs ready to receive their Bear please come forward? (Arrange in advance.) Now, will you please read the names of the advancing Cubs from your Den and bring them forward. (Den Chief announces names and presents boys to CM.)

**CM:** Cubs, we are happy to see that you have made the third great step along the Cubbing trail. You have completed the Bear Achievements, and you have proved yourselves worthy of membership in our Pack. The advancing Cubs will face their fellow Cubs. I'm going to ask the Den Chief to lead the Pack in a cheer for our new members of the Bear rank.

*(Den Chief leads a cheer.)*

**CM:** Now, Den Chief, I understand the parents of these Cub Scouts are present tonight, and I'm going to ask you to please bring them forward. (Den Chief brings parents forward and places them so that each Cub is next to his parents.)

**CM:** These Cubs have done a splendid job in our Pack. They have climbed the Cubbing ladder well. But this could not have been possible had not interested parents helped. **Thank you.** There are other people in addition to this fine Den Chief who have contributed to the advancement of these Cubs. I'm going to ask the advancing Cub Scouts to call out the name of their Den Leader and as the name is called, ask the Den Leader to come forward to present the Bear Badges to the parents. Parents it is now time to present the Bear Badge to your Cub Scout. Congratulations to our new Bears. Lead another cheer.

## GAMES

### Independence Tag

IT pursues the other players and tries to touch one of them. When one has been touched, he must keep his hand on the spot where he was touched and pursue the others. His hand cannot be freed from this spot until he has tagged someone else. The idea is to tag players in inconvenient places - knee, ankle, elbow, etc.

### Changing Winds

Use compass to establish the four main directions in a room. Have all boys stand facing one player who is the "wind". The wind tells the direction he is blowing by saying, "The wind blows ...south." All players must face south. If a player is already facing that direction and moves, he is out. The wind may confuse the game by facing any direction he chooses. Players turning the wrong direction are out. The winner is the last player still in the game.

### Taking a Trip

This is a memory game. Everyone sits in a circle, and the leader begins by saying, "I'm taking a trip, and I'm bringing \_\_\_\_\_ Anything can be named. The second person then says, "I'm taking a trip, and I'm bringing." The first item named is the first item from the first person and then the second person adds his item. So on around the circle, with each person reciting the entire list and adding their own item. The game continues until some goofs,

### Tailor's Race

Two cubs run holding spools tied together with a foot of thread. If the thread breaks, they have to stop and tie a knot. The first pair to reach the finish line is the winner.

### Burst the Bag

Divide the players into two teams and send the first two off to run a good distance. Hand each one a paper bag as they come back to the starting point.

The second member of each team is not allowed to set off until the bag has successfully been blown up and burst. The paper lunch bags usually sold in packs of 100 or so work well. If you can't get bags that burst easily, just blow up the ones you have to full capacity.

### Outdoor Nature Hunt

Make up a list such as the one below for each boy. Boys can hunt in pairs in your backyard or in the park. See which pair can find the most within a limited amount of time.

- Something alive that flies
- A cup of wet sand
- A worm
- A cup of pink water
- Five maple leaves
- Three rocks at least two inches in diameter
- A piece of string
- A dandelion

### Knee Relay

The boys are divided into relay teams. Each team is given a book. The first player from each team puts the book between his knees and rushes off around the room. A dropped book means going back to the start. Hands may only be used to pass the book to the next player.

### Forest Floor Mystery Bag Game

**Equipment:** Cloth bags with objects from forest floor: Wood, moss, leaves, bark, stick, bone, pinecone, rock.

Put several different objects commonly found on the forest floor into separate bags, and pass them, one at a time, halfway around a circle of scouts. Each scout feels the object and gives an adjective describing it. The other half of the circle tries to guess the bag's contents. The last scout gets to reveal the object. Reverse the order so that everyone gets the chance to guess and to feel. Have the other scouts arrange the objects in the order of decomposition rates.

### Forest Tag

Designate a fairly small area for the game. Choose one person to be "It." That person tries to tag the others who can only save themselves by crouching before being tagged and naming a plant or animal that lives in the forest. As long as the same person is "It" there can be no naming repeats. If a person can't think of a plant or animal, and is tagged, that person becomes "it" and all plants and animals can be used again.

### Touch Wood

One player is "It." The others place themselves in various positions, each touching something that is wood. They keep constantly running from one wooden thing to another. The player who is "it" runs after them, and the first player he tags who is not touching wood takes his place.

## Hunker Hawser

Two players play against each other. Each player must have a pedestal, about 6 inches high; this could be a block of wood, Styrofoam, a tree stump or an overturned cooking pot. Players hunker down on their platforms, which are set about 6 feet apart, each holding one end of a rope about 1 inch in diameter and about 15 feet long. The 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 his 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 make themselves. Try best 2 out of 3.

## SONGS

### Song of My Shoes

(Tune: Battle Hymn of Republic)

My shoes have seen the glory of the growing of a Scout  
My shoes have been in water stepping in and stepping out  
My shoes have hiked the forest to the top of the mount  
My shoes are wearing out!

**Chorus:**

Groovy, Radical and Awesome  
Groovy, Radical and Awesome  
Groovy, Radical and Awesome  
My shoes are wearing out!

My shoes have seen the bottom of the dirty fishy creek  
My shoes have been all covered with the gooey muddy cake  
My shoes have seen the same old socks for seven days this week  
My shoes do really stink!

**Chorus:**

Groovy, Radical and Awesome (3X)  
My shoes do really stink!

My shoes are torn to tatters climbing fences packed with rust  
My shoes are stained and spattered with some yucky insect guts  
My shoes are oozing slime that fills my mother with disgust  
My shoes have bit the dust!

**Chorus:**

Groovy, Radical and Awesome (3X)  
My shoes have bit the dust!

### The Cub Scouts Go Hiking Along

Tune: Caisson Song

Over hill, over dale  
We will hit the greenwood trail  
As the Cub Scouts go hiking along.  
In and out, all around

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You will never see us frown,  
As the Cub Scouts go hiking along.  
And it's hi, hi, hee,  
The Cub Scouts are for me.  
Shout our name and shout it strong.

*DEN* \_\_\_\_ or *PACK* \_\_\_\_\_

Where ere we go, we will always know  
That the Cub Scouts go hiking along.

## The Long, Long, Nail

*Tune: Long, Long Trail*

There's a long, long nail a grinding  
Up through the sole of my shoe  
For it's ground its way into my foot  
For a whole mile or two

There's a long, long hill before me  
And what I'm dreaming about  
Is the time when I can sit down  
And pull that long, long nail out.

## The Scout Who Never Returned

*(tune: Charlie on the MTA)*

Let me tell you a story of a Scout named \_\_\_\_\_  
On that tragic and fateful day;  
Put his Scout knife in his pocket;  
Kissed his dog and family;  
When to hike in the woods far away,  
Well, did he ever return?  
No, he never returned.  
And his fate is still unlearned;  
He may roam forever in the woods and mountains,  
He's the Scout who never returned.

Now you citizens of (name town)  
Don't you think it's a scandal?  
How ol' (Scout's name) got lost that day?  
Take the right equipment: TAKE ALONG A BUDDY,  
When you hike in the hills that way.

Or else you'll never return, no you'll never return.  
And your fate will be unlearned;  
You may roam forever in the woods and mountains,  
Like the Scout who never returned.



## Take Me Out to the Forest

*(Tune: Take Me Out to the Ball Game)*

Take me out to the forest.  
Let me hike in the wild.  
Show me a skunk and a few bear tracks.  
I won't care if I never come back.  
But it's look, look, at your compass.  
If it rains, then it pours.  
And it's ouch, slap, sting and your bit  
In the great outdoors!

## CUB GRUB - Fun Food

### GORP Trail Mix

GORP is an acronym for "Good Old Raisins and Peanuts"

Mix any or all of the following together in proportions that you desire - dried banana chips, dried apricots, dried apple chips, sunflower seeds, pretzels, cereal squares, round breakfast cereal, chocolate chips, sugar-coated chocolate and / or peanut candies (e.g. M&M's), cashews and walnuts.

Then have boys place the GORP into resealable plastic bags to carry for a snack they can eat while hiking.

Be sure to check for possible nut and peanut allergies before mixing your GORP together.

*Making GORP is recommended as a Wolf Den activity in Cub Scout Program Helps but the recipe is not there.*

### Rocky Mountains

#### **Ingredients**

- 12 oz. Butterscotch chips
- Miniature marshmallows
- 2 tsp. Vegetable oil
- Peanuts
- 1 (5 oz.) can chow mein noodles
- Mini chocolate chips

#### **Directions:**

Melt butterscotch chips with oil in double broiler. Add noodles, peanuts, marshmallows and mini chips. Stir until covered. Drop by spoonful onto cookie sheet. Put in refrigerator until hard.

### Microwave Popcorn Balls

#### **Ingredients**

- 1 pkg. unbuttered microwave popcorn
- $\frac{1}{2}$  cup (1 cube) margarine
- 1 bag mini marshmallows

Microwave popcorn, according to directions, Pour into bowl. Put marshmallows and margarine in a separate bowl, Microwave until melted. Pour mixture over popcorn and form into balls. **A great, light-weight treat to take along on a hike!**

## Rocky Road Candy

### Ingredients

- 16 oz milk chocolate
- 3 cups mini marshmallows
- 1 cup chopped walnuts or pecans
- $\frac{1}{2}$  cup semi-sweet chocolate chips

In a double boiler, melt milk chocolate. Remove from heat. Stir in remaining ingredients. Drop spoonfuls onto waxed paper. Let cool until firm.

## STUNTS & APPLAUSES

### Cheers and Applauses

**Hike the Mountain Applause:** March in place. Begin with head erect, shoulders back and a steady step. As mountain becomes steeper, slow down the march and bend forward as if straining to continue the hike. At the top, collapse back in your seat, wipe your brow with sleeve, and sigh, "We made it."

**Giant Beehive Cheer:** Tell the group to buzz like a bee. When your hand is raised, the volume should increase. When you lower your hand the volume should decrease. Practice this at various levels.

**Flower Applause:** Like a flower blooming, raise part way up in chair, look around, then stand up quickly, yelling, "Sproooooing".

**Water Sprinkler Yell:** Make the sound of the water sprinkler, "Chee, Chee, Chee, Swisssssssssh!"

**Firecracker:** Strike a match on the leg, light the firecracker, make noise like fuse "sssss", then yell loudly "BANG!!"

**Clean Air Applause:** Take in as much air as you can through your nose, hold it, then exhale and say, "Ahhhhhhh!!" (from *SCCC Pow Wow Book*)

### Jokes and Riddles

What kind of shoes are made out of banana skins?

- Slippers

Why should watermelon be a good name for a newspaper?

- Because we're sure it is red on the inside.

Why is it that when you are looking for something you always find it in the last place you look?

- Because you always stop looking when you find it.

I am something that can run but can't walk. What am I?

- Water

What people cool the stars?

- Movie fans

If you have only one match and you walked into a room where there was an oil burner, a kerosene lamp, and a wood burning stove, which one would you light first?

- The match

How far can a dog run into the woods?

- Halfway, because after that he's running out.

## Tongue Twisters:

Cross crossings cautiously.

Willey Wite and his wife went to Windsor and West Wickham von Wistun on Wednesday.

Bring back that black brick with the big brittle bric-a-brac.

How many shoes would the sunshine if the sunshine could shine shoes.

## Run-ons

Cub #1: Why do bees hum?

Cub #2: Because they don't know the words.

Cub #1: What kind of gum do bees chew?

Cub #2: Bumble gum.

Cub #1: What did the bee say to the flower?

Cub #2: "Hello, honey!"

Cub #1: What do you get if you cross an insect and a rabbit?

Cub #2: Bugs Bunny.

## SKITS

### Hiking - The Scouting Way

Boys are on stage. They don't look ready for anything.

**Den Chief:** Okay, guys. Is everybody ready to go hiking?

*(Boys start hiking up their socks.)*

**Den Chief:** What are you doing? I said HIKING! Are you ready to go HIKING?

**Boys:** Yes, we're hiking up our socks, our shorts, you know....

**Den Chief:** NO, NO, NO! Hiking, Hiking, don't you know HIKING!

**Boys:** Oh, yes.

**1st Boy:** (Takes football from behind his back; boys line up to begin to play.) Hike one...hike two...hike three.

**Den Chief:** NO, NO, NO, HI-KING, HI-KING. Come on guys. Get with it!

**2nd Boy:** *(Walks with crown on head)*

**Boys:** Hi, King!

**Den Chief:** NO, NO, NO!, Hiking, walking, Scout stuff - You know - hiking!

**Boys:** Oh why didn't you say so? (Walk off stage hiking.)

## A Hike

**Personnel:** Any number of boys

**Equipment:** Cardboard Car

**All Boys:** **sing** - "A Hiking we will go. A Hiking we will go." Then lots of conversation about fresh air, color of trees, blue sky, what a great time they will have hiking, etc.

*Dad comes along in car, stops and leans out window*

## May 2009: "Leave Nothing but Footprints"

**Boys:** Oh hi, Mr. \_\_\_\_\_. What are you doing out here?

**Dad:** Any one for ice cream?

*All boys pile into the car acting wildly excited.*

### Climb that Mountain

Skit opens with boys tied together with rope as mountain climbers. 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 at the top!

**Others:** Yes, Yes??

**Lead Climber:** (stuttering) I can see ...I can see...

**Others:** Yes, Yes??

**Lead Climber:** (stuttering) I can see ...I can see...

**Others:** WHAT CAN YOU SEE??

**Lead Climber:** (disappointed) The other side.

### How Far ??

**Personnel:** Any number of boys

**Equipment:** Pedometer (can be an oversized prop for effect)

**Setting or Opening:** Boys are heaped in a pile - looking worn out after a long hike.

**Cub 1** Wow, that was a long hike.

**Cub 2** We sure walked a long time!!

**Cub 3** Did you see all those trees?

**Cub 4** The bear sure was neat!!

*Continue on until all boys have added an experience until you get to the last boy.*

**Cub 5** How far did we walk?

**Den Chief:** (checks pedometer) It looks like about 2 blocks!

### Two Skunks

**Personnel** - Narrator and two Cubs dressed as Skunks with signs saying IN and OUT

**Narrator:** Once upon a time, there were two skunks named IN and OUT.

*Each takes a bow as when his name is spoken*

**Narrator:** When IN was out...

**IN:** (Walks stage left)

**Narrator:** OUT was in.

**OUT:** (Walks stage right)

**Narrator:** And, when OUT was out...

**OUT:** (Crosses the stage)

**Narrator:** IN was in.

**IN:** (Crosses to the other side)

**Narrator:** One day, Father Skunk, who was with in with OUT, said:

**Father:** I want you to go out and bring IN in.

**OUT:** (Goes off stage in search of IN, and quickly the two return)

**Father:** How did you find IN so quickly?

## May 2009: "Leave Nothing but Footprints"

OUT: It was easy—IN-stinct!

### CLOSING CEREMONIES

#### Knocks And Scratches Closing

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

Narrator reads poem while Cubs stand near him

Our hiking meeting has come to an end.

We now have a message to leave with you, dear friend.

Our many achievements in life make feet tired and weary.

But if there were nothing to do, our life would be dreary.

So forget the knocks and scratches, blisters and aches.

Do your best at all times. That's what success takes!

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

#### Mountain Man Closing

At the end of each day, give thanks for the bounties of the Earth.

Thank the Creator for the warmth of the sun on a cold winter day,

The cooling breeze and rain of summer,

For water plentiful in mountain streams

Filled with beaver and trout.

For forests filled with deer, elk, and bear,

For good trading at the Rendezvous,

And for friends to share an evening meal.

As the fire turns to ash, give thanks for the adventure of another day.

#### Cubmaster Minute on America

We are America today! As we look down the road Americans have traveled, we see that many of their dreams have come true. We see the towns they have built, the bridges they have crossed, the mountains they have climbed. We feel the hardships they endured. We see places where they hammered off the rough edges of their dreams so we would have a better life today.

The pioneers worked out a way of life, a life of personal freedom that held hope for tomorrow. They made history yesterday - but it is up to us to make it today. This is our land. Here, men and women of the past lived and worked and died serving great ideals. These ideals were freedom and justice.

None of us here tonight can fail to carry his part of this great dream to his children and to his children's children. Our land is rich in material goods, but also in history - in living legends of the people who left their mark on America. Our own past speaks to us and as we listen we hear the voice of the past saying, "Hear me now. Courage, endurance and faith built America, and what was built was good. If you build the same way, the future will also be good."

Lead or have a tape and close with "Taps".

## The High Country

*(Can be done as a Cubmaster's Minute or assign parts to eight boys to read)*

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 an fun  
Await all who will do their best  
Views forever from North and South and East and West.  
Mountains make outings special, too.  
God made high places on earth for me and you.

## I Went Hiking

Cub # 1.I went hiking, I took a walking stick.  
Cub # 2.I went hiking, I took a camera.  
Cub # 3.I went hiking, I took some water.  
Cub # 4.I went hiking, I took a snack.  
Cub # 5.I went hiking, and enjoyed the journey.  
Cub # 6.I went hiking, not a piece did I take.  
Cub # 7.I went hiking, not a piece did I leave.

## Miles to Go Before We Rest

*(Can be done as a Cubmaster's Minute or assigned parts to boys to read)*

*Heart of America Council*

We traveled east and west  
We saw nature at it's best  
We hiked and passed the test  
No time to stop and nest  
There's still ...miles to go before we rest.

## Our World Closing

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

## High Country Closing

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, south, east and west.  
Mountains make outings special, too.  
God made high places for me and for you!

## June 2009 Monthly Theme: "A CAMPING WE WILL GO"

This month Cub Scouts go camping! Have a backyard campout with your family. Pitch a tent or sleep out under the stars! Conduct a pack campout at a nearby Scout camp, state park, or even the local museum. An outdoor pack meeting might include a nature observation hunt, followed by an evening around the "campfire". Attend your council's Cub Scout or Webelos Scout resident camp as a den or pack or the council's family camp with your whole family. Camping doesn't always mean overnight; day camp is always lots of fun. Get those boys outdoors and let them discover the fun of camping while working on their Cub Scout Outdoor Activity Award. Whatever you do, do it outside and find out what the outing in Scouting is all about. While out on the trail, you can work on the Map and Compass belt loop and pin or the Astronomy belt loop and pin.

Webelos Activity Badges: First year, Traveler; Second year, Handyman

### Cub Scout Camping

Organized camping is a creative, educational experience in cooperative group living in the outdoors. It uses the natural surroundings to contribute significantly to physical, mental, spiritual, and social growth.

- Camping contributes to good health.
- Camping helps campers develop self-reliance and resourcefulness.
- Camping enhances spiritual growth.
- Camping contributes to social development.
- Camping is an experience in citizenship training.
- Camping at the Cub Scout level introduces boys to the knowledge and skills that they will learn and apply more thoroughly as a Boy Scout.

Cub Scouting offers camping opportunities for Cub Scouts through day camps, resident camps, Webelos den overnight campouts, council-organized family camps, and pack overnights.

#### **Day Camps**

Day camp is an organized one- to five-day program for Tiger Cubs, Cub Scouts, and Webelos Scouts conducted by the council under certified leadership at an approved site. Day camps are conducted during daylight or early evening hours. Day camps do not include any overnight activities.

Check with your council and district leaders for day camp opportunities available in your area.

#### **Resident Camps**

Cub Scout and Webelos Scout resident camping is a council-organized, theme-oriented overnight camping program. It operates for at least two nights and is conducted under certified leadership at a camp approved by the council.

Each year, councils change their overall theme to offer different adventures. Examples of themes include Sea Adventure, Space Adventure, Athletes, Knights, Circus Big Top, American Indian Heritage, Folklore, and the World Around Us.

Check with your council and district leaders for resident camp opportunities available in your area.

#### **Webelos Den Overnight Campouts**

Webelos Scout overnight campouts introduce the boy and his parent or guardian to the basics of the Boy Scout camping program. These events SHOULD be conducted under the leadership of a Webelos den leader who is trained in Outdoor Leader Skills for Webelos Leaders, an outdoor-emphasis training provided by the district

## June 2009: "A Camping We Will Go"

or council. In most cases, the Webelos Scout will be under the supervision of a parent or guardian. In all cases, each Scout is responsible to a specific adult. BSA health and safety and Youth Protection guidelines apply.

Webelos dens are encouraged to have several overnight campouts each year. These campouts are parent-son events, under the direction of the Webelos den leader. At the den overnight campout, the Webelos den leader may be assisted by the assistant Webelos den leader and the Webelos den chief. Sometimes, additional leadership from a Boy Scout troop may join you.

Webelos dens are also encouraged to participate in joint overnight campouts with a Boy Scout troop. However, a parent or guardian of each Webelos Scout should still attend.

### **Council-Organized Family Camps**

Council-organized family camps are overnight events involving more than one pack. The local council provides all the elements of the outdoor experience, such as staffing, food service, housing, and program. These are often referred to as parent/pal or adventure weekends.

Council-organized family camps should be conducted by trained leaders on sites approved by the local council. In most cases, the youth member will be under the supervision of a parent or guardian. In all cases, each youth participant is responsible to a specific adult.

The council must approve overnight activities involving more than one pack.

### **Pack Overnights**

Pack overnights are pack-organized overnight events involving more than one family from a single pack, focused on age-appropriate Cub Scout activities and conducted at council-approved sites. If nonmembers (siblings) participate, the event must be structured to accommodate them. BSA health and safety and Youth Protection guidelines apply. In most cases, each youth member will be under the supervision of a parent or guardian. In all cases, each youth participant is responsible to a specific adult.

Adults giving leadership to a pack overnighter must complete the Basic Adult Leader Outdoor Orientation (BALOO) to properly understand the importance of the program intent, Youth Protection guidelines, health and safety, site selection, age-appropriate activities, and sufficient adult participation. Permits for campouts are issued locally. Packs use the Local Tour Permit Application (see the Forms page). Camping takes you on exciting adventures into the natural world. You'll learn to live with others in the out-of-doors. You'll learn to be a good citizen of the outdoors.

## **PRAYERS & POEMS FOR SCOUTERS**

### **The Parable of the Pencil**

Unknown to me

The Pencil Maker took the pencil aside, just before putting him into the box. There are 5 things you need to know, he told the pencil, before I send you out into the world. Always remember them and never forget, and you will become the best pencil you can be.

**One:** You will be able to do many great things, but only if you allow yourself to be held in Someone's hand.

**Two:** You will experience a painful sharpening from time to time, but you'll need it to become a better pencil.

**Three:** You will be able to correct mistakes you will make.

**Four:** The most important part of you will always be what's inside.

**And Five:** On every surface you are used on, you must leave your mark. No matter what the condition, you must continue to write.

The pencil understood and promised to remember, and went into the box with purpose in its heart. Now replacing the place of the pencil with you; always remember them and never forget, and you will become the best person you can be.



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**One:** You will be able to do many great things, but only if you allow yourself to be held in God's hand. And allow other human beings to access you for the many gifts you possess.

**Two:** You will experience a painful sharpening from time to time, by going through various problems, but you'll need it to become a stronger person.

**Three:** You will be able to correct mistakes you might make or grow through them.

**Four:** The most important part of you will always be what's on the inside.

**And Five:** On every surface you walk, you must leave your mark. No matter what the situation, you must continue to serve God in everything.

By understanding and remembering, let us proceed with our life on this earth having a meaningful purpose in our heart and a relationship with God daily.

\*\*\*\*\*

Dear God,

Help me be a good sport in the game of life. I don't ask for an easy place in the lineup. Put me anywhere you need me. I only ask that I can give you 100% of everything I have. If all the hard drives seem to come my way, I thank you for the compliment. Help me to remember that you never send a player more trouble than he can handle with your help.

And help me, Lord, to accept the bad breaks as part of the game. May I always play on the square no matter what others do. Help me study The Book so I'll know the rules.

Finally, God, if the natural turn of events goes against me and I am benched for sickness or old age, help me accept that as a part of the game, too. Keep me from whimpering that I was framed or that I got a raw deal. And when I finish the final inning, I ask for no laurels; all I want is to believe in my heart, I played as well as I could and that I didn't let you down.

Amen.

-- Cardinal Cushing

### Today

Today I can complain because the weather is rainy or I can be thankful that the grass is getting watered for free.

Today I can feel sad that I don't have more money or I can be glad that my finances encourage me to plan my purchases wisely and guide me away from waste.

Today I can grumble about my health or I can rejoice that I am alive.

Today I can lament over all that my parents didn't give me when I was growing up or I can feel grateful that they allowed me to be born.

Today I can cry because roses have thorns or I can celebrate that thorns have roses.

Today I can mourn my lack of friends or I can excitedly embark upon a quest to discover new relationships.

Today I can whine because I have to go to work or I can shout for joy because I have a job to do.

Today I can complain because I have to go to school or eagerly open my mind and fill it with rich new tidbits of knowledge.

Today I can murmur dejectedly because I have to do housework or I can feel honored because the Lord has provided shelter for my mind, body and soul.

Today stretches ahead of me, waiting to be shaped. And here I am, the sculptor who gets to do the shaping. What today will be like is up to me.

I get to choose what kind of day I will have!

## TIGER CUBS

### Tiger Cub Graduation

**Props:** Bridge, Tiger Cub Graduation Certificate, Graduation Patch, Year pin for each Tiger

**Cubmaster:** Tigers, you have been working together, learning about many interesting things during the months you have been a Tiger Cub. The entire family has had a chance to be a part of that fun.

You have taken each part of the Tiger Cub Motto, "Search, Discover, Share" and used it in your home, school and neighborhood. Parents, on behalf of Pack\_\_\_\_. Thank you for taking the time to "Search, Discover and Share" the Tiger Cub Program with your son. May you and your son experience the many wonders awaiting you as you climb the Scouting trail. Tiger Cubs, as you cross over the bridge and graduate from Tiger Cubs, I would like to present you and your adult partner the graduation certificate, graduation patch and one-year service star with an orange backing. When I call your name, please cross over the bridge with your adult partner and begin your Cub Scouting adventures.

## Pack and Den Activities

### Campfire Slide

**Materials:**

- 1½-inch disk
- ¾-inch PVC slide ring
- Thin twigs
- Red & yellow crepe paper and cellophane

**Equipment:**

- Hot glue
- Scissors

**Directions:**

1. Break twigs into small lengths (no longer than 1¼ inches) About 10 will be enough.
2. Cut paper/cellophane into small pieces and crumple into ½-inch ball (Have both colors crumpled together)
3. Using hot glue, mount the paper/cellophane ball onto the center of the disk.
4. "Build" a teepee fire around the ball of paper/cellophane, as shown in the picture below.
5. Use hot glue to set the twigs permanently in place.
6. Mount the slide ring to back of disk using hot glue.



### Build A Campfire

Have enough materials on hand and some pictures of the different types of campfires (lean-to, stack, pyramid) that people build. Let each of the boys build his own campfire out of the material set aside for him. NOTE: This is not suggesting that you turn over matches to the boys to "do their own thing." Do not leave the boys unattended with MATCHES! During the Den Meeting, you might decide to go over fire safety, campfire building, and then use their creations at the end of the meeting to have a multi-fire campfire.

### Square Foot Survey

Give each boy a magnifying glass, a pencil, paper, and a 4-foot long loop of string. Have him lay out the loop into a shape on the grass (square, circle, triangle—it doesn't matter). Have him use the magnifying glass to find

as many "critters" as he can in his area and write down or draw pictures of what he saw. If you can get a book from the library on bugs, have the boys look up some that they saw.

### Play "Bugs"

This is a variation of the game "SPUD" that just uses a different word. To play the game, have the boys stand in a circle with IT in the middle. IT throws the ball up straight up in the air and calls out another player's name who has to catch/retrieve the ball. When he gets the ball he yells "BUGS" (again, it's not SPUD anymore!). Everyone stops when he yells BUGS. He then can take four giant steps toward whichever player he wants (spelling out B-U-G-S as he takes them). He then throws the ball at the player to hit him. The other player cannot move from his spot but can move around to dodge the ball. If the thrower misses, he gets a letter, beginning with B, and has to toss the ball. If he hits his target, that player gets the B and he tosses the ball next.

### 10 Things You Can Do For Wildlife

1. Respect the Environment—All facets of our environment—soils, plants, animals, air, water—are interrelated in a complex system. The quality of life is directly dependent upon this system, so we must all do our part to protect our environment and keep it clean.
2. Conserve Water—Water is such an everyday part of our lives that it's all too easy to take it for granted. Water is required for many home and industrial uses, for agriculture, for generating power, and even for recreation; yet our water resources are extremely susceptible to waste and abuse. Conserve water, it's precious.
3. Don't Pollute or Litter—The poisoning of our environment is one of the greatest threats facing mankind. Support all efforts to control pollution, and don't litter under any circumstances.
4. Leave Baby Animals Alone—Many young wild animals die prematurely because too many persons find them and think they've been abandoned. Such is rarely the case. Baby animals should be left in the wild where their mothers can properly care for them.
5. Build and Erect Bird Houses—Artificial nest boxes provide many kinds of cavity nesting birds with places to raise their young. House wrens, house finches, bluebirds and woodpeckers are just some of the bird species which can be expected to nest in appropriately placed nest boxes.
6. Feed Birds in Winter—Bird feeders can entice countless birds to within easy viewing distance. Cardinals, chickadees, nuthatches, goldfinches and many others can be easily attracted to your yard where they can brighten up a gloomy winter day.
7. Plant Seedlings—Food producing plants can fulfill the food and cover needs of many kinds of animals, and beautify a lawn as well. For an assortment of tree and shrub seedlings proven especially useful, buy the Game Commission's "Plantings for Wildlife" packet at the next spring sale in your area.
8. Learn and Obey the Game Laws—Familiarity with the state Game Laws will provide anyone with a general knowledge of the Game Commission's responsibilities and operations. Hunters, however, must be thoroughly familiar with the laws governing their sport. Sportsmen cannot afford the obnoxious actions of the ignorant hunter.
9. Promote Scientific Wildlife Management—Only through science can meaningful wildlife management occur. Programs governed by emotion or popularity subject wildlife populations to dramatic swings and sometimes inescapable plunges. Science minimizes the risks through continuous monitoring and data collection, the keystones to any successful wildlife management program. There's no better place to begin spreading the word than in our schools.
10. Support the Game Commission's "Working Together for Wildlife" Program— This program provides everyone with an opportunity to support research and management programs directly benefiting nongame. Ospreys, bald eagles, river otters and bluebirds are just a few of the animals being helped

## June 2009: "A Camping We Will Go"

through this program. Show your support for this program by buying and displaying "Working Together for Wildlife" patches, decals and fine art prints.

### Review Campfire Safety Guidelines

Here is a list of tips and guidelines you should follow in building and extinguishing your campfire:

- Circle the pit with rocks or be sure it already has a metal fire ring.
- Clear a 10 foot area around the pit down to the soil.
- Keep plenty of water handy and have a shovel for throwing dirt on the fire if it gets out of control.
- Stack extra firewood upwind and away from the fire.
- Keep the campfire small. A good bed of coals or a small fire surrounded by rocks give plenty of heat.
- After lighting the fire make sure your match is out cold.
- Never leave a campfire unattended. Even a small breeze could quickly cause the fire to spread.
- When extinguishing the fire drown the fire with water. Make sure all embers, coals, and sticks are wet. Move rocks, there may be burning embers underneath. Stir the remains, add more water, and stir again.

Feel all materials with your bare hand. Make sure that no roots are burning. Do not bury your coals - they can smolder and break out.

### Hold Closing Pack Meeting Campfire & Family Camp

In order for a Pack to conduct an overnight camping program, someone from the Pack must be a BALOO-Trained Scouter. BALOO Training is described in the Training Opportunities section of this Pow Wow Book. So, send someone from the Pack to BALOO Training and have that person then coordinate an overnight campout for the Pack. If a campout cannot be arranged, at least consider holding a campfire Pack Meeting. Refer to Chapter 32 of the 2001 edition of the Cub Scout Leader Book for outdoor activity guidance and tips.

### "Bugs-Only" Pet Show

Have the boys make their own Bug Houses (see Den Meeting Craft ideas) and catch a bug to bring to the "Pet Show." Make sure to have lots of categories to assign winners so that every boy walks away with a ribbon. To help you develop categories, start with a basic list of attributes, like size, color, physical traits, etc. Then start listing out as many different "award areas" you can think of for each, such as, for "size," biggest, smallest, longest, thinnest, etc. You will also need to organize Pack members to provide the following help: Awards (making or getting the ribbons), Sign In (to take the names of the boys and their pets), Judges (to figure out what to award each participant). For the actual show, have each boy stand up with his "pet" and give a short talk about it—its name, where it was found, what it is, and what he likes (or dislikes) most about the pet. If any of these bugs survive the trauma of the capture/captivity/show, make sure the boys release them back to nature.

### Pack Cookout

Every year our Pack holds two summertime activities that include a cookout. For one of these, the Pack provides the main course (pit beef, dogs, and burgers) and people bring covered dishes to support the event. This is always a real success—give it a try!

### Critters Cacophony?

Have a pet show. As I scoured the Internet for ideas for this month's theme, I learned that the term "critters" is applied to just about any and all animals. So, in keeping with that definition, it's always a lot of fun to hold a pet show. The pet shows we've had in our Pack have been great fun for the Cubs and their families. We make sure to give each boy and his pet a special 1<sup>st</sup> Place Award recognizing some attribute of his pet. Stuck for ideas? Here are the instructions and award categories list we used at our last pet show:

## Pet Show

### Judge's Instructions

**Purpose:** The purpose of the Pet Show is threefold: (1) to have a fun activity for the boys and their families; (2) to give the boys an opportunity to present themselves in a "public speaking" forum, using a topic that is of interest to them and in surroundings that do not threaten or inhibit their presenting themselves; and, (3) to provide an opportunity to recognize and "reward" all of the boys totally and equally.

**Method:** During the Pet Show, all of the boys will "parade" their pets in front of the judges and audience and then tell their pets names. Then each boy will answer some questions from the EMCEE (the CM) about his pet.

**Judges' Responsibilities:** The judges will have a list of judging categories from which to select a deserving award for each boy's pet. It is probably best to look over the collection of pets to see where each one will fall in terms of physical attributes. Then, as each pet is presented, a suitable award category can be selected. Judges' decisions are final and fully binding. ☺ Have a good time with this; it's meant to be fun for you as well as for the boys!

**Judging Categories:** The following sheets contain lists of general (e.g., size, "looks," etc.) and award (biggest, smallest, etc.) categories. The judges should use these and any others that they feel appropriate to identify an award category for each pet. Only one pet can be named in any award category so that all pets/Cub Scouts receive a first place ribbon.

**Size:** Biggest, Longest, Tallest, Most Gigantic, Most Immense, Largest, Lightest, Strongest, Smallest, Tiniest

**"Looks:"** Shiniest, Furriest, Most Woolly, Fuzziest, Softest, Most beautiful, Cleanest, Most Good-looking, Most Striking, Most Handsome, Creepiest

**Physical Attributes:** Biggest Eyes, Biggest Feet, Longest Tail, Biggest Teeth, Most Slobber, Longest haired, Shortest haired, Most Black, Most White, Most Brown

**Sound:** Most Quiet, Noisiest, Loudest, Squeakiest

**Personality:** Funniest, Slowest, Fastest, Most Timid, Most Rambunctious, Most Excited, Most Comical, Most Amusing, Most Raucous, Happiest, Most Afraid, Most Fearful, Bravest, Most Frightening, Scariest, Most Interesting, Calmest, Brightest

### **Judge's Choice**

## Camping Buckets

You can make these buckets to take to Day Camp. The boys decorate them to match the Camp "theme". The boys can bring their rain ponchos, bug guard, sunscreen, etc. and place them in their own bucket. The buckets also provide something to sit on at a table. Parental supervision is recommended.

### **Materials:**

5-gallon new (empty) paint buckets with lids (see tips below)

Permanent markers or "Painters" paint markers

Paints and sponges, optional

Pliers, optional

### **Directions:**

First thing you need to do is remove the tear strip from the lid! If you can't pull it off by hand you can use the pliers to help you get a firmer grip. Let the children use markers or paint and sponges to decorate their paint buckets in the Camp theme. **Note:** Our theme this year is Cubs Around the World.

Give each child a list of supplies they need to bring to camp and have them bring it in their bucket.

**Tips:** Purchase the paint buckets through your local Home Improvement or Paint Store. The paint and markers being applied to a slick surface is likely to chip. If you mix in equal parts of Plaid Folk Art paint with

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Glass & Tile medium, the paint may adhere better. Generally, though, the buckets are made just to decorate camp for one week and will do just fine for the week of being bumped around.

The buckets come in handy for holding each individual child's projects (such as lanyard projects) and to keep them from getting mixed up. It is also an easy way for the scouts to bring everything home on the last day of camp.

### Onion Sack Suet Feeder

Unbend a wire coat hanger to make a hanger for this feeder. Bend the other end into a smaller hook. Fill a mesh onion sack with suet (the hard white fat from the edge of meat). **Note: I like to buy Suet blocks from the local discount store—there are some blocks you can buy that won't spoil in the heat).** Tie a firm knot in the top of the sack. Push the small hook through the sack under the knot.

Use the large hook to hang this suet bag feeder on a tree branch where animals such as dogs and raccoons can't reach it.

### Toad Abode

A simple water and cover feature for amphibians.

Get a medium-size clay pot and saucer from a garden center. Put the saucer on the ground and keep it filled with water. Nearby, put the pot upside-down with an edge resting on a rock. That makes room for a toad to fit through and hide inside. (If you have a broken pot with a chunk missing at the rim, you have an abode with an instant doorway--no need to prop it up.)

Watch for night visitors.

### Making a Terrarium

**Materials** large jar or plastic container with lid rocks sand granulated charcoal (used in fish aquarium) - prevents bacterial growth, odor, and souring of the soil moist soil small, slow growing plants such as small ferns, spider plants, philodendron (dwarf varieties), ivy and small plants from the woods

**Directions:**

Wash and clean jar (remove label)

Add rocks

Add layer of sand (1 inch)

Add granulated charcoal

Add a layer of soil 1-2 inches deep

Transplant the plants to the jar

Sprinkle lightly with water

Decorate with rocks, moss, or small items and put lid on.

### Make A Water Scope

Have an adult help you cut the bottom off of a milk or juice jug. to make viewing easier, you can also cut off some of the top to widen the opening. Try not to cut the handle, so you can hold your scope.

Cover the bottom opening with plastic wrap and hold it in place with a rubber band. Trim off any extra wrap and tape around the band. You want the window to be tight, so the water won't seep in.

Take your scope to a pond or shallow stream and put it into the water with the plastic-wrap end down. You should be able to see under the water clearly. It's best if you keep your scope in one place and don't move around too much. That way, the animals won't be afraid to come close, and you'll get a good look at them.

### **Remember..**

**Always stay away from deep water and always get permission from an adult before going!**

## Attracting Wildlife to Your Backyard

Taken from the National Wildlife Federation web page: <http://www.nwf.org/rrick/2000/mar00/scope.html>

Plant some flowers in your yard that would be attractive to butterflies or hummingbirds.

Cosmos - for butterflies as a pollen source and for finches as a seed source.

Sunflowers - pollen for bees and butterflies and seeds for birds

Zinnias - butterflies love these and they're easy to grow

Strawberries - Turtles, birds, snakes, chipmunks, and KIDS eat the fruit!

There are many more plants and flowers that butterflies and hummingbirds like. Do some research and let your imagination go crazy. You will see many more butterflies if you provide a place for them to raise young right in your own yard! Dill, parsley, and fennel are good larval food sources for butterflies.

Put a dish of water out and keep it full. This will give wildlife a place to come and get a drink on those hot summer days. For an experiment, you could dust the area around the dish with flour and see the tracks of all the animals that visit your water dish.

Select a patch of lawn and don't mow it all summer. This is great habitat for fireflies, birds, butterflies, and other creatures that may hide in it or snack on it!

Make a snowman or snowwoman, and dress her for the birds. Make a necklace out of birdseed, raisins for the eyes. Use sturdy branches for the arms so the birds will have a place to perch.

Taken from the National Wildlife Federation web page

<http://www.nwf.org/kids/other/wildl.html>

## Four On A Penny

Give each boy a penny and ask him to find four complete items that will fit on the penny without touching each other or hanging over the edge. (You will be amazed at the number of tiny flowers, bugs, seeds, and rocks, etc.)

## The Search For Green

Each boy is assigned one square foot of ground. Within a given time period, they are to examine the ground closely. When time is up, boys compare lists and discuss what they have found.

## String Walk

Set up a long string across the landscape. The string should be about three feet off the ground and wind through all sorts of terrain. Without knowing where you've placed the string, the boys are blindfolded and asked to follow the string, using their hands to guide them. Make sure the boys do not put any weight on the string, or use it to help balance; it is just a guide. Make sure also that the string travels over many semi-difficult areas, so the boys have to crawl, pick their way through brush, and go up and down slight inclines. Adults should be placed all along the string to aid the boys. At different points in their progress the boys should be asked the direction back to the starting point, or whether they know exactly where they are. This will keep the boys actively checking position and direction.

## Feed the Birds

Although you can buy pre mixed bird seed, it's a lot more fun to custom mix your own. First find out what the birds in your yard prefer. Buy very small quantities of different varieties, such as black oil sunflower seeds, millet, thistle seeds and yellow corn. Fill an muffin tin or an open tray feeder with the seeds.(keep them separate) Monitor which type of seeds the birds depleted the soonest. Then buy those seeds in bulk and blend your own concoction.

## **Birdseed Garland**

Thread a 20 inch piece of twine through a large eyed needle, knot the end and sew through the raw peanut shells. Tie the garland to a branch. Remember to replenish the garland to keep the birds coming.

## **Hatch A Batch Of Amphibian Eggs**

Spring is the time for amphibians to make their treks to ponds and other watery places to mate. You probably have been hearing them at dusk on cloudy days. Go down to the waters edge with a pail and see if you can find any eggs to bring home and hatch. Frogs eggs are bunched together in a clump, toads eggs are generally arranged in a long string. Bring only a few home in your pail, along with plenty of water, algae and pond plants for the tadpoles to eat.

If you can't get frog eggs from the pond you can order from the science suppliers. Or you can buy a kit containing the tadpole to send for your kit write to: Science Kit & Boreal Laboratories 777 East Park Drive Tonawanda, NY 14150-6782.

Frogs' eggs will grow into tadpoles within a week or so. Keep only one or two tadpoles, returning the others and any un-hatched eggs to the pond. A tadpole soon develops hind legs and then tiny front legs where the gills were. The gills are also replaced by lungs at this stage. Gradually the tail disappears, during which time the tadpole does not eat. Transfer your tadpole to an aquarium now, one with a slopping rock or a floating log and a cover. Grown frogs eat a lot of live food. You could start by feeding them meal worms, but you will need to return them to their natural habitat.

## **Make a Plant Press**

Pressing plant specimens is a good way to preserve them. While you can stick leaves and blossoms between the pages of books an even better press is a portable one, you can carry with you on hikes. You can make your own with some simple materials.

Cut two pieces of 1/4" plywood or masonite-6x8". Drill holes in the four corners of each board and attach them to one another with long bolts topped by wing nuts. Put several pieces of cardboard between the boards, trimming the corners to accommodate the bolts.

As you find flowers and leaves to press, place them between sheets of paper. Sandwich these between the layers of cardboard. Tighten the nut evenly at all four corners to put pressure on the plants to press them flat. Your specimens should dry in a few weeks.

## **Sticks and Stones**

For this version of jacks, use ten sticks and a pebble. Hold the sticks like a hand full of spaghetti and drop them onto the ground. Toss the pebble into the air and try picking up a single stick with one hand and the pebble with the other one. Next try picking up two twigs, and so on.

## **A Rain Gauge**

While you can make a rain gauge in any container marked off in inches, you can make a gauge that is more precise. The best container for collecting rain is a wide-mouthed one. Place a funnel inside it, because it will keep some of the rainwater from evaporating before you get a chance to record its depth. But measuring a small amount of rain in such a large container is difficult. Here's a trick for making more precise measurements. In addition to the container you have sitting outside collecting rain, you will need a tall jar that is only 1" to 1 1/2" in diameter. Fill your collecting container with exactly 1" of water. Pour the water into the tall jar and mark the level of the water. Divide that inch into fractions. Whenever it rains, collect that water in the bigger container, but transfer it to the measuring jar to see how much rain really fell.



## Rain Sticks #1

### Materials

- Paper towel tubes darning needle tooth picks (double pointed) white glue
- hot glue, wallpaper or contact paper 2 balloons and popcorn.

### Directions

Poke holes into the paper towel tube. Put the toothpicks into the tube at different angles. Clip off the ends and spot glue into place using white glue. Cover the entire tube using the wallpaper or contact paper. Place a balloon on an end securing it with hot glue. Fill the tube about 3/4 full of popcorn. Place a balloon on the open end securing it as before.

## Growing Seeds Indoors

Some seeds benefit from a head start indoors. Sow the seeds of those plants that need a long growing season, and those that you would like to have bloom as early as possible.

### Materials

- Container that is deep enough for plants' roots and that has drainage holes. (milk cartons, or yogurt containers).
- potting soil plastic bags seeds

### Directions

Dampen the potting soil before putting it into the container. Bury large seeds about  $\frac{1}{4}$ " to  $\frac{1}{2}$ " deep, sprinkle tiny seeds right on top of the surface, covering them lightly with more soil. Label the container, and put it in a plastic bag. Place in a warm, dark place. Check them everyday, and when the seeds have sprouted, remove the bags and put containers in a sunny place or under a plant light. Keep the plant moist but not too wet. You'll have to transplant the seedlings as they grow, and give them food (fertilizer) to keep them healthy. Just watch them grow.

## Pack Meeting Gathering Activities

There are many different types of bugs in our world. How many "common" bugs do the boys recognize? Using pictures from a website, National Geographic Magazines, etc., get and mount pictures of different bugs; label each picture with a letter or number for matching each to its name; and post these pictures on the walls of the meeting place. Give each person a list of the names of the bugs that are on display and have them write the correct number/letter to match the pictures to the names. After the opening ceremony, go over the correct answers and see how many folks correctly identified. You might want to award the den with the highest count a special Bug Award. (Stores like the "Dollar Store" usually carry an assortment of plastic bugs that could be used to mount on a "trophy stand" to award to someone. Also, hanging one of these bugs by a string can serve as a good den flag award.)c

## Pack Meeting Opening Ceremonies

### Opening: Indoor Critter Trail

Make a "critter trail" through the pack meeting place by placing plaster cast of animal and insect tracks, pictures of birds, birds feathers, animal pictures, real insects of their pictures.

Each den or family is given a pencil and paper and moves along the trail" writing its identification for each numbered specimen on the paper.

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For the registration icebreaker place a basket in the play area and give each person 5 chances to bounce the ball in from 6 feet away. Have everyone remember how many they got in and recognize the high people prior to the meeting.

### **NAMETAGS:**

Make easy nametags in the shape of a bug. Simple ladybugs will work!

## **Campfire Opening**

Cub Scouts of Pack \_\_\_\_\_. We are gathered here for our graduation campfire. This is a special occasion, a special tradition which has special memories! At the first Boy Scout camp, on Brownsea Island, Baden-Powell and the boys were winding down at the last campfire. Baden-Powell during the campfire told the boys that a campfire was a special time of fellowship, spirituality, and good fun. He told the boys that he wouldn't be around forever, and that to keep the spirit of this time alive, he invited them to take some of the campfire ashes, when they cooled, and to spread them on all the future campfires they would be at. This way the spirit of the first scout camp would live on forever.

To help start our campfire this evening I've brought with me ashes from last years campfire! These ashes contain the memories of that campfire and the fun we had. By adding them to our campfire this year we will build new memories of our campfire this year! I ask that all scouts take a few moments to think of the good times you've had in Cub Scouting!

(Have a moment of silence to let the boys reflect) I need your help in starting the campfire! Yell after me everything I say! (Hold the bag of ashes up and face each of the directions (N, E, S, W) and yell out the following to add mystery to the fire lighting.)

Leader faces to the north and says in a loud voice:

To the North we call... (All repeat each line)

Spirit Red

Thy Hunger must be fed

(Face to the East)

To the East we call...

Spirit Hot

Forget us not

(Face to the South)

To the South we call...

Spirit Gold

As the year grows old

Keep us from the cold

(Face to the West)

To the West we call...

Spirit White

In the darkness of the night

Be our shining light.

(Pour the ashes over the campfire. Use one of the many 'magic campfire' starts to ignite the campfire. If it takes a few seconds for the fire to ignite, have the boys chant 'Cub Scouts' loudly saying it is the Spirit of Scouting that lights our fire.) I now declare the campfire open!

## **Smokey The Bear Ceremony**

**Materials:** Smokey the Bear posters, story on Smokey the Bear. These can be obtained at your nearest Forest Service Center. Using parts of the

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story, write parts for each boy on the back of some of the posters and have the boys give a shortened version of "Smokey the Bear". Then say, "This could only happen in America, Let's pledge our Allegiance to Her."

### Balloon Critter Ceremony

**Personnel:** 7 Cub Scouts **Equipment:** 7 balloon critters to be popped

**Cub 1** Pop balloon critter and read: I (name) Promise

**Cub 2:** Pop balloon critter and read: To do my Best

**Cub 3:** Pop balloon critter and read: To do my Duty to God

**Cub 4:** Pop balloon critter and read: And My Country

**Cub 5:** Pop balloon critter and read: To help other People and

**Cub 6:** Pop balloon critter and read: To Obey the Law of the Pack

**Cub 7:** "The Cub Scout Promise reminds us to be "The Best that we can be, to be Proud to be an American."

### The Outdoor Code

As an American, I will do my best to:

**Leader:** One of my favorite hobbies is camping. As our opening today, I would like to read the Outdoor Code.

**Cub #1:** (carries a large trash bag and trash) **Be Clean In My Outdoor Manners.** 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.

**Cub #2:** (carries a Fire bucket and shovel) **Be Careful With Fire.** I will prevent wildfire. I will build my fire in a safe place and be sure it is out before I leave.

**Cub #3:** (carries camera to "shoot" wildlife) **Be Considerate In The Outdoors.** I will treat public and private property with respect. I will remember that use of the outdoors is a privilege I can lose by abuse.

**Cub #4:** (carries a small tree) **Be Conservation Minded.** I will learn how to practice good conservation of soil, waters, forest, minerals, grasslands, and wildlife; and I will urge others to do the same. I will use sportsmanlike methods in all my outdoor activities.

**Leader:** Let us keep this pledge in mind as we enjoy our day in the out of doors. Please stand for the presentation of the colors.

### A Fire Lighting Invocation

This parody on "Hiawatha" may be changed to fit the name and location of the camp. If your master of campfire can memorize this, it will be quite an impressive ceremony especially if it is accompanied by a trick method of lighting the fire.

On the shore of Old Lake...

By the bright shining water.

Stand the wigwams of our campers.

Dark behind it stands the forest,  
Stand the chestnut, oak, and hemlock,  
Stand the firs with cones upon them.

Many things they learn and do here:  
How Wakonda, the Great Spirit,  
Cares for all his faithful children,  
Learn they of the stars in heaven.

Cares for all the forest people:

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Of the birds that fly and nest here,  
Learn the language of all creatures,  
Call them friends whene'er we meet them.  
Oh Great Spirit, there in heaven.

Send us flame to light our campfire  
That we may for this be thankful:  
Oh Great Spirit, this we ask thee,  
Send us fire and we shall praise thee!

Following this invocation, possibly a staff member in Indian costume lights the fire.

### Campfire Lighting Ceremony

The pack is seated around an un-lit campfire. A Webelos leader enters with a lit torch or candle.

**Cubmaster:** Who are you?

**Webelos Leader:** I am the Spirit of Scouting

**Cubmaster:** Why do you come?

**Webelos Leader:** To give light to those who need it.

**Cubmaster:** Will you give light to us?

**Webelos Leader:** If you are prepared to serve God and country, to help people, and to live by the Cub Scout Promise and Law.

**Cubmaster:** We will do our best.

**Webelos Leader:** Then take your light from my light. (Kneels to light fire.)

### Candlelight

**Equipment:** Four large candles and four muffin cups and a flashlight for the narrator.

**Personnel:** Four adults and a narrator.

**Arrangement:** All lights are out. All leaders stand in a line by the narrator.

**Narrator:** To a Cub Scout it can look so very black when there is no leader. Wait here is a leader (First leader lights their candle) to guide the way.

But there is so much to do other dens to lead and a committee too. (Second leader lights their candle.) Now there are two!

Here's a committee member (third leader lights their candle) and a Cub Master too (fourth leader lights their candle.)

We started in the dark and now see the light. Just imagine the glare if all our leaders were here!

Please rise and join us in the pledge of Allegiance.

For our pinewood derby this year I presented the scouts with car stands that I got from work, I work at an automotive machine shop, I was thinking what would I like to set my car on, a wooden stand?, Nah!! Oh maybe an imitation road from a 1x4 painted gray with stripes from white out, Nah did that last year, ooohhh how about an actual piston from an engine, used of course and well cleaned and glass beaded, Yeah, They loved it. I suppose that you could ask at your local machine shop and they would gladly give up some stuff they would normally discard or recycle.

### 4th of July Opening

**Cub 1** Stand up for the flag of America, wherever you may go.

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- Cub 2 Respect it and protect it, for it shall keep you free.
- Cub 3 Free to do what you want to do, and say what you want to say.
- Cub 4 Free to go where you want to go, and pray the way you want to pray.
- Cub 5 Stand up for the flag of America, for all the world t see.
- Cub 6 Stand up for the flat, that star spangled flag, that stands for you and me.
- Cub 7 Please join us in the Pledge of Allegiance.

## AUDIENCE PARTICIPATIONS

**Bear:** Grrrr-Grrrr-Grrr

**Fire:** Crackle-Crackle-Burn

**Ranger/Warden:** Howdy folks!

**Cub:** Do Your Best

**Smokey:** Only You Can Prevent Forest Fires!

One spring day, high in the Capitan Mountains of New Mexico, a brown **BEAR CUB** and his mother went for a stroll in the woods.

The forest was warm and dry, but alive with the smells and sounds of the season. Blue jays and swallows sang high in the lush green tress. Rabbits and mice scampered through flowery meadows. Squirrels and chipmunks scurried straight up the trunks of fragrant pines.

The **Cub** was just three months old and weighted only four pounds. But he was very clever. He had already learned where to find berries and honey to eat and fresh water to drink. He also knew what to do in case of danger: climb a tree. And that is what saved his life.

The **Cub** and his mother had not walked far when panic broke out around them. Birds began screeching and flying in all directions. Rabbits rushed out into the open. Deer leapt left and right around the trees. The forest had caught **Fire**. And the **Fire** was coming their way.

The **Bear** nudge her **Cub**, and both began to run. The smoke grew thicker and thicker. **Fiery** cinders filled the sky. The little **Cub** ran until he could run no more. Finally, he stopped to look for his mother. She was gone! In the confusion, she had lost sight of him. For the first time in his life, the little **Cub** was alone and scared. What should he do?

Then he remembered what his mother had taught him: When in danger, climb a tree. So up he climbed into a tall tree. He wrapped his legs around the trunk. The frightened **Cub** closed his eyes and clung tightly. Below him, the **Fire** roared on.

Meanwhile, forest **Rangers** fought the dreadful flames. The **Fire** was so big that foresters called in a special troop of **Fire** firefighting soldiers to help them. One of the **Fire** fighters noticed a small **Bear Cub** in a tree.

Before the firefighters could reach the **Cub**, a blast of fire cut off their path. They hit the ground and covered their faces until the flames blew over. The **Fire** roared around the tree where the little **Bear** clung. It singed his fur and burned his paws, but he held on. Finally the **Fire** passed, and the **Cub** opened his eyes. he saw that the trees in his forest home were now black and leafless. The air felt dark and greasy. The birds and animals all had gone.

Then the **Cub** heard a strange sound and saw a strange creature. Gently, the creature - a man - pulled him from the charred tree trunk. The **Bear Cub** had never seen a human before. "What's you name, little fella?" the man asked, as the smoke rose all around them. "I think **Smokey** is a very good name for you."

The firefighter brought **Smokey** to a game **Warden** named Ray Bell. Mr. Bell took care of wounded animals. He knew just what to do. First, he took **Smokey** to see Dr. Smith, who bandaged the cub's burned leg and paws. Then Mr. Bell brought **Smokey** home to his family.

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Mrs. Bell, four-year old Judy, and even their cocker spaniel, Jet, welcomed the little **Cub Smokey** had a new family - and a new home. Everyone in the family helped **Smokey** recover. Mrs. Bell fed him oatmeal and honey and nursed him back to health. Judy cheered him up with games and cuddles. And Jet let **Smokey** curl up beside him and eat from his dish.

In a few short weeks, **Smokey** was strong and healthy. The little **Bear** who had lost his home and family was going to be all right.

The Bell family and the other game **Wardens** knew that **Smokey's** experience could serve as an important lesson to others. Their story of what had happened to **Smokey's** home in the Capitan Mountains could help teach children how to prevent forest **Fires**.

But the job meant moving **Smokey** to the National Zoo in Washington D.C. So the Bells said good-bye to their special friend, and **Smokey** boarded an airplane with his name on it.

By the time **Smokey** got to Washington, people all over the country had heard the story of the forest **Fire** and the rescue of the little **Bear**. His picture appeared in newspapers nationwide. **Smokey** Bear was a national hero.

### The Misspelled Smoke Signals

Divide the group into five smaller groups and assign each group one of the words listed below. Read the story. After each of the words is read pause for the group to make the appropriate response.

**Little Bear** "I'll get this right!"

**Drums** hit thighs rhythmically

**Smoke Signals** "Pooff, Pooff!"

**Indian War** whoop

**Mother:** "You can do it!"

**Little Bear** was a very hard working **Indian** boy. He studied hard to learn to play the **Drums** so he could send messages to his friends in other villages. But **Little Bear** had trouble with his lessons in **Smoke Signals**. After one particularly frustrating experience, **Little Bear** ran into his teepee and threw himself down on his buffalo skin bed. "What is the trouble, **Little Bear**," asked his **Mother** who was busy sewing new buckskins for his father. "**Mother**," why must **Indians** learn to do **Smoke Signals**?" **Little Bear** asked. "To communicate," she replied, "this was the **Indians** from our tribe can talk to other villages." "But we have the **Drums**," said **Little Bear**. "This may not always be enough," his **Mother** replied, "we also need the **Smoke Signals**. Now go on back and practice your **Smoke Signals** some more."

**Little Bear** left the teepee. He stopped by his **Drums** and sent a little message, but no one answered. So he made a little fire, just the right size to send **Smoke Signals**. He took out his blanket and when the fire was just right, he trapped the smoke and let out a nice little puff. But it just didn't look right. Then an old **Indian** who had been watching from a little ways off came up to him. "**Little Bear**," he said, "I see what you are doing wrong. You are not spelling it right." **Little Bear** looked surprised; he did not know you could misspell **Smoke Signals**. "Let me show you," said the old **Indian**. He took the blanket and held it a bit differently. As he released the **Smoke Signal** it floated softly into the sky. And it looked just right.

"I see," said **Little Bear**, "I was holding it wrong." He took the blanket and tried it himself. Once again a perfect **Smoke Signal** drifted into the afternoon sky. "Oh, thank you, thank you," he said turning to where the old **Indian** had stood. But the old **Indian** had disappeared. **Little Bear** ran to the teepee. "**Mother**," he called, "I can do it! Now I can communicate with **Drums** and **Smoke Signals**. **Mother**, who was the old **Indian** who helped me?" But **Little Bear's Mother** did not answer, she only smiled.

### The Lost Lizard

**Cub Scout:** "I'll do my best."

**Lizard:** "Scurry, scurry."

**Cap:** Pantomime putting on cap

## June 2009: "A Camping We Will Go"

**Coat:** Pantomime putting on coat

(The audience is told to follow the narrator in pantomime besides doing their assigned parts.)

Once there was a **Cub Scout** who had a pet **Lizard** that he kept in a box. One day the **Cub Scout** looked in the box and the **Lizard** was gone. "I guess I'll have to put on my **Cap** and **Coat** and look for my **Lizard**," he said. So the **Cub Scout** put on his **Cap** and his **Coat** and he put the box in his **Coat** pocket and went outside to look for the missing

**Lizard.**

First the **Cub Scout** looked under the porch (pantomime looking under porch). No **Lizard**.

Next the **Cub Scout** looked behind a tree (pantomime). No **Lizard**. Then the **Cub Scout** looked in the bushes (pantomime). No **Lizard**.

Just as the **Cub Scout** was losing hope of finding his lost **Lizard**, the March wind came around the corner of the house and blew the **Cub Scout's Cap** off. Holding his **Coat** tightly around him, with the box in his **Coat** pocket, the **Cub Scout** ran down the street after his **Cap** (pantomime).

The **Cub Scout** chased his **Cap** past the fire hydrant to the street corner. After looking carefully both ways (pantomime), the **Cub Scout** ran across the street after his **Cap**. The wind was blowing strong, so the **Cub Scout** held his **Coat** tightly around him as he chased the **Cap** into the park.

Finally the March wind put the **Cap** down on a rock, and the **Cub Scout** caught up with it.

And when the **Cub Scout** picked up his **Cap**, what do you think he saw? There, on the rock, under the **Cap**, was his lost **Lizard**! He picked up the **Lizard**, put it in the box, put the box in his **Coat** pocket, put his **Cap** on his head and went straight home.

When he got inside the house, the **Cub Scout** took off his **Coat** and his **Cap**. And took the **Lizard** out of the box. To his surprise, he discovered that this wasn't his missing **Lizard** after all. Sitting quietly on his desk, the **Cub Scout** found his own **Lizard**.

"Oh well," said the **Cub Scout**. "I'll take the new **Lizard** to the den meeting this afternoon.

Mrs. Smith will put him in our den zoo. Won't she be proud of me?" And with that, the **Cub Scout** put both **Lizards** in the box and went outside to play, after putting on his **Cap** and **Coat**, of course.

## ADVANCEMENT CEREMONIES

### Den Ceremonies, Immediate Recognition

As a Cub Scout completes three achievements for Wolf or Bear, the Den Leader should make sure that a simple recognition ceremony is held in den meeting. Use the Immediate Recognition Kit (No. 1804), which contains enough materials for a den of Cub Scout for two years. This is a motivational device used to encourage each boy to complete the rank for his age.

Use a brief ceremony related to the monthly theme, or the one below.

**Den Leader:** We would like to tell you the story behind these wonderful beads. The custom of awarding beads stated in the ancient tribe of the Webelos. They were given to braves who did their best to help the tribe and others.

**Den Chief:** Many moons ago, when wolves and bears ruled the animal world, the braves of the Webelos tribe feared these strong beasts.

**Den Leader:** But some braves named (names of boys being recognized), still untried, decided that the best way to live without fear was to learn to understand the creatures of the forest.

**Den Chief:** So they went, disguised as animals, to live with the wolves and bears. The animals accepted them and all their brothers and called them 'cubs', just as if the braves were their own. This was according to the Law of the Pack.

**Den Leader:** For their bravery and friendliness to the beasts, they were given a leather thong with colored beads on it. It signified that he knew the ways of the tribe and did his best at everything without worrying if someone else did better. This is the law which the tribe borrowed from the animals and had the 'cubs' learn.

**Den Chief:** For doing your best in completing three achievements towards your (Wolf) (Bear) badge, I award you (names) this thong and this bead. May you always obey the Law of the Pack.

### Mouse Trap Ceremony

**Materials:** Blindfold

This can be used with a few or many boys that are getting their awards. It signifies setting goals and achieving them, and it is one ceremony that the boys don't forget.

The goal can be the awards the boys are getting or anything else you wish. If a number of boys are getting awards, they should be placed in another room or out in the hallway with supervision. All the boys receiving the Wolf Badge (or Bear or Webelos) would be called into the Pack Meeting. For each boy, there should be a row of mousetraps, and at the end are his parents with his award. The Cubmaster explains that as the boys go through life working toward their goals, there are numerous obstacles in their way. Tonight they are to pick their way through the obstacles that lie between them and their award. They should have well in mind where these obstacles are so that they could find their way blind folded. Which is exactly what you do, and to make it even more exciting, you have them remove their shoes. (While this is taking place, someone replaces the mousetraps with pieces of wood of a similar size. As the boys go through the course and touch a piece of wood, a trap is snapped at their elbow.)

This is very effective for an Arrow of Light Ceremony also. There is only one draw back- it can only every three years.

### Cub Scout Shirt Ceremony

Make it just like their shirts, council patch, Pack numbers, etc. have their awards on the shirt. Let the boys come up and "pick" their awards off. This is also an easy way to show them just where badges should be.

## ADVANCEMENT CEREMONIES

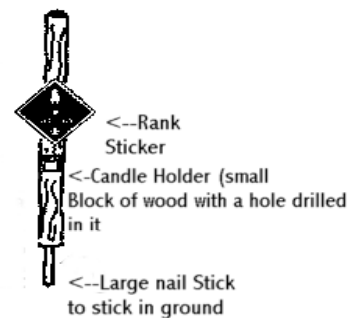
### Rank Candles (For Awards Ceremony, Outdoor Use)

**Supplies needed:** 4 wooden poles, 2" in diameter, cut 3-6 feet long. 1 Set of Advancement Stickers (large size), Scrap wood pieces, cut to sticker size, 2 x 2 blocks of wood, with holes for candles drilled inside, 4 Large Nails

**Cubmaster:** Tonight we light the candle in front of the Bobcat sign. We have the following boys who have distinguished themselves by learning the Cub Scout Promise, Law, Motto and have earned their Bobcat Badge. Would the following Scouts and their parents please come forward? (Call names of Cub Scouts, present them with their Bobcat badges and parents' pins.) Thank you and congratulations.

Next, I will light the candle for the Wolf Sign. (Call names of Cub Scouts, and parents for each rank, Wolf, Bear and Webelos in turn).

As you can see, our Outdoors is brightened by the spirit of Cub Scouting. Let us all strive to bring a pleasant light to our surroundings by following the Cub Scout trail.



### The Great White Hunter Ceremony

Trapper Trail Council



## June 2009: "A Camping We Will Go"

Personnel: Cubmaster, Wolf Den, new Bobcat and parents (Can also do this for Wolf and Bear.

Props: Extra large play gun made from cardboard.

Costumes: Hunting cap and/or hunting vest

Arrangement: Place Wolf den in front of room holding hands to make a pen to put the Bobcats and parent in. Award cards are attached to wide velvet ribbon collars. Mother's pins are on a velvet yellow ribbon.

**Cubmaster:** I'm going to capture some wild critter (animals) and fill my pen up. (Picks up gun and goes into the audience runs around looking, ham it up. Goes to where the Bobcats or other Cubs are seated and takes them and their parents to the pen. Make it fun.) Repeat until you get all the Bobcats.

Now I've got all the Bobcats captured. I think I'll put these Den Tracking collars on them, so we can keep track of their travels. Places the collars on each Bobcat as he names each one. This device is to remind you that on the Wolf trail the Pack will keep track of you and your advancements. You may remove them when you have done a good deed. Congratulations on your hard work. Let Cubs out of pen. Give them the Mother's Pin to present to their Moms.

## Wally The Worm

**Props:** Have an apple made of cardboard with several holes in it. Have the awards in a box in the back. Create a worm puppet for the central character living in the apple

**Format:** Have Wally the Worm hiding in his apple and coax him out to tell everybody what kind of special things he has hiding in his apple. Proceed through an advancement ceremony starting with Bobcat ranks as Wally shares his special treats (awards) with the recipients.

## Butterfly Catching

**Props:** A large butterfly net, large enough to catch a Cub Scout size butterfly. Have badges attached to colored, construction paper bugs that have been "mounted" on a collection board.

**Format:** Cubmaster enters ready for a butterfly collecting expedition. (Wear pith helmet, binoculars and the like). Spot and catch such rare breeds of butterflies such as the Tiger, Bobcat, Wolf, Bear, Webelos as well as the Gold Arrow and Silver Arrow tipped Monarchs.

## Dimming Campfire

**Equipment:** Electric Campfire with dimmer switch, which Akela may operate unseen. Start with it dim.

**Akela.** Tonight we have gathered at the ceremonial campfire to hear an ancient tale. It was once believed that a campfire had great magic. Of course it cooks our food, lights our way and wards off wild animals, but the magic of this Pack Council Fire is that it can light up our future! But only when we approach it after making a great accomplishment.

Will (**Read Names**) and their parent please stand by their chairs? See how the fire burns only dimly when there are no advancing Scouts nearby? Now please come forward and join me at the fire's side. See how it has begun to burn brighter now!

The fire tells us that you have completed all the requirements for your \_\_\_\_\_ rank. You have worked hard to be worthy of this great honor, so the fire has given us a sign that you will continue to find great joy and success in Cub Scouting. You will soon be on your way to earning the next rank in Scouting. The fire tells us you will do so!

Please stand. I present this award to your parent to present to you. Congratulation! (Akela sits again so he can work the controls to dim the fire as Scouts leave.) I now dismiss you to your seats, and watch the fire as you leave its side! (Repeat as many times as needed for awards.)

## Painted Wolf Ceremony

Crossroads of America

**Equipment:** Black face paint, Wolf Badges, safety pins and parent's pin, drum, and an Indian blanket with headdress if available for Akela.

**Personnel:** Cubmaster (Akela), Assistant Cubmaster and a Den leader to beat the drum.

**Scene:** Have the drummer begin a slow rhythmic beat.

**Akela:** When a boy joins our Pack, he earns the Bobcat badge and moves up the trail to the Wolf badge. Tonight we honor the boys who have made this significant step towards the Arrow of Light. Would the following boys \_\_\_\_\_ and their parents please step forward.

**Baloo:** Reads the names and has the people form a straight line.

**Akela:** Do each of you seek to wear the sign of the Wolf? If you do, please say yes.

**Cubs:** Yes.

**Akela:** Please recite after me, the Cub Scout Promise.

Cubs and Akela: I promise to do my best, to do my duty to God and my country, to help other people and to obey the law of the Pack.

**Akela:** I can see by your knowledge of the Cub Scout promise and the achievements you have done that you and your parents have worked hard. These achievements are very important, as they have given you a deeper appreciation of many things. Now you are ready to wear the sign of the Wolf.

The first toe of the Wolf paw is for your growth through feats of skill and having fun with your family. (Have Baloo paint a toe on the forehead of each boy.)

The second toe represents what you have learned about your home, community and country. (Have Baloo paint another toe on the forehead of each boy.)

The third toe represents the skills you have gained handling tools. (Have Baloo paint a third toe on the forehead of each boy.)

The fourth toe represents your new appreciation of conservation. (Have Baloo paint a fourth toe on the forehead of each boy.)

The pad represents your growth as a Scout and shows you are ready for the advancement trail. (Have Baloo paint a pad on the forehead of each boy.)

**Baloo:** Presents the advancement badge to the parent(s) to be given to the boy and the parent pins to the boy to be given to the parent(s).

**Akela:** Congratulations! To everyone for making this step a reality. Shake everyone's hand and have them take their seats.

## GAMES

### Fire Building Time Test

**Note:** This activity *must* be carefully overseen. Follow all appropriate review with the boys and follow all fire safety precautions.

**Setup:** Locate an appropriate place for a fire circle. (Remember that most parks do not allow the building of fires except in fire rings. Position two poles on both sides of the fire circle. Tie a piece of thin cotton string across the poles and about 12 inches off the ground. (When the boys build their fires, they'll be timed on how long it takes before the fire burns through the string. So for each fire built, make sure you tie the string at the same height.)

Either already have the necessary materials or have the boys gather the materials they need to build their fires. They will need dry kindling and some starter wood (a little larger than the kindling). Depending on the situation, you might need to give each fire building team a sheet of newspaper to help start the fire—that's

your call. Finally, use wooden kitchen matches that the boys can best handle without burning themselves. (If the boys are not "ready" to be lighting matches themselves, you can hand them the lit match.)

The game is fairly simple. Divide the den into teams or, if you have the time and materials, each boy can try himself. The clock starts when the first match is struck. The clock stops when the fire burns through the string.

### Critter Obstacle Course

Set up an obstacle course—use stakes in the ground, or lay out bright colored engineer tape in a serpentine pattern on the grass. Prepare cue cards for the racers with names of different "rug rat-type" animals—armadillo, possum, crab, anteater, raccoon, etc—you'll need a different one for each pair of racers. Divide the den into two teams and line them up at the start/finish line. Pair up the racers and assign them their "critters" so they can decide how those critters walk/crawl. On go, the race begins. Each pair of racers has to navigate the course crawling as their moving would.

### Earth, Water, Air and Fire

**Equipment:** 1 bean bag

**Formation:** circle

The Pack sit in a circle with one Cub in the center holding the bean bag. He throws the bag at someone and shouts 'Earth!', 'Water!', 'Air!' or 'Fire!'.

If it is 'Earth', the chosen Cub must reply with the name of the animal, before the center Cub counts to ten. If it is 'Water!', he must think of a fish, if 'Air!' - a bird and if 'Fire' - whistle for the Fire Engine.

**Note:** Once a creature has been named, it may not be called again. If the Cub cannot reply in time, he changes places with the thrower.

### Turkey Feather Relay

2 long turkey feathers of different colors

Divide group into teams, relay style, First player on each team holds a long turkey feather. Each team uses a different color feather. At a signal, he throws his feather, javelin style, toward the finish line. As soon as it comes to earth, he picks it up and throws it again. When it finally crosses the finish line, he picks it up, runs back, and hands the feather to his next teammate. First team to finish flaps their arms and gobbles like triumphant turkeys.

### Guess The Critter Game

Boys are seated in a circle. One is selected to be "it". He selects, in his mind, a critter of nature such as a cricket, mouse, praying mantis, rabbit, raccoon, chipmunk, etc. Then he whispers the selected critter to the game leader so that his answers may be checked. The person that guesses his critter is "it".

### Stalking The Deer

The Critter Catcher and the deer are both blindfolded. They stand at opposite ends of a long table. The Critter Catcher attempts to catch the deer, and the deer tries to avoid being caught, as they both move around the table. The den or pack should remain quiet so that the Critter Catcher can stalk the deer through any movements he makes. The game is exciting and full of suspense for the spectators as well as for the players. Sometimes, to add to the fun, the Critter Catcher is allowed to make an occasional noise by rapping on the table. This gives the deer more chance to get away. The variation is amusing for often the Critter Catcher decides to rap just when, without knowing it, he has practically caught the deer. Can divide a big group and get more than one table, if you have a larger area.

## Critter Farm

Game Leader whispers to each player the name of an critter the leader has already written down, such as dog, bat, chipmunk, bee, etc. On the word "Go" each player makes the appropriate noise of that critter. Set a time limit of say two minutes, and at the end let each player write down the different critters that were made. The person with the most correct names wins.

## The Great Insect Hunt

Have the Cub Scouts stand in a circle on a grassy area, facing outward. Scatter assorted colored insects (toothpicks) in the center of the circle. On signal, the Cub Scouts turn around and gather as many insects they can find. Depending on how green the grass, certain colors will be found more easily than others, showing how color serves as protection from predators.

## Bat And Moth

Have the Cub Scout form a circle 10-15 feet across. Choose one to be the "Bat" and have him come to the center of the circle to be blindfolded. Choose several other boys to be "Moths" and have them come into the circle. Each time the bat calls out "Bat!", the moths reply by calling out "Moth!" using only the direction of the sounds, the bat tries to catch the moths. When the bat calls out, he is sending his radar signals. When the moths reply, the signals are bouncing back. This is how bats, who see poorly, find insects to eat. (It must be a very effective method, because a bat eats 3-4 times his weight in insects each night.)

## Critter Sound Test

Record critter sounds real or human imitations before pack meeting with a tape recorder then play it back for those present so they can try to identify the sounds. Some possibilities are dog, cat, pig, cow, duck, horse, squirrel, chipmunk, cricket, robin, chickadee, crow, katydids, locus, bee, wasp, etc.

## Cub Scout Uniform Game

Cub Scout Uniform Game: When preparing for a uniform inspection, have the Denner or Den Chief slip in with his uniform rearranged in the following manner and let the Cub Scouts tell what is wrong:

1. Cap on backwards.
2. Campaign button on cap.
3. Wearing den chief or denner cord.
4. Service star on neckerchief.
5. Neckerchief twisted into a roll.
6. Belt buckle worn on one side.
7. Neckerchief tied around the neck.
8. Sleeve rolled up.
9. Buttoned up shirt incorrectly
10. Pocket turned inside out.
11. Denner cord on wrong arm.
12. Wearing more than one temporary patch

## Wiggle Bug

Players stand in a circle. A small object is passed around the circle from hand to hand as music plays. The leader starts the object by saying, "This is a wiggle bug. If you get caught with it, it bites--and it gives you the wiggles. When the music stops, the person caught with the wiggle bug must choose some kind of motion, and

## June 2009: "A Camping We Will Go"

must, doing that motion for the duration of the game. If he is caught another time, he chooses a new motion and adds it to the first one. Continue for as long as you want.

### Duck Tag

Play in waist deep water or squat down and play in a yard. Play as regular tag except that a player is safe if he ducks completely under water or on the ground when "it" is near. Then "it" has to go after someone else. Note: a player does not have to stay underwater or on for more than 1 or 2 seconds.

### Copycat Critter Tag

This game can be played with a roped circle or you will need a sprinkler that puts out water in a circle. In this game "it" is not the tagger. Rather he is the "tagee." He runs off while the other players count slowly to three. Then they chase him but they must imitate everything he does while trying to escape. If he crawls like a worm, they must crawl. If he hops like a grasshopper, they must hop. If he stops they must stop, etc., the first to tag him becomes "it". Oh, yes they must stay the circle of water or rope. Have fun!

### Frog Bump

Mark a 6-foot circle on the ground. Two players go into the circle and grasp their ankles. They then try to bump or shoulder their opponent outside the circle.

### Square Foot Claim

Each Scout stakes a "claim" on a square foot of land. The area should be away from where others usually play. Each Cub Scout stakes his own claim and studies it carefully to see what nature things it contains - grass, weeds, larvae, adult insects, feathers, seeds, etc. Decide on a time limit. The longest list wins.

### Mini Scavenger Hunt

Give each boy a film canister with a cap. Take the boys on a hike and have them put anything into the canister, like small shells, dead leaves, and teeny tiny pinecones. The rules are that it must fit into the container while closed. The items must not be live specimens of plants or animals. The most items wins. You could also make up different categories of winners.

### Water Life at Night

To see below the surface of a pond or stream at night, put a lighted flashlight in a watertight jar. (A large instant-coffee jar is good.) You might need to add a stone or two in the jar to make it sink. Screw the top on tightly and tie a cord around the neck of the jar. Lower it into the water.

### Observation

Players sit in a circle. Each takes his turn telling something he can see, hear, feel or smell from where he sits. No repetition is allowed and if a player repeats what another says, or cannot think of something, he is out. The game continues until only one is left.

### Animammal Conference

**Equipment:** Construction paper, scissors

Each person is given a cutout piece of construction paper with the name of an animal (e.g. mouse: long tail). The group is then put into pairs so that, for example, a rooster and a giraffe are together. Each pair tries to figure out a name of the animammal (e.g. Giroosteraffe). Pairs can then set out to try an guess the names of the other aminmammals in the group.

## Take a sock hike

Have the scouts put old socks on over your shoes. After your hike, stop and look at the things stuck to your socks. Where did those items come from? Did you see them on your hike? Why did they stick to your socks?

## Circle of Life

The more people for the circle the better and more fun! Have the scouts get into a circle with their right hand into the center. Now the object of this game is to squish together so that everyone can sit on the knees of the person in back of them. You can use this game to show how nature depends on each other and a break in the ecological chain can be devastating to the rest.

## Spiders Web

**Equipment:** Enough pieces of string for every participant.

**Objective:** Have every participant walk on hands and knees to a place where a web will be built and tie the string to make a web.

Have each person crawl or walk on hands and feet to tie their string onto the "web." The first team to finish wins. You may want to give a prize for the best looking web!

## SONGS

### The Ants Go Marching

The ants go marching one by one, hurrah, hurrah  
The ants go marching one by one, hurrah, hurrah  
The ants go marching one by one,  
The little one stops to suck his thumb  
And they all go marching down to the ground  
To get out of the rain, BOOM! BOOM! BOOM!

More verses:

The ants go marching two by two,  
The little one stops to tie his shoe  
The ants go marching three by three,  
The little one stops to climb a tree  
The ants go marching four by four,  
The little one stops to shut the door  
The ants go marching five by five,  
The little one stops to take a dive  
The ants go marching six by six,  
The little one stops to pick up sticks  
The ants go marching seven by seven,  
The little one stops to pray to heaven  
The ants go marching eight by eight,  
The little one stops to shut the gate  
The ants go marching nine by nine,  
The little one stops to check the time  
The ants go marching ten by ten,  
The little one stops to say "THE END"

## Buggy

There was a Cub who had a bug and BUGGY was his name, oh.

B-U-G-G-Y, B-U-G-G-Y, B-U-G-G-Y,

And BUGGY was his name, oh!

For each verse after the first, omit saying one letter more, so that the second verse is:

There was a Cub who had a bug and BUGGY was his name, oh.

(Sh)-U-G-G-Y, (Sh)-U-G-G-Y, (Sh)-U-G-G-Y,

And BUGGY was his name, oh!

And so on...

## Bugs

Tune: Row, Row, Row Your Boat

Catch, catch, catch a bug.

Put it in a jar.

Sometimes they fly, sometimes they die,

but most get squashed on your car.

## Scout Vespers

Softly falls the light of day,

While our campfire fades away.

Silently each Scout should ask

Have I done my daily task?

Have I kept my honor bright?

Can I guiltless sleep tonight?

Have I done and have I dared

Everything to be prepared?

(Second version, from a Wood Badge Songbook.)

Quietly we join as one,

Thanking God for Scouting fun

May we now go on our way,

Thankful for another day.

May we always love and share,

Living in peace beyond compare.

As Scout may we find,

Friendships true with all mankind.

Quietly we now will part,

Pledging ever in our heart,

To strive to do our best each day,

As we travel down life's way.

Happiness we'll try to give,

Trying a better life to live,

'Till all the world be joined in love,

Living in peace under skies above.

## Mighty Fine ... Scout Camp

The busses that you ride in, they say are mighty fine,  
But when they turn a corner, they leave the wheels behind.  
Chorus:  
Oh, I don't want no more of Scout Camp Life..  
Gee, Mom, I want to go, but they won't let me go;  
Gee, Mom, I want to go home.  
The leaders that they have here, they say are mighty fine,  
But when you get up closer, they look like frankenstein.  
The first aid that they give you, they say is mighty fine,  
But if you cut your finger, you're left with only nine.  
The water that they have here they say is mighty fine,  
But when you try to drink it, it tastes like turpentine.  
The biscuits that they serve you, they say are mighty fine  
But one rolled off the table and killed a friend of mine  
The spaghetti that they serve you, they say is mighty fine  
They rinse it the toilet and drain it on the line/  
The cocoa that they serve you, they say is mighty fine  
It's good for cuts and bruises and tastes like iodine.  
The tents/cabins that you sleep in, they say are mighty fine  
But whoever said this has never slept in mine.  
The toilets that they have here are the best that they can get  
Last night my tent mate had to go, they haven't found him/her yet.

## The Coming Of The Frogs

(Tune: Battle Hymn of the Republic)

Mine eyes have seen the horror of the coming of the frogs.  
They are sneaking thru the swamps and they are lurking in the logs.  
You can hear their mournful croaking through the early morning fog  
The frogs keep hopping on.  
**Chorus:** *(repeat after each verse)*  
Ribet, ribet, ribet, croak, croak.  
Ribet, ribet, ribet, croak, croak.  
Ribet, ribet, ribet, croak, croak.  
The frogs keep hopping on.

The frogs have grown in numbers and their croaking fills the air  
There's no place to escape because the frogs are everywhere.  
They've eaten all the flies and now they're hungry as a bear  
The Frogs keep hopping on. **Chorus.**

They've hopped into the living room and headed down the hall.  
They've trapped me in the corner and my back's against the wall.  
And when I opened up my mouth to give a warning call.  
This was all I heard. **Chorus.**



## Flea Fly -- Repeat after the leader

Fee  
Fee Fly  
Fee fly Flow  
Kum a lotta, kum a lotta, kum a lotta vee stay.  
Oh no, no not the vee stay.  
Hex a meey hex a meeny oh walla walla meeny Des a meeny heya meedy oh walla wa  
Be bill Oaten scoten bo bo be de dooten Bo bo be de dottenBo Bo be de dotten Shhhhhhhhh

## America (Round)

Crossroads of America  
America, America,  
How can I tell you how I feel,  
You have given me many treasures  
I love you so.

## Kooka Berry

Kooka berra sits in the old gum tree,  
Merry, merry king of the bush is he.  
Laugh Kooka Berra, laugh kooka berra,  
Gay your life must be.

## Do Your Ears Hang Low (High)

Do your ears hang low,  
Do they wobble to and fro?  
Can you tie them in a knot?  
Can you tie them in a bow?  
Can you throw them over your shoulder  
like a Continental soldier?  
Do your ears hang low?

Do your ears hang high?  
Do they reach up to the sky?  
Do they droop when they are wet?  
Do they stiffen when they dry?  
Can you semaphore your neighbor with  
A minimum of labor?  
Do your ears hang high?

## All You Etta

(Tune: Allouette.)  
Crossroads of America  
All you etta, think of all you etta,  
All you etta, think of all you et.  
Think of all the \_\_\_\_\_you et,  
Think of all the \_\_\_\_\_you et,  
\_\_\_\_\_ you et,

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\_\_\_\_\_ you et,  
Ooooooooooh.

**Kum Ba Yah**

Kum ba yah my Lord, Kum ba yah,  
Kum ba yah my Lord, Kum ba yah,  
Kum ba yah my Lord, Kum ba yah,  
Oh Lord, Kum ba yah.

Someone's crying, Lord, Kum ba yah,  
Someone's crying, Lord, Kum ba yah,  
Someone's crying, Lord, Kum ba yah,  
Oh Lord, Kum ba yah.

Someone's laughing, Lord...  
Someone's singing, Lord...  
Someone's praying Lord...

**It's an Insects World"**

Sung to the tune of "It's a Small World"

It's a world of centipedes, a world of moths,  
It's a world of butterflies, a world of moths,  
There's so much that we share,  
We should be aware,  
It's a great big insect world.

**Chorus:**

It's a great big insect world.  
It's a great big insect world.  
It's a great big insect world.  
It's an insect world.

It's a world of beetles, a world of fleas,  
It's a world of worms, a world of bees,  
In this world that we know,  
There's so much we can show,  
It's a great big insect world.

**Chorus:**

It's a great big insect world.  
It's a great big insect world.  
It's a great big insect world.  
It's an insect world.

## SKITS

### A Compass Lesson

**Cast:** 1 leader and 2 or more scouts.

**Props:** A good compass and a map

**Announcer:** In this scene, we see a Scoutmaster teaching a Patrol about maps and compass.

**Scoutmaster:** Now fellows, if you take a bearing from the map this way you can now stand up and, keeping the compass away from your belt buckle, walk along the bearing until you reach your destination. John, you try that. (John does as instructed, exits, re-enters)

**Scoutmaster:** (Standing) In the same way you can take a bearing on a distant object, and use that to find where you are on the map. Now, each of you take a bearing on that big tree on the hill top. (Other boys do as instructed, passing compass around, making suitable comments.)

**Scoutmaster:** (After a few moments) All right, let's all gather around. That wraps up tonight's compass lesson. There is just one more important point! Never, never buy a **TATES** compass.

**Tom:** Scouter, why should we never buy a **TATES** compass ?

**Scoutmaster:** You know the old saying: "He who "has-a-TATES" is lost!"

### Bee Sting

**1st scout:** "OOOOOUCH , OOOOOH , OOOUCH."

**2nd scout:** "What's the matter with you?"

**1st scout:** "A bee's stung my thumb."

**2nd scout:** "Try putting some cream on it then."

**1st scout:** "But the bee will be miles away by this time."

### Campers and Bears

Two campers are walking through the forest when they suddenly encounter a grizzly bear! The bear rears up on his hind legs and lets out a terrifying roar. They're both frozen in their tracks.

The first camper whispers, "I'm sure glad I wore my running shoes today."

"It doesn't matter what kind of shoes you're wearing, you're not gonna outrun that bear," replies the second.

"I don't have to outrun the bear, I just have to outrun YOU," he answers.

### "Gathering of the Nuts"

Select a cast and have them enact the following dramatic roles and then read the play script allowing time for each character to play the part.

**Horns-**"Toot Toot"

**Drum-**"Boom Boom"

**Cymbals-**"Clang, Clang"

**Curtains-** Two People Stand Together in the Middle of the Stage and then Part to the side of the stage on cue.

**Moon-**Gets up off the floor on cue, and put arms together in the shape of the moon.

**Trees-** (Have several, 4 or 5) Stand and waive arms on cue.

**Sun-**Stands and on cue sits down.

**Wolf-**Enters from stage right howling.

**Announcer-** Reads the following script: The orchestra plays (horn, drum and cymbals begin playing), and the Curtains part, the trees wave in the breeze, The sun sets and the moon rises, a wolf enters howling. The

announcer then asks the gathering if they have ever seen such a gathering of nuts. Have the curtains close and give all participants a "Round of Applause!"

## CUB GRUB - Fun Food

### Campfire Snacks

Go to this and other websites for many great campfire-appropriate recipes. (Make special note of the popcorn recipe, below. Something special each of the boys can do himself.)

#### Striped S'More

**Ingredients:**

- Marshmallows
- Fudge Striped Shortbread Cookies

Toast marshmallows until golden brown, place between bottoms of 2 fudge striped cookies. Taste just like the ones you make with graham crackers without the mess.

#### Reese's Peanut Butter Cup Smore

**Ingredients:**

- 2 1/2 s graham cracker
- 1 marshmallow
- 1 peanut butter cup

Cook marshmallow over campfire, put on to cracker, then add peanut butter cup to marshmallow.

### Campfire Popcorn

In the center of an 18" x 18" square of heavy or doubled foil, place one teaspoon of oil & one teaspoon of popcorn. Bring foil corners together to make a pouch. Seal the edges by folding, but allow room for the popcorn to pop. Tie each pouch to a long stick with a string & hold the pouch over the hot coals. Shake constantly until all the corn has popped. Season with butter & salt.

### Foil Pack

**Instructions** - Use regular width heavy duty foil (two sheets of regular foil works OK, but the heavy-duty is easier to handle) and tear off as many pieces needed - each piece should be about 12"-15". Food should be placed on the **shiny** side of the foil. To close packets after food to be cooked is placed on foil, use a "drugstore wrap" - bring longer edges of foil together over food and fold over and down several times, almost to the "level" of the food. Fold ends over about 1/2 inch or so at a time until the folds reach the food. Place the packets on the grill - seam side up first and about 6"-8" over the coals - and cook for about 15 minutes. Turn over packet and cook another 15 minutes. This is not an "exact science" - cooking times sometimes have to be adjusted for variations, e.g., too-full packets, too-thick ingredients, etc. If in doubt, take a packet off the fire, open and check; re-seal carefully if it needs more cooking. Food foil packs can be cooked in any oven, of course, but campfire cooking - fire-building, food preparation and cooking - can interest any kid.

All-In-One Meal (Kids like to assemble their own "packs" and can help with cutting the vegetables if they're "sharp-object ready". And, mark each packet with its owner's initials before cooking; black magic marker works well.)

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Make a patty of about 1/4 pound lean hamburger. (Some older kids, especially high school-age boys, and more than a few girls, can eat two or more packs.) Place patty on "square" of heavy-duty foil. Put one or more of the following "seasoning" options on the meat patty, if desired:

A couple tablespoons of catsup or chili sauce; mix with a little mustard if desired.

Two-three tablespoons tomato sauce with herbs or any other variety - comes in an 8 oz. can.

Two-three tablespoons salsa

About a tablespoon of dry onion soup mix - stir up the "powder" and the "flakes" together and sprinkle over the patty; the moisture from the vegetables/meat will moisten this.

A little salt, pepper, and Worcestershire sauce.

On top of the meat patty, layer (overlapping like "fish scales") 4- 6 thin slices of potato, then about the same amount of thinly sliced carrot on top of the potato. ( 4 or 5 thin slices of zucchini can also be "layered" on top of the carrot, if you like.) Put a little chopped or very thinly sliced onion - some kids don't like this and will leave it out - over the top of the other vegetables, close up the packet and place over hot coals. When food is done, add any other seasonings desired, and eat from the foil packet - no plates required

### Cinnamon-Sugar Biscuit Stick

#### Ingredients:

- Can of ready to cook biscuits
- 1/2 c. Sugar
- 5 tbsp. Cinnamon
- 1 Stick Butter
- Green Stick or Camping Fork

#### Directions:

Melt butter in square cake pan & keep warm. Mix cinnamon & sugar & place in pie pan. Open biscuits & roll into long strip. Roll onto stick and hold over fire without touching flames. Cook until light golden brown. When dough moves easily without sticking, it is done. With a fork, roll dough in butter, place in cinnamon sugar and roll. Enjoy!!

### Bisquick Cherry Cobbler

#### Ingredients:

- One or two cans of cherry pie filling
- Box of Bisquick
- Vanilla flavoring
- 1 Egg
- Water
- Sugar
- Milk
- Cinnamon
- Round 8-9" cake pan
- Dutch oven
- Aluminum foil

**Directions:** Coat cake pan with thin coat of oil, or line with foil and coat with oil. Spread cherry pie filling into cake pan, at least one layer of cherries across bottom. Mix in bowl until smooth: 1 cup of Bisquick, 1/3 cup of milk, 1 tablespoon of sugar, 1 egg, 1/8 teaspoon of vanilla, large dash of cinnamon. If batter is very thick, add a splash of milk so it will be spread able but not runny.

Pour batter equally over top of cherries, use spoon to spread if needed. Place three small rocks on bottom of hot preheated Dutch oven, then place cake pan in oven on top of rocks and cover. Place oven on top of eight-

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ten good charcoals. Put twice as many on top. Bake about 12 to 15 minutes until crust is golden brown and cherries are bubbly. Be careful not to overcook if batter layer is thin.

### Frito Pie

#### Ingredients:

- 2 lbs of hamburger
- Large bag of Frito's corn chips or other corn chips
- 4-6 ounce bag of shredded cheddar cheese
- Package of taco seasoning
- Medium size jar of salsa or sauce if desired:
- Head of lettuce or bag of pre-cut salad
- Fresh tomato, chopped
- Onion, chopped
- Fresh mushrooms
- Red or green peppers
- Sour cream
- (serves 6 to 8 boys)

#### Directions:

Preheat Dutch oven on fire, and brown meat. Drain off grease. Stir in taco seasoning mix, cover and simmer according to directions, 5 to 10 minutes, stirring as needed.

Remove from heat. Add chips to Dutch oven, mix in with meat, spread layer of shredded cheese over top, cover and let stand for a few minutes to warm chips and melt cheese. In cold weather, place Dutch oven on a few coals and put a few on top of lid to maintain heat.

Serve when warm and cheese melted. Add salsa to taste.

Option: sauté onions, peppers, mushrooms with ground meat before adding taco seasoning.

### Meat Loaf

#### Ingredients: 2 Servings

- 1 1/2 lb Ground beef
- 3/4 c Quick oats
- 1 Eggs
- 1/4 tsp Dry mustard
- 1/4 C Bell pepper
- 1 pack Onion soup mix
- 3/4 tsp Salt

Mix all ingredients and put in casserole pan. Place in Dutch oven. Bake 1 hour, covered.

### Banana Boat

#### Ingredients:

- 1 Banana -- unpeeled
- Semisweet chocolate chips
- Miniature marshmallows
- Brown sugar

This recipe is for 1 serving

Slit each banana lengthwise but not all the way through. Leave the skin on (do not peel). Put 1-2 teaspoons each of the marshmallows and chocolate chips in slit. Sprinkle lightly with brown sugar. Wrap tightly in foil, being sure to seal ends. Place on grill over campfire or coals, seam side up. Takes about 7 minutes to cook.

## STUNTS & APPLAUSES

**Beaver:** Cut a tree by tapping front teeth together, slap your tail by slapping a palm against your thigh, then yell, "TIMBER!"

**Boy Scout/Cubby Yell:** "What's the best patrol/den?" All the patrols/dens yell back the Boy/Cubby winner's patrol name/den name.

**Call the Hogs Yell:** SOOOOOOOO EEEEEEEE, SOOOOOOOO, EEEEEEE!!!!!! PIG PIG PIG PIG!!!

**Cub Scout Yell:** "Do Your Best! Be Prepared! Shout! Shout! Shout! Wolf Cub! Bear Cub! Webelos Scout!"

**Foil Dinner:** "RAW, RAW, RAW!"

**Super-scout:** Faster than a speeding bullet, more powerful than a locomotive, able to leap tall buildings in a single bound. It's Super-scout!

**Bee Applause:** Don't touch that hive!!!! Buzzzzzzzzzzzzzzzz ..... Ouch! Ouch!!!! Run!!!!!!

**Giant Beehive Applause:** Instruct everyone to start humming. Then as you raise your hands, the humming gets louder. When you lower your hands, the humming gets more quiet.

**Duck Call:** Applause: Instruct in detail how to hold your hands to your mouth. Then say, "here, ducky, ducky, ducky."

**Mosquito Applause:** Buzz like a mosquito then raise up hands and slap them together, like killing a mosquito, then flip the dead mosquito off your hand.

**Heart & Sole Applause:** Slap heart and then the sole of your shoe.

**Real Big Hand Applause:** Make a fist with your hand and extend your thumb, put the thumb in your mouth and blow extending your fingers up with each puff. When fingers are completely open raise your hand!

**Mosquito:** Rapidly slap arms, legs, body and face.

**Oil Cheer:** Crude! Crude! Crude!

**Jolly Green Giant Cheer:** Place hands on hips, tilt back and forth and say Ho, Ho, Ho.

**Doctor:** Open your mouth, stick out your tongue and say "Ahhhhh."

**Horsing Around:** Make galloping noises and whinney.

## Jokes

**Alaskan Joke:** What does a pig in Alaska live in?

Answer: A pigloo.

**Bumble Bee Joke:** What does a bumble bee chew?

Answer: Bumble Gum..

## Run-Ons

**Cub #1:** How do you catch a unique mouse?

**Cub #2:** Unique up on him.

A: Enters singing "soap, soap, soap."

B: What are you doing?

A: Singing a few bars.

## CLOSING CEREMONIES

**Preparation:** Before the meeting, go to a local photo-processing store and get enough 35-mm film canisters for everyone in the group. You can also print off a bunch of labels (standard Avery labels, for example) that list the campfire event group, date, and event. During the campfire activity, shovel out ashes from the campfire and have these cool off. **CAUTION:** Make sure that the ashes have no live cinders. Off to the side, have someone fill each canister with some of the ashes. At the close of the campfire, pass around baskets/containers with the filled canisters.

**Cubmaster:** Tonight, as we close out the campfire and close out another successful program year in our Pack, we think about the good times we've had together all year long. To help join us together, we share these ashes—the last lingering light of our year together. Keep these ashes to remember our friendships and good times, to remember the fellowship we have shared and will always share together in the Scouting program. Good night and Godspeed, Pack XX!

### 4th of July Closing - The Flag

We watch the flag as it passes by  
A flash of color against the sky;  
Its fifty stars are as dazzling white  
As those few that shone by dawn's first light  
The brave, bright red that will never fade,  
By the blood of men's sacrifice was made.  
The white, for our nation's purity  
Can be kept from stain by you and me.  
The blue; the vastness of God's own sky,  
His promise that freedom shall never die.

The mighty cities; the farmlands fair;  
The many churches for praise and prayer;  
The chance to do, the chance to be  
In a land our forefathers fought to be free.  
The hope that the world is looking for  
In our will for peace but our strength for war  
A symbol we cherish and understand.  
And we bar our heads and our hearts beat high  
As our flag, "Old Glory" is passing by.

### Cub Scout Fun

Have Den recite lines at the closing of the Pack Meeting.  
So we've spent a year together  
We've spent a year of fun  
We've had good times together  
With our Pack that works as one  
But the good times that we've shared  
And the laughs and games and song  
Are only just the start of it,  
If you come all summer long  
For we have many plans  
To keep from being bored  
And if we work together



## June 2009: "A Camping We Will Go"

We'll get the Summertime Award!  
So don't forget your Den and Pack  
As you make your summer plans  
'Cause the Den and Pack are surely  
The best fun in the land!

### Critters All Around

**Setting:** Set up the meeting place to be low lights and quiet whispers. Make it as serene as possible.

**Cubmaster:** As we close out this month's Pack Meeting, we recall that we humans are not here alone. We share this wonderful earth with creatures of every sort. But we need to recall also, that we are given a responsibility to take care of our earth and the creatures that live here on it. So let's take this responsibility seriously and remember that all God's creatures deserve a break. Treat nature with respect. Do not abuse the wonderfulness that we've been given. Good night!

### Smokey

Each boy should hold up cards to spell "Smokey."

**S** --- Smokey the Bear has a message to tell.

**M** --- Make it a point to hear him well.

**O** --- Only you can prevent fires Smokey does say.

**K** --- Keep yourself safe in being careful that way.

**E** --- Everyone must do their part.

**Y** --- Yes, we can stop fires before they start.

### Do Your Best

When you give the Cub Scout Promise, the words "Do Your Best" often are lost all the other very important words. Let's stop for a minute and carefully consider those words. "Best" describes effort and action above our usual performance. "You" are the only person who can possibly know whether or not you have done your best to do certain things. "Your Best" is just that--the very best.

Think about the meaning of the Promise and decide that you will always do your very best, no matter what the job facing you might be.

### Twigs

As the embers fade in your campfire/charcoal grill, give each person a sprig of dried cedar, pine, etc.

**Akela:** The light from hundreds of campfires, burning around the world has brightened the Cub Scout Spirit for many years. Tonight, we have enjoyed the warmth and cheerfulness of our campfire as one Cub Scout family. As the campfire dims, its glowing embers are reminders of the fun and fellowship we have shared. I ask that you now walk slowly past our campfire in silence, drop your twig upon the ember, and think of what Cub Scouting means to you.

**Recite** the following poem as the people file past the campfire to drop their twig. The poem may be used separately.

### Have You Ever Watched The Campfire

Have you ever watched the campfire,  
When the wood has fallen low,  
And the ashes start to whiten  
Round the embers' crimson glow  
With the night sounds all around you  
Making silence doubly sweet,  
Santa Clara County Council

## June 2009: "A Camping We Will Go"

And the full moon high above you  
That the spell might be complete?  
Tell me - were you ever nearer  
To the land of heart's desire  
Than when you sat there thinking  
With your feet before the fire?  
- From The Gilwell Camp Fire Book

### Cubmaster's Closing Thoughts

There isn't a trail that is too long to take, if you really want to take it, and you know at the beginning of that trail what the difficulties will be.

A trail can be any endeavor that you start off on. Don't ever start down a trail in your life without believing that you will finish the trail and come to the other end.

If you live out your life this way, every day can bring new trails, start your out on new adventures and make your life a really good journey.

#### **Closing**

May the sun be warm and kind to you,  
May the darkest night bring a shining star through.  
May the dullest day bring a ray of light to you,  
And when you leave here tonight,  
    God's hand to you.  
    Good night Scouts!

## July 2009 Monthly Theme: "Be A Sport"

Not only is it important to do your best when you try new sports but it is important to understand the rules of being a "good sport" no matter how the game goes. Play ball, soccer, tennis, or any sport! Learn about a sport that you've never played before. Have a sports competition with another Cub Scout pack in your area. Have athletes from a local high school or college speak at your den or pack meeting. Ask them to teach you about their sport. Learn a sport you can play with your family: golf, tennis, bowling, swimming, or skating. Have a pack sports day. Cub Scouts can create an obstacle course for the pack to enjoy while earning the belt loop and pin for Physical Fitness or any of the many Cub Scout Sports subjects.

Webelos Activity Badges: First year, Aquanaut; Second year, Geologist

### Hints And Tips For New Cub Scout Leaders

Plan your meetings far enough ahead to allow time to gather materials needed. Set goals that you want to accomplish during the year. Outline your program for the year and plan ahead to involve as many people as possible. Plan each meeting ahead of time. You might find it valuable to plan next weeks meeting after just completing a meeting.

Always have a plan B, each group will be different and activities that thrilled one den may bore another, and when they get bored they get rowdy. If they are showing signs of boredom drop the activity and go to plan B and you will rarely have discipline problems.

If you plan an outdoor activity, always have an indoor alternate planned.

Transitions from one activity to the next are easiest if the meeting is planned so that the next activity is always preferred to the current one. For example we begin with opening ceremonies that reinforce the values of Scouting (boring) then go to advancement activities (less boring but not as much fun as games which come next), after games we go to snack time (they are always willing to stop what they are doing for snack!). I use the fact that they have their hands full and their mouths full as the best opportunity for announcements and reminders. Their parents are beginning to show up, and it doesn't hurt that parents are also hearing the announcements and reminders. It also helps to keep those impatient parents from grabbing the Cub and leaving before the closing ceremony, since they intuitively understand that they should not take their child away during announcements.

Don't try to carry all the load yourself. In Tiger, Wolf and Bear dens the family unit is central to the forming of the Cub Scout and activities revolved around the family unit. Get other parents involved. Help them realize it is their program and then depend on them to lend expertise on aspects of the program. Invite them to attend by determining their interests and using them.

Leadership is developed and learned. You can become an effective Cub Scout Leader if you will prepare yourself and take the time to learn. Remember to be flexible in your planning. There are no set answers to handling boys. Don't be afraid to experiment.

Get trained! Start out with the Cub Scout Den Leader Fast Start video. It is very short and enjoyable to watch. After you get settled in, attend New Leader Essentials and Cub Scout Leader Specific Training at your district. . It is the best place to go to learn your Cub Scouting fundamentals.

Understand the Cub Scout program so you can help the boys grow throughout the program. There is a lot of resources available to help you. One of your best resources is the monthly district Cub Leader Roundtable, where you can exchange ideas with other Cub Scout Leaders.

Do your best, and, above all, have fun!

## PRAYERS & POEMS FOR SCOUTERS

"The coach will teach you how to score on the court, but education is how you score in life."

Jamie Gladden, Xavier University

### PACK/DEN ACTIVITIES

#### Favorite Team Slide

**Note:** In preparing to make this slide, you need to check with the boys to find out who their favorite teams are (regardless of the sport). Then you can scour the world for copies of the team logos. The internet is a reasonable source for some team emblems, but a lot of them are not available. For some, I would look in mail order catalogues, sports magazines, etc. I was able to find stickers of various sports teams at a discount store for a dollar. These work great.

**Materials:**

- 1 inch (or size of logo) disk
- $\frac{3}{4}$ -inch PVC slide ring
- Color copies of team logos

**Equipment:**

- Tacky glue
- Hot glue
- Scissors

**Directions:**

1. Cut out team logos to the size of the disks.
2. Mount logo on disk using tacky glue.
3. Mount the slide ring to back of disk using hot glue.

#### Ball Practice

Have some of the parents available to help toss, kick, bat, etc. balls around with the boys. This will keep them busy for hours!

#### Know The Rules of the Game

Have one of the boy's older siblings or a coach-parent provide some pre-meeting discussion on rules of different sports. This would be a good opportunity to also discuss what Good Sportsmanship is.

#### Local Soccer Star Demo

August is a great time to start the boys thinking about soccer, which starts up at the beginning of the school year. Why not contact one of the local high schools about getting one or two of the star players to attend the meeting and conduct a demonstration/workshop for the boys. They could practice some basic "moves" like dribbling, kicking, etc.

#### Multi-Sport Game

Make up a special ball game with all kinds of wacky rules combining the rules and equipment from several different sports. For example, you can have a game that uses a softball that has to be kicked or "pucked" (using hockey sticks) around the b-ball court. The boys can only pick it up when they're shooting a basket that earns them touchdown points.

## Summer Olympics

Hold a fun mini-Olympics. This can involve many of the usual Olympic sports with enjoyable twists added to them. Examples of sport events might include Water Balloon Shot Put, 100-foot Crab-Walk Dash, Synchronous Swimming (without water), Low Jump (under a pole without knocking it from its holder), Balloon Javelin Throw, 50-foot 3-Legged (Potato Sack) Hurdles, 25-Yard One-Footed Relay, etc. Make sure to have Olympic Gold/Silver/Bronze "medals" for all of the participants and the winners.

## Sports Event Between Packs

Again, you need to go to the Cub Scout Leader Book to get more details, but this is one opportunity that the BSA promotes and on which it provides specific guidance. If you have a neighboring Pack, especially if there's a little fun rivalry with it, set up a summertime Olympic event or a day of games. Make sure to involve the whole family in the activities.

## Family Sports Day

This is just a different flavor of the same kind of event that you might plan between Packs. For a few years our Pack had a "Pack Family Picnic" at Codorus State Park that included softball, volleyball, badminton, swimming, etc.

## Trip to the BallGame

For those of us in the YAAC, we have multiple opportunities for attending a sporting event as a Pack. Our Pack does an annual trip to a Senator's game in the summer—we make sure we pick an evening that has a nice give-away for the people going. Visit the Senator's website <<http://www.senatorsbaseball.com>> for schedule/event information.

## Handicap Sports Event

To heighten the boys' awareness of other boys' challenges, hold a sports event that includes some element of physical challenge that physically handicapped children must accept as everyday.

## String Ball

### **Materials**

- Balloons
- Any color string
- Scissors
- Yardstick
- Petroleum jelly
- White glue
- Paper plate
- Waxed paper
- Pin
- Construction paper

### **Instructions**

- Blow up as balloons as you want to make.
- For each balloon, cut 30 pieces of any color string between 12 and 15 inches long.
- Rub a thin layer of petroleum jelly on each balloon.
- Pour a little glue onto a paper plate.

## July 2009: "Be A Sport"

- Dip a string into the glue, and past it on a balloon. Continue dipping and pasting the strings in overlapping designs on a balloon.
- Place on waxed paper to dry. Let glue dry completely, at least overnight. Do the same for the other balloons.
- When the glue has dried, use a pin to pop the balloons. **COVER YOUR EARS!!**
- Carefully pull out the balloons through a space between the hardened strings. (Promptly discard balloon pieces — they are choking hazards for small children!)

When you finish you are ready to play some string ball!

### Tiny Straw Kite

#### Materials:

- Dental floss
- 6 straws
- Thread
- Tissue paper
- Glue
- Paint
- Fine paintbrushes
- String

#### Instructions

- Thread 1 long piece of dental floss through 3 straws. Tie the ends of the floss together, which will form the straws into a triangle.
- Cut 3 pieces of dental floss 2 inches longer than the straws. Thread a piece of floss through each of the last 3 straws, leaving an inch sticking out of each end.
- Tie together 1 end of the floss from all 3 straws. You will have a 3-armed star. Tie the floss hanging from the other end of each straw to a corner of the triangle. You will have a 4-sided shape called a tetrahedron.
- Cover 2 sides of the tetrahedron by gluing tissue paper to the straws.
- On the triangles with tissue paper, poke small holes in the paper 1/3 of the way from the top of the kite. Thread a piece of floss through each hole, and tie them around the straw.
- Tie a slightly longer piece of floss around the straw near the bottom 1/3 of the kite. Tie the floss together, then tie a long string to this to fly the kite. Paint anything nice you like on your kite, and see how high it can fly!

### African Design Boomerang

#### Materials:

- Foam board or cardboard
- Colored markers
- Craft knife

#### Instructions

- Sketch a boomerang shape onto foam board or cardboard (Webelos may use plywood) then cut out.
- Using a combination of different geometric designs and colors, create your own traditional style boomerang pattern. Aboriginal art also reflected elements of nature. You will find designs of leaves, twigs, birds' footprints and pawprints. You may want to include some of these in your boomerang patterns also.

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- Display your boomerang by hanging it from the ceiling or tall bookshelf. You can make an entire collection, each with a different design featuring lots of colors, or use only a few colors and the art of repetitive patterns to create interest

### Sand Cast Sea Treasures

#### **Materials:**

- Starfish or shells found on the beach
- 4 cups sand
- Clear plastic pony beads - Yellow and Purple
- Decorative gel glue
- White glue
- Plaster of Paris
- Glitter glue - Green and Purple
- 2 Containers for sand and plaster mixture
- Spoon
- Paintbrush
- Water

#### **Instructions:**

- Collect shells or starfish on the beach. If you do not live near a beach, these items are often available at craft stores.
- Fill container with four cups of sand. Add 1/2 cup of water to sand and mix well.
- Press starfish or shell, face down into sand to make an impression.
- Remove shell from sand.
- In another container, mix 1/2 bottle of white glue with 1/2 cup of water.
- Add 1 cup of plaster of Paris. Mix well. (TIP: This step is messy. Work outside if possible.)
- Pour this plaster mixture into impression in the sand. Allow this to set for one hour.
- Remove plaster casting from sand. Brush off extra sand with a paintbrush.
- Brush a coat of decorative gel glue over the top surface of sand casting.
- Outline and add accents with glitter glue. Glue pony beads to sand castings.

### Sculptures of Ice

#### **Materials:**

- Empty plastic containers or milk cartons
- Water
- Food Coloring
- Garbage bags

#### **Instructions**

- Add a few drops of food coloring to water that you have put into empty plastic containers or milk cartons. Freeze overnight.
- The next day, spread large garbage bags on a picnic table (in the shade!), and put a frozen container on each. Peel off or have an adult cut away the containers. Now you are ready to sculpt. Use your hands and your mouth to make wild and crazy shapes.

## Beach Bucket

### Materials:

- A large plastic jug
- A paper punch
- Yarn or brass fasteners
- Self-adhesive paper

### Instructions

Thoroughly wash the plastic jug and let it dry. Cut away the top half of the jug.

Cut a 1-inch by 12-inch strip from the top half of the jug — this will be the handle.

Punch a small hole at each end of the handle, and punch two holes opposite each other near the top of the bucket.

Attach the handle to the bucket with brass fasteners (or tie a short length of yarn through the holes).

Use self-adhesive paper to design a summer scene.

## Pack Meeting Gathering Activities

### Blind Man's Ball

Gather one or two of as many different sports balls as you can find. For each one, get a large enough covered box into which the ball will fit. Cut hand-holes in the side of each box and cover the holes with "curtains" so the players can't see into the box. Label the boxes for identification (e.g., 1, 2., 3. etc.). Have each person feel the ball in the box and figure out what type it is.

### Team Logo Geography Quiz

Using the quiz sheet found at the back of this section, ask everyone to identify the cities to which the different sports logos are "home."

### Gathering Activity

Set the room up so the boys can demonstrate the different fitness events they have done in the last month.

### Nametags

Use pieces of paper that are cut in the shape of a football or a basketball and decorated with the seams usually found on the ball you choose to use

## OPENING CEREMONIES

### Olympic Oath Opening

**Setting:** If you are actually conducting an "Olympics" event, you might decide to use the oath as your opening; however, if you are conducting a regular meeting that uses the theme in general, you can use this opening ceremony to recite the Pledge of Allegiance. You can have the American Flag by itself (unfolded and held open by a Den of Cubs) or it can be in position at the front of the room as you normally display it (either hung on the wall or on a pole). Have a single scout assigned to walk up to the flag, hold a corner in his left hand and give the Cub Scout salute as he recites the Pledge for the entire Pack.

**Narrator/Cubmaster:** At the start of each Olympics, every athlete promises to play fairly and obey all of the Olympic rules. One athlete from the host country takes this oath at the Opening Ceremonies on behalf of



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all athletes. The oath was written by Baron de Coubertin, and became a part of our Modern Olympic Games in 1920. The chosen athlete holds a corner of the Olympic Flag while repeating the oath:

"In the name of all competitors, I promise that we shall take part in these Olympic Games, respecting and abiding by the rules that govern them, in the true spirit of sportsmanship, for the glory of sport and the honor of our teams."

Tonight we will open our Sports Extravaganza meeting the same way that the athletes begin each Olympics. I ask Cub Scout [Scout's name] to come forward to recite the Pledge in the name of all of Pack [number].

(When the Cub Scout is in position, ask everyone to stand.)

Scouts, attention. Scouts salute.

**Cub:** (Recites Pledge)

**Narrator/Cubmaster:** Two.

## "My Favorite Sport"

(Boys are dressed in appropriate sports outfits.)

**First Cub:** Baseball is the game for me

Mitts and gum and batting tees.

**Second Cub:** Soccer to me is really neat

Shin guards, goals and wearing my cleats.

**Third Cub:** Swimming is my priority

Backstroke, butterfly and swimming the free.

**Fourth Cub:** Football is a game renown

Kickoffs, field goals and the touchdown.

**Fifth Cub:** Now Basketball most definitely has it,

Dribbling, guarding and sinking that basket.

**Sixth Cub:** Volleyball is what I like

Serving, rotating, and doing the spike.

**Seventh Cub:** Tennis is a game for all

Serving, faults and very close calls.

**Eighth Cub:** Golfing on the course is fun

Especially a stroke that's a hole-in-one.

**ALL:** The games we play have two things we can brag,

Good sportsmanship and our pledge to the flag.

**First Cub:** Please stand for the Pledge of Allegiance.

Attention. Salute. "I pledge---

## Sportsmanship

**Props:** Thirteen large cards, with the letters S, P, O, R, T, S, M, A, N, S, H, I, and P. Narration on the back.

**CM:** As Scouts, we often play games and participate in sports activities. Most of us play every game to win. Sometimes we do and sometimes we don't. What's really important, win or lose, is how well we do both. Tonight the Scouts from Den[s] X, Y, and Z [as many Dens as needed to get thirteen boys] have a message for us about the games we are going to play.

S -Smile, even if you hurt inside

P -Pardon those parents who show poor manners

O - Ooze with enthusiasm for your fellow Scouts

R -Respect the feelings of other Cub Scouts

T -Try your best and be your best

S -Satisfaction guaranteed

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- M -Master the art of self control
- A -Anger has no place in our meeting
- N -Notice that only one can win
- S -Success will be yours if you do your best
- H -Hush those words of bragging
- I - Insert your "congratulations" to the winner
- P -Play the game for fun!

### Physical Fitness Opening

Six Scouts come on stage, carrying various kinds of muscle-building equipment. They exercise and, in turn, speak the following lines.

**Cub 1:** To keep your body strong and healthy, is more valuable than being wealthy.

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

**Cub 3:** It helps you lend a helping hand, to needy folks around the land.

**Cub 4:** Eating the right foods is always wise, and everyone needs exercise.

**Cub 5:** Stand on tip toes, one, two, three. Come on and practice; run with me!

**Cub 6:** Scouting builds young boys into men, and this is where it all begins.

### Deflated Ball

**Props:** A partially deflated basketball, soccer ball, or volley ball; a hand pump with needle

The Cubmaster calls one scout to come forward and asks him to demonstrate how to dribble the ball. Being deflated, it won't bounce well. Then call forward another scout and have the two scouts use the pump to inflate the ball. Have them both show how well it bounces after being inflated.

**CM:** That's much better! Now that these Scouts have finished their work, we can play a game. There's a lesson here for all of us. Our bodies are like that ball. If we are not physically fit and pumped up with energy, we can't be ready for anything - not for play, for school, or for work. Like the ball that doesn't have enough air, you don't have the strength or energy to do what you want. Let's all remember to keep your bodies and our minds pumped up so that we're ready for whatever life brings our way.



### Pumped Up Opening Ceremony

Have a partially deflated basketball and a pump and a needle.

The Cubmaster has a boy come forward and asks him to dribble the ball. Naturally, the ball will not dribble.

The Cubmaster then asks two other boys to come forward and has them inflate the ball properly.

Cubmaster: has the 1<sup>st</sup> boy now dribble the ball and says "That's much better. There is a lesson for us here, because if your body is not in proper shape, then it acts just like the flat ball. But when properly readied, it works very well. Pumped up with energy like our ball now is you can participate in sports at a safe and energetic level. Let's all remember to keep our minds and bodies pumped up and ready to go.

Please rise and join me in saying the Pledge of Allegiance."

## AUDIENCE PARTICIPATION

### It's All In Your Mind

**Jumping Jack:** Stand up and jump once, say "Boing" and sit back down.

**Running Ralph:** Stand up, run in place, stomp feet 3 times and say "Zip!" Sit back down.

**Computer Charlie:** Stand up, swing arms back and forth (like the robot from "Lost in Space") and say, "It Computes, It Computes." Sit back down.

"This is the story about a boy named **Jumping Jack**, and another boy named **Running Ralph**, and still another boy named **Computer Charlie**. These three boys were close friends and they went everywhere together.

**Jumping Jack** got his name because everywhere he went he was always jumping over things for no apparent reason except that he liked to jump. You could see all three boys walking around town with **Jumping Jack** jumping over benches, curbs, bushes, fences and almost anything that wasn't too high.

As you may have guessed, **Running Ralph** got his name because he was always running. Maybe his legs were shorter than his two friends and he had to run to always keep up, or maybe he just liked to run.

**Computer Charlie** got his name because he was a very intelligent boy who excelled at mental skills. Everyone always teased **Computer Charlie** because **Computer Charlie** wasn't very good at sports or as strong as **Jumping Jack** and **Running Ralph**. But this never seemed to bother the three friends because they stuck together no matter what.

One day, **Jumping Jack**, **Computer Charlie**, and **Running Ralph** were on their way to the store when they saw a local bank being robbed. The robber was making his getaway. **Jumping Jack** jumped over the bushes and a fence to get to a neighbor's house to call the police. **Running Ralph** was right behind him. But **Computer Charlie** just stood there, watching the whole thing. Thanks to **Jumping Jack's** jumping and **Running Ralph's** running, the police arrived at the scene in no time at all. They started to ask questions, but **Jumping Jack** and **Running Ralph** didn't know what to say because they had been too busy running and jumping to see what had really happened.

But **Computer Charlie** began telling the police everything they needed to know. He knew the model and color of the getaway car, the license plate number, the direction the robber went, and a description of his clothes and size. His mental skills were a great help to the police.

After reading about the theft in the newspaper, all of the children were so proud of **Computer Charlie**. They never teased him again about his mental skills. They came to realize that **Computer Charlie** was just as important as **Jumping Jack** and **Running Ralph**. Together, by pooling their talents, they were able to accomplish many great things.

## ADVANCEMENT CEREMONIES

### Awards Announcer

This awards ceremony is intended to resemble a sports announcer. To any and all sports announcers out there, my sincerest apologies!

**CUBMASTER:** Ladies and gentlemen, welcome to the Pack XX Sports Extravaganza! I will be your sports extravaganza announcer tonight, live from Radio CUBS. This is it—the night you've been waiting for. That four event program of programs that brings together the best of the best. And so we begin.

Our first competition matches the skills and requirements of the Bobcat rank against those determined young men who will stop at nothing to become Cub Scouts. Would our players please come forward with their coaches? [Call forward the Bobcat recipients and their parents.] Sports fans young and old, let me tell you the score. These players have done it all. They've shot and scored three points for learning the Cub Scout Promise, the Law of the Pack, and the Cub Scout Motto. Their triple play came when they learned the Scout sign,

handshake, and salute. Finally, not to be stopped, they ran the hurdles learning the meaning of Webelos and worked through the Parents' Handbooks with their folks. It is truly a great evening—no doubt about it! We realize these great athletes wouldn't have made it without the untiring support of their coaches, so in the tradition of good sportsmanship and good Scouting, we ask your parents/coaches to award you your Bobcat badges. [Offer a suitable applause and have them return to their seats.]

The fun and games continue ladies and gentlemen, with our next team—the Wolf Cub Scouts. Tonight's game features XXX Cubs whose RIB counts are way up there (RBI, for those of you who don't know, stands for Requirements In the Bag). [Call forward Wolf recipients and their parents.] These fellas have made some really great shots. They have completed the requirements for their advancement, encompassing 12 different activity areas. Before we award these MVP awards—that's Mighty Valuable People awards—let's get a word from their coaches. [Ask parents about the boys' accomplishments. This gives them a chance to brag a little about their sons and lets the boys know how proud their parents really are of them.] Coaches, again we ask you to award your sons their badges. [Offer a suitable applause and have them return to their seats.]

From the B-ball stat sheets (that's the Bear Balloo's status sheets), we have some more scores to announce. The Bears have again won, beating the competition "paws down." Tonight we will recognize some of the key players on the team. [Call forward the Bear recipients and their parents.] This team has been working on its game since the start of the season and it really shows. With no penalties or free throws, these players have won themselves the recognition they deserve for completing the requirements for the Bear rank. The Coaches are standing by to comment. [Again, ask for some parents' feedback.] So there you have it, folks, this looks to be another winning season lining up for the Bear Scouts. [Offer a suitable applause and have them return to their seats.]

And finally, we have our Webelos Scouts who are clearly at the peak of their game. Over the past month the Webelos have racked up more Activity Badges than in any other season on record. [Call off boys' names and their Activity Badge awards. Have them come forward to receive them.] If this type of success continues throughout the playing year, we look for some great things out of our Webelos players. [Offer a suitable applause and have them return to their seats.]

One final acknowledgement for the Webelos team: Tonight we recognize our Webelos MVPs who have been working on their game for quite some time. [Call forward the Webelos recipients and their parents.] When a player works so hard on his game and makes sure he does it right, he can't help but be recognized as an MVP. So it is with our Webelos Scouts who have completed their requirements for the Webelos rank. We know the coaches have been working with the players to reach their goals and to be the best they can be. Maybe we can get some game strategy tips from them. [One more time, take it to the parents for some personal accolades.] At this time we award these Webelos Scouts the Webelos Badge. Parents/coaches, please award these to your sons. [Offer a suitable applause and have them return to their seats.]

## Cub Scout Baseball Advancement

**Props:** A small baseball diamond on the floor in front of audience and the badges to be awarded.

**Personnel:** Cubmaster, boys to receive awards and their parents.

**Cubmaster:** Will (names), our new Bobcats and their parents please come forward to the "on deck circle". As you are standing on the "on deck circle" you are at the beginning of the "game" just as you are at the beginning of the Cub Scout trail. Parents accept your son's badge. They are to be sewn on when your son does a good turn.

**Cubmaster:** Will (names), our Wolf candidates and their parents please come forward. Stand on first base. This represents the first stop on your Cub Scout trail. You worked hard on earning your Wolf, so keep up the good work. Parents here are their badges.

**Cubmaster:** Will (names), our Bear candidates and their parents please come forward. Your place on our diamond is at second base. This is the second major stop along the Cub Scout trail. Parents accept your son's badge.

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**Cubmaster:** Will (names), the Webelos and their parents please come forward: Your spot is third base. You are almost "home." Keep up the good work and you will have no problem in finishing your trail. You now wear a badge diamond on your shirt to complete that game you need to receive your Arrow of Light. Work hard and you should have no problem.

If you have boys earning the Arrow of Light, their spot is home plate.

### "The Athlete Advancement Ceremony"

**Props:** Cubmaster can select any sport and use appropriate equipment as props throughout this ceremony.

**Cubmaster:** The first thing an athlete learns is the basic rules of his chosen sport. When a Cub first enters the Pack, he learns the Bobcat Trail which gives him the basic knowledge he must know to move up the Cub Scout Path.

Will the following boys and their parents please come forward: (Present Bobcat Awards.)

When a boy has learned the basic rules of his game, he then begins to practice the skills needed to play. He becomes familiar with the sports equipment. Our Wolves have worked on achievements and arrow points as they continue to develop their Cub Scout skills.

Will the following Wolves and their parents please come forward. (Present Wolf Awards.)

The athlete is now ready to concentrate on improving their athletic skills.

Our Bears are like the athlete who increases his knowledge to become more proficient in his game.

Will the following Bears and their parents please come forward. (Present Bear Awards.)

Once the rules have been well learned and the skills have been mastered, the athlete is now ready to advance to a higher level of skill which involves the mental strategy used to fine tune their playing skills. Both physical and mental skills are part of the learning experience of the boys in the Webelos rank.

Will the following Webelos and their parents please come forward. (Present Webelos Awards.)

As our ceremony concludes, we recognize the progress our Cubs have made this past month. The athlete who is dedicated to his sport recognizes the many abilities he has developed within himself. He is knowledgeable of the basic rules and he is dedicated to the practices which develop his ability. The mature athlete has become confident in his ability to play the game, and becomes a leader who shares his knowledge and skill with others on this team. All these traits belong to the boys in our Pack as we see them progress from month to month and year to year. We are proud of these boys and the leaders who guide them along the Cub Scout Trail.

### Cub Scout Track Meet

**Equipment:** A model of a track drawn on a cardboard square on the floor at the front of the meeting room, markings on the model for "Starting Line", "100 Yard Dash", "Mile Run", and "Marathon", badges to be awarded.

**Personnel:** Cubmaster, boys to receive awards and their parents.

**Cubmaster:** Will (names), our new Bobcats and their parents please come forward to the "starting line"? As you are standing at the "starting line" you are at the beginning of the "race", just as you are at the beginning of the Cub Scout trail. Parents accept your sons' badges. They are to be sewn on when your son does a good turn.

**Cubmaster:** Will (names), our Wolf candidates and their parents please come forward. Stand at the end of the "100 Yard Dash". This represents the first stop on your Cub Scout trail. Just as sprinters run a fast race, you too have sprinted hard to earn your Wolf, so keep up the good work. Parents here are their badges.

**Cubmaster:** Will (names), our Bear candidates and their parents please come forward. Your place at the track meet is the "Mile Run". After learning to sprint, many runners take the next step and run a longer distance. You too have had to run a longer distance and develop strength and stamina to reach the Bear rank. Remember that a steady pace will win the race. Parents accept your son's badge.

**Cubmaster:** Will (names), the Webelos and their parents please come forward. Your spot is "Marathon". The Marathon is one of the longest races you could ever run. It is also a race often run alone, without the help of coach or partner. In the same way, you have had to run a long race to earn your Webelos rank. You have

learned to work on your own and at your own pace. Congratulations on having run the Webelos race. Parents, please accept your son's badge.

### Physical Fitness Advancement

**Props:** Stand with pegs for each rank. Barbell weight (not too heavy) to put on pegs.

**CM:** As men and women must train to be good athletes, our Cub Scouts must also grow in strength and ability to obtain their rank advancement. At first, athletes start by lifting weights. Tonight, we have [name of Bobcat] who have attained the Bobcat rank. We will ask them to come forward and lift this weight to the Bobcat level.

For a Scout to earn the Wolf rank, he must increase his ability by practicing and developing his Cub Scout muscles in the way that a weight lifter builds weight lifting muscles. Tonight, we have [name of Wolf Scouts] who have trained to earn their Wolf rank. Please come forward and lift the weight to the Wolf level.

Next we have [name of Bear Scouts], who have earned the Bear rank. They have taken their training to the next level by learning new skills, just as an athlete will practice new exercises to gain strength. Will our Bears please come forward and lift the weight to the Bear level?

When an athlete trains, he has a goal in mind. Our Scouts also have a goal, to earn the Webelos rank. Tonight, we have [name of Webelos] who have attained this goal. We ask them to come forward now and lift the weight to the next level.

Each of you have worked to develop your bodies and minds. This will help you to always do your best. Congratulations!

### Getting In Shape Advancement Program

The Cubmaster and Assistant Cubmaster dress up in sporting clothes.

**Cubmaster:** There are many ways to get into shape. This can include personal exercise to world class sporting contests. But no matter which you do there must be a place to start and that allows growth to meet the end.

**Assistant Cubmaster:** Cub Scouting includes physical fitness as an important of it's program. Each of the ranks has requirements that challenge boys according to their age.

**Cubmaster:** Being in good physical shape requires being in good mental shape too. Tonight we are honoring boys who have clearly shown they are "fit and able" to move up the Cub Scouting advancement trail.

**Assistant Cubmaster:** Will the following boys escort their parent(s) to our advancement gym.

**Cubmaster:** Hands out the awards starting at Bobcat.

## GAMES

### Indoor Track Meet

A good idea would be to run this track meet on a Six basis, with each Six sending forward its representative before the name of the contest is announced.

**Bean Toss:** Give each contestant 10 navy beans and have him try to throw them, one at a time, into a quart jar from a chalk line on the floor.

**Foot Race:** Have each Cub stand with his feet touching each other, heel to toe. The den with the greatest aggregate length wins.

**30-inch Dash:** Tack a 30 inch piece of string with a marshmallow at the end on the wall. The first Cub who chews the string and reaches the marshmallow wins.

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**Polo Pan:** Number six 1" cubes on each side: 0-1-2-3-4-5; and use a six hole muffin pan. Let each person throw the cubes into the muffin pan from a distance of 6'. Add the top numbers of the cubes that land in the pan to determine a winner.

**Bounce Ball:** Use five different-sized rubber balls and a cardboard box. Have the players, in turn, bounce the balls in the box from 10'. Score 2 points for each ball that goes in.

**Plumb Ball:** Suspend a golf ball on a cord from the ceiling, using screw eyes. From broom handles, make a set of tenpins, 4" long. Have the players swing the ball and knock down the pins. Score 2 points for each pin knocked over and 10 extra points for a strike. Be sure to catch the ball on the rebound.

**Hoop Stop:** Lay an 18" hoop made from No. 9 wire on the floor. Use three balls (marble, golf, tennis). Score 5 points for each ball placed inside the hoop in any manner from a distance of 6'.

**Running High Whistle:** The boy who can hold a whistled note the longest with one breath wins the event.

**Lightweight Race:** Have the runners carry a lighted candle in one hand and a pail of water in the other. If water is slopped over or if the candle goes out, the contestant is out. The first to cross the finish line wins the race.

**20 Yard Dash:** Line up the dens for a relay race. Have the contestants carry an egg in a teaspoon held with the arm extended. The first in each line runs 20 yards and back to the next one in line.

**100 Yard Dash:** Tie a lump of sugar or a marshmallow on the end of 100" string. The contestants gather the string and marshmallows into their mouths without using their hands. The first one to eat the marshmallow wins the race.

**Obstacle Race:** Place nickels in pans of white flour, or of whipping cream, to see who, with his hands behind him, can be the first to dig them out with his teeth.

**Sharpshooters:** Hold a contest to see who can throw the most pebbles into the mouth of a jug.

**Endurance Race:** See who can eat four soda crackers and be the first to whistle a tune.

**Moving Target:** Have the contestants throw beanbags, sticks, stones, anything for that matter, through a rolling hoop. Score 1 point for each hit.

**Hobble Race:** Conduct a 100' race with contestants who are bound loosely about the ankles.

**Long Glum:** The player who can keep from smiling longest, while all the others jeer and laugh, wins.

**Slipper Throw:** Have the contestants lie flat on their backs and throw slippers over their heads with both feet.

**Second Obstacle Race:** Make a large number of chalk marks on the floor at the end of the race course. Give each runner a damp rag with which to rub out the chalk marks. The first to clean his section on the floor and run back to the starting line, wins.

**Swimming Relay:** For this relay race, have each hop on one foot, carrying a glass of water.

**20 Foot Dash:** Have the relay runners roll lemons or hard-boiled eggs with a stick down the course and back and touch off the next player in line.

**Bawl Game:** See who can make the most noise for a given period of time.

**Wide Stretch:** Line up the Sixes with arms extended so that the players are touching, fingers to fingers. See which Six has the longest line.

**Beans Relay:** Have the relay runners carry beans, one at a time, between match sticks, toothpicks or on a knife.

**Standing Broad Grin:** The width of the grins measured by judges. The widest one wins this event.

**Discus Throwers:** Each contestant throws a paper pie plate from a chalk line. The plate must be held flat in the hand and not sailed with the thumb and fingers.

**16 Pound Put:** Have each contestant put an inflated bag for distance as though it were put from the shoulder.

**Sponge Shot-Put:** Use a small dry sponge for the shot. See who can put the shot the farthest.

**Hammer Throw:** Use blown-up paper bags attached to a yard of string. Give each Cub one turn to see who can throw the 'hammer' the farthest.

**Bottle Roll:** See who can roll a pop bottle from 6' and score a bull's-eye in a chalk ring on the floor. Draw several concentric circles to make targets of different value.

### Semicircle Soccer (A Semicooperative Game)

The idea for this game came from a game called Konta Wai in Papua, New Guinea. In Konta Wai, two semicircles of about five players each stand facing each other about 12 feet (3-1/2 meters) apart. The fruit of a local tree is thrown, lifted like a hockey puck, or batted back and forth between the semicircles with the use of sticks. The main object of the game is to try to prevent the fruit from passing through one's own semicircle of players. Semicircle Soccer takes off from here and adds a few new wrinkles.

**To play:** Two separate semicircles, of four or five players each, are formed by linking arms around the next person's waist. Semicircles begin by facing each other and kicking a sponge soccer ball back and forth. The objective of each team is to prevent the other team from kicking the ball through its semicircle.

However, both semicircles are mobile. They can move at will and can kick the ball from anywhere on the play space. They can even attempt to get around behind the other semicircle in order to kick the ball through their unit in a rear attack. Additional Semicircles and balls can be added for more action.

### Finger Wrestling

This is similar to modern wrestling except that the contestants use their fingers rather than arms.

### Octopus

Draw straws or choose one person to be the octopus. The octopus is "it." If you are playing indoors, you will need to clear a space between two walls. If you are playing outdoors, lay two ropes on the ground about thirty feet across from each other as shown.

The person who is the octopus stands in the middle of the "field." All other players line up on one side of the rope or against a wall. The octopus looks at them and says, "Fishy, fishy, in the sea, won't you come and swim with me?" Then all the players who are fish have to run across the field and get safely to the other wall or on the other side of the rope without being tagged by the octopus.

If the octopus tags someone, that person becomes "seaweed" and can tag other players. **However**, a person tagged by the octopus always has to keep his/her right foot on the ground in the exact place where he/she was tagged. The octopus can move about freely.

The last person to be tagged gets to be the octopus in the next game.

### Push - Catch

Everyone is in a circle except for one person in the middle (usually a leader to start). The person in the center has a ball that the leader throws to those in the circle. The leader must shout out either **Push** or **Catch**. The person to whom the ball is thrown must **Do The Opposite Action** that was shouted out. That is if the leader shouts **Push**, the Cub must **Catch** the ball. If the leader shouts **Catch** the Cub **Pushes** the ball. If an error is committed by either not doing the opposite or stumbling with the ball the Cub must sit down or step back and is eliminated from play. Variation: If the group gets really good at the game, the shouter must shout out 3 words (such as **Push Catch Push**) and the Cub must do the opposite of the middle one (or the first or last).

### Flame-Jumping Contest

**Equipment:** scissors, ruler, pencil, markers, corrugated cardboard, clothespins, masking tape.

This is a popular Midsummer's Eve game. Draw and cut out a cardboard flame 15 inches high by 10 inches wide. Decorate the flame with markers. Cut out and decorate another piece of cardboard that is 20 inches square. Fold this piece in half to make a stand 10 inches high. To play the game, fasten the cardboard flame with clothespins to the cardboard stand. Start by pinning the flame so that its bottom is level with the bottom of



the stand. Each player must then jump over it without knocking it over or touching it and getting "burned." Each time all the players have successfully leapt over the flame, the flame is repined an inch high. How high can you jump? If this flame game is too easy for you, make a taller flame.

### Dragon's Tail

All the players get in a line and place their hands on the waist of the person in front of them. The first person in line becomes the dragon's head. The last person in line is the "tail." Tie a rope around the last person's waist, and tuck a scarf into it for the tail.

The object of the game is for the dragon's head to grab his own tail without pulling itself apart. If the dragon pulls itself apart, the game starts over again.

### Race to Freedom Game

You will need: poster board, markers, corncobs, spoons, and paper plates.

Make a big sign from poster board, and write the word "Freedom" on it. Place it 50 to 100 yards away from the start of the race. Divide players into 2 teams. Players from both teams wait at 10 to 20 yard intervals on the course between the starting line and "Freedom." The first player skates on 2 paper plates while balancing a corncob on a spoon. When this player reaches the next player, he or she hands the skates, corncob, and spoon to the next player on the course, and so on until the final player makes it to "Freedom." If the corncob falls off the spoon at any time, that player must return to the beginning, and his or her team starts again. Whichever team reaches "Freedom" first wins the game!

### Toss and Catch Game Pieces

#### **Materials:**

- 2 disposable wooden paint paddles
- Paints
- Paintbrushes
- 2 paper cups
- Scissors
- Glue
- Tissue paper or Ping-Pong ball

#### **Instructions:**

- For each player, paint a disposable wooden paint paddle with bright colors and designs. You can write a special friendship message on one side, such as "I'll always be here to catch you when you fall!"
- Then glue the bottom of a paper cup to the end of each paddle.
- Let this dry for at least an hour.
- Take your toss-and-catch game pieces outside or where there's a lot of room and you are ready to play the game.

### Circle Stride Ball

**Equipment:** Volleyball or soccer ball.

Have players form a circle with their feet spread comfortably and touching the feet of those around them. Have one Cub as the person who is "IT" standing in the center with the ball. The Cub tries to roll it between the legs of one of the Cubs in the circle.

The Cubs in the circle can use their hands only to stop the ball. If the ball goes through the legs of a boy or if a Cub falls down they take the place of the Cub in the middle.

## The Dumb - Bell

**Cast:** Four Cubs in Cub T-shirts, Johnny (not a Cub) and Den Chief.

**Props:** Cardboard cutouts of trees, rocks or real branches, etc., homemade bar bells or dumb-bells

**Scene:** Local Park - As scene opens, Johnny is sitting on a rock, chin in hand, looking very dejected. He says to himself,

**Johnny:** Gee, there's nothing to do around here, I'm almost glad school's startin'. (Voices off stage are heard)

**Steve:** OK, Jim, you and Billy can practice your broad-jump, Mike and I are going to lift weights. (Enter Mike and Steve with small home-made barbells. They proceed to work out with weights and Johnny watches)

**Mike:** Boy, Steve, I can hardly wait for the Physical Fitness Contest. We're bound to make a good showing the way we've been practicing. (Each time he lifts the weights, he steals a glance at his muscles to see if they are growing. Steve notices and says, laughing)

**Steve:** Nuthin's going to happen that fast, Mike. It takes lots of time and practice. (Meanwhile Johnny is still watching and finally says)

**Johnny:** (In puzzled voice) What are you guys doin'?

**Mike:** Getting ready for the big Physical Fitness Contest. Don't you know about it?

**Johnny:** No, what is it?

**Steve:** Gosh, I thought everyone knew about it. Aren't you a Cub Scout?

**Johnny:** No, I just moved here this month. Boy, there sure isn't much to do around here.

**Mike:** Sure there is. You just haven't been here long enough. You could come with us to our den meeting this week - then you could be a Cub Scout too.

**Steve:** (Chimes in) Yes, and be in the contest, too. You'll have lots to do then, you want to start practicing now? (Hands him the weights.) Say, do you want to work out with a real big DUMB - BELL? That's what we're waiting for.

**Johnny:** Well, yes, I guess (looks pleased)

**Mike:** OK, say, here come the rest of our Den (Jim and Billy walk on talking, followed by a larger boy, carrying a BIG dumb-bell) And here comes our Den Chief.

**Johnny:** (Taking a couple of steps toward the Den Chief) Are you the Dumb-bell we're going to work out with? (rest of boys start to laugh.)

**Billy:** He's not the dumb-bell! He's our Den Chief! (Pointing at barbell, he says) That's the Dumb-bell! (rest of den pats Johnny on back, all walk off)

## SONGS

### Take Me Out To The BallGame

(This can be sung in rounds!)

Take me out to the ball game  
Take me out to the crowd  
Buy me some peanuts and Crackerjacks  
I don't care if I ever get back  
Let me root, root, root for the home team  
If they don't win it's a shame  
Cause it's one, two, three strikes you're out  
At the old ball game

## Sports Song

(Tune: Frere Jacques)

Baseball, Soccer  
Baseball, Soccer  
Tennis too!  
Tennis too!  
They are games we play  
Almost every day  
Will you play too?  
Will you play too?

## It's Fun to Exercise

Tune: Battle Hymn of the Republic

If I should climb a flight of stairs  
I'm absolutely beaat  
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!  
Jog, or walk, or kick a football  
Get you body moving, stand tall.  
You'll be fit before you know it. 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 tough the floor,  
I'm no longer having trouble fitting through the door,  
It Pays to Exercise!

## Fitness

*(Sung to the tune: On Wisconsin)*

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

## SKITS

### One Step At A Time

**Characters:** Senior Scout (like a Den Chief, Denner, etc.) Junior "Cub" Scouts.

**Setting:** All Scouts are on stage as the 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 one foot and falls down.)

**Senior Scout:** Well, you'll have to remember to take it one step at a time, one step at a time.

**Cub 2:** Well, I am going to be a high jumper and win a gold medal like this... (Jumps and falls flat.)

**Senior Scout:** Well just remember that you'll have to remember to take it one step at a time, one step at a time.

**Cub 3:** Well I am going to be a world famous baseball player and hit homeruns like this... (Swings and falls.)

**Senior Scout:** Fine, fine, but remember to take it one step at a time, one step at a time.

**Cub 4:** I am going to be the world's best slam-dunker (dribbles imaginary ball across stage and slam-dunks it, falling.

**Senior Scout:** 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 Scout:** Why I am going to be the greatest marathon runner that ever lived! (Turns to walk away and trips on shoelace.)

**All Cubs:** One step at a time! One step at a time!

### Athlete of the Year

**Cast:** 5 cubs are needed (can be rewritten for more)

**Props:** Carrot, orange, Exercise equipment, "sweat" towels, etc. (Optional)

**Scene:** Some boys working out - one boy eating.

**Boy #1** Hey Joe, come and exercise with us.

**Boy #2** Yes, come on Joe exercise will make you healthy.

**Joe:** So does eating the right food.

**Boy #3** But you've been eating all day.

**Joe:** You exercise, I'll eat. We'll see who is the healthiest.

**Boy #4:** OK men, one, two, three, four. Touch those toes.

(All exercise - except Joe)

**Boy #4** One, two, three, four. One, two, three, four.

**Joe** Hey everybody. I'm eating a carrot. I'll be healthier than you.

**Boy #2** Carrots are good for you. They have lots of Vitamin A which is good for your eyes.

**Joe** When I'm through with this carrot, I'm going to eat an orange.

**Boy #1** Oranges have Vitamin C which is important to keep us from getting many diseases.

**Boy #4** Come on Guys. Let's exercise some more.

**Boy #4** One, two, three, four. One, two, three, four.

**Joe** Don't waste your time. Just eat right and you will be healthy.

**Boy #3** You need good food, exercise and sleep to be healthy, Joe.

**Boy # 1** We feel really good after this work out. Let's go to the movies.

**ALL EXCEPT JOE** Yes, let's go!

**Boy #3** Are you going with us, Joe?

**Joe** I don't think so. I've eaten a bowl of cereal, a boiled egg, a ham sandwich, two apples, a celery stick, a green salad, a banana, some meatloaf, a carrot, and an orange. **(Groan)** I feel kind of funny; I'm probably too healthy!!

## CUB GRUB - Fun Food

### Peanuts

Just get a bag of fresh roasted peanuts in their shells.

### Lemon Peppermint Sticks

Cut lemons into halves (two of them!) and in the center of each stick a 6-inch peppermint stick.

Recently I have become a huge smoothie fan. I have at least one a night, sometimes two. I thought I would share some recipes I have, plus it is like a milkshake

### Banana Orange Smoothis

Add 1/2 cup orange juice, 1/2-cup milk, and 2 scoops of orange sherbet to blender. Slice banana and add to blender with other ingredients. Blend together for about 10 seconds or until smooth. Yummy!

### Lemonade Sweet-Tart Smoothie

1 (6-ounce) can frozen lemonade concentrate 1 cup milk 1 cup water 1/4 cup sugar - or to taste 1 teaspoon vanilla extract 10 to 12 ice cubes Place all ingredients into container of electric blender. Blend on high until smooth, about 30 seconds. Serve immediately. Makes 3 to 4 servings. This one reminds me of a lemon sweet tart!

### Watermelon Smoothie

2 cups seeded watermelon chunks, 1 cup crushed ice, 1/2 cup plain yogurt 1 Tbsp sugar . Combine all ingredients in blender container, blend until smooth.

### Chocolate Graham whipped Creme sandwiches

These are so good!

Ingredients:

- Chocolate graham crackers (not chocolate covered)
- No Fat Cool Whip

Break Graham Cracker in half. Put 2 TBS of Cool whip on one half. Top with other half. Put in freezer to freeze.

## STUNTS & APPLAUSES

**Baseball Applause:** Pretend to throw a baseball in the air and pretend to hit it with a bat. After you hit the ball, shout, "Home Run!!"

**Bowling Applause:** Pretend to throw a bowling ball down an alley and yell, "Strike!"

**Pole Vault Applause:** Hold one arm straight in front. Stand two fingers of the other hand on the outstretched arm, like legs, and pretend that they "run" down the arm. When they get to the wrist, make them "leap" into the air. As you bring your hand back down, clap.

## CLOSING CEREMONY

### Sportmanship

We hear a lot of talk about being a good sport, but just what does it mean? A good sport learns the rules so he will not violate them. He competes with all his heart striving to outclass his competitors. If he wins, he doesn't act smug but instead compliments the losers for the fine showing they made. If he loses, he should accept the fact and find out why. Maybe he can win the next time. A sportsman accepts defeat, congratulates the winners, studies how to improve, and determines to do better the next time.

### 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 rust 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!

### Motivational Quotes

You have to expect things of yourself before you can do them.

- Michael Jordan, Basketball Player

Do not let what you cannot do interfere with what you can do.

- John Wooden, UCLA Basketball Coach

Most games are lost, not won.

- Casey Stengel, Baseball Coach

The minute you start talking about what you're going to do if you lose, you have lost.

- George Shultz, U.S. Secretary of State

You have no control over what the other guy does. You only have control over what you do.

- A J Kitt, Downhill Skier

My motto was always to keep swinging. Whether I was in a slump or feeling badly or having trouble off the field, the only thing to do was keep swinging

- Hank Aaron, Baseball Player

The will to win is important, but the will to prepare is vital.

- Joe Paterno, Football Coach

Ask not what your teammates can do for you. Ask what you can do for your teammates.

- Magic Johnson, Basketball Player

Set your goals high, and don't stop till you get there.

- Bo Jackson, Baseball & Football Player

It's not necessarily the amount of time you spend at practice that counts; it's what you put into the practice.

- Eric Lindros, Hockey Player

Show me a guy who's afraid to look bad, and I'll show you a guy you can beat every time.

- Lou Brock, Baseball Player

The price of success is hard work, dedication to the job at hand, and the determination that whether we win or lose, we have applied the best of ourselves to the task at hand.

- Vince Lombardi, Football Coach

## July 2009: "Be A Sport"

The way a team plays as a whole determines its success. You may have the greatest bunch of individual stars in the world, but if they don't play together, the club won't be worth a dime.

- Babe Ruth, Baseball Player

The difference between a successful person and others is not a lack of strength, not a lack of knowledge, but rather a lack of will.

- Vince Lombardi, Football Coach

Winners never quit and quitters never win.

- Unknown

### Closing Thought

Your body is a wonderful machine, but like any complicated piece of equipment it requires care and attention. A car needs oil and gas to run. Your body requires good food for energy. An engine needs routine maintenance. Your body needs yearly check ups. Healthy food, exercise, and plenty of rest are basic ingredients for a healthy body. With proper care, a car will run for many years. With wise healthy choices, your body will last a lifetime! Live long and healthy!

### Honesty

Lord Baden-Powell, the founder of Scouting, said:

"Honesty is a form of honor. An honorable man can be trusted with any amount of money or other valuable with the certainty he will not steal it."

When you feel inclined to cheat in order to win a game, just say to yourself, "It's just a game. It won't kill me if I don't win." If you keep this thought with you, you will not need to cheat because you will have something better than a win; you will have honor.

### The Pocketknife

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 rust, and the working parts are kept in good condition. But, if it is neglected and becomes dull and rusty, it can be a dangerous tool. The same principle applies to us. We have a body which, when kept in good condition, will serve us well. But, if we fail to take care of ourselves, we can become rusty and dull like a neglected pocketknife. As we leave tonight's meeting, try to remember to Do Your Best to keep fit.

### Closing Ceremony

Sportsmanship is so very critical for our youth today. Setting the example at any sporting event is so important. Few people realize only  $\frac{1}{2}$  of 1 % of the children in sports ever even make a high school varsity team. The value of a healthy mind and body is the outcome we should all remember. Good attitudes in weather winning or losing is the extravaganza we all should revel in. Good night Scouts.

## August 2009 Monthly Theme: "Fun in the Sun"

Let's go outside and have fun in the sun. Plan some outdoor activities this month that will encourage dens to meet and make preparations together for your pack event. It's a great time for a pack picnic, with each den planning a game or activity. Have a Cubanapolis derby with dens preparing their vehicle and practicing maneuvers during den meetings. Stress good sportsmanship and team building during the planning stages, as well as during the actual event. Create kites in your dens and have a kite flying derby or a family picnic to show off your creations! This might be a great month to work on the Cub Scout Outdoor Activity Award or a Cub Scout Sports belt loop or pin.

Webelos Activity Badges: First year, Naturalist; Second year, Forester

### PRAYERS & POEMS FOR SCOUTERS

#### No Difference

Small as a peanut,  
Big as a giant,  
We're all the same size  
When we turn off the light

Rich as a sultan,  
Poor as a mite,  
We're all worth the same,  
When we turn off the Light.

Red, black or orange  
Yellow or white,  
We all look the same,  
When we turn off the light.

So maybe the way  
To make everything right  
Is for god to just reach out  
And turn off the light!

#### Opening Prayer

*CS Program Helps*

We give our thanks this day  
In our work and in our play  
We always strive to be kind and good  
And act as Cub Scouts should **Amen**



### Philmont Grace

For Food, For Raiment,  
For Life, For Opportunity,  
For Friendship and Fellowship.  
We Thank thee O Lord Amen

### Sea Base Blessing

Bless the creatures of the Sea  
Bless this person I call me  
Bless the Keys you make so grand  
Bless the sun that warms the land  
Bless the fellow-ship we feel  
As we gather for this meal. Amen

### Northern Tier Wilderness Base Grace

For food, For Raiment  
For Life and Opportunity  
For Sun and Rain  
For water and portage trails  
For friendship and fellowship  
We thank thee, oh lord **Amen**

## PACK/DEN ACTIVITIES

### Water Fun Activities

For most Cub Scouts, when you say "water" they hear "fun!" So this month's theme can be just about anything dealing with water and outdoor fun. But don't forget to follow the **BSA Safe Swim Defense Plan** when doing anything around water. Whenever the Cub Scouts are in or around water, safety needs to come first! Here is a list of all kinds of activities your Pack can do to make a great June Pack Meeting.

- Water Carnival
- Fishing Derby
- Rain gutter Regatta
- Backyard Beach Party
- Sea Adventure Pirate Night
- Trip to a Water Theme Park
- Swim and Picnic at the local park
- Attend Twilight Camp

You are only limited by your imagination, so the opportunities are really limitless! And Have A Great Time!

### Cup And Bottle Relay

This is a very wet relay, so play it outside. Form two teams. Place a bucket of water and a cup at the head of each line. At the end of each line is a bottle. On signal, the first player dips his cup in the water and passes the cup down the line. The last player pours the water carefully into the bottle. Then he runs to the head of the line. Repeat until the bottle is filled to the line marked.

## Pond Viewer

Cut a big hole in the bottom of a plastic carton. Cover the top with clear plastic wrap and hold it in place with a rubber band. You lower this end into the water and look through the other end. Instead of a plastic carton, take a large can and use a can opener to remove the top and bottom. Tape the cut edges and use a rubber band to hold a piece of clear plastic over one end.

## Stream/Pond Study

Approach a pond quietly. Walk slowly and keep your body low. When you get to the edge of the pond, sit quietly. Any animal you may have disturbed will resume its normal activities when it feels no more movements. Close your eyes and listen for the different sounds, then open your eyes and look for ripples on the water's surface. Before long you may see turtles and bugs that need oxygen. They come to the surface, take a gulp of air, then dive back under. To make exploring along the waters edge **FUN**, take along a strainer (*like a fish net*), a magnifying glass, some jars with lids, plastic cartons and a pond viewer (*water scope*) to use as you look down in the water.

Use your pond viewer for a clearer view of underwater life. Go on a pond safari. Watch the surface for movement. Many creatures are able to use the surface film to support their bodies. Look for water striders skimming along and tiny springtails bouncing on the surface. Whirligig beetles spin around like dodgems on the water as they search for food. All these creatures dart away the moment the surface of the water is disturbed.

Look for free-swimming pond creatures like water boatmen, backswimmers and red water mites. Daphnia and Cyclops swim rapidly in bursts to 'jump' through the water, which is why they are often called 'water fleas'. These are the skimmers. Diving beetles and backswimmers come regularly to the surface to replenish the bubble of air they carry on their bodies. They do this because they cannot get enough oxygen to breathe from the water, although their larvae have gills and live entirely in the water.

Different animals keep to particular areas of the pond. If you dip with your net half in the water, you will collect those animals which live on or hang just below the surface. Sweep your net through the water and empty the contents into the large container of water. Sort out your 'catch' by transferring the bugs to a jar. Pond creatures like to hide, so don't put any weeds, dead leaves, sticks or stones into the containers. Now the bugs are easier to view, take closer look using a magnifying glass.

Other insects like dragonflies, damselflies and mayflies also lay their eggs in the water. On hatching these become nymphs which have gills to absorb oxygen dissolved in the water. Snails lay eggs all spring and summer. Frogs lay eggs only in early spring. You can find them close to the shore in big clumps with thousands of eggs in them. Each egg is coated with jelly. At first the eggs are round and black. Then they change in shape and look like commas.

The commas twitch - they are tiny tadpoles. Within ten days, they will wiggle out of the jelly. Use a strainer to scoop up some frog's eggs. Put them in a big jar with pond water and cover the jar. Then take it home and watch the eggs develop. It takes two to three months for a tadpole to become a frog. Hind legs grow first, then front legs. As the tail gets shorter, the tadpole stops breathing under water like a fish. It starts breathing air, like a land animal and soon becomes a grown up frog. Catch a frog, if you can, and watch it breathe. Its throat goes up and down while it takes in air through its nose.

When you have finished looking at the animals and bugs always return them to the pond by floating them on to a spoon. Do not pick them up with your fingers.

## Life Ring Toss

This game is a test of and a chance for improvement in a water safety skill for the boys. Materials needed include a good nylon rope, a weighted "anchor," and a target. The weighted anchor can be an old sock with sand or dirt in it. Tie the anchor to one end of the rope and coil the rope carefully (no tangles!).

The target can be anything from a hula-hoop to a series of rings on the ground made from flour or lime. Have the boys stand back a fair distance from the target (fair being determined by their age). Each one tosses the anchor (as if a life ring) at the target.

Accuracy is what we're looking for here. You can set up a point system for multiple tries (like darts) or just have "closest one" wins.

### Seashell Slide

You will need an attractive shell, glue and PVC pipe (1/2")

After choosing an attractive shell the boy should choose the front and which way he wants it to display. Glue the pipe piece to the back and let it dry.

### Octopus Slide

On plywood circle, draw eyes and mouth. Also drill holes for legs. Tie colored pipe cleaners (2 colors) or strings for legs. Glue PVC pipe to the back and let dry. A great site with lots of slide ideas:

**A variation:** Materials needed: green yarn, matching color thread, wobble eyes, hot glue, plastic curtain ring for the slide.

**Instructions:** Cut twelve 6" long strands of yarn for each slide. Fold in half and tie at the neck area, leaving about two inches for the tentacles. Next divide the strands into sections of three. There will be eight sections) Braid each section, and tie off with thread. Hot glue on the wobble eyes. Put octopus down over the curtain ring with a few tentacles inside the ring and rest over the front to cover it. Hot glue in place.

### Crafts With Rocks

Have the fun collecting many shapes and sizes of rocks, then turn them into lots of different things: **PAPERWEIGHTS;** with characters painted on, or dress them fancy with tissue paper, paints, and foil. Wash stones clean and dry. Plan simple designs. Stones may be painted with Tempera (optional).

**ROCK CHARACTERS;** Paint the rock a solid color, then paint the features with a magic marker or paint. Add other features, such as yarn hair, moustaches, hats, etc. Then cover with clear varnish.

**TISSUE ROCKS:** For each rock, cut or tear tissue paper into small pieces (smaller than rock to be worked on). Brush a little polymer medium on small area of rock. Before it dries, place piece of tissue paper on moist area. Be sure each part of tissue adheres to rock. Cover with polymer medium. Repeat until entire rock is covered. Additional designs in contrasting colors may be applied following the same procedure.

**FOIL ROCKS:** Cut simple designs (hearts, flowers, dots) from several layers of foil. Rocks may be painted if desired. Glue foil designs smoothly to rocks, dull side down. Let dry. Apply two coats of clear nail polish.

### Explore A Tree

Blindfold the Cub Scouts, one at a time, and ask them to explore a tree. Ask them to think about how it feels, smells etc. Is the bark rough or smooth? Are the leaves damp or dry? What does it smell like? While one boy does this, the others observe, by sight, things about the tree such as color, height, etc. After all have explored let them compare the results. Help them identify the tree.

### Waves in a Bottle

**Materials:**

- A flat, clear glass or plastic bottle such as a 20 oz. soda bottle
- Water
- Food coloring
- Vegetable oil

## August 2009: "Fun in the Sun"

- A cork to fit the bottle or its own cap

### Directions:

Wash out the bottle, and remove the label by soaking the bottle in warm water. Fill  $\frac{1}{2}$  of the bottle with water. Add a few drops of food coloring (stop when you like the color). No need to stir it. Fill the remaining space in the bottle with vegetable oil. Cork the bottle. If you have a screw-on cap for the bottle, put the cap on tightly. Turn the bottle on its side, and let it settle for a few minutes. The water should sink to the bottom, and you should be able to see clearly the line between the colored water and oil. Now tip the bottle back and forth. Experiment to see what kind of waves you can make. If the oil starts to get bubbly, let the bottle rest for a few minutes.

## Bike Rodeo

Here are some ideas for you do run a bike rodeo for your Cub Scouts. The boys and their parents need to be involved in this fun activity. Include traffic safety, bike safety, and bike skills in the activities you choose for the event. **Your local Police Department can probably provide you with complete details on running this event.**

The rodeo should encourage the safety, bike skills and confidence a Cub needs to ride safely. A bicycle is a vehicle with the same rights and responsibilities as other vehicles on the roads. Biking is fun. In order for Cubs to know if their bikes are safe, contact your local police department. Many will send an officer out to do a bike safety checks. Stress the need to of bike safely - not foolishly. Instill good traffic habits from the start with young riders.

Once a boy learns to ride a bike, he will never forget. If he learns good riding skills when he is young, they will follow him into adulthood. Bicycling is truly a life-long activity.

### Equipment:

50 feet measurer or yard stick  
Chalk, tape or sting - for lines  
Traffic cones or weighted cans  
Score sheets and pencils  
Clipboards - for volunteers  
Stop Sign  
Bicycles and helmets

**Organize** so there is as little waiting as possible.

**Divide** the Cub Scouts and rotate them through the different areas.

**Station One: Inspection Station** - The Cub Scout needs to have his bike checked for safety. Ask your local policeman to come and check the bike.

**Station Two: Ride on the line** - Make a wide line and have the Cub Scout ride his bike down the line. The line should be no longer than 12 feet.

**Station Three: Helmet and bike check** -Check the helmet fit and seat height. Know how to use a lock and cable to secure a bike.

**Station Four: Safe Driving** - Have the Cub Scouts ride their bikes around traffic cones. The leaders can choose the pattern of the cones.

**Station Five: On the Street** - Create an intersection on the parking lot. Have the Cub Scouts demonstrate how to cross an intersection safely.

**Station Six: Steering** - Make a circle with the tape. Have the Cub Scouts ride their bike around the circle, staying on the tape as much as possible.

**Station Seven:** - Recognition Cub Scouts receive recognition for participation in the rodeo and have a snack.

## GAMES

### Balloon Volley Ball Game

You will need: \* A volleyball net or a rope over which the balloons can be tossed \* An endless supply of balloons one quarter filled with water This is a very messy game and is therefore ideal for hot days at camp. Your net or rope is stretched between two poles or trees just above head height. You have two teams and one balloon a quarter filled with water. If you put too much water into the balloons then they tend to burst too easily. The object of the game is to lob the balloon over the net and try and soak the opposing team. There is a lot of strategy in this game on such things as catching the balloon without bursting it and ways of lobbing the balloon to make it difficult to catch. When the balloon bursts on one side then a point is awarded to the other side, and a new balloon is brought into play.

### Water Balloon Toss Game

You will need: \* An endless supply of balloons one-quarter filled with Water. Players form two lines facing each other about 2 meters apart. Players in line 1 each toss a water balloon to opposite players in line 2. Any players who have a balloon burst are out. After each balloon bursts, a new balloon is brought into play, both lines take one step backward and toss again. Repeat until only one pair of players remain. There are on the market very tiny balloons known as water bombs. If you are going to use vast quantities, then these may be more economical to buy than regular balloons.

### Water Race

You will need: \* A bucket of water, a table spoon, and a plastic drinking cup Form the players into teams (number and size of teams depends on number of players available). players form parallel lines. Lead player of each line has a bucket of water next to him and a table spoon in his hand. At some distance (10 - 30 meters) from each line is a drinking cup sitting on the ground. Lead player gets a spoonful of water and quickly takes (walk or run) the water to the cup and dumps it in. He then RUNS back to his line and hands the spoon to the next player in the line who is now the lead player. The former lead player goes to the end of the line. The whole process is repeated until one team fills it's cup to overflowing.

### Watermelon War Game

This is a fun game played with floating watermelons in the swimming pool. Players form two teams. One or more watermelons are then placed into the middle of the pool. The object is to get the watermelon to the opposite side of the pool without lifting them out of the water. The melons can only be pushed.

### Sponge Relay

Two teams face a relay race or obstacle course together. Balance a wet sponge on your head and run to and back from a goal. If you drop the sponge you must return to the front of your line and start over again.

### Cold Toes Ice Cub Relay

Using a child's wading pool throw some large ice cubes in and have a relay with teams as to who can take the most ice cubes out using only their feet in a designated time period.

### Hula Hoop Sprinkler

**Materials:**

- Hula hoop, Washer, Water hose, PVC fitting
- Hose connector, Hammer, Long nail

With the help of an adult, take a hammer and nail and punch holes all around one side of the hula hoop, about 1 or 2 inches apart, being careful not to hammer through to the underside. Cut through the hoop and attach each open end to the PVC fitting. Hook it up to your garden hose, and you'll be ready to have fun in the sun. This could also be hung upside down for an outdoor shower.

### Independence Tag

IT pursues the other players and tries to touch one of them. When one has been touched, he must keep his hand on the spot where he was touched and pursue the others. His hand cannot be freed from this spot until he has tagged someone else. The idea is to tag players in inconvenient places - knee, ankle, elbow, etc.

### Taking a Trip

This is a memory game. Everyone sits in a circle, and the leader begins by saying, "I'm taking a trip, and I'm bringing \_\_\_\_\_ Anything can be named. The second person then says, "I'm taking a trip, and I'm bringing." The first item named is the first item from the first person and then the second person adds his item. So on around the circle, with each person reciting the entire list and adding their own item. The game continues until some goofs,

### Spider Hunt

Divide boys into pairs. Each pair receives a Spider Hunt card with the Card with the following list:

- Spider on a web
- A spider not on a web
- A spider caught in a web
- Part of a web that is sticky
- Part of a web that is not sticky
- A web shaped like a sheet with a funnel on one side
- A web near the ground
- A web in the corner of a building
- A web in a tree or a bush
- A messy web**
- A spider egg case**

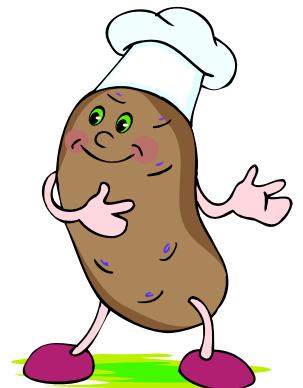
They should try to find as many items as possible within set boundaries and given a time limit.

### SPUD NIGHT

Potatoes (spuds) offer amazing program possibilities. For those long, cold winter evenings that beg excitement, why not try a spud theme night?!

Decorate your meeting area with farm pictures; leaders could dress in country clothes and work boots. Set the mood for your Beavers, Cubs or Scouts by playing stompin' Tom Connors' song "Bud The Spud" in the background. Ask every Tiger, Cub or Scout to bring a 4 kilogram (kg) bag of potatoes. (Leaders should have an additional 10 kg of potatoes available for those who forget to bring their spuds.) **(10 pounds and 20 pounds for us)**

Adapt the theme to fit your own program needs. Some groups may want to try the idea using different stations with Scouts spending five to ten minutes at each event spud pyramid, bowling, sack races. It's bound to be a hit!



### **Bowling for spuds**

Set up bowling pins, using colorful balloons taped to paper cups. Mark off bowling lanes with tape or chalk, then use the potatoes as bowling balls. Any "balls" rolling outside the lane are disqualified.

### **Driving the spuds to market**

Each person must sweep five potatoes from one end of the room to the other using only a household broom. Mark racing lanes on the floor to make this more challenging.

### **Potato wheel-barrow race**

Organize a wheel-barrow race with a team of two children one on the floor walking on hands and the other holding up his/her feet Put a potato on the back of each 'wheel barrow'. Listen to the shrieks of glee! If the spud falls off, the team must return to the starting line.

### **Spud of the Nile (potato pyramids)**

Put a large collection of potatoes on a table. Try to build the tallest pyramid possible. (A great team event.)

### **Chip taste test**

Number five bowls of potato chips and record which flavor is in each bowl. Keep this information secret. Tape the five potato chip bags to the wall behind the table. The fun begins when people start to match the taste with the bag. Yum!

### **Speed spud**

Set up a ramp to roll potatoes down. Use a long stacking table with the legs of one end collapsed, or a household, hollow-core door. Let everyone choose a potato. Set these up at the start line at the top of the ramp. At a signal from the referee, the racers let their spuds go. The first one over the finish line wins. Improvise different rules: the straightest rolling spud wins; the fastest wins; the one that rolls the farthest wins; the funniest roll wins.

### **Potato stuffing**

Weigh all group members. Let them stuff as many potatoes as possible into their pockets and clothing, then weigh everyone again fully stuffed. Record the difference.

### **Mr. and Mrs. Potato Head**

Collect a variety of items to decorate the spuds. Include vegetables (broccoli, cauliflower, radishes, carrots) and non-food items like construction paper, beads, ribbon, string. Let the Cubs and Scouts use toothpicks to stick things to the potatoes. Allow group members about 15 minutes to make their own personalized creation.

### **Marble spud**

All children love playing marbles. Why not try it with potatoes?! Their irregular shape makes them roll an unpredictable, outrageous path. With chalk, draw a circle on the floor. Players have to roll their potato 'marble' into the circle and bump another players marble to win it. Use your creativity to dream up other games; the possibilities are endless.

## **Getting back to the purposes of Cub Scouting -**

Use the event to tell your Scouts about the food value in potatoes. Did you know the lowly spud holds almost all the minerals and vitamins a person needs to survive, including vitamin A, B, C, and D?

Make a list of all the ways we eat potatoes: baked, scalloped, mashed, fried, stuffed, boiled, potato chips. Talk briefly about the need for good eating habits and nutrition. When your night finishes, donate undamaged potatoes to the local food bank, then start making plans for a gourd night. What a great event for a winter camp, Cuboree, or just to recharge your program during mid-winter blahs. Your kids will love the unexpected, comical twist.

Scott Sinclair serves as manager: programs and communications at Crieff Hills Community, Puslinch, Ont. Program Links Themes: Potatoes, Farming.

## **Slithering Snake Game**

Divide the Cub Scouts into two teams. Each team lies down on their stomachs, side by side, with the first player at the starting line. The other team members are packed tightly together. On signal, the last player rolls over the others until he is first. Then the player who is now last in line follows, and so forth. The Snake continues to "slither" until all members cross the finish line 20 feet away. (Have glasses-wearing boys remove glasses before playing).

Blind Man Nature Game

Circle Ten Pow Council Wow Book

Blindfold the Cub Scouts and have a tray with about ten items on it. Use items such as: pine cones, acorns, moss, shells, feathers, milkweed pod, or other things that are found in nature around the area where the Pack Meeting is held. See how many items from Nature the Cub Scouts know. Have them feel each object and, after everyone has finished, try to identify each object.

## **Deer, Shelter, Water, And Food Game**

Divide Cub Scouts into two teams. One team will be the deer while the other team will be shelter, water or food. Place the teams about 30 feet apart and have them turn their backs toward each other. The team that are deer decide if they are in need of shelter, food or water; and, the other team will decide what they are. Cubs that are shelter put their hands over their heads like a house roof, those that are food put their hands on their stomach, and those that are water cover their mouths with their hands. When all players have decided what they need or are, have them turn around. The deer that need shelter run to a Cub Scout who is shelter. The water-needing deer runs to the water Cub Scout, and so on. Only one deer per shelter, water, or food. Any shelter, water, or food that does not have a deer becomes a deer. Any deer that do not match up with the shelter, water, or food are out until the leader explains this natural 'thinning of the herd'. Continue playing and explain that this "over-population" of deer herds occurs naturally. Then have some of the boys become hunters tagging the deer as they run for shelter, food, or water. The "tagged" deer become hunters. This can be played for as long as wanted/needed.

## **Jump The River Game**

Two parallel lines are drawn to represent the river. They should be 12 inches apart. The players line up on one side and run in a group to jump across the river. Then, they turn around and come back across the river with a standing jump. Anyone who falls in the river by landing between the two lines is out of the game. A new line is drawn to make the river wider, and the remaining players jump again. This continues until there is only one player, the winner, left.



## Pack Meeting Gathering Activities

### Water Word Search

This puzzle contains words and phrases related to Water Fun and Safety.  
See how many you can find.

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

BOATING  
FISHING  
LIFEGUARD  
OBEY RULES  
SAFETY  
SAILING

BUDDY SYSTEM  
FLOATING  
MARCO POLO  
PFDROW BOAT  
SAFETY AFLOAT  
SPRINKLERS

CANOE  
FUN FUN FUN  
MEMORY LAKE  
SAIL BOAT  
SURFING

### Miniature Scavenger Hunt

The object of the game is to gather as many items as you can from other people in the room. Each person can only give you one item. All items must fit inside the 35 mm film can. Have the people sign after they give you item. That way you know who to whom give it back when the game is done.

- 1) Paper clip \_\_\_\_\_
- 2) Bobbi pin \_\_\_\_\_
- 3) Penny \_\_\_\_\_
- 4) A Different Coin \_\_\_\_\_
- 5) Button \_\_\_\_\_
- 6) Safety Pin \_\_\_\_\_
- 7) Battery \_\_\_\_\_
- 8) Patch \_\_\_\_\_
- 9) Piece of String \_\_\_\_\_
- 10) Thumb Tack \_\_\_\_\_
- 11) Key \_\_\_\_\_
- 12) Match \_\_\_\_\_
- 13) Nail Clipper \_\_\_\_\_
- 14) Piece of Paper \_\_\_\_\_
- 15) Picture \_\_\_\_\_

### Water Showdown

Whoever said all pre-opening activities have to be done inside? No one! Try this one. As the folks arrive, pair them off for the great showdown. Take them outside where you have enough water pistols handy to run water pistol duels. Each person gets up to five squirts at the "bad guy."

### Find Fun In The Sun

Pass out sheet to the people as they arrive for the Pack Meeting. Have each person find individuals in the groups whose names, (last, middle or first) start with the letters indicated. Have them sign on the first half of the line. If their name does not start with one of the letters, they must name something that is fun to do in the sun and write it on the second part of the line. First one done is the winner. Ties can be broken by asking the winners to identify the people whose names they have listed.

F \_\_\_\_\_  
U \_\_\_\_\_  
N \_\_\_\_\_  
I \_\_\_\_\_  
N \_\_\_\_\_  
T \_\_\_\_\_  
H \_\_\_\_\_  
E \_\_\_\_\_  
S \_\_\_\_\_  
U \_\_\_\_\_  
N \_\_\_\_\_

### Pack Meeting Opening Ceremonies

#### The Outdoor Code Opening Ceremony

Materials: The American flag posted on the stage, several potted plants or an artificial tree, a garbage bag filled with trash (rinsed out cans, bottles, crumpled paper, etc.)

(The Cubmaster enters carrying the garbage bag, and stands between the flag and the plants.)

**Cubmaster:** We are blessed to live in this great land of freedom and beauty. America truly is the home of amber waves of grain and purple mountains majesty. Unfortunately, there are people in this country who abuse their freedom and pollute the land. (He dumps the bag of trash on the ground.) As Cub Scouts, we can learn to be better Americans by living the Outdoor Code.

**1st Cub:** (enters and stands by Cubmaster) As an American, I will do my best to be clean in my outdoor manners. (He takes empty bag from Cubmaster and begins to pick up trash while Cubmaster speaks.)

**Cubmaster:** I will treat the outdoors as a heritage. I will take care of it for myself and others. I will keep my trash and garbage out of lakes, streams, fields, woods, and roadways.

**2nd Cub:** (enters and takes bag from 1st Cub. 1st Cub exits.) I will be careful with fire. (Picks up more trash as Cubmaster speaks.)

**Cubmaster:** I will prevent wildfire. I will build my fires only where they are appropriate. When I have finished using a fire, I will make sure it is cold out. I will leave a clean fire ring, or remove all evidence of my fire.

## August 2009: "Fun in the Sun"

**3rd Cub:** (Enters and takes bag from 2nd Cub. 2nd Cub exits.) I will be considerate in the outdoors. (Picks up trash as Cubmaster speaks.)

**Cubmaster:** I will treat public and private property with respect. I will use low-impact methods of hiking and camping.

**4th Cub:** (Enters and takes bag from 3rd Cub. 3rd Cub exits.) I will be conservation-minded. (Picks up remaining trash as Cubmaster speaks.)

**Cubmaster:** I will learn how to practice good conservation of soil, waters, forest, minerals, grasslands, wildlife, and energy. I will urge others to do the same. (4th Cub gives bag back to Cubmaster and exits.) These Cub Scouts have shown they are willing to protect our country's natural beauty and conserve her natural resources. Please stand, salute the flag and join me in singing "America the Beautiful." (Or say the Pledge of Allegiance.)

**Note:**

Outdoor Code card (No. 33428) is available for purchase at the Scout Service Center. Give one to each Cub Scout to remind him of this ceremony.

### The Den Hike

Cub 1: We are going to see nature's treasures.

Cub 2: We will help to maintain nature's balance.

Cub 3: We will observe and learn from nature's animals.

Cub 4: We will help maintain nature's resources.

Cub 5: We will protect them from harm.

Cub 6: We will follow the Laws of Nature.

Cub 7: We are going on a hike.

### OPENING CEREMONY: I AM YOUR FLAG

**LEADER** - As you know Flag Day is coming up June 14.

**Flag Day is the birthday of the United States flag. It became a holiday in New York State in 1897. In the next few years other states joined New York. But it was not until 1916 that President Woodrow Wilson established Flag Day by national proclamation.**

**Why were the stars in a circle on the very first US flag? The stars were in a circle so that no one colony would be viewed above another. It is reported that George Washington said, "Let the 13 stars in a circle stand as a new constellation in the heavens."**

**If you want more informatin on Flag Day see the "Annie's Flag day" handout and vist her site.**

**We will now have a special flag ceremony in honor of Flag Day (June 14). As we gather around the flag.**

**Cub # 1.** I am the moon. Explorers came to me from your country many years ago. They left a beautiful flag that flies on my surface forever.

**Cub # 2.** I am Mount Everest, the tallest mountain on Earth. Americans have climbed my peak and their flag now waves from the top of the world.

**Cub # 3.** I am your hometown. The American flag waves proudly over my homes, schools, businesses, and government buildings.

**Cub # 4.** I am your flag. I was created to be a symbol of freedom at a time when our country needed to unite to gain that freedom. I have watched my country grow through war and peace. I have wept for those who have fallen, and rejoiced for those who have succeeded. I am the symbol of unity, strength, and freedom.

## August 2009: "Fun in the Sun"

- Cub # 5.** I am a Cub Scout. I am just learning about my nation and what freedom is all about. Teach me about our flag; show me how to respect and care for it. Help me to become a better American. Let's join together in the Pledge of Allegiance.
- Cub # 6.** World Book tells us that the Public-school children first recited the pledge as they saluted the flag during the National School Celebration held in 1892 to mark the 400th anniversary of the discovery of America. The original pledge was probably written by Francis Bellamy (1855-1931), though some scholars believe James B. Upham (1845-1905) wrote the pledge. Both men were from Boston and worked for The Youth's Companion. The National Flag Conferences of the American Legion expanded the original wording in 1923 and 1924. In 1942, Congress made the pledge part of its code for the use of the flag. In 1954, it added the words "under God." **Let's join together in the Pledge of Allegiance.**

### CHAPLAIN OR CUB SCOUT 7:

Let us pray,  
May our good land be true and just,  
Her motto e'er "In God We Trust"  
May she be guided by Thy Word,  
Thy wisdom in her walls be heard.  
May all who love her plead today,  
Lord, teach America to Pray!  
And as her flag unfurls on high  
Its starry splendor to the sky,  
May we, in grateful thanks to Thee  
Who gave to us this land so free,  
Preserve her freedom in Thy way. Amen

## AUDIENCE PARTICIPATIONS

### In Search Of Sun Screen

Divide the group into four smaller groups. Assign each of the groups one of the words below. Read the story. When one of the designated words is read, the appropriate group makes the indicated response.

**Vance** - "I love to swim"

**Swim** - "Splash, splash, splash"

**Cub Scouts** - "Do your best"

**Sunscreen** - "Aaaaaaaaah, Oooooooooooooo"

The day of the summer Pack Meeting was hot and dry. That was good because it was to be a **swimming** party. The **Cub Scouts** and their families were to meet at the Miller's house at noon. **Vance** started getting ready at 9 o'clock in the morning. He loved to **swim**. He had just completed **swimming** lessons at the local **swimming** pool and had his card stating that **Vance** had passed Advanced Beginners. He knew all his **Cub Scout** friends would be surprised. It was just last year that **Vance** could not **swim** at all.

**Vance** found his **swimming** suit and his towel and even his thongs without any trouble. But search as he might he could not find his **sunscreen**. This was terrible. All the **Cub Scouts** had learned at one of the den meetings about the importance of always using **sunscreen**. **Vance** knew that he must protect his skin from the intense Arizona sun while he was young so that he would not get skin cancer when he got older. Also, he did not want to get bad sunburn. One of his friends in **Cub Scouts** had fallen asleep in the sun and couldn't sit down or lay in bed comfortably for a week!

"Where are you, **sunscreen**?" asked **Vance** as he started looking through the house again. It was almost time for the **swimming** party. He didn't want to be late. That was when he found it. Way in the back of the bathroom drawer, there was the **sunscreen**. He grabbed it but to his dismay, the tube felt very light. Oh no! The **sunscreen** tube was empty. Try as he might, **Vance** could not squeeze out even one little drop. What could he do? There was not time to go to the store before meeting the **Cub Scouts** for the **swimming** party. And he knew he should never go **swimming** without his **sunscreen**.

Just then **Vance's** big brother Weston came bursting through the kitchen door. "What's the matter?" He asked when he saw **Vance** sitting dejectedly in the living room. "I'm all out of **sunscreen** so I can't go **swimming** with the **Cub Scouts**" was the reply. "Here, you can use mine," said Weston, tossing his little brother a new tube of **sunscreen**. **Vance** couldn't believe it. Just that fast his problem was solved. "Thanks, Wes'", **Vance** shouted as he headed out the door to the **swimming** party with the **Cub Scouts**. And for a whole week he didn't say one bad thing about his brother!

### Why The Bear Is Stumpy Tailed

Divide the Audience into four parts and assign each one of the following parts.

**FOX:** Snicker, Snicker!!

**BEAR:** Grow!!!

**FISH:** Yum, Yum!

**FOREST:** All sounds together.

Once upon a time, many years ago, a very big **BEAR** lived in the **FOREST**. This **BEAR** had a beautiful tail, the most beautiful tail of the **FOREST**. He was always bragging about his tail. All the other animals in the **FOREST** decided something had to be done to teach that **BEAR** a lesson. The **FOX** came forward and said he had a plan.

So one winter afternoon, the **BEAR** met the **FOX** coming through the **FOREST**. The **FOX** had a string of **FISH**. "My" said the **BEAR** admiring the **FISH**. "Where did you get such beautiful **FISH**?" In the river, by the **FOREST** replied the **FOX**. Why didn't the **BEAR** go down through the **FOREST** to the river and catch **FISH** for dinner?

The **BEAR** was hungry and he wanted some **FISH**. What's the best way to catch the **FISH**, the **BEAR** asked the **FOX**? Go down through the **FOREST** to the river and cut a hole in the ice. Then put your tail in the hole and wait for the **FISH** to bite. The more beautiful the tail, the more **FISH** you will catch said the **FOX**. When the **FISH** bite, it may sting and hurt a bit but you must sit there as long as you can. The longer you sit the more **FISH** you will catch, the **FOX** told the **BEAR**. When you think you have caught enough, pullout your tail, just give a hard strong pull. Now remember all I've told you, said the **FOX** to the **BEAR**.

Now the **BEAR** knew he had the most beautiful tail in the **FOREST** and it wouldn't take long to catch those **FISH**. The **BEAR** went through the **FOREST** to the river and cut the hole and sat so his tail hung in the water. It got colder and colder and after awhile his tail began to sting and hurt, but the **BEAR** remembered what the **FOX** said. It kept on stinging and hurting but the **BEAR** didn't get up because he believed **FISH** were biting, just as the **FOX** had said.

Late afternoon, as the sun started down in the forest, the **BEAR** thought he had enough **FISH**. The **BEAR** tried to stand up and pullout the **FISH** he had caught. But he couldn't stand up straight. The water in the hole had turned to ice and frozen solid. The part of his tail in the river by the **FOREST**, was stuck. The **BEAR** was getting angry, but he remembered what the **FOX** had told him. So he pulled and pulled and pulled. All of a sudden, the **BEAR'S** tail came out of the ice -- but only part of it, his beautiful tail was gone!

To this day, the **BEAR** has a stumpy tail.

## SKITS

### The Water Table Skit

For this skit, the members of the den all come to the front and set themselves up as chairs, side tables, etc. as someone explains that the group is going to do a restaurant skit. (You need to have two boys not doing anything so they can be the customer and the waiter.) This means that the den has to fall short one person—someone to be the main table. The speaker calls for a volunteer from the audience to get down on all fours and make sure his/her back is as flat as possible.

The customer then enters the restaurant and is shown to his table. The waiter introduces himself and asks if he can get anything. The customer says he would like a glass of water while he looks over the menu. The waiter returns with a glass of water that he carefully balances on the back of the "table person." All of a sudden, from off stage, someone yells Fire! Fire!

The customer, waiter, and all the other boys get up and run off stage, leaving the "table" to fend for itself. No one returns to remove the water glass—that's the volunteer's problem! This is great fun for the boy's to play on their Cubmaster, because they know he/she is going to get wet. The Den leaders be sure to use someone who has a "sense of humor"

NOTE - This skit borders on gray area. If done properly it may be acceptable. The victim should be in on the gag. Do not pull it on someone who does not know what is coming.

### Going the Distance

Personnel: Any number of boys

Opening: All start out walking:

1st Boy: (stops) I'm thirsty. (All get a drink.) (Continue Walking.)

2nd Boy: (stops) I'm hot (All wipe off face.) (Continue Walking.)

3rd Boy: (stops) I'm hungry (All get something to eat) (Continue Walking)

4th Boy: (stops) My shoestring is undone (All tie shoestrings) (Continue Walking)

Make up as many more things as you need so that every boy in your den has a part

Last boy (as boys approach the end of the stage): This sure has been a long walk how far have we gone?

1st Boy: (Looking back) Across the stage!

### Tracking

Boys enter with magnifying glasses as if following a trail.

Cub # 1. Look at those tracks!

Cub # 2. Wow! They look like wolf tracks!

Cub # 3. No, they look like bobcat tracks!

Cub # 4. I think you're both wrong. I think they're bear tracks!

Cub # 5. No, wolf tracks!

Cub # 6. Bobcat tracks!

Cub # 7. ***I told you, bear tracks!***

*They continue arguing until they are suddenly run over by a train - several boys linked together making "Chug, chug, chug, choo, choo choo" sounds.*

**Den Chief:** (Raising his head and looking at the audience.) I think we were all wrong - they were **TRAIN TRACKS!** (He falls back down.)

## ADVANCEMENT CEREMONIES

### Fun In The Sun Advancement Ceremony

Assuming you are conducting a Raingutter Regatta, why not deliver awards via sailing ships. The Cubmaster and Assistant Cubmaster can stand at one end of the raingutter, with the award recipients taking their positions at the opposite end. As each name is called, have the parents come forward with their son's boat. The Cubmaster tapes the badge being presented to the boat and asks one or both of the parents to "sail" the boat down the raingutter for presentation to their son.

### Summertime Advancement Ceremony

Often we find our Pack Meeting out-of-doors. A mailbox is fun, convenient and colorful for outside use. It is known as the 'Cubmaster's Mailbox'.

Decorate a standard mailbox with the Wolf, Bear, Bobcat, Webelos, and Arrow of Light stick-on emblems.

Place the award on a 3" x 5" card (one per Cub Scout) with the boy's name and put it in the mailbox. The Cubmaster then removes a card 'wondering what the mailman has brought'. The Cub Scout and his parents are then called forward and all are to participate in the presentation.

On the top is placed the Arrow of Light sticker. On the backside by the box flag is placed the Webelos sticker. The other three stickers on placed on the opposite side.

### Dimming Campfire - Opening

Equipment: Electric Campfire with dimmer switch, which an Akela may operate unseen. Start with it dim.

**Akela:** Tonight we have gathered at the ceremonial campfire to hear an ancient tale. It was once believed that a campfire had great magic. Of course it cooks our food, lights our way and wards off wild animals, but the magic of this Pack Council Fire is that it can light up our future! But only when we approach it after making a great accomplishment.

Will (Read names) and their parents please stand by their chairs? See how the fire burns only dimly when there are no advancing Scouts nearby? Now please come forward and join me at the fire's side. See how it has begun to burn brighter now! Have an Akela slowly increase the firelight

The fire tells us that you have completed all the requirements for your \_\_\_\_\_ rank. You have worked hard to be worthy of this great honor, so the fire has given us a sign that you will continue to find great joy and success in Cub Scouting. You will soon be on your way to earning the next rank in Scouting. The fire tells us you will do so!

Please stand. I present this award to your parents to present to you. Congratulations! (Akela sits again so he can work the controls to dim fire as Scouts leave.) I now dismiss you to your seats, and watch the fire as you leave its side! (Repeat as many times as needed for awards.)

## SONGS

### Summer Fun In The Sun

(Tune: My Bonnie)

There's camping and fishing and swimming  
And soccer and baseball leagues too.  
And if you get up really early  
You'll enjoy a trip to the zoo.

**Chorus:**



## August 2009: "Fun in the Sun"

Fun in the Sun  
Fun in the Sun  
For Cubs it's a natural thing to do

Fun in the sun  
Fun in the sun  
But plan in for safety first, too.  
A water fight's great in the summer  
With water balloons galore.  
But it's better to go to the park, cause  
In the house it can mess up the floor

Chorus  
Water skiing is sure fun each summer  
And boat rides are much fun to take.  
But go over the rules for boat safety  
Or they'll be pulling you out of the lake.  
Chorus

## Backyard Adventure

(Tune: Clementine)

### Chorus:

In your backyard, in your backyard,  
You can have a lot of fun.  
If you look at what's around you  
You'll have fun 'til day is done.

Did you ever watch an ant work?  
Have you listened to the bees?  
Have you watched birds build their nests?  
And been thankful for the trees?

### Chorus:

After sunset, watch the stars shine.  
Nature's wonders you can see.  
Plant a garden, watch the corn grow,  
They'll be food for you and me.

### Chorus:

If you'll just look all around you,  
Many new things you will see.  
Mother Nature's backyard's endless  
Always there for you and me.

## Camper's Lament

(Tune: "Battle Hymn Of The Republic")

The first raindrop began to fall as I arrived at camp.  
Then followed many million more as it began to pour!  
My father said, "Don't worry son; it won't be lasting long."

## August 2009: "Fun in the Sun"

When will I see the sun?

Chorus:

Pouring, pouring, not a single speck of light.  
Pouring, pouring, thru the day and thru the night.  
Pouring, pouring, wish my boots were water tight.  
When will I see the sun?

First my socks, and then my pants were wringing, sopping wet.  
My sleeping bag's a water bed, a drenched cap on my head.  
The tent I slept in floated 'way; my food's a dripping goo.  
When will I see the sun?

**Chorus:**

Today's the day I'm leaving camp, and LO! what do I see?  
A ray of sun a-streaming thru a patch so bright and blue!  
The clouds are parting; dove's returning with an olive branch;  
I finally saw the sun!

Chorus: (**Change last line to:** I finally saw the sun!)

## The Scout Who Never Returned

(tune: Charlie on the MTA)

Let me tell you a story of a Scout named \_\_\_\_\_

On that tragic and fateful day;  
Put his Scout knife in his pocket;  
Kissed his dog and family;  
When to hike in the woods far away,

Well, did he ever return?  
No, he never returned.  
And his fate is still unlearned;  
He may roam forever in the woods and mountains,  
He's the Scout who never returned.

Now you citizens of (name town)  
Don't you think it's a scandal?  
How ol' (Scout's name) got lost that day?  
Take the right equipment: TAKE ALONG A BUDDY,  
When you hike in the hills that way.

Or else you'll never return, no you'll never return.  
And your fate will be unlearned;  
You may roam forever in the woods and mountains,  
Like the Scout who never returned.

## STUNTS, APPLAUSES & JOKES

### Water! Water! , a classic run on

A man, crawling across the stage: "Water, water!!!"

## August 2009: "Fun in the Sun"

Someone walks by, and the crawling man tugs on his pant leg. "Water, Water!"

Man walking by: "Sorry." He continues walking.

Another man walks by, the crawling man tugs on his pant leg: "Water, Water!"

Man walking by: "All I've got is this beef jerky, sorry." He keeps walking.

Another man walks by, the crawling man tugs on his pant leg: "Water, Water!"

Man walking by: "No, I don't have any." He keeps walking.

The crawling man sees a cup of water at the other end of the stage. "Water!!!"

He painfully crawls over there. "Water! Water!"

When he reaches the water, he quickly stands up, dunks his comb in it, and uses it to comb his hair.

### Riddles

What kind of a dog has no tail? Hot dog.

What kind of an insect does your uncle like best? Ants

What's the double tree? Pear

What tree is nearest the sea? Beech

What is a calendar tree? Date

What tree will keep you warm? Fir

What tree is used in kissing? Tulip

### Applauses

**OCEAN APPLAUSE** -Best done with a large group; have first row sway from side to side; second row swaying in opposite direction; third row same as first, etc. The have them add sound effect: SWOOSH, SWOOSH, SWOOSH!!

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

## CLOSING CEREMONIES

### The classic Cub Scout Garden from many sources

**Props:** Stand up signs for the garden. One with each of the items listed: Peas, lettuce, squash, and turnips.

Have boys place items in garden as the narrator is reading. After the last row has been planted, boys kneel behind the garden and grow as the narrator closes of the ceremony.

**Narrator:** Fine sun is shining and we are going to plant our garden. It's really kind of late to be planting, but these are things that will grow all year.

First we will plant the peas: Preparedness, promptness, perseverance, politeness and praise.

Now for the lettuce: Let us be helpful, let us be faithful, let us be unselfish, let us be loyal.

We now have three rows of squash: Squash impatience, squash criticism, squash indifference.

No garden is complete without turnips: Turn up for pack meetings, turn up with new ideas, turn up with determination.

Closing of skit: As you can see our garden is growing every day. Each of you can make our garden grow in every plant we have put in today.

## **Sunscreen Closing**

**Props:** A bottle of sunscreen

"Remember the last time you got a bad sun burn? It caused you much pain for several days didn't it? You probably didn't even realize that it was happening. Sunscreen could have prevented it. Our parents are like sunscreen. They can be used in situations we don't even know can hurt us. It pays to listen to our parents."

## **Captain Of All Scouts - A Classic Closing**

Now may the great Captain of all Scouts  
Who created the seas and all things that live therein  
And Who gave us dominion over them  
Be with us till we meet again.

## September 2009 Monthly Theme: "Cub Scout Pockets"

What can possibly be in a Cub Scout's pocket? What is in a boy's pocket can tell a lot about who he is and what he likes. The boys can share and show off their collections and maybe even start a new one! Put some marbles in the boy's pockets and teach him how to play the game of marbles. Pick an interest of the boys and go on a field trip to explore and learn about it. Maybe a trip to a rock quarry in search of fossils, or a nature hike around the den meeting site to pick up items. This is also a great month to educate the boys on what can go on their uniform and then make some goals to accomplish their rank advancement, special awards, belt loops and pins, and involvement in camps and council events. This might be a good month to work on the Collecting or Marbles belt loop and pin.

Webelos Activity Badges: First year, Communicator; Second year, Start Citizen

### Core Values

Some of the purposes of Cub Scouting developed through this month's theme are:

- ✓ **Family Understanding**, Cub Scouts and their family members share memories through their collections.
- ✓ **Personal Achievement**, Boys take pride in their new interests and collections.
- ✓ **Fun and Adventure**, Starting a new hobby is an adventure that can lead to hours of **FUN**

The core value highlighted this month is:

- ✓ **Honesty**, While enjoying and sharing their hobby of collecting, the boys will learn the importance of being trustworthy and loyal.

**Can you think of others???** Hint - look in your **Cub Scout Program Helps**. It lists different ones!! All the items on both lists are applicable!! You could probably list all twelve if you thought about it!!

### COMMISSIONER'S CORNER

#### Whittlin' Chip - part III

*A concerned leader in NJ*

*Here is another opinion on cutting the corner of a Whittlin' Chip Card. I have now presented both sides. If there is further discussion, please either (1) Write National (through Scouting Magazine). They are very receptive to letters and have published a few of mine over the years or (2) Join the Cubs-L discussion group on [www.usscouts.org](http://www.usscouts.org) and start a thread. Thank you. CD*

I think that humiliation is an exaggerated term used today to describe embarrassment. If done properly, the experience with losing a corner of the Whittlin' Chip card will be positive and will help build character one of Scouting's major goals. Time and time again I find that the processes that were once used to help build an understanding of consequences for action are being twisted and terms such as "humiliation" and "harassment" are being used to eliminate the processes. In every case these so called changes to avoid "humiliation" and "harassment" are done based on politically correct notions. Just a reminder - Politically Correct is more times then not, the wrong direction. Unfortunately, more and more people, in our society, are giving in - and morals, values and standards are being lost in the process.

I talked with my son who was a Cub Scout and now a Boy Scout and he said that he'd rather have a corner cut off his card than to lose the privilege altogether. I think that by cutting a corner there is a constant reminder to the Scout that he needs to be mindful of the rules when using his knife. And this will lead to a safer Scout.

## **PRAYERS AND POEMS FOR SCOUTERS**

### **Do Something**

By Baden Powell

You should not be content with sitting down to defend yourselves against evil habits, but should also be active in doing good. By 'doing good' I mean making yourselves useful and doing small kindness to other people - whether they are friends or strangers.

It is not a difficult matter, and the best way to set about it is to make up your mind to do at least one 'good turn' to somebody every day, and you will soon get into the habit of doing good turns always.

It does not matter how small the 'good turn' may be - even if it is to help an old woman across the street, or to say a good word for somebody who is being badly spoke of. The great thing is to do something."

### **I Took His Hand and Followed**

(Author Unknown)

My dishes went unwashed today,  
I didn't make the bed,  
I took his hand and followed  
Where his eager footsteps led.

Oh yes, we went adventuring  
My little son and I.  
Exploring all the great outdoors  
Beneath the summer sky.

We waded in a crystal stream,  
We wandered through the woods  
My kitchen wasn't swept today  
But life was gay and good.

We found a cool, sun-dappled glade  
And now my small son knows  
How Mother Bunny hides her nest,  
Where jack-in-the-pulpit grows.

We watched a robin feed her young,  
We climbed a sunlit hill  
Saw cloud-sheep scamper through the sky,  
We plucked a daffodil.

## September 2009: "Cub Scout Pockets"

That my house was neglected,  
That I didn't brush the stairs,  
In twenty years, no one on earth  
Will know, or even care

But that I've helped my little boy  
To noble manhood grow,  
In twenty years, the whole wide world  
May look and see and know.

### I Am A Den Leader

For any of you that have never had the experience of spending a great deal of time with bunches of little boys dressed in blue and yellow, I am going to give you a glimpse at an incredible phenomena of nature—yes, you are going to get your first (and probably your last) peek at what it's really like to be a Den Leader.

A Den Leader is a man or woman who signs up to "help out for a month or two," and ends up "helping out" for two and one-third years per son, times the number of sons they have. Any Den Leader having more than 2.7 sons is eligible for the Grand Award of the Rubber Room, if they can stick it out that long (at least that's what they promised ME!!)

Den Leaders are people who go to Day Camp!! Hey go with great enthusiasm, high expectations, and a bright smile! They come home with at least two blisters, sand in their teeth, Sloppy Joe down the front of their uniform, and a heavy backpack that contains three neckerchief slides, one old tennis shoe, someone's damp T-shirt, and that tooth Freddy Benson lost when bit into his celery at lunch. You can always spot a Den Leader coming home from camp. They're the ones in the car with 6 sleeping boys, holding a wet swimming suit over their foreheads, and babbling to the steering wheel about a hot shower. THAT person has been to Day Camp—you can bet your life on it.

A Den Leader learns early to over plan for every den meeting... way over!! Show me a person who can run a successful den meeting, and I'll show you a person who has learned the hard way that every planned 90 minutes of activity will be accomplished in 12 minutes flat.

Den Leaders are highly educated people. They know how to tie knots, and sometimes which is often more crucial, how to untie them. They know how to come up with 14 consecutive "quiet" indoor games when it hails on a picnic day; they know how to take 11 boys to the circus and come home with at least 8 or 9. They know how to decipher an 8 year old's directions on just where his house really is, in the dark, and how to mentally block out the last 47 verses of "99 bottles of beer on the wall" when they are driving.

A Den Leader is a person with a strong back, very sharp hearing, an extremely patient spouse, and preferably a minivan.

They are also people who have participated in the development of a truly marvelous creature—a boy. And when they see a group of 3<sup>rd</sup> year Scouts receiving their Webelos colors, they get a lump in their throat. Because even though there were many days of frustration, even though they remember finding gum under their chairs and chocolate on the car seats, and even though only one of the boys in the group is actually their own, they have become, and will always be, their boys.

-- Thanks to Charlotte Nelson Abenth, "Through Strands of Redhair" 1996 Pow Wow Book, Blackhawk Area Council, BSA (Dixon, Illinois)

### My Pocket

My pocket is a special place  
That's full of all neat things,  
What Mom once called old junk  
To me's like diamond rings.

## September 2009: "Cub Scout Pockets"

I gather things as I walk home  
In case they're gone tomorrow  
'Cause you'll never know just when  
Someone has a need to borrow.

The things that go in my ol' pocket  
Say more than words can say  
They tell about things important  
To me from day to day.

They are not money, or expensive goods  
I don't need them right now.  
It's more important to find a stone  
Or a broken piece of plow.

Someday I won't see things like  
I see things now, you know.  
I'll get too tied up in the world  
To see the wildflowers grow.

So while I can collect neat things  
And put them in my pocket  
Please don't think it's yuck or dumb  
And please don't go and mock it.

\*\*\*\*\*

Children will invariably talk, eat, walk, think, respond, and act like their parents. Give them a goal to work toward. Give them a pattern that they can see clearly, and you give them something that gold and silver cannot buy!

### The Greatest Collection

We give thanks for the greatest collection that is on display tonight at our Roundtable, the collection of beautiful smiles on the faces of all our leaders. We each have wonderful things to smile about, and we all give thanks for that. **Amen**

### Lincoln's Thanksgiving Proclamation

*Abraham Lincoln, October 3, 1863*

It is the duty of nations, as well as of men, to own their dependence upon the over-ruling power of God; to confess their sins and transgressions in humble sorrow, yet with assured hope that genuine repentance will lead to mercy and pardon; and to recognize the sublime truth, announced in the Holy Scriptures and proven by all history, that those nations are blessed whose God is the Lord. We know that by His divine law, nations, like individuals, are subjected to punishments and chastisements in this world.

May we not justly fear that the awful calamity of civil war which now desolates the land. May be a punishment inflicted upon us for our presumptuous sins, to the needful end of our national reformation as a whole people.

We have been the recipients of the choicest bounties of heaven; we have been preserved these many years in peace and prosperity; we have grown in numbers, wealth and power as no other nation has ever grown. But, we have forgotten God. We have forgotten the gracious hand which preserved us in peace and multiplied and



## September 2009: "Cub Scout Pockets"

enriched and strengthened us, and we have vainly imagined, in the deceitfulness of our hearts, that all these blessings were produced by some superior wisdom and virtue of our own.

Intoxicated with unbroken success, we have become too self-sufficient to feel the necessity of redeeming and preserving grace, too proud to pray to the God that made us. It has seemed to me fit and proper that God should be solemnly, reverently and gratefully acknowledged, as with one heart and one voice, by the whole American people.

I do, therefore, invite my fellow citizens in every part of the United States, and also those who are at sea and those who are sojourning in foreign lands, to set apart and observe the last Thursday of November as a day of Thanksgiving and praise to our beneficent Father who dwelleth in the heavens.

-- Abraham Lincoln, October 3, 1863

### The Scouter's Prayer

Dear Lord, from your judgment seat on high,  
Look down on a Scouter such as I.  
Search me through and find me whole,  
Then help me Lord to reach my goal.  
Help me Lord to work for Thee,  
Guard my homeland - Keep it free  
Help me to work with others and be kind,  
Helpful with my hands and mind.  
Keep me Lord, both well and strong  
To help our growing boys along.  
Control my thoughts, keep them right, sound, clean weapons for life's fight.  
Protect my morals, keep them high,  
Grant this to a Scouter such as I.

I really thought this next one was great - How many times have we seen someone anxious to have his son be the first presented with an award cut some corners -

**To desire to have things done quickly prevents their being done thoroughly - Confucius**

TWC from Troop 151 in Texas made this statement on our Philmont discussion list and it bears repeating for everyone.

**The extra knowledge doesn't weigh a thing.**

I know I have learned many things that I wondered if I ever would use and any years down the road I was glad I did.

I have seen this come true at many Pack Shows where the Cubmaster thought he was the show, not the boy.

-

**The minute a man is convinced that he is interesting, he isn't.** Steven Leacock

### Smiles

Smiling is infectious,  
You catch it like the flu.  
When someone smiled at me today,  
I started smiling too.

I passed around the corner,  
And someone saw my grin.  
When he smiled I realized,  
I'd passed it on to him.

I thought about that smile,  
Then I realized its worth.

Santa Clara County Council

## September 2009: "Cub Scout Pockets"

A single smile just like mine,  
Could travel the earth.

So, if you feel a smile begin,  
Don't leave it undetected.

Let's start an epidemic quick,  
And get the world infected!

### Human Gadgets

We all have a place in the world it is said  
An some are the leaders and some are the led  
We all are parts of a great big machine  
Where wheels great and small work with pieces unseen

Consider your watch...which part would you choose  
As the most necessary bearings, the large cog, the small...  
Which one makes it go?? Which part most of all??

Take your car... ..the spring or the screws  
The nuts or the Could you do without the wheels, without tires?  
The batteries, magneto, the spark plugs, the wires?  
If you'd take off the steering wheel, take off the clutch  
Or remove all the brakes...would it then be worth much??

No, the greatest fly-wheel could not spin without grease  
And it's held in place by one small piece  
So don't be dismayed when you seem in a rut  
You're important...though you may be only a NUT

## TRAINING TIPS

### Have a New Den Leader??

Go to Northern NJ Council's Web Site, [www.njbsa.org/](http://www.njbsa.org/) and click on the Den Leader's Patch. They loaded most of the material from the new "New Den Leader's Kit" onto their site. Plus provided some other useful links. Check it out!!

### Monthly Themes &

#### How do I find what I need to know!

How do we find information for crafts, ceremonies, games, songs, etc to go along with the monthly theme for Cub Scouts? Well, after checking your **Cub Scout Program Helps** and attending your district's **Roundtable**, your number one source should be BALOO'S Bugle, which has everything you need to know and then some for each monthly theme of the year. You can even go back to previous months or years and find additional information to help you plan your meetings with the Cubs, either on a Pack level or a Den level.

I can remember the days when we all traded information at Pow Wow's and Roundtables from our accumulated boxes of years of Cub Scouting (going on 18 years). I still have that box (although my family has wanted to throw it out each time we move), and still use it today, but life is a bit easier with the Internet and various web sites. In that box we would categorize ideas alphabetically by holidays and then the idea itself. For instance, you find a great idea for a craft for Halloween, then start a file labeled "Halloween" and begin to put your ideas for that holiday in that file. Next, you come across some songs or skits that you found at a Pow Wow or Roundtable, so you label a file for "Songs" and one for "Skits" and your file box is beginning to look a bit

## September 2009: "Cub Scout Pockets"

like mine. This makes life easier when the time comes to find something for our little scouts to do in a productive manner. Keeping a file categorized by theme for a copy of BALOO'S Bugle, keeps these ideas at your finger touch without getting back onto the Internet.

Another place to locate information is **Scouting Magazine**, which is full of ideas for each month of the year. Leaders receive this magazine automatically each month. So don't forget to look through yours for all kinds of good information to help with your planning for the month. I like to keep these issues for future reference, so they are also kept in another resource box.

Craft stores such as Michaels, Ben Franklin, and A.C. Moore have all kinds of craft ideas along with the resources to do them. Some even offer to teach you and/or the Cubs how to do a particular craft. This is great for those male leaders who feel that they are not quite the "Crafty" type. We have had a representative from A.C. Moore come to one of our Roundtables to teach the leaders some craft ideas to use during the holiday season. This benefits the leaders, as well as A.C. Moore as they gave us coupons, and shared information on upcoming craft sales items, as well as craft classes that they offer which in turn gives them new customers. I like to teach the kids how to "Wet", "Stamp", and "Stain" their leather projects. A good resource for this craft is Tandy Leather. You can locate Tandy Leather on the Internet, [www.tandy-leather.com](http://www.tandy-leather.com) if you do not have one nearby. Some Tandy Leather locations are usually good at offering a scouting discount.

Basically, as those of us who have completed that infamous course called **Wood Badge** (always two words) have learned, use your resources! They come in all shapes and sizes, from training classes taught for Cub Scout Leaders (such as Roundtable, Leader Specific Training, Wood Badge, etc), to books & magazines, the internet, stores, and yes, church (I got a lot of ideas teaching crafts at our retreats for kids).

### Is Your Scout Program Designed for Boys . . . or Girls?

I found this article posted on the Jayhawk Area Council website. It impressed me and I think you all will benefit from it, too. Having a daughter, I definitely would not characterize her behavior the way they did in the article. But she grew up in a house of Scouts, has been on several Philmont treks and worked staff at Philmont for two summers. Commissioner Dave

Recently, a psychologist who has studied teen suicide and other grossly unacceptable behavior (i.e., school shootings, etc.) observed what we all know intuitively: that boys are far more likely to commit suicide or these other acts than girls. He opined the reason for this is our society largely ignores the unique needs of growing boys and this leads to frustration and a feeling of alienation on their part. When pressed, he characterized "girl" behavior in these words, "sit down, shut-up, be still." Anything else, one would assume, is "boy" behavior.

We need to remember that our Scouts have been sitting in a classroom for six hours before they come to our meeting. Most have an attention span of less than 20 minutes. We cannot expect them to sit quietly and listen to a long lecture on some aspect of Scouting, no matter how worthwhile or well delivered the lecture is. If we attempt to conduct our program counter to the "boy" nature of the Scouts we have in our Troop, we are setting up conditions that will frustrate our boys and give them further proof (in their minds) of how they are unsuitable for the society they will inherit.

If, on the other hand, our meetings are well planned, boy led, with no activity lasting longer than 20 minutes and allow for lots of activity, we will have a program that our boys will look forward to attending and they will invite their friends to join. For ideas on planning a meeting with lots of different activities, check out the resources available in the Scout Shop.

## PACK ADMIN HELPS

### 10 COMMANDMENTS OF DEN CONTROL

1. Regularly use the Cub Scout Ideals: the Motto, the Promise and Law of the Pack, in ceremonies, and as a guide to conduct. You must set the example.
2. Use Den Rules. Start using them immediately. Boys need to know what is expected of them. Make sure both boys and parents know what the rules are.
3. Make uniforms important. Have regular uniform inspections and instill pride in wearing their uniforms. Boys behave differently when they dress up.
4. Be firm, fair and consistent. They will test you from time to time to make sure that you really mean it.
5. Use positive incentives. When the conduct candle burns down or the marble jar is full, give them the special party or outing you promised.
6. Make each boy feel special. Use warm greetings, compliments, words of praise, and fond farewells, liberally for each boy. Make them feel appreciated and wanted.
7. Boys must have input to rules. If you want them to cooperate they should feel that they have some control of how the den operates. You empower them and teach responsibility when they help set the rules.
8. Den programs must be full of short, fun activities. Boys at this age are active and quickly become bored or frustrated. Long talking sessions and complicated craft projects make it difficult to keep control of the meeting.
9. Use lots of help. From time to time, boys require individual attention. They will need help, encouragement, reassurance, advice or just want to tell you something important. You can't give them that attention if you're doing it alone.
10. Get to know each boy. Every boy in your den is a unique individual with his own dreams, fears, and sense of humor. He needs to know that you care about him.

### Leader Induction Ceremony

Now that you have recruited new leaders, be sure to induct them properly into their positions. All leaders appreciate recognition even if they insist they don't. It is, also, one of the greatest tools for retention.

Personnel: Pack Committee Chairman and new leaders.

Equipment: Candles and candle board

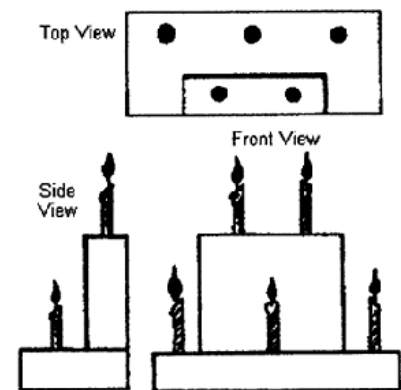
Committee Chairman: Before you is a ceremony board that has five candles on it. The top two, like the alert ears of a wolf represent the two upright fingers of the Cub Scout sign. They mean TO OBEY and TO HELP OTHER PEOPLE.

The three candles at the bottom represent the folded three fingers of our Cub Scout sign. These three fingers stand for the three important letters in our law: F-H-G. These letters represent FOLLOWS, HELPS, GIVES. They also mean FAIR, HAPPY and GAME. And finally, they remind us of something each Cub Scout represents - FREEDOM, HOME, and GOD.

All of our leaders want to do their best to teach Cub Scouts to learn to follow, to help, to give, to be fair and happy whatever the game might be and to respect their freedom, home, and God.

Will the new leaders of our Pack please come forward? (Pause while the new leaders gather at the front of the meeting place.) Please repeat after me:

1, (your name), promise to do my best, to help the Cub Scouts in my Den and in my Pack to do their best, to help other people, and to do their duty to God and their country, and to obey the Law of the Pack.



As chairman of this Pack. I take pleasure in presenting to you your registration cards and personally welcome you into active leadership in Cub Scouting. May the days ahead be: FUN, HAPPY, and GIVING.

## TIGERS

### **Achievement 5 Let's Go Outdoors**

There is so much to do and learn outdoors! You can have fun exploring nature and looking at trees, flowers, and animals. You can walk, run, play games, and ride a bike. It's even fun to sit outside!

### **Achievement 5F - Family activity**

You can listen to a weather report on the radio or television. But it's more fun to tell what the weather is like by going outside and using your five senses to observe what the weather for yourself. Your five senses are seeing, hearing, smelling, tasting, and touching. Some people can't use all five senses fully, such as people who are sight impaired or hearing impaired. Often, people who can't use one of their senses have learned to use their other four senses very well.

**5F** Go outside and observe the weather. Use your senses to help you describe what the weather is like. What do you see? Is it sunny? Is it dark? Do you see stars, clouds, sunshine, rain, or a rainbow? What do you hear? Do you hear thunder, rain, or the blowing wind? Maybe you hear traffic noise, children playing, or birds singing. How does the weather affect noises like these? What do you smell? Do you smell flowers or freshly cut grass? Maybe you smell the aroma of someone cooking or the odor of farm animals. The air and wind bring these smells to your nose. What do you taste? If the wind is blowing across a dusty place, you may get dust in your mouth. Does the air taste like dirt? Does it taste like salt? What can you feel? Is it cold or warm? Do you feel the wind blowing? Do you feel rain or snow?

*The Character Connection on Faith is associated with this Achievement. Don't overlook this important part of the program. Have the Adult partners be sure to carry out the discussion and have the Tiger explain what he knows (This is done by completing the first part of achievement 5F) and then explain how he feels about things he cannot see (The sun at night, the moon during the day, wind). And finally, in discussing what you believe in but cannot see, what faith is and how you develop faith. Faith is one of Cub Scouting's 12 Core Values. Don't miss this chance to discuss Faith with your Tiger. For more information on Character Connections check out your Tiger Book, Your Leader's Book or Bill Smith's Unofficial Cub Scout Roundtable at <http://www.wtsmith.com/rt.html> He has the whole BSA publication on Character Connections Commissioner Dave*

### **Achievement 5D - Den Activity**

Many trees and bushes have leaves that turn colors and fall to the ground in autumn. Some trees have needles that stay on all year long. You may live in a place where cacti grow. Cacti have spines or scales instead of leaves. Go outdoors with your adult partner and collect some leaves or needles to take to your den meeting for this activity. Be sure to collect only fallen leavers, or get the permission of an adult before removing a live part of a tree or bush.

*And what better time than when the leaves are changing colors to go out and look for leaves and be able to pick them up and compare them. CD*

**5D** With a crayon or colored pencil and a piece of paper, make a leaf rubbing.

**Materials:** writing paper, leaves, crayons

Place a leaf, vein side up, on a smooth surface, and cover it with a piece of thin writing paper. Hold the paper firmly in position and gently rub the crayon over it. The crayon strokes should all be in the same direction and with just enough pressure to bring out the details of the leaf. The finished design can be displayed in your home, decorated and framed. Your leaf rubbings can also be made into greeting cards or given as a gift.

### **Achievement 5G - Go and See It**

Walking is great exercise, and it's fun to be outdoors. When you walk, you see more things in the outdoors than you would if you went by fast on a bicycle, or in a car or bus.

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### 56 Take a hike.

Your den may go to a special outdoor place for a hike, or you may take a simple walk in your neighborhood. Be sure to take into account the size and ability of your Tiger. There are many state Parks and other parks with short nature trails that have built in rest areas where you stop and read the commentary along the trail (Station 1, station 2.). These may be perfect for your Tigers.

*Every Pack should be committed to conduct an outdoor activity within the first three months of the year (September, October, November). My pack has a Fall Family Camping Trip. Our council has a Fall Cub Scout event at one of our camps. Activities like these would be perfect times for your Tigers to get their hikes.*

Wherever you go, it's fun to be outdoors! Remember, three quarters of Scouting is Outing.

### Tiger Theme Related Ideas

- ✓ Elective 16 is Collecting and other Hobbies. This month would be a great time to have your Tigers show off their collections.
- ✓ A museum or zoo visit would be great. You could discuss the collection the museum has. We have a history museum run by the Salem County Historical Society that is perfect for Tigers. It is small, it is local and the volunteer staff is always anxious to help.
- ✓ Be sure to check out the ideas and plans in the Cub Scout Program helps for this month.

## SPECIAL OPPORTUNITY

**In November we have a real special opportunity, a chance to get out and help those who live near us and through the reach of the Scouting program - to help people everywhere. - I am speaking about -**

### Scouting for Food

### A National Good Turn

#### National BSA Good Turns - ORIGIN

The Boy Scouts of America's Good Turn traces back to American businessman William D. Boyce who was lost in a London fog. A boy offered to take Boyce to the address he wanted and refused a tip, saying he was a Boy Scout. Boyce's curiosity was aroused. He later had the boy take him to Scouting's British founder, Lord Baden-Powell. From this chance meeting, the Boy Scouts of America was born.

Among many references to the Good Turn in BSA literature is this comment from the Boy Scout Handbook: "To people who know about Scouting, the daily Good Turn is one of the finest features of our movement. The record of Good Turns, small and large, that have been done by Scouts since the day Scouting was founded is truly impressive."

## NATIONAL GOOD TURNS

The following list is compiled from the BSA's historical fact sheet and from Bob Peterson's book *The Boy Scouts, An American Adventure*. There is some inconsistency, and, on many of the earlier Good Turns, there is a certain degree of uncertainty as to whether the event was planned as a national program or just developed that way. In any case, here is a chronological listing.

1912-The first Boy Scout Good Turn promoted a "Safe and Sane Fourth of July."

1917-The day after war was declared on Germany, under the slogan "Every Scout to Feed a Soldier," BSA members were urged to plant vegetable gardens. In two plant-growing seasons, 12,000 Scout farms were established. At the same time, the BSA pledged to aid the American Red Cross and promised cooperation with the U.S. Navy by organizing Scout coastal patrols to watch for enemy ships. The BSA's most significant service during WWI was the sale of Liberty Loan bonds to help finance the war effort. Five bond drives were held, and, in each case, Scouts were called upon to follow up the regular canvas by adult volunteer salesmen. They sold a

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total of 2,238,308 bonds worth either \$147,876,902 or \$355,000,000, depending on the information source. Scouts also sold war savings stamps to a value of either \$3 million or \$53 million, again depending on the source. During WWI Boy Scouts collected peach pits and nut hulls which were burned to make charcoal for gas mask filters. More than 100 train carloads were gathered. Another WWI Good Turn involved a national census of standing black walnut trees. Its wood was prized for gunstocks and airplane propellers. The BSA located 21 million board feet, or enough to fill 5,200 railroad cars. Scouts served as dispatch bearers for government agencies and delivered 30 million (or 300 million, depending on source) pamphlets during WWI. Scouts also aided the American Red Cross and the United War Work Committee.

1934-President Roosevelt called on Boy Scouts to collect household furnishings, clothing, and other items to help the needy during the Depression. More than 1.8 million articles were collected. During WWII the BSA responded to 69 requests for help from the government. These requests included: 1941-Scouts distributed 1.6 million defense bonds and stamp posters; began the collection of aluminum and waste paper; conducted defense housing surveys; planted victory gardens; distributed air-raid posters; cooperated with the American Red Cross; and, by agreement with the Office of Civil Defense Mobilization, formed an Emergency Service Corps composed of older Scouts who served in three capacities: messengers, emergency medical unit assistants, and fire watchers.

1942-Scout projects included: delivery of millions of war-bond pledge cards-it was estimated they were indirectly responsible for sales of \$1.8 million worth of bonds and stamps; collection of a vast amount of rubber, primarily old tires, estimated at either 5,898 tons or 30 million pounds; and continuation of scrap and paper drives. During the first drive, Scouts collected 5,000 tons of aluminum; other sources added another 17,400 tons of tin cans and 20,800 tons of scrap metals.

1944-Boy Scouts were sent to collect milkweed floss as a substitute for the kapok used in life jackets-total collection was 750 tons. An estimated 184,000 victory gardens were planted by Scouts. An estimated 126,000 Boy Scouts helped farmers with their harvests. The largest single war-effort project conducted by the BSA was the 1945 General Dwight D. Eisenhower Waste Paper Campaign. More than 700,000 Boy Scouts and Cub Scouts gathered 318,000 tons of paper; this brought the total paper collected during WWII to more than 590,000 tons. Scouts collected 10 million used books for military personnel.

Scouts collected 7,000 tons of used clothing that was distributed to refugees in Europe and China.

1950-51-Two million pounds of clothing for overseas relief was collected at the request of the American Council of Voluntary Agencies for Foreign Service and the United Nations.

1952-More than 1 million boys went house-to-house and placed 30 million Liberty Bell doorknob hangers and a million posters (in businesses) to remind citizens to vote in the presidential election. Scouts also cooperated nationally in securing blood donor pledges, collected clothing for worthy causes, distributed seeds for Asia, and aided in conservation projects and civil defense.

1954-A National Conservation Good Turn involved the distribution of 3.6 million copies of a conservation poster. In parks, rural areas, and wilderness areas, Scouts planted 6.2 million trees; built and placed 55,000 bird-nesting boxes; and arranged 41,000 conservation displays.

1956-The second national get-out-the-vote campaign was launched with 36 million doorknob hangers and 1.4 million posters distributed.

1958-National Safety Good Turns were conducted. The BSA delivered 40 million emergency handbooks prepared by the Office of Civil Defense Mobilization. Also, 50,000 posters were placed in post offices.

1960-The third national get-out-the-vote campaign was conducted.

1970-Project SOAR (Save Our American Resources) was initiated as an ongoing BSA project. It's estimated that during the year, 60,000 BSA units took part in SOAR-related conservation projects.

1980-Scouts distributed fliers urging support of the national census.

1986-An estimated 600,000 youth members distributed 14 million brochures to families informing them of the need for donated human organs and tissue and urging them to make a commitment to donate. Millions of other homes were reached through publicity and other promotional efforts.

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1988-The first Scouting for Food collection was completed. One million Scouts collected an estimated 65 million cans of nonperishable food.

1989-1991-The continuing Scouting for Food collection resulted in a combined total of an additional 209 million cans of food for people in need.

2000 - the Boy Scouts of America committed itself to donating 200 million hours of community service as part of its support for "America's Promise" campaign.

### What is Scouting for Food?

A Cub Scout promises to "give good will" and a Boy Scout promises "to help other people at all times." What better way is there to show our Scouting Spirit than by participating in the annual Scouting for Food drive?

Over the years, the Local Councils of the Boy Scouts of America have worked diligently to improve our communities and the welfare of the families who reside in these communities. One very special project begun recently has grown to be extremely important to many agencies, families and individuals. This "Good Turn" Event is known as the Scouting for Food Campaign.

The mission of the project is to have all Scouts participate in the collection of food items to be given to needy people and families within the communities of the council. The goal is to have 100% participation from all units in this most important community outreach program. Cub Scout Packs, Boy Scout Troops, Varsity Teams, and Venturing Crews do make a difference when they support and participating in this annual Good Turn.

*In my area, Channel 6 WPVI, the local ABC affiliate has sponsored this drive and helps with publicity, placing food collection containers in stores and other stuff. The publicity helps the spread the word and increase participation. Commissioner Dave*

How can you help?

- You can distribute and then collect the bags of food left on the porches and steps, from around your neighborhood.
- Man collection sites
- Help unload food drive items at the Network of Ministries, Salvation Army sites or Food Bank locations.

CONTACT your district Food Drive chairmen for more details and a listing of assignments available.

### Boys' Life Reading Contest

**Enter the *Boys' Life* Reading Contest Now!**

Write a one-page report titled "The Best Book I Read This Year" and enter it in the *Boys' Life* 2009 "Say Yes to Reading!" contest.

The book can be fiction or nonfiction. But the report has to be in your own words—500 words tops. Enter in one of these three age categories: 8 years old and younger, 9 and 10 years old, or 11 years and older.

First-place winners in each age category will receive a \$100 gift certificate good for any product in the Boy Scouts Official Retail Catalog. Second-place will receive a \$75 gift certificate, and third-place a \$50 certificate.

Everyone who enters will get a free patch like the round one above. (The patch is a temporary insignia, so it can be worn on a Cub or Boy Scout uniform shirt. Proudly display it there or anywhere!) In coming years, you'll have the opportunity to earn the other patches.

The contest is open to all *Boys' Life* readers. Be sure to include your name, address, age and grade on the entry.





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Send your report, along with a business-size, self-addressed, stamped envelope, to:

*Boys' Life Reading Contest*, S306

P.O. Box 152079

Irving, TX 75015-2079

For more details go to [www.boyslife.org](http://www.boyslife.org). Entries must be postmarked by Dec. 31, 2004.

## PACK AND DEN ACTIVITIES

### Collections

So why not have the boys begin developing some collections of their own? Hey, how about stamps? Ever consider taking a field trip to your local Post Office and see what they have to offer? How about everyday collectibles, like rocks, leaves, insects, etc? You can get someone who collects things to come in and talk to the boys about what to collect and how.

All kinds of collections can be found in boys pockets! Collecting is a very big part of every boy's life;

- Sport Cards
- Coins
- Rocks
- Arrowheads
- Star Wars items
- Autographs
- Patches
- TV or Movie
- Stamps

The list could go on and on. The Cub Scout program encourages collecting. You could take your den on field trips to special places too obtain information about collecting.

- Rock quarry: Rocks, gems, and minerals
- Butterfly Pavilion: Insects, butterflies
- Sports groups: Sports cards
- Scout Service Center: Patches
- Post Office: Stamps
- Federal Mint: Coins

Other ideas for collecting: Take a hike with a purpose. If you can't collect the actual items,, then bring along a camera to take pictures of the items. The pictures could be labeled and put inside an album.

- Check your Boy's Life Magazine - There are lots of suggestions for collections.
- Internet - surf he net for suggestions on collections.
- Collector's exhibits - family members - check out your attic or basement.
- Have fun with collections - you never know when it might turn into a lifelong hobby or occupation.

### Show-n-Tell

Yeah, I know. It sounds like something for a group of kindergartners. But really, this works too. We've talked before about how difficult it is for people to speak in front of others so you know this helps them warm to the idea. And, believe it or not, this is also a fun thing to do. (I know, because I sat through just the same thing when my son was in Cub Scouts. The boys really enjoyed doing it and the parents and families that "came out to the program" thought it was really neat too. And as I recall, the parents had to bring in and talk about their collections, too.

### PACK FAMILY HOBBY DISPLAY

Have a family hobby corner at the pack meeting. Ask each family to bring a sample of what they collect as a family or things that represent their hobby. Families who like baseball can bring baseball equipment, uniform, baseball cards, photos and maybe some trophies. Families who like movies can bring movie posters and movie

paraphernalia including popcorn! Families who collect seashells can bring some in a box. It doesn't have to be a "formal" hobby - it's something a family does together. How about a family who buys T-shirts where they go? Set a time during the meeting for families too go around and admire each other's hobby. Family members can take turns staying at the "booth" to explain about the hobby

### Rock Paperweights

Rocks are fun to collect, and these delightful creations are fun to give. Look for the best rocks that you can find, smooth, interestingly textured, shaped or colored, and get some glue paint, twine, eyes and other decorative materials.

Clean the rocks well. Choose a large rock for the basic body. Then either paint a face, picture or design on this rock and varnish, or choose smaller rocks to glue on as legs, head, eyes and ears. Paint and varnish. Pieces of yarn or string can be glued on for hair or tails.

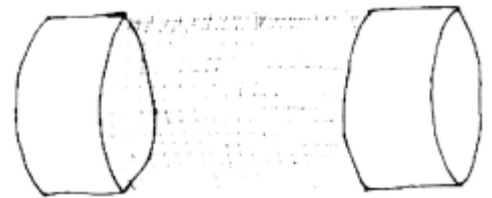
### Tuna Can Bug Collecting Box

**Materials:** Two clean tuna cans with labels removed and preferably opened with a top opening as opposed to a side opening can opener (top opening can openers leave no sharp edges), 6 x 11" piece of wire screen, red marker. Optional: spray paint and markers.

Instructions:

Option: you can spray paint & then decorate the tuna cans with the markers if you so desire.

1. Pull two wire strands from one of the 6" sides of the screen.
2. Roll the screen to make a 6" tube with a diameter smaller than the inside of the tuna cans and the end that you pulled the strands from on the outside.
3. Slip a tuna can over each end of the tube. Release the screen so that the tube expands to fit snugly inside the tuna cans.
4. Being careful to hold the screen together, remove one of the tuna cans. Thread the wires that you exposed when you pulled the strands into the holes on the section of screen rolled to the inside. Now fold them back on themselves to hold the tube together. Continue down the tube until you reach the other tuna can. Remove the second tuna can and finish threading and folding until the tube is complete.
5. Slip both cans back on and you have a bug box to collect all the little creepy crawlies you want.



### COLLECTING POSTMARKS

This will get the boys started with the Wolf achievement or Bear arrow on collections. Ask each boy too bring a self-addressed, stamped Christmas card to the meeting. Put all their cards into a large envelope, and write "Postmark Request" in the lower corner.

Mail the envelope to Postmaster, C/O the town listed below. Your letters will then be mailed from that town and the boys will have "Christmas" postmarks for their collection.

- |                       |                      |
|-----------------------|----------------------|
| Bethlehem, GA 30620   | Mistletoe, KY 41351  |
| Noel, MO 64854        | Rudolph, WI 54475    |
| Silver Bell, AZ 85270 | Christmas, FL 32709  |
| Nazareth,, PA 18064   | North Pole, AK 99706 |
| Santa Claus, IN 47579 | Wiseman, AR 72587    |



Display stamps in a book or case so that you and others can enjoy the stamps without damaging them.

## COLLECTING COINS

There are many places to find coins to start or add to your collection. Coin shops are obvious places to begin the search. Then there are coin shows, which offer plenty of choices, and often some very good bargains. No matter where you are in your collection, joining a coin collecting society can be a benefit. You'll meet fellow collectors, trade with them, learn the ins and outs of the marketplace, and be less likely to take any wooden nickels. And you might make a friend, too. Coin folders are a great way to organize, catalog and display your coin collection.

## ALONG THE SHORE

There are so many pretty things to be seen along the shore - so many things that can add to a boy's knowledge - pretty stones and shells, beautiful flowers and funny bugs, turtles and frogs, snakes and cattails, seed pods and birds.

The study and collection of shells is called conchology. Tiny shells can be kept in small bottles with screw caps or corks. Medium shells may fit into matchboxes. Larger shells can be kept in cardboard boxes. Shells can be mounted on cardboard with household cement. Each shell should be identified and labeled.

For a special display, glue shells to golf tees with household cement. Then press the points of the tees into a piece of Styrofoam.

## LEAVES AND SEEDS

Collecting the leaves and seeds from trees helps the Cub Scout to learn to recognize many different trees. Seeds can be stored in glass pill bottles, plastic coin tubes, square and rectangular plastic boxes. For larger seeds such as walnuts, acorns, pecans, Brazil nuts and peanuts, use plastic or cardboard egg cartons.

The best way to catalog seeds is to label each jar or box with the name. Self-sticking labels work well. Cardboard tags with strings can be used for labeling pine cones or similar large items.

To display the collection, the seed bottles or vials can be wired to heavy cardboard or a piece of plywood.

## ROCKS AND MINERALS

Good places to find rock specimens is in roadbeds, riverbeds, roads under construction, and building excavations. Choose rock and mineral specimens carefully. Don't pick up just anything. Wrap each in a piece of newspaper with a card to show where you found it.

Rocks can be chiseled to standard size (such as 2 by 3 inches) with a geologist's hammer or a regular hammer and a cold chisel. (Be sure to wear protective glasses when chiseling).

Label rocks by attaching a small label to the underside with transparent tape or by painting a small white spot, on which you can write the identification. Show the types of rock, where it was found, and the date. Small rocks can be kept in pill bottles. Larger rocks may be kept in sectioned boxes or egg cartons.

## SHIRT POCKET PUPPETS

Puppets made from shirt pockets may be made by cutting the pocket portion from an old shirt, leaving about 2" of the shirt attached all around the pocket. This extra material can be fringed for hair, beards, lions' manes, etc.

Slip the pockets onto your hands so you can determine where to cut "armholes" for your thumb and forefinger. Make faces with crayons.

## Funny Putty

**Materials needed for each boy:**

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- 1 tablespoon liquid starch,
  - food coloring,
  - 2 tablespoons white glue,
  - a plastic egg or small zip-lock bag.
1. Mix glue and food coloring together in small bowl.
  2. Pour liquid starch into a second bowl,
  3. then slowly pour the glue mixture on top of the starch.
  4. Allow the concoction to stand for 5 minutes or until the glue absorbs the starch.
  5. Remove putty from bowl and knead. (At first, the mixture looks as if it's a mistake, but it isn't. The more you knead the putty, the better the consistency will be.)
  6. Store Funny Putty in egg or zip-lock bag.

Press Funny Putty down on newspaper comics or pictures printed on inkjet paper. Slowly pull the Funny Putty off of the paper. The picture will transfer BACKWARDS onto the putty. *You can also roll your funny putty into a ball and bounce it.*

### Washable Finger Paint

In large saucepan mix 1 cup all purpose flour with 1 cup cold water. Stir until smooth. Then add another 3 cups cold water. Cook over medium heat, stirring till mixture thickens and bubbles. Reduce heat and simmer 1 minute more while still stirring. Divide into three heat-resistant bowls. Tint with food coloring. Cover and cool. This makes a very good washable paint for finger painting or window painting!

### Nature Rambles and Hikes -

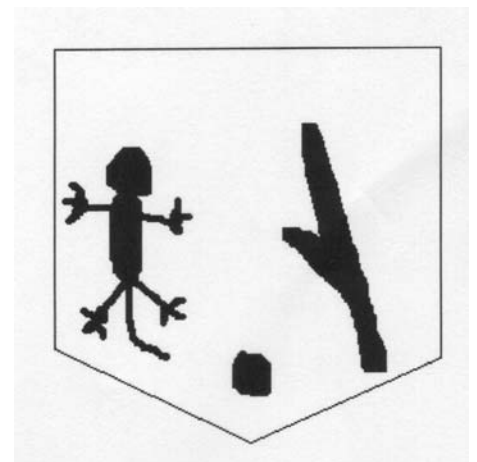
There are plenty of things in nature to collect and a short nature ramble in the backyard or a playground is suggested for the first den meeting and a longer hike for the third meeting. On both occasions, encourage the boys to look, really look, at what they see outdoors every day. Each boy should carry a container to collect such simple things as a blade of grass, an acorn or other nut, a seed, old leaves, dead insects, twigs, interesting small rocks. When you get back to the meeting place, use field guides to trees, insects, birds, and rocks to try to identify their prizes. Your den's activities will depend in part on where you live - the kinds of flora and fauna that grow there and how advanced springtime is in your area. Wherever you are, there should be plenty to see, hear, and smell in the outdoors.

For many other ideas, see Chapter 8, "Nature and Outdoor Activities," in the Cub Scout Leader How-To Book. You will also find nature related activities in the Wolf Cub Scout Book (Achievements 6 and 7 and Electives 13, 15, 18, and 19) and in the Bear Cub Scout Book (Achievements 5 and 6 and Electives 2, 12, and 15).

### A Den Doodle

The den doodle is an emblem chosen by the den as its central form of den recognition. During den meetings, the doodle is the gathering point for the boys to show their achievements and other various records (such as participation or attendance). The den doodle can readily be used as ceremonial equipment during either a den or pack ceremony for recognizing the advancement of the Cub Scout.

The den doodle's form can be just about anything. The main importance is that it expresses instant recognition of which den it belongs. The emblem chosen and the den designation are two main features which should be incorporated into the den doodle design. From this emblem there may be suspended some device (string, leather strips, shoelaces, wood, etc.) called a doodle dangle to show the earned achievements of the Cub Scouts. The materials need not be expensive,



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many are created from objects in the common household.

### Pocket Den Doodle

Cut the background from heavy duty plastic bag. Fill with small plastic lizards, frogs, worms, etc. Also include pebbles, dirt and sticks. Seal the bag using a bag sealer.

## GAMES

### POCKET COLLECTIONS

Tell the boys ahead of time to wear a pair of pants that have pockets. Now go on a collecting walk. You can only collect what you can put in your pocket; pebbles, sticks, seed, interesting trash, bugs, etc. Come back to the meeting place and lay out your collection. Analyze what you have and separate it into some kind of order. Each boy has a turn talking about his best "pocket find."

Another game that you can include in your collection hike is **Pocket Kim's Game**. Give the boys a few minutes to study the collection and then cover them. Give each one a sheet to write out whatever he can remember. (Or, you can split the den into teams and let them go after it that way)\_

### NAME AND TELL

Cub Scouts sit in a circle. The first player names a hobby beginning with the letter "A" and tells something about it, and so on, around the circle and through the alphabet. Examples: "A" is for autographs - ball players are the best. "B" is for bugs - they are creepy crawly, etc.

### DOUBLE COIN BALANCE

Ask someone to balance two coins on the rim of a glass at the same time, using only one hand. Here's how to do it: Stand the coins against the side of the glass. Push them up the side with thumb and forefinger. Carefully work the coins over the rim and balance them.

### RING RACE

**Equipment:** Hula hoops, 1 per team.

Divide the group into teams. Have each team line up holding hands. Give a hoop to the person at the head of each line.. At "GO", teammates must pass the hoop along the line, stepping through the hoop and passing it overhead, without letting go of each other's hands. The team that passes the hoop from one end to the other first wins.

### "Pieces of Eight"

**Equipment:** pancake turners, "pieces of Eight" (16 round objects such as pennies), Someone with a timer (watch with second hand or a stop watch).

Each boy takes turn flipping the face-up pennies over to tails using the pancake turner. Fastest time wins. Can be played as a relay race, second player flips all coins back to heads.

#### **Feed the Pumpkin**

*Connecticut Rivers Council*

Place a miniature pumpkin (artificial) on the floor in the corner of the room Give each player five nuts (walnuts, acorns) From a predetermined distance the players toss nuts underhand into the pumpkin. *High scorer could be presented with a chocolate turkey.*

## Corncob Darts

Corncobs become colorful, harmless darts for games and contests. Take a 3" to 4" section of corncob and bore a hole through one end. Cut different colored crepe paper ribbons and put them through the hole in the side of the cob so they trail 12 to 15" on each side. The darts are ready to be thrown at a target.

## Turkey Feather Relay

Divide the group into teams, relay style. First player in each team holds a turkey feather. On signal, he throws his feather, javelin style, towards the finish line. As soon as it comes to earth, he picks it up and throws it again, repeating until he crosses the finish line. He then picks up the feather and runs back to his team and passes the feather on to the next player, First team to finish, flaps their arms and gobbles like triumphant turkeys.

## Whistling Contest

Fairs were held each year at Williamsburg during colonial times. One of the attractions was a whistling contest Contestants were given tunes to Whistle, if they laughed or lost the tune. they were out of the contest Try it in your den or pack using a tune that most boys will be familiar with.

# PACK MEETING GATHERING ACTIVITIES

## A Yummy Puzzler

Have a collection of candy wrappers (or the real thing) and have people figure out what wrapper goes with which answer.

1. Greasy digits
2. A baseball player
3. A sarcastic laugh
4. One of Charlie Brown's girlfriends
5. A long run
6. A planet
7. Overweight
8. An author
9. A big mass of stars
10. What a worker looks forward to
11. Small Hills
12. The number before one
13. A famous trio of men
14. Definition of an object you can't identify
15. Mountain tops
16. The terminology of a body builder
17. The elite street in New York
18. A large sum of money
19. Pooh's favorite
20. A little laugh
21. A lazy cow
22. Feline nickname
23. Opposite of bad and few
24. Tumbling girl

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- 25. Lazy Cowboy
- 26. African monkey parts

- 1. Butterfinger
- 6 Mars
- 11. Mounds
- 16. Crunch
- 21. Milk Duds
- 26. Reese's Pieces

- 2. Baby Ruth
- 7. Chunky
- 12. Zero
- 17. Fifth Avenue
- 22. Kit Kat

### A Yummy Puzzler Answers

- 3. Snicker
- 8. O'Henry
- 13. 3 Musketeers
- 18. 100 Grand
- 23. Good 'n Plenty

- 4. Peppermint Patty
- 9. Milky Way
- 14. Whatchamacallit
- 19. Bit-O-Honey
- 24. Tootsie Roll

- 5. Marathon
- 10. Pay Day
- 15. Snow Cap
- 20. Chuckles
- 25. Slowpoke

## What in your pockets?

As the cub scouts arrive have them take everything out of their pockets and put them in a brown paper lunch sack. Have them write their name on it. And then have them leave it on the table. After a few people have arrived give each boy a piece of paper with the cub scouts names printed on them. Now have each boy take a guess at what each boy has in his sack and write it by that boys name. After everyone has played, have each boy open his sack and show everybody what: was in his pocket. This is also a great audience participation... get to know you game.

## Spell Pocket

Using these letters, have everyone list items that you find in a boy's pocket.

### *For Example:*

- P:** paper, ping pong balls, pencils, etc.
- O:** old candy papers, odd buttons, etc.
- C:** candy, cards, etc.
- K:** keys, kite string, etc.
- E:** envelopes, egg, etc.
- T:** trucks, tinker toys, etc.

## Clothespin Mixer

**Equipment:** Clip-on clothespins - 3 or 4 for each person

The object here is to **not** get a collection. Give everyone 3 or 4 clothespins. Tell them that the object of the game is to get rid of their clothespins without having anyone else pin THEIR clothespins on them. With everybody trying to get rid of his or her clothespins at the same time, as fast as possible, this is a rowdy and fun way to start a meeting.

## WHO COLLECTS WHAT

- |                       |     |               |
|-----------------------|-----|---------------|
| 1. ROCK HOUND         | A.  | STAMPS        |
| 2. FOLK SINGER        | B.  | RECIPES       |
| 3. NUMISMATIST        | C.  | TIMETABLES    |
| 4. HAM RADIO OPERATOR | D.  | COINS         |
| 5. COOK               | E.. | OLD FURNITURE |
| 6. LEXICOGRAPHER      | F.  | CALL NUMBERS  |

- |                      |                   |
|----------------------|-------------------|
| 7. PHILATELIST       | G. FIRST EDITIONS |
| 8. ANTIQUE COLLECTOR | H. BALLADS        |
| 9. RAILROAD BUFF     | 1. OBSIDIAN       |
| 10. BOOK LOVER       | J. WORDS          |

Answers:

1-I, 2-H, 3-D, 4-F, 5-B, 6-I, 7-A, 8-E, 9-C 10-G

## OPENING CEREMONIES

### What Do Boys Collect?

**Preparation:** You will need each boy to have one of the following in his pockets: a frog (plastic, unless you are brave), dirt, marbles, rocks, and a small flag. Have boys practice their parts ahead of time.

**Cubmaster:** Have you ever wondered what boys collect and why? Let's see what we can find out tonight.

**Cub # 1: (pulls out frog):** This frog reminds me of freedom of speech, he can croak all he wants and no one stops him.

**Cub # 2: (pulls out dirt):** This dirt reminds me of our forefathers as they put their feet on American soil for the first time.

**Cub # 3: (pulls out marbles):** These marbles remind me of the pilgrims as they worked and played in this new land of freedom.

**Cub # 4: (pulls out small flag):** This flag stands for our country will you please join me in the Pledge of Allegiance?

### Collections

**Personnel:** 11 Cubs and Den Leader or Den Chief.

**Equipment:** Cards with letters spelling out **C O L L E C T I O N S** with the text written on the back in **LARGE** print

**Narrator:** We would like to tell you what we collect from Scouting.

**Cub # 1: C:** is for Courtesy. A Scout learns to do good deeds and respect others.

**Cub # 2: O:** is for Outing. Outing is one of the most fun parts of Scouting. Camping and hiking, we always look forward to our time outdoors.

**Cub # 3: L:** is for Learning. A Scout learns many things, first aid, knots, physical skills, citizenship and sportsmanship.

**Cub # 4: L:** is for Leaders. One of the most important parts of the Scouting organization.

**Cub # 5: E:** is for Exploring. A Scout learns the skills he needs to explore the outdoors.

**Cub # 6: C:** is for Challenges. A Scout is presented with many challenges and is helped to meet them and to succeed.

**Cub # 7: T:** is for Try. A Scout learns to always try to do his best.

**Cub # 8: I:** is for Identify. A Scout learns to identify different kinds of leaves, trees and tracks.

**Cub # 9: O:** is for Observe. A Scout observes the Outdoor Code whenever he goes camping or hiking.

**Cub # 10: N:** is for Nationalism. Every Scout around the world is a patriot to his country.

**Cub # 11: S:** is for Scouting. We are very glad Baden-Powell had the vision to bring this program into being.

**Narrator:** *Narrator or another Cub or Den Leader now leads Cub Scout Promise, law of the Pack and / or Pledge of Allegiance*



## I Made A Promise

**Cub # 1:** I made a promise. I said that whatever I did, I would do the best I could.

**Cub # 2:** I made a promise to serve my God and my country the best I could.

**Cub # 3:** I made a promise to help other people the best I could.

**Cub # 4:** I made a promise to obey the Law of the Pack the best I could.

**Cub # 5:** I have done my best. I will do my best, because I am the best, I am a Cub Scout.

**Den Ldr:** Will everyone now join us in repeating the Cub Scout Promise.

## Opening Ceremony

**Equipment:** Boys come out with props to match their hobbies.

**Submaster:** This month's theme is Cub Scout collectors and Den \_\_\_\_\_ is going to help open the meeting by showing some people's favorite past-times.

**Cub # 1:** I'm always making something new, It gives me something fun to do. Perhaps I'll make a box of wishes, But first I have to wash the dishes.

**Cub # 2:** I like to play my favorite song, Sometimes the family sings along. I might become a music star, but first I have to wash the car.

**Cub # 3:** I sail my ship out to the sea, A sailor's life's the life for me. To sail around the world's my dream, But after work I've lost my steam.

**Cub # 4:** I like to golf and be outside, in my golfing cart I ride. A pro golf tour could be my fame, But housework comes before the game.

**Cub # 5:** Video games are the best, I play better than all the rest. I could invent an awesome one, But to the school bus I must run.

**Submaster:** Thank you Den \_\_\_\_\_. Everyone take to have fun with their hobbies and collections, but as you can see, you have to do some work before you can play. Let's see how much work the Cub Scouts did this month and see how many advanced, but first we will begin with the Pledge of Allegiance.

## History of Our Country's Flag

**Preparation:** Each Cub should have a picture of his flag with the words in large print on the back. Even better would be to have a set of historical flags to show. Don't be afraid to change the flags talked about. If you have a 48 star flag, "Old Glory" that flew over the US during the two world wars or a "Don't Tread on Me" flag, use it. Write your own parts.

**Cub # 1:** One of the greatest collections is the collection of flags that have flown over our country. Let's listen to our Cubs as they tell us about a few of these American Flags.

**Cub # 2:** This is the British Union Flag or Union Jack. It flew over the British Colonies in North America from the landing of the first Colonists at Jamestown in 1607 and at Plymouth in 1620 until the Revolution.

**Cub # 3:** This is the Grand Union Flag. At the beginning of the American Revolution, the colonists hoped not so much to gain independence as to correct the wrongs done them under the rule of George III. They kept the British Jack out of loyalty to the crown, but added the 13 stripes to show their own unity. It was raised the first day of January, 1776, over George Washington's headquarters.

**Cub # 4:** This is Old Glory, the first official flag of the United States of America. It was created by a resolution of the Continental Congress. passed June 14, 1777 - a date we celebrate as Flag Day.



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- Cub # 5:** This is the Star Spangled Banner. When two more states joined the original 13, stars and stripes were increased to 15. This flag of 15 Stars and Stripes flew over Fort McHenry the night of its bombardment in 1814, and inspired Francis Scott Key to write the verses of our National Anthem.
- Cub # 6:** This is the flag of 1818. As more states joined the Union, the flag would become an awkward shape if more stripes were added. Therefore, on April 4, 1818, Congress passed a law that restored the design of the flag to 13 stripes and provided that a star should be added for each new state.
- Cub # 7:** The Bennington Flag is of an unusual design. Although it has 13 stripes, the top and bottom stripes are white instead of red. The 13 stars have 6 points. They are arranged to form a Gothic arch over the '76' which commemorates the year American independence was proclaimed.
- Cub # 8:** This is the flag of the USA today. The 13 stripes remind us of the original colonies. The 50 stars represent the states that bound together into one country. Please stand and join us in the Pledge of Allegiance to Old Glory.

### Opening - Who Collects What?

**Equipment:** This can be as simple or as elaborate as you like. The boys can wear signs around their necks showing their hobbies, or they can dress the part, with as many or as few props as you like. If you don't have enough boys, let them double up on Cub Scouts 1 through 10. In any case, the last Cub Scout (Cub #11) should be in full uniform.

**Cub # 1:** I am a rock hound. I collect obsidian, quartz, and other minerals.

**Cub # 2:** I am a folk singer. I collect ballads to perform and share.

**Cub # 3:** I am a numismatist. I collect coins.

**Cub # 4:** I am a ham radio operator. I collect post cards with the call numbers of other radio operators..

**Cub # 5:** I am a cook. I collect recipes

**Cub # 6:** I am a lexicographer. I collect words and famous historical autographs.

**Cub # 7:** I am a philatelist. I collect stamps

**Cub # 8:** I am an antique collector. I collect old furniture

**Cub # 9:** I am a railroad buff. I collect railroad timetables and other railroad memorabilia.

**Cub # 10:** I am a book lover. I collect first editions

**Cub # 11:** I am a Cub Scout. I collect a lot of the things already named for my achievements and electives. I also collect rank badges and arrow points as I learn and grow. I've also collected the knowledge about how to be a good citizen. Please stand and join me in the Pledge of Allegiance.

### Collectors Opening

Ten cub scouts come on stage holding cardboard signs shaped like pockets or collector's boxes. Write each spoken part in BIG letters on the back of each letter, so that the boys can read it. **Be sure to add an introduction and a Pledge of Allegiance**

**Cub # 1:** C - Coins and stamps and rocks galore,

**Cub # 2:** O - Old bottle caps and pieces of string,

**Cub # 3:** L - Lizards and lights and lucky rabbit's feet

**Cub # 4:** L - Love letters and lollipops and other things,

**Cub # 5:** E - Every boy likes to collect this stuff;

**Cub # 6:** C - Capes and cats and magic hats

**Cub # 7:** T - Toads and toys and more items to count

**Cub # 8:** O - Old cars and shells and silly mats

**Cub # 9:** R - robots and rough riders and all the jazz

**Cub # 10:** S - So join with us as we reflect on all the wonderful things we collect

## Song In My Pocket

Ed: One of the important things that we were taught during Wood Badge Training was to always make sure you have a Song In Your Pocket. This philosophy applies to leaders so that they are ready to help out whenever the need comes up, but it is just as important for all Scouts to have a Song in Their Pocket—just in case! This opening emphasizes the importance of having a song in your pocket.

**Narrator:** Tonight's theme is "Pockets." What good are pockets? Well there are the obvious good uses of pockets, like holding your Cub Scout Registration and, if you're a Bear Scout or older, to hold your Whittlin' Chip. And you hold your Den Dues and important notes your Den Leader sends home with you. But there is another really good use for a pocket, that you might not have ever considered. You should always have a song in your pocket. What, a song in your pocket? What does that mean?

Well it means you should always have a way to turn the bad into good or have an idea that can keep things lively, and what better way is there than to always have a song ready—ready to sing, or whistle, or hum. Tonight, to begin our Pack Meeting, I have a song in my pocket. [Reaches in pocket and pulls out a paper.] Let's all stand and join together in singing "My Country 'Tis Of Thee."

## Welcome Back

Eight Cub Scouts stand side by side. In turn each steps forward and recites his assigned verse.

Another year is starting  
And we'd like to welcome you.  
And tell you what our purpose is  
And what we hope to do.

Cub Scouts is a group of boys.  
It helps us grow up strong.  
And teaches us to do what's right  
And fight against what's wrong.

It shows us how much we can do  
If we just work as a team.  
Then we'll have fun and jobs won't be  
As hard as they first seemed.

We'll go on hikes and field trips  
To learn of nature's wonders.  
So we'll respect her when we're grown  
And not make any blunders.

And we'll be shown in many ways  
That each man is our brother;  
And we will see the joy there is  
In helping one another.

We'll learn to be good citizens  
And, hopefully, we'll see  
That laws are made for everyone  
So each one can be free.

To do all this the Cub Scouts need

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Good leaders; this is true.  
That means we'll need the help of all  
Of you, and you, and you!  
[Cubs point to everyone in the audience]

And now to start the year off right  
In good and proper manner,  
We'd like you all to rise and sing  
Our own "Star Spangled Banner."

### Opening Ceremony

**Preparation:** You will need each boy to have one of the following in his pockets: a frog (plastic, unless you are brave), dirt, marbles, rocks, and a small flag. Have boys practice their parts ahead of time.

**Cubmaster or Den Leader:** Have you ever wondered what boys keep in their pockets and why? Let's see what we can find out tonight.

**Boy 1 (pulls out frog):** This frog reminds me of freedom of speech, he can croak all he wants and no one stops him.

**Boy 2 (pulls out dirt):** This dirt reminds me of our forefathers as they put their feet on American sod for the first time.

**Boy 3 (pulls out marbles):** These marbles remind me of the pilgrims as they worked and played in this new land of freedom.

**Boy 4-(pulls out small flag):** This flag stands for our country will you please join me in the Pledge of Allegiance?

### I Made A Promise

**Cub #1:** I made a promise. I said that whatever I did, I would do the best I could.

**Cub #2:** I made a promise to serve my God and my country the best I could.

**Cub #3:** I made a promise to help other people the best I could.

**Cub #4:** I made a promise to obey the Law of the Pack the best I could.

**Cubs #5:** I have done my best. I will do my best, because I am the best, I am a Cub Scout.

**Den Leader:** Will everyone now join us in repeating the Cub Scout Promise.

## AUDIENCE PARTICIPATIONS

### How To Build A Thingamajig

Divide audience into four groups and assign each a part.

They are to say the phrase for their part every time they hear it in the story or whenever they hear Scatereekus.

**Doodads:** Clickety-clack, clickety clack

**Dingford:** Whiz, bang, boom

**Freedistant:** Whoosh, whoosh

**Higoricky:** Snap, crackle, pop

**Scatereekus:** All sounds together

Very few families these days can get by without a thingamajig. Sure you can buy one at the local hardware and appliance store, in all sorts of colors, sizes, shapes, makes and models, but as easy as they are to build yourself, you should just get a kit and put it together. Here are a simple set of instructions for building your own thingamajig...

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The **Doodads** of the thingamajig kit are stored in the bubble-wrap gizmo and are stapled with the purple assembly **Dingford** to the left-handed **Freedistant**. The assembly **Dingford** should be placed in an upright position on any corrugated doomaflatchy or **Freedistant** to complete assembling the **Doodads**. Carefully remove the gizmo from its containeration of the **Doodads** from the **Freedistant** and lay out the **Doodads** in parallel with the assembly **Dingford** and assemble the **Doodads** in the order listed. You will need two fringhoppers with a 4/3" gagglehump for the **Higoricky**, and you'll have to use penpoppers to complete the riggeration.

Using a witchifiggle, carefully punch 1/2" what-nots through the assembly **Dingford** and **Freedistant**, where the **Higoricky** will attach. The what-nots are there to capitrate the hoosie **Higoricky** that will beefling the **Doodads** together.

Next framemis the chingus to the **Freedistant**, making sure the whatchamacallits are catiwompus to the hootnanny and the **Higoricky**, as shown on the assembly **Dingford**. If it is reversed, the thingamajig will not work properly.

Tighten two fistaroud valves underneath the **Freedistant** using the hickeys from the **Doodads** to on from one doodad to the other. Now refracker a jigger to the demisantis and the doorfunkey near the whatchamacallits. Put a dingus on each loose enough so that the thingamabob can discombobulate and rotate easily, or it might XXXX and fly off and hit someone in the doohickey.

That finishes the instructions. If you've followed them carefully, you should have a well running thingamajig. When you turn over the **Scatereekus**.

### Rhyming Pairs

Try asking your audience to come up with these. Or use as a gathering activity by listing on a piece of paper and giving a copy to everyone as they arrive. The answers are sure to produce some laughs.

1. Snoopy after earning Boy Scouting's highest award.
2. A scalding cooking vessel.
3. Cubmaster Benjamin's groups of eight Cub Scouts.
4. A Venturing leader's cap bill.
5. Boxing matches featuring the members of a troop.
6. A crooked canvas shelter.
7. A varsity Scout leader's pet insect.
8. A picture made by Cub Scouts passing a crayon on paper over a headstone engraving.
9. Sneezing shallow draft watercraft.
10. Swimming partner with bleeding cut.
11. One of five Scouts with stone material for fire by friction.
12. A camper's wood chopper made of paraffin.
13. Earth-boring animal befriended by a group of eight Boy Scouts.
14. A militant effort to teach emergency medical treatment.
15. Hiker's footgear stuffed with an orange, apple and banana.

Answers:

1 ) Eagle beagle 2) Hot pot 3) Ben's Dens 4) Advisors visor 5) Scouts' bouts 6) Bent tent 7) Coach's roaches 8) Cubbing rubbing 9) Ah choo canoe 10) Bloody buddy 11) Flint quint 12) Wax ax 13) Patrol mole 14) First aid crusade 15) Fruit boot

## ADVANCEMENT CEREMONIES

### Pocket Ceremony

As we all know, most boys begin their collections in their pockets. Cub Scouts takes this a step further and uses to pocket on the uniform as a place to build a collection. Here 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. **LEAD CHEER!!**

### **Pocket Ceremony #2**

*Southern NJ Council*

**Preparation** - Pockets of blue paper with different emblems on them ahead of time and hold up as each is referenced in speech).

Young boys and collections—I don't think they can be separated. Their collections hold the treasures of their lifetimes, yo-yos, shooters and aggies, a few baseball cards, and Canadian pennies. When a boy walks home from school anything of interest goes into his pocket to become part of his collection - stones, pine cones, nails, a rusty bolt. What neat stuff!

Unlike other boys' pockets, the pockets of the Cub Scout's uniform cannot only hold a lot of things; they are used to display a boy's accomplishments. Cub Scout achievements can be divided into four categories: God, Country, Family and Self.

A boy can earn separate awards for all these areas:

For God, he can earn the emblem of his faith;

For Country, the World Conservation Award;

For Family, the Cub Scout Family Award;

For Self, the camp, special events, and sports/academic program patches.

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The most important part of this colorful shirt is the rank; Bobcat, Wolf, Bear, Webelos, and Arrow of Light. Tonight we have someone/boys who has/have earned...

Present awards to parents to give to boys. Give boys and parents a CHEER for a job well done.

### **Collections Advancement Ceremony**

*Baltimore Area Council*

**Equipment:** Your choice of as many of the following you need for the various types of awards being presented: 35mm film canister, egg carton, poster board with some post cards attached, clear plastic "baseball card" collection page with some collectable cards inserted, matchbook, stamp collection album (can be a folded piece of poster board with "stamp collection" printed on the cover, jar with holes punched in the lid. POG holder, etc.

**Set-up:** Place badges in the baseball cardholder behind the baseball cards. They will be revealed when the page is turned around. Badges can be tucked behind post cards on the poster board or taped into the stamp album or fastened under the lid of the jar. Arrow points could be tucked into matchbooks. Webelos pins can go in the egg carton or the 35mm film canister. *(You get the idea. Modify the sample script below to fit your award needs.)*

**Submaster:** Boys are natural collectors. Aside from being able to collect an amazing amount of dust and dirt in a normal day's activities, boys like to collect things. Bottle caps, pretty rocks, stamps. coins... the list is endless *(hold up jar)*. How many of have had your son come to you with a jar and asked you to punch holes in the lid so he could catch some lightning bugs? Flashing brightly on a summer evening, they are one of the first things that our boys run after. Soon they are reaching higher and higher for the ones just out of their reach *(open jar- and take out Bobcat badges)*. Our new Cub Scouts are just like that. They have earned their Bobcat badges, but, with the help of their parents and families, they will soon be reaching for new heights in the Cub Scout program.

*(Call parents and boys up and present Bobcat awards.)*

As our boys grow, their horizons are widened. They may receive postcards from friends who are traveling on vacation, and these cards may spark an interest in traveling to far off places *(Pickup poster board and show postcards)*. The boys may choose to collect post cards of all the places they have seen and gone. In the same way these post cards can serve as a visual history of our travels, these Wolf badges serve as a visual reminder of the hard work our boys and their families have done on the wolf trail.

*(Call parents and boys up and present Wolf awards.)*

As our boys continue to grow, it isn't long before they are choosing up sides to play games. Baseball, basketball, soccer... all of them being spurred on by their favorite sports heroes *(show page of baseball cards)*. It's only natural for boys to collect and trade pictures of their sports heroes. building up a collection that suits them *(turn page around)*. Each of the boys in our Bear Den has chosen just the right mix of twelve achievements out of the twenty-four available to complete his own personalized requirements for the Bear badge.

*(Call parents and boys tip and present Bear awards.)*

Boys have varied interests, and they will pick up any little thing that interests them. Once they have two of them, they have a collection. Then they need some place to keep them *(.show 35mm film canister)*. Often, a little container just like this one is perfect for keeping a boy's prized collection from getting lost in the washing machine. Coins, paper clips, rocks, marbles... you name it. Every boy will have a different collection that interests him *(remove Arrow Points from the film container)*. That is why the Cub Scout advancement program helps boys to explore a wide variety of interests, and rewards them for completing electives based in these interests.

*(Call boys up and present Arrow Point awards with appropriate verbiage for Gold and Silver Arrow Points.)*

As our boys get older, their collections grow. They need some way of organizing and displaying their treasures *(pick up and show egg carton)*. A simple display case like this one can be used to sort out any type of

## September 2009: "Cub Scout Pockets"

small treasure for safe keeping, and then be opened for display (*open to show activity pins to be awarded*). Our Webelos have worked hard this month to earn these Activity Badges. They have a special "display case" on the shoulders of their uniforms that is perfect for displaying these treasures.

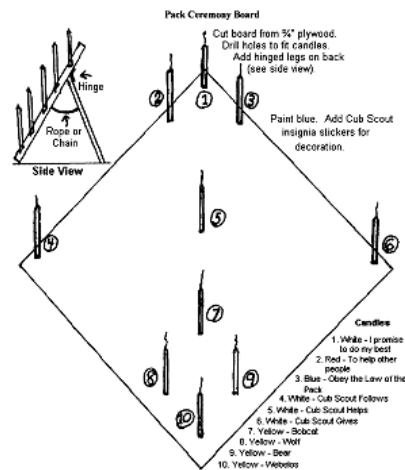
*(Call boys up and present Activity Badges with appropriate descriptions for the different pins being awarded.)*

Our older boys work on their collections until they are highly refined, and they proudly display the results. Some collections will provide many hours of enjoyment far into the future (*show stamp album*). These Webelos have worked for several months as active members of their Den and they have collected the required Activity Badges to earn their Webelos Badge (*open stamp album to show badges*). I'm sure they will continue to work hard to continue to refine and polish their fine collection of activity pins as they work hard for their Arrow of Light award.

*(Call boys up and present Webelos awards.)*

Please, join me in congratulating these boys on their fine collection of awards. I almost forgot to mention one of the best collection holders here. The left pocket of a Cub Scout uniform shirt!

### Bobcat Induction Ceremony Baltimore Area Council



If you are going to make one of these, you'll probably want to copy the picture of the board and enlarge it

Equipment: Pack Ceremony Board with candles

Personnel: Cubmaster, Bobcat candidates, parents

Cubmaster: The top three candles on our ceremony board represent the Cub Scout promise. This is a promise which binds all Cub Scouts together in a common goal. It is through this promise that we are guided and directed.

I light the white candle which stands for "I promise to do my best." This is not always easy to do. Cub Scouts should do the best they can.

I light the red candle which stands for the second part of the promise "To help other people." Helping others not only makes them happy, but it makes the Cub Scouts happy too. You help other people by doing a good turn each day.

I light the blue candle, which stands for loyalty and obedience. The third part of our promise "Obey the Law of the Pack" means that you will follow Akela, who is any respected leader. You will be loyal to our Pack and make the best Pack in the country. You give good will, which means that your attitude of helpfulness and friendship can benefit other people as well as yourself.

Together these three candles represent the Cub Scout Promise, (point to the white candle) I promise to do my best to do my duty to God and my country (point to the red candle), to help other people (point to the blue candle), and to obey the Law of the Pack.



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In the center of the board are three white candles representing the Law of the Pack. (Light the 1st candle.) The Cub Scout follows Akela. (Light 2nd candle.) The Cub Scout helps the Pack go; the Pack helps the Cub Scout grow. (Light 3rd candle.) The Cub Scout gives goodwill.

These same three white candles represents the Cub Scouts loyalty to God, Home and Country ...when you give the Cub Scout salute, three of your fingers are hidden (show salute) and those three fingers stand for God, Home and Country. Please give the salute (they do) and remember the hidden meaning,

The remaining candles stand for the ranks of Cub Scouting. We will light the Bobcat candle and additional candles as the other badges of rank are presented tonight.

(Presents Bobcat badge to parents and boy. Handshakes and congratulations all around. Bobcats and parents return to seats.)

## CEREMONIES FOR UNIT LEADERS

### Your Own Pack Patch

Get everyone's input and design a pack patch. Order them in quantity. Parents earn these patches (mostly for their Scouts) by completing their pack job. Every family should have a job. Pack and den leaders, committee members, event chairs and lots of other jobs like telephone chair. Have multiple chairs for big events. For example, Blue and Gold could have a food chair, entertainment chair, decorations chair, and general chair. At the first Pack Meeting, show the patch and award to the Cubmaster and Den Leaders plus a chair if completed. At the second Pack Meeting, award to Assistant Leaders and chairs. At the third Pack Meeting award to the committee and to chairs. At every pack Meeting, thank parents and present their patches.

### Parents' Promise

As a parent of a Cub Scout, I will do my best to help my son live up to the Cub Scout Promise and obey the Law of the Pack. I will work with my son on his achievements and projects. I will attend the Pack Meetings and help as needed to make the Pack go.

## SONGS

### PICK IT UP

(Tune: Caisson Song)

Over hill, over dale,  
We will fill our pockets full,  
With whatever we pick off the ground.  
Dirt and mud, bugs and snails,  
You will never see us frown.,  
As we pick it up off of the ground.  
And it's hi, hi, ho.  
What fun it is for me.  
Gathering up string and tree moss.  
Where 'ere we go, you will always know,  
That we pick it up off of the ground.

## WHAT IS IT?

(Tune: Auld Lang Syne)

I found it in an old tree stump,  
I found it in a tree.  
I put it in my right pocket,  
So no one else could see.  
I left it there all through the night  
It stayed there through the night.  
I took it out the next day,  
And showed it to my mom.  
She couldn't understand just why  
I had it in my pants.  
I told her that I had it there,  
So no one else could see.  
She made me put it back outside.  
It didn't belong inside.  
It lives inside the old tree stump  
With other snakes alike.

## LOOK INSIDE

(Tune: Battle Hymn of the Republic)

When I was eight years old, I found a big fat frog.  
Later on I found a garden snake beneath a fallen log.  
I found so many items that I keep them all inside  
The pockets of my jeans.

### CHORUS

Pockets, Pockets are so glorious.  
Pockets, Pockets are so glorious.  
There you find a lot of interesting things.  
My pockets are just fine!

## WHAT'S INSIDE?

(Tune: Supercalifragalistic)

My Mother asked me one fine day just what I had inside.  
My pockets were so very full, they bulged from side to side.  
I told her that she didn't want to know the answer yet.  
For they are special things to me, my lifelong super pets.  
A rubber ball, a piece of string, a candy wrapper too.  
Some bubble gum, a coke pop-top; Mom doesn't have a clue.  
But buried deep inside my pants; my very dear close friend.  
My horny toad will be my friend, until the very end.

## Competition Song

(Tune: When The Saints Go Marching In)

Oh, when the Pack begins to sing;  
Oh, when the Pack begins to sing;  
Sometimes, I just can't tell who's the loudest;  
When the Pack begins to sing!

(Each Den in turn:)

Oh, when Den \_\_\_\_\_ begins to sing:  
Oh, when Den \_\_\_\_\_ begins to sing:  
We're gonna try to sing out the loudest;  
When Den \_\_\_\_\_ begins to sing:

*Add verse or two, such as -*

Oh, when the parents begin to sing; - etc

Oh, when the Pack sings all together;  
Oh, when the Pack sings all together;  
That's when we always sing the PROUDEST;  
when the Pack sings all together!

## Turkey Song

*Tune: "My Bonnie"*

My turkey went walking one morning  
The November weather to see  
A man with a hatchet approached her.  
Oh bring back my turkey to me.

**Chorus:**

Bring back, bring back  
Oh bring back my turkey to me, to me.  
Bring back, bring back.  
Oh bring back my turkey to me.

I went down the sidewalks a shopping  
The sights in shop windows to see.  
And everywhere hung great fat gobblers,  
Oh bring back my turkey to me.

**Chorus:**

I went out to dinner and ordered  
The best things they had I could see  
They brought it all roasted and sizzling,  
They brought back my turkey to me. ,

**Chorus:**

Brought back, brought back  
They brought back my turkey to me, to me.  
Brought back. brought back  
They brought back my turkey to me.

## Turkey Dinner

Tune: Are you sleeping

Turkey dinner, turkey dinner  
Gather round, gather round.  
Who will get the drumstick?  
Who will get the wishbone?  
All sit down, all give thanks.

## Over the Freeway

Tune: Over the River

Over the freeway and through the smog  
To grandmother's house we go.  
My dad knows the way to drive around  
Thru the traffic that is slow--oh?  
Over the freeway and through the smog  
Drive fast my car of gray.  
I'm awfully hungry, ready to eat,  
For this is Thanksgiving Day!  
Over the freeway and through the smog  
And straight through the toll man's gate.  
We seem to be going ever so slow.  
It's so very hard to wait!  
Over the freeway and through the smog  
Now grandmother's house I spy.  
Hurrah for the fun Is the turkey done?  
Hurrah for the pumpkin pie!

## An Alphabet Of Names

(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 I, wave your hand  
If your name starts with J, shout, "It's grand"  
If your name starts with K, stand and shout out loud, "We're here"  
If your name starts with L, tug your ear  
If your name starts with M, make a smile.  
If your name starts with N, shake a while.  
If your name starts with O, put an elbow on your nose.  
If your name starts with P, say, "I know!"

## September 2009: "Cub Scout Pockets"

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, with X or Y or Z,  
Then stand up and take a bow and say "That's me!"

## Silver Arrow

(This Old Man)

This Cub Scout he earned one  
He has all his projects done

### **Chorus:**

With a tweet tweet, toot toot on a flutaphone  
This Cub Scout came skipping home.

This Cub Scout, he earned two,  
He made boats and airplanes too.

### **Chorus (Repeat after each verse)**

This Cub Scout, he earned three  
He earned 30 points you see.

This Cub Scout he earned four  
Here's a Cub that knows the score

This Cub Scout he earned five  
Here's a Cub that's sure alive.

This Cub Scout, he earned six  
Here's a Cub That is full of tricks.

This Cub Scout, he earned seven  
He is way up in Cub Scout heaven.

This Cub Scout, he earned eight  
Here's a Cub that's really great

This Cub Scout, he earned nine  
Here's a Cub that's doing fine

This Cub Scout, he earned ten'  
He just joined the Webelos Den.

This Cub Scout He's eleven  
He's a Boy Scout - Thank you, Heaven

## On to Scouting

(She'll Be Comin' Round the Mountain)

He'll become a little Bobcat when he's seven,  
He'll become a little Bobcat when he's seven,  
He will come to all our meetings,  
and he'll smile at all our greetings.  
He'll be quite a handsome Bobcat when he's seven.

He'll become a fearsome Wolf before he's eight,  
He'll become a fearsome Wolf before he's eight.  
He will snarl and bark and grow-w-w-I.  
and he probably will how-w-w-I,  
He will make us very proud before he's eight.

He'll become a great big Bear before he's nine.  
He'll become a great big Bear before he's nine.  
He will have a fascination for each item in creation.  
He will have a million questions before he's nine.

He'll become a Webelos strong when he is nine,  
He'll become a Webelos strong when he is nine,  
He will learn to give to others  
and he'll have a Den of brothers.  
He's a strong and happy Webelos when he's nine.

We will send him on to Scouting at eleven,  
We will send him on to Scouting at eleven.  
We will wish him happy Scouting  
at a special Cub Scout outing,  
This is pretty close to heaven at eleven.

## Something In My Pocket

(Tune: Yankee Doodle)

I have something in my pocket  
That I found behind a log  
My leader said to let it loose  
But I want to keep my frog  
It's cool and green and shiny  
And it squiggles in my hand  
I also have a wooly worm  
And a pocket till of sand  
(Thanks to Robert J Fisher)

## CUB GRUB & FUN FOOD

### Kangaroo Pocketful of Goodies

1/2 to 1 pocket bread per scout, 1/4 to 1/2-cup chicken or turkey per scout, tomato slices if they want, 1 TBS chopped walnuts, mayonnaise or salad dressing, lettuce, 1 slice cheese per scout.

Slice the pocket bread in half (if using a whole per scout) open it. Spread mayonnaise or salad dressing in center. Add turkey or chicken and cheese slice. Cook in microwave for 30 - 40 seconds for 1/2 or 1 minute for a whole pocket. Insert slices, lettuce, and chopped walnuts.

### Hot Pockets (the easy way)

1 package crescent rolls, Pizza Sauce, Pepperoni, Cheese

Cut up the pepperoni and cheese. Spoon a spoonful of pizza sauce on one crescent roll. Put some pepperoni and cheese in the center and fold over and smash edges together with a fork. Cook 375 degrees for 15 - 18 minutes You can also use the 'same idea for peanut butter and jelly, pie filling etc.

### Pita Pocket Breakfast

- 1 lb. Sausage (pork, turkey or ground beef)
- 1 medium onion, minced
- 6 Pita breads, medium
- 1 clove garlic
- 1 bell pepper, diced
- 12 eggs, beaten
- 1 jar salsa

Pre-heat Dutch oven (with 12 coals on the bottom). Brown sausage drain fat, saving 2 TBS. Stir in onion, garlic, pepper, and sauté with sausage. Add eggs, sausage fat and cook together until eggs are scrambled. Spoon into Pita Pockets top with salsa to taste. (Hints: Brown sausage and sauté garlic onions and peppers in advance, refrigerate or freeze in Ziplock bags. Add 2 TBS. of Olive Oil when cooking in camp in lieu of sausage fat. This will save time and reduce the sausage fat that will need to be disposed of.)

### Pita Sandwiches

1 package Pita Bread, any meat and cheese lettuce pickles salad dressing, mustard (any other sauces) tomatoes

Cut Pita Bread in half, open up and spread salad dressing on both sides, add mustard, cheese, meat, pickles, lettuce, tomatoes, (and any other filling you like)

### Ice- cream Sandwiches

Make your favorite peanut butter cookie recipe or buy peanut butter cookies - For each ice-cream sandwich, press 1 rounded tablespoon ice cream between 2 cookies. Put sandwiches in rectangular pan and freeze uncovered about 1 hour or until firm. If you would like roll the edges of the sandwiches in candies or chopped dry roasted peanuts. Wrap each sandwich in plastic wrap. Store sandwiches in freezer in plastic freezer bag.

### Baloos' Pie

Saw this on TV. Most everyone likes pie. Here's a super easy pie that is not too sweet, and if you know how to stir you can make it. I really like this easy to do pie, since our Cubs typically are new to the kitchen, and this is a very easy pie which in my mind will boost confidence in a new area to them. If you think eating yogurt will

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\*gross-out\* your Cubs, make it for them first without telling them what is in it. Or just tell them some of the ingredients, whip cream, some fruit, and a cookie crust.

### Ingredients:

- 1 container strawberry yogurt (the fruit on the bottom kind)
- 1 container mixed berries yogurt (the fruit on the bottom kind)
- One-half of 8 oz. Container cool whip
- Ready made graham cracker crust (we used a chocolate cookie crumb pie crust)

Stir together well first three ingredients and pour into crust. Pop it into the freezer for approx. 3 hours.

## QUICK PEANUT BUTTER FUDGE

### Ingredients for each Scout:

1. 1 1/4 Tbsp margarine
2. 2 Tbsp Karo red label syrup (light)
3. 1 1/2 Tbsp Peanut Butter (creamy or chunky)
4. 1/4 teaspoon vanilla
5. 1/8 teaspoon salt
6. 1 cup plus 2 Tbsp confectioners sugar
7. 2 Tbsp chopped nuts

### Directions

1. Blend margarine, corn syrup peanut butter, salt and vanilla in mixing bowl.
2. Stir in confectioners sugar gradually.
3. Turn onto board and knead until well blended and smooth.
4. Add nuts gradually, pressing and kneading into candy.
5. Press out with hands into square 1/2 inch thick.
6. Cut into serving pieces.

Makes 1/2 pound fudge per scout.

Make for fun or make as gift for parents. Wrap in saran and decorate with ribbon or make a special decorated boy or candy dish to put fudge in. Remind scouts to refrigerate once the gift is taken home.

## Kangaroo Pocketful of Goodies

### Ingredients:

- 1/2 to 1 pocket bread per scout
- 1/4 to 1/2-cup chicken or turkey per scout
- tomato slices if they want
- 1 TBS chopped walnuts
- mayonnaise or salad dressing
- lettuce
- 1 slice cheese per scout

Slice the pocket bread in half (if using a whole per scout) open it. Spread mayonnaise or salad dressing in center. Add turkey or chicken and cheese slice. Cook in microwave for 30 - 40 seconds for 1/2 or 1 minute for a whole pocket. Insert slices, lettuce, and chopped walnuts.

## Hot Pockets (the easy way)

### Ingredients:

- 1 package crescent rolls
- Pizza Sauce
- Pepperoni



## September 2009: "Cub Scout Pockets"

- Cheese

Cut up the pepperoni and cheese. Spoon a spoonful of pizza sauce on one crescent roll. Put some pepperoni and cheese in the center and fold over and smash edges together with a fork. Cook 375 degrees for 15 - 18 minutes You can also use the 'same idea for peanut butter and jelly, pie filling etc.

### Pita Sandwiches

1 package Pita Bread, any meat and cheese lettuce pickles salad dressing, mustard (any other sauces) tomatoes

Cut Pita Bread in half, open up and spread salad dressing on both sides, add mustard, cheese, meat, pickles, lettuce, tomatoes, (and any other filling you like)

### Ice- cream Sandwiches

Make your favorite peanut butter cookie recipe or buy peanut butter cookies - For each ice-cream sandwich, press 1 rounded tablespoon ice cream between 2 cookies. Put sandwiches in rectangular pan and freeze uncovered about 1 hour or until firm. If you would like roll the edges of the sandwiches in candies or chopped dry roasted peanuts. Wrap each sandwich in plastic wrap. Store sandwiches in freezer in plastic freezer bag.

## STUNTS AND APPLAUSES

### CHEERS

**Turkey 1** - Say, "Gobble, gobble, gobble," then rub stomach and say, "Yum, yum."

**Turkey 2** -Put hands under armpits to make wings, flap wings and yell, "Gobble, gobble, gobble."

**Sword** - Pretend to have a sword in your hand. Swing it across your body three times saying, "Swish, swish, swish!"

**Cheese grater** -Act as if your are grating cheese and say "Great, great, great, great!"

**Palm Tree** - Stand like a tree with palms up.

**Bouncing Ball:** Using a golf ball (preferably) Have the group yell 'Pow' every time the ball hits the floor when dropped initially from an outstretched hand above the head, or thrown up.

**Cheese Grater:** Act as if your are grating cheese and say "Great, great, great, great!"

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

**Good Citizen:** "Give yourself a pat on the back."

**The Mayflower Applause:** Wave hands back and forth way above hand as if they were sails on a ship while saying "Shosh, Shoosh"

**Pilgrim cheer:** Turn to your neighbor to your left; shake hands once while saying Thank You. Turn to your right and do the same, now turn to the person to whom the cheer is intended, hold out your hand as if to shake hands and say thank you.

**Handkerchief Applause:** Throw a handkerchief in the air with instructions for the audience to clap and cheer until you catch it or it falls to the floor. Vary the length of the noise, with a long throw, a short throw, and no throw at all.

**Sword** - Pretend to have a sword in your hand. Swing it across your body three times saying, "Swish, swish, swish!"

**The Wave** - Rise and raise arms above head then sit back down. (as done at sports events)

**Clam Clap** - Fold hands together, interlocking fingers. Make noise by pressing palms together.

**Cheese grater** -Act as if your are grating cheese and say "Great, great, great, great!"

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**Palm Tree** - Stand like a tree with palms up.

### Jokes

Knock, Knock  
Who's there?  
Would he  
Would he who?  
Woody Woodpecker (do Woody Woodpecker call)

Knock, Knock  
Who's there?  
Ketchup  
Ketchup who?  
Ketchup to me if you can

(Singing) - Soap.. . soap. . soap  
What are you doing?  
Oh, just singing a few bars!

Knock, knock  
Who's there?  
Thistle  
Thistle, who?  
Thistle, be the last Knock, knock joke.

### RIDDLES

Why was the turkey the drummer in the band?

*Because he had drumsticks!*

Why did the Pilgrims want to sail to America in the spring?

*Because April showers bring mayflowers!*

What key has legs and can't open doors?

*Turkey!*

If April showers bring Mayflowers what do Mayflowers bring?

*Pilgrims!*

### RUN ONS

Billy, a nine year old, took up the hobby of collecting stamps. He was very enthusiastic about it until one day his neighbor's kid saw his impressive collection and took up the hobby.

Billy complained to his Dad: "I don't want to collect stamps anymore! Andy has every stamp that I have!"  
"Don't be stupid, son", his dad said. "Don't you know that imitation is the best form of philately."

**Boy:** (Comes on stage with stick in his hand. He puts the point of the stick down on the floor, picks it up, puts it down in another place.)

**Leader:** What are you doing?

**Boy:** Oh, I'm just sticking around.

Cub enters Singing - "Soap.. . soap. . soap"

Cubmaster asks - "What are you doing?"

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Cub replies - "Oh, just singing a few bars!"

**1<sup>st</sup> Cub:** I was going to get you a pocket calculator for your birthday.

**2nd Cub:** How thoughtful of you.

**1st Cub:** But I changed my mind. I thought you already knew how many pockets you had.

## STUNTS

### If Dr. Seuss Were In Technical Writing...

Try saying this aloud to those at your Pack Meeting -

Here's an easy game to play.

Here's an easy thing to say:

If a packet hits a pocket on a socket on a port, And the bus is interrupted as a very last resort, And the address of the memory makes your floppy disk abort, Then the socket packet pocket has an error to report!

If your cursor finds a menu item followed by a dash,

And the double-clicking icon puts your window in the trash, And your data is corrupted 'cause the index doesn't hash, Then your situation's hopeless, and your system's gonna crash!

You can't say this? What a shame sir! We'll find you Another game sir.

If the label on the cable on the table at your house,

Says the network is connected to the button on your mouse, But your packets want to tunnel on another protocol,

That's repeatedly rejected by the printer down the hall,

And your screen is all distorted by the side effects of gauss, So your icons in the window are as wavy as a souse,

Then you may as well reboot and go out with a bang, 'Cause as sure as I'm a poet, the sucker's gonna hang!

When the copy of your floppy's getting sloppy on the disk, And the microcode instructions cause unnecessary risk, Then you have to flash your memory and you'll want to RAM your ROM. Quickly turn off the computer and be sure to tell your mom!!

## SKITS

### THE SPECIAL COLLECTION

**Cast:** Six Cub Scouts, named Bobby, Bill, Tom, Jim, Danny and Mike and a Den Leader. A Cub Scout could play the Den Leader, if you wish. This skit is flexible so you can add or subtract parts to make sure every boy in the den has a part.

**Setting:** Cub Scouts are discussing their hobbies with their den leader at a den meeting.

**Den Leader** All right boys, today I'd like you to answer roll call with the name of your hobby. Then we'll see if we can learn the scientific name for that hobby. Bobby, you're first.

**Bobby** I collect coins. I think that's called numismatist!

**Den Leader** Very good, Bobby. Bill, you're next.

**Bill** Well, we collect stamps in my family. And I've heard my dad called a philatelist.

**Den Leader** That's right, Bill. Now Tom, what's your hobby?

**Tom** My brother and I like to hike and watch birds. That's called an ornithologist.

**Den Leader** That's right, Tom. Very interesting. Jim, what do you collect?

**Jim** My dad and I collect fossils. That's called a paleontologist.

**Danny** *(Waving his hand)* My brother and I have a garden. We grow things scientifically. We're horticulturists.

**Den Leader** That's good Danny. And now Mike, what kind of special hobby do you have?

**Mike** (*Scratching head*) Well, I don't have a special hobby, but I bet you'll never guess what my dad collects! It doesn't have a fancy name. (*Grins a little. Other boys look at each other, whisper and shrug shoulders.*)

**Den Leader** We give up, Mike. What kind of collector is your dad?

**Mike** I knew you'd never guess. He's a BILL COLLECTOR!

**ALL** (*All clap hands to foreheads and leave.*)

## Crazy Collecting

Actors pantomime the different types of collectors as the narrator introduces each one. The narrator may start with something like this:

**NARRATOR:** Everyone collects things. You collect things. I collect things. Let's take a look at some things other people collect.

*The following are samples of collectors you might pantomime have the boys use their imagination to come up with others*

A mother collects dirt (*mother in housework clothes mops across stage*)

A coin collector collects coins (*bank robber crosses stage with sack of coins looking around nervously for The Law*)

Dogs are among the greatest collectors. They collect FLEAS (*actor dressed as dog rolls across stage scratching*)

Now, teachers, they collect papers, of course (*harried teacher runs across with reams of paper spilling out on all sides*)

*(These are some ideas. You add other "collectors.")*

**End with:** The greatest collector of them all (An actor staggers across the stage loaded down with everything from soup to nuts, literally! He can be carrying a washing machine part and dragging a car fender. Let your imagination go! A big sign on him reads: "Junk Man.")

## How to Make a Paper Boat

*Folding Instructions:* Take a full sheet of newspaper, folded on the center crease with the folded edge away from you. Take the two upper corners and fold them so that they meet at exact center, Fold the remaining flaps up, one on each side. 'Fold and tuck in remaining points. Continue refolding following the illustrations outlined below for the various stages of the story.

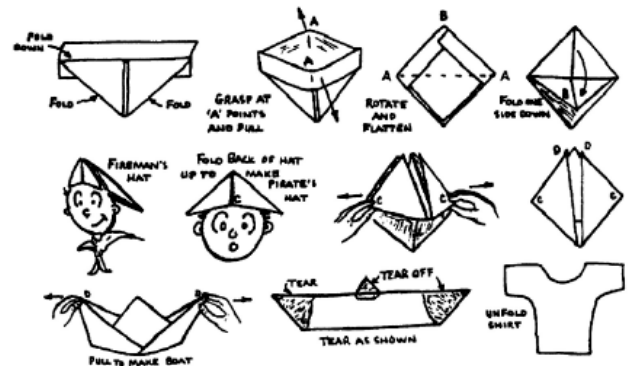
## Pirate Skit Using Folded Newspaper

Once there was a little boy who wondered who he would like to be when he grew up. He thought he might like to be a soldier and put on his hat and began marching up and down.

He soon grew tired of this and when a bright red fire truck screamed by, he was sure he would like to be a fireman, He donned his hat and ran after the truck. The fire was soon out, and he began to look around for something else to do.

He realized he was near the ocean, so he put on his pirate's hat and went hunting for treasure along the shore. The weather was stormy, and he saw a ship being tossed around off shore, The ship hit a rock, and the bow was ripped off; Then it was whipped around, and the stern was demolished. To make things worse, a bolt of lightning came and knocked off the mast.

The boy rubbed his eyes and saw that all that was left was the Captain's shirt.



## The Disappearing Banana

**Equipment:** 4 or more bandannas and 1 very ripe banana

**Personnel:** 5 (or more) deadpan assistants and an announcer

**Setting:** Tell the audience that a magic trick is going to be performed for their enjoyment. Before their eyes, the assistants will demonstrate the disappearing bandanna trick. The assistants have been carefully selected for their ability to follow instructions exactly for their ability to follow instructions exactly. (The assistants take their places behind the announcer. Bandannas are concealed in the hip pocket. The banana is carefully kept behind the one assistants back.)

**Announcer:** (Straight face at all time) "Remove the bandannas from your pockets and show them to the audience." (Assistants hold the bandannas in front of them, showing both sides. The one with the banana shows the banana with confidence.)

**Announcer.** "Fold the bandanna in half. (Everyone folds their bandanna one time. The one with the banana begins to look concerned, rolls his eyes left and right and then looks skyward. With an 'oh, well', attitude, he breaks the fruit in half.)

**Announcer:** "Fold the bandanna in half again." (Everyone folds their bandanna 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 bandanna in your left hand and fold the four corners in." (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 indicative of extreme concern that something he is doing is different from everyone else.)

**Announcer:** "Make a fist!" (By now, everyone in the audience is watching the banana. The hands with the folded bandannas are discreetly exchanged--left for right--and the bandannas are placed in hip pockets. By now, the banana is oozing from between the fingers, and the audience is usually in tears.)

**Announcer:** "Open your hand, and show that the bandanna has disappeared. (Of course, it has, and applause is appropriate.)

## Making A Cub Scout

This is an excellent opening for the induction/introduction of new Cub Scouts into a Pack.

**Characters:** Child, Two Leaders, Two Parents

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

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

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

**Narrator:** Cover him with fun and good times (Hold up posters labeled "FUN" and "GOOD TIMES" and cover boy)

We use laughing gas for anesthetic. *(Use a tire pump labeled "Laughing Gas.")*

Take out hate and put in Love. *(Hate - lump of paper, so labeled. Love - big paper heart, labeled).*

Take out selfishness, put in cooperation. *(Sign "I," sign "WE).*

Take out idle hands, put in busy fingers. *(Idle - empty rubber gloves. Busy - glove full of flour.)*

Take out laziness, put in ambition. *(Laziness - rag; Ambition - blown up balloon.)*

## September 2009: "Cub Scout Pockets"

After this pleasant operation, we have a "CUB SCOUT." (*Remove the sheet. Boy, in uniform, stands up and gives the Cub Scout sign.*)

# CLOSING CEREMONIES

## Pocket Collections

**Personnel:** 7 Cubs

**Equipment:** Cards with letters spelling out **P O C K E T S** and pictures of collections or the real things. Have the words on the back of the cards in **BIG** print.

**Cubmaster:** As we have seen at tonight's Pack Show, Cub Scouts collect many things. Let's have a recap before we go home -

**Cub # 1: P:** is for **POSTAGE** stamps, something people have collected for many years.

**Cub # 2: O:** is **OLD-FASHIONED**, what some call antiques.

**Cub # 3: C:** is for **CARDS**, baseball, football, basketball or hockey. There are so many kinds to choose from.

**Cub # 4: K:** is for **KITES**, to fly high in the sky. They come in so many styles and color the variety is endless.

**Cub # 5: E:** is for **ELECTRONICS**, some people collect everything electronic they can get their hands on. TVs, radios, CD players, video games and computers the list goes on.

**Cub # 6: T:** is for **TOYS**, every kid is a true collector. Their collecting never stops even when they grow up. They just collect different toys.

**Cub # 7: S:** is for **SCOUT** stuff, that every Scout collects. What Scout does not have collections of badges, patches, uniforms, ties slides, T-shirts, and camping gear.

**Cubmaster:** Thanks for coming. Hope you enjoyed the show. Good night

## Collection Closing Ceremony

*Equipment* A single twig and a bundle of twigs

I hold in my hand several twigs. You can see that one twig alone is easy to break (demonstrate by breaking a single twig in two), but when I collect a bunch of twigs and bundle them together, they are almost impossible to break (make an unsuccessful effort to break the bundle of twigs). There is strength in numbers. As a nation - a **collection** - of people working together to preserve our freedom and heritage, we can keep our country strong.

Please stand with me and honor the symbol of our great country as we retire the colors. Color Guard, advance and retire the colors.

## The Magic Candles

**Set Up** - On head table are arranged magic candles, which should be lighted as ceremony begins

**Narrator:** 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 our God 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 to God and our country our all.

*(To make "magic candles" use tall white candles. Drill 1/4" diameter holes every two inches down opposite sides of the candle. Place scraping of blue and gold crayons in the holes. Melt paraffin and whip with eggbeater. Cover candle with whipped paraffin using a fork to give the candle a rough decoration. As the white candle burns it will drip blue and gold wax decoratively down the side of the candle.)*

## Cubmaster's Minute

### COLLECTIONS THOUGHT

Many people of all ages have discovered the fun of collecting things. Whether you collect rocks or stamps or model cars, it's exciting to be on the watch for a new item to add your collection and to see that collection grow. Some collections, such as rare sports cards, can be worth a lot of money. Other collections have no great dollar value. But there is one thing that you can collect which is worth more than anything else; good turns. In the Cub Scout Law of the Pack, we say, "The Cub Scout gives good will." That means that a Cub Scout is always on the lookout for ways to be helpful and kind to other people. When you accumulate acts of good will toward others, you are the wisest collector of them all.

### Be Prepared

Have Cubmaster pull out the collection of stuff he/she carries in his/her pockets and explain why it is carried and how it helps one be prepared for emergencies with it. Then conclude with -

**Cubmaster:** Everything a boy collects in his pockets or elsewhere is important to him, just as he and his family is important to our pack. We have to work together to be successful, if our pack is successful, each of us will feel good about ourselves and each other. Let's remember to be prepared by what we carry in our pockets and our lives and be successful.

## WEB SITES

### Have a New Den Leader??

You need lots of friends with great ideas and some of the best are on the Internet. We hope you enjoy these fun web sites.

- <http://www.wtsmith.com/rt.html> - Bill Smith's Unofficial Roundtable One of the best... Great collection of Scouting Documents. What we used to call BIN items.
- <http://www.scoutingthenet.com> A great cross reference of many Scout sources. It is operated from Arkansas!!
- <http://www.cub-roundtable.com/>
- <http://www.usscouts.org/usscouts/advance/cubscout/intro.html> One of the great parts of www.usscouts.org. Learn all about Cub Scout Advancement here
- <http://www.macscouter.com> A great collection of Pow Wow books plus many songs and ceremonies and more.
- <http://www.funschool.com/> kids activities, movies & stories
- <http://www.safetypub.com> children's fire prevention handbook and other publications
- <http://www.redhotdots.net> tells about children's safety
- <http://www.redcross.org> - home page of the American Red cross

## October 2008 Monthly Theme: "Jungle Safari"

Help boys discover fun and adventure in the wilds of Scouting. Take them on a month-long safari. Learn why Africa is special to our founder Lord Baden-Powell. Find out how the Jungle Book story connects to Scouting. Use it and its characters to highlight den meeting games, crafts, and costumes for the pack meeting. Learn about the things you need if you are going on a safari and how would you survive. What do Scouts in Africa do? What are their uniforms like? Take a den trip to a local zoo, animal rescue facility, or wildlife refuge. Work on the Cub Scout Outdoor Activity Award or the Wildlife Conservation Academic belt loop and pin.

Webelos Activity Badges: First year, Showman; Second year, Citizen

### Theme Related Material

#### Who was B-P - Chief Scout of the World

Lord Robert Baden-Powell of Gilwell (1857-1941) was a decorated soldier, talented artist, actor and free-thinker. Best known during his military career for his spirited defense of the small South African township of Mafeking during the Boer War, he was soon to be propelled to extraordinary fame as the Founder of Scouting.

##### GROWING UP

Robert Stephenson Smyth Baden-Powell, known as B-P, was born at 6 Stanhope Street (now 11, Stanhope Terrace) Paddington, London on 22nd February 1857. He was the sixth son and the eighth of ten children of the Reverend Baden Powell, a Professor at Oxford University.

His father died when B-P was only three years old and the family were left none too well off.

B-P was given his first lessons by his mother and later attended Rose Hill School, Tunbridge Wells, where he gained a scholarship for admittance to Charterhouse School. Charterhouse School was in London when B-P first attended but whilst he was there it moved to Godalming in Surrey, a factor which had great influence later in his life. He was always eager to learn new skills and played the piano and the violin. While at Charterhouse he began to exploit his interest in the arts of scouting and woodcraft.

In the woods around the school B-P would hide from his masters as well as catch and cook rabbits, being careful not to let tell-tale smoke give his position away. The holidays were not wasted either. With his brothers he was always in search of adventure. One holiday they made a yachting expedition round the south coast of England. On another, they traced the Thames to its source by canoe. Through all this Baden-Powell was learning the arts and crafts which were to prove so useful to him professionally.

Not known for his high marks at school, B-P nevertheless took an examination for the Army and placed second among several hundred applicants. He was commissioned straight into the 13th Hussars, bypassing the officer training establishments. Later he became their Honorary Colonel.

##### MILITARY LIFE

In 1876 he went to India as a young army officer and specialised in scouting, map-making and reconnaissance. His success soon led to his training other soldiers. B-P's methods were unorthodox for those days; small units or patrols working together under one leader, with special recognition for those who did well. For proficiency, B-P awarded his trainees badges resembling the traditional design of the north compass point. Today's universal Scout badge is very similar.



## October 2009: "Jungle Safari"

In 1887 he was sent to South Africa where he took part in a campaign against an African chief called Dinzulu

In 1899 Colonel Baden Powell returned to South Africa. because there was the possibility of war between the Dutch settlers (Boers) and the British Settlers. War was declared and Baden Powell and 1000 men were left to defend the town of Mafeking, which was the supply center for the British, He thought up all sorts of schemes to make it look like the town was heavily guarded. When reinforcements arrived the siege had lasted for 7 months. It provided crucial tests for B-P's scouting skills. The courage and resourcefulness shown by the boys in the corps of messengers at Mafeking made a lasting impression on him. In turn, his deeds made a lasting impression in England.

Returning home in 1903 he found that he had become a national hero. He also found that the small handbook he had written for soldiers ("Aids to Scouting") was being used by youth leaders and teachers all over the country to teach observation and woodcraft.

He spoke at meetings and rallies and whilst at a Boys' Brigade gathering he was asked by its Founder, Sir William Smith, to work out a scheme for giving greater variety in the training of boys in good citizenship.

### BEGINNINGS OF THE MOVEMENT

B-P set to work rewriting "Aids to Scouting", this time for a younger audience. In 1907 he held an experimental camp on Brownsea Island, Poole, Dorset, to try out his ideas. He brought together 22 boys, some from private schools and some from working class homes, and took them camping under his leadership. The whole world now knows the results of that camp.

"Scouting for Boys" was published in 1908 in six fortnightly parts. Sales of the book were tremendous. Boys formed themselves into Scout Patrols to try out ideas. What had been intended as a training aid for existing organisations became the handbook of a new and ultimately worldwide Movement. B-P's great understanding of boys obviously touched something fundamental in the youth of England and worldwide. "Scouting for Boys" has since been translated into more than 35 languages.

Without fuss, without ceremony and completely spontaneously, boys began to form Scout Troops all over the country. In September 1908 Baden-Powell had set up an office to deal with the large number of enquiries which were pouring in.

Scouting spread quickly throughout the British Empire and to other countries until it was established in practically all parts of the world.

He retired from the army in 1910, at the age of 53, on the advice of King Edward VII who suggested that he could now do more valuable service for his country within the Scout Movement.

With all his enthusiasm and energy were now directed to the development of Boy Scouting and Girl Guiding, he travelled to all parts of the world, wherever he was most needed, to encourage growth and give inspiration.

In 1912 he married Olave Soames who was his constant help and companion in all this work. They had three children (Peter, Heather and Betty). Lady Olave Baden-Powell was later known as World Chief Guide.

### CHIEF SCOUT OF THE WORLD

The first international Scout Jamboree took place at Olympia, London in 1920. At its closing scene B-P was unanimously acclaimed as Chief Scout of the World.

At the third World Jamboree, held in Arrowe Park, Birkenhead, England, the Prince of Wales announced that B-P would be given Peerage by H.M. the King. The news was received with great rejoicing. B-P took the title of Lord Baden-Powell of Gilwell; Gilwell Park being the international training centre he had created for Scout leaders.

B-P wrote no fewer than 32 books. He received honorary degrees from at least six Universities. In addition, 28 foreign orders and decorations and 19 foreign Scout awards were bestowed upon him.

## October 2009: "Jungle Safari"

In 1938, suffering from ill-health, B-P returned to Africa, which had meant so much in his life, to live in semi-retirement at Nyeri, Kenya. Even there he found it difficult to curb his energies, and he continued to produce books and sketches.

On January 8th, 1941, at 83 years of age, B-P died. He was buried in a simple grave at Nyeri within sight of Mount Kenya. On his head-stone are the words "Robert Baden-Powell, Chief Scout of the World" surmounted by the Boy Scout and Girl Guide Badges. Lady Olave Baden-Powell carried on his work, promoting Scouting and Girl Guiding around the world until her death in 1977. She is buried alongside Lord Baden-Powell at Nyeri.

For more, read this: <http://members.tripod.com/troop485/documents/bp-churchhill.htm>

### The Jungle Books and Cub Scouting

Baden-Powell, the founder of Scouting, based Cub Scouting on a story in Rudyard Kipling's Jungle Book called "Mowgli's Brothers". Cub Scouts know it as "The Story of Akela and Mowgli". The words "Law of the Pack," "Akela," "Wolf Cub," "Grand Howl," "den," and "pack" all come from the Jungle Book.

In American Scouting, parts of the story are found in the Wolf Cub Scout Book, the Bear Cub Scout Book, and the Cub Scout Leader Book.

### Scouting in Africa

Learn about Scouting in Africa:

Scouting in South Africa -- <http://www.scouting.org.za/>

Scouting in Swaziland -- <http://www.scouting.org.za/swaziland/>

Scouting in Tunisia -- <http://www.scouts.org.tn/>

Scouting in Algeria -- <http://www.scouts-dz.org/en/>

Scouting in Morocco -- <http://www.fnsn.org/>

Scouting in Sudan -- <http://www.sudanscout.org/>

Scouting in Uganda -- <http://www.scouts.or.ug/>

## PRAYERS & POEMS FOR SCOUTERS

### A Prayer For Den Mothers

Dear Father,

Be with us today as the little boys burst in for their important meeting. Be with each Cub, the one who jostles, the one who disappears with a book, the one who works so carefully, the one whose face is always smudged. I love them all and thank Thee for the privilege of knowing them in these years when each is so completely his honest self. Help me engage their wonderful enthusiasm in worthwhile projects which catch their imagination, for then all trouble ceases and we move ahead like a canoe in swift waters. I ask Thy blessing on their rumpled heads and pray that in some measure these meetings may help them grow to be their own best selves. Amen.

- Josephine Robertson

### The Key

The key to getting along with others is when you are wrong be easy to change and when you are right be easy to live with.

The key to the Cub Scout Program is FUN.

## October 2009: "Jungle Safari"

A key to teamwork is remembering that Greater is he who gets ten men to work than he who does the work of ten men:

The key to success is to climb the ladder instead of sitting and waiting for the elevator.

The key to involvement is TRY IT - YOU'LL LIKE IT!

A key to Good Leadership is consideration.

A key to a smooth running pack is teamwork.

A key to the success of not becoming completely wrapped up in ones self is to remember that when that happens you are a very small package.

The key to character is to be yourself for character is what you do when no one is looking.

A key to being helpful to others is to remember that the important person is the other fellow, not yourself.

### Survival Hints For Den Leaders

You can be a den leader and enjoy it. You've taken care of your own son for eight years and you're still fairly normal, so adding seven or eight more boys to the roost isn't all that hard.

The first rule is - clothe yourself with optimism- grin a lot. And be prepared at least an hour before they're due to arrive, with everything you need in your meeting room. One enthusiast in the group always comes early.

Don't feel you're copping out if you use the Cub Scout Program Helps for games to play and projects to make. Scout headquarters has a lot of experience with this sort of thing, and you need all The help you can get.

Soon as the meeting opens, collect the dues, make announcements, and explain the day's project. You're not likely to get their undivided attention again.

Cub Scouts have little enthusiasm for the more worthless things in life and may refuse to waste their time on such stuff as table decorations that can't be played with later, or artificial flowers or on crepe paper things.

Good den leaders know where to look for supplies - they scour their basements, attics and trash barrels. Keep your projects simple. If you don't, you know who will be putting the finishing touches on 10 projects the night before your pack meeting.

Learn enough carpentry so that you know how to build a bird feeder or a wooden bank,

Cub Scouts love to hammer, but your den dad should do most of the sawing in advance. Remember to be patient; keep 1-inch bandages on hand; decide what you'll do about unsavory words that might follow after the boys bang their fingers with a hammer a few times. Even if it's a birdhouse they have to paint, have them use a washable paint. And never leave the room full of Cub Scouts all alone with paint buckets.

If you've made something out of plaster of paris, check the Crafts section on how to paint.

Cub Scouts love to wait their turn to use supplies or tools, it gives them time to explore your closets, to test each other's endurance to punches and pokes and leaves time for races and shouting contests. There are two ways to avoid this; get together with the other mothers and make up a den box. It should contain all those things nobody cares to own ten of, and use back dues to purchase other items, or better still get the boys to make all those toys the Cub Scout literature gives patterns for.

Remember how the kindergarten teacher pinned notes on your Son's shirt? He's too old for that now, so put the notes for home inside each Cub's pocket. Let a corner show so his, mother finds it before his shirt goes in the washer.

Always make it clear that everyone left in your house after the meeting must take a hot bath and then clean out your garage. This spurs the cubs to have their mothers pick them up right after the meetings and saves you driving them home.

Den Leaders gain some very useful knowledge. They learn that their son is quite typical and normal. He even behaves better than some other boys. These cubs you've gotten to know when you were a den leader will be around your house for years as your son grows up. Believe it or not, some of your dearest memories will be of them in their cub scout days.

Opportunity knocks but once in the life of a boy!  
Make it happen

**Don't Forget He's Just A Boy!**

Get to understand the lad -  
He's not eager to be bad.  
If the night he always knew  
He would be as old as you  
Were he now exceeding wise,  
He'd be just about your size.  
When he does things that annoy  
Don't forget he's just a boy.  
Could he know and understand,  
He would not need a guiding hand.  
But he's not you and hasn't learned  
How life's corners 'must be turned.  
Doesn't know from day to day  
There is more to life than play.  
More to face than selfish joy.  
Don't forget - he's just a boy.

Being just a boy, he'll do  
Much you will not want him to.  
He'll be careless of his ways,  
Have his disobedient days.  
Willful, wild and headstrong too,  
Things of value, he'll destroy,  
But reflect, he's just a boy.  
Just a boy who needs a friend -  
Patient, kindly, to the end.  
Needs a parent who will show  
Him the things he wants to know.  
Take him with you when you walk  
Listen when he wants to talk.  
His companionship enjoy.  
Don't forget he's just a boy.  
Author Unknown

"O Lord, help me to understand that You ain't going to let nothing come my way that You and me together can't handle."

-- Anonymous African Boy

## God Our Father

(Tune: "Frere Jacques"-can be done as a round)

God, Our Father, God, our Father,  
Once again, once again,  
We would ask Thy blessing; we would ask Thy blessing.  
Amen, Amen.

## Little Eyes Upon You

There are little eyes upon you  
and they're watching night and day.  
There are little ears that quickly  
take in every word you say.  
There are little hands all eager  
to do anything you do;  
And a little boy who's dreaming  
of the day he'll be like you.  
You're the little fellow's idol,  
you're the wisest of the wise.  
In his little mind about you  
no suspicions ever rise.  
He believes in you devoutly,  
holds all you say and do;  
He will say and do, in your way  
when he's grown up just like you.  
There's a wide-eyed little fellow  
who believes you're always right;  
and his eyes are always opened,  
and he watches day and night.  
You are setting an example  
every day in all you do;  
For the little boy who's waiting  
to grow up to be like you.  
Author Unknown

## TIGER CUBS

### **First Earn Totem**

Tiger Cub Motto  
Cub Scout Sign  
Cub Scout Salute

### **Next Earn Tiger Badge**

15 required activities in 5 achievements  
F are family activities  
D are den activities  
G are Go See It activities

### **Achievement 2 Where I Live**

Santa Clara County Council

2F

Look at a map of your community with your adult partner.

2D

Practice the Pledge of Allegiance with your den, and participate in a den or pack flag ceremony.

2G

Visit a police station or a fire station. Ask someone who works there how he or she helps people in your community.

## PACK/DEN ACTIVITIES

### Cardboard Masks

Mask making is quite an ancient art. For thousands of years masks have been used to create an illusion of mystery, comedy, majesty, and the supernatural. To some Africans, Eskimos, and American Indians, certain ceremonial masks were considered works of art. In Japan, metal masks were once used as face guards during battle. In Italy, hunters used masks to protect their faces from poking twigs and branches.

Today most masks are used just for fun. A mask not only changes the wearer's appearance but it can instantly change his personality.

Really shy Cub Scouts will ramble on talking and mimicking freely because they feel hidden and secure behind a mask.

Special things should be considered when designing a mask. It must be comfortable to wear (not too hot and not too heavy) a mouth hole should be provided so that speech is easily heard, and vision should not be drastically blocked. If a Cub Scout can't see well through the mask, he is likely to trip or stumble on everything. And don't forget the mirror! The Cub Scout must look at himself wearing mask to understand the character he is going to be.

### Aluminum Foil Masks and Hats

Aluminum foil is an interesting material that can be used in costuming. One of these masks, hats or props can be made from a single roll of aluminum foil. The foil masks also reflect the gleam from lights.

The Cub Scouts can make their own aluminum foil masks or hats. It takes less than an hour. Rabbits, kittens, owls, and clowns are all easy to make. Robots, with foil, covered boxes for bodies, and space men are naturals for foil masks.

### Aluminum Masks (basic):

Inflate large balloon to size mask desired. For children, 10 — 12 inches in diameter. For adults, 12—16 inches in diameter. Tear 25 foot roll of foil into sheets 3 feet in length. (8 sheets of foil) Place balloon, blowing spout up, on first sheet of foil. Shape foil up around balloon. Place balloon on next sheet so foil will shape up over uncovered portion of balloon. Repeat with third sheet. Wad up one sheet of foil into ball for nose. Fasten into position with cellophane tape. Mold next sheet of foil over center of balloon and over ball, shaping to form nose. Bring remainder of foil over balloon, smoothing neatly into place. Crimp or tuck in edges of foil at top to form head opening (7 to 9 inches in diameter). Do not tuck in edges before this step or mask will not hold together properly. Let air out of balloon and remove it from mask. Cut out eyes and mouth with scissors.

### Did You Know ? ? ?

1930 - Cub scout program was launched with 5,102 boys registered at the end of the year.

Uniform explanation - Blue for truth, loyalty and the sky above. Gold for sunlight, cheer and happiness.

## October 2009: "Jungle Safari"

English Cub program based on Kipling's book, "Jungle Book". American program based on Indian Lore.

Boys' Life magazine was started by an 18 year old publisher in Providence, RI. The July 1913 issue was the first official magazine of the Boy Scouts of America. In 1913 Norman Rockwell was hired to do the drawings and covers.

In 1913 a Leaders' Magazine called "Scouting" was published semimonthly.

Congress granted the Boy Scouts of America a Federal Charter.

Cub Scout program launched in England during the 1st World War. Due to lack of manpower, women were cub-masters. That was the 1st time women became members of the Boy Scout program.

## Gathering Activities

### Jungle Mix-Up

Happens in the best of worlds so what do you expect in the jungle? A bunch of the beasts have gotten mixed up and only the boys can get things back together again. Make up signs using jungle animal names, but cut each name "in half." As people get to the meeting room, give each one a "half name" and the instructions to find their other (better?) half. When the pair finally get together, they need to practice the animal sound associated with their species. Later, during the meeting, set aside a jungle noise time to see just how jungle-like the group can make the place sound.

### What Am I

This is a jungle animal matching game. Download or otherwise come up with some pictures of different safari animals and mount them to hang around the meeting room—make sure to mark them for identification (e.g., 1, 2, 3, etc.). Give people sheets of paper to try listing all of the animals they see. Check on how many people were able to identify how many animals. I bet the kids did better than the adults!

### Safari Tactile Test

The materials for this one may be tough to come by, but I think if you look around enough, you'll find them. Get miniatures of as many safari animals as you can (like those plastic "farm animal" sets, only safari animals). Put each one into its own "blind box" with holes cut in to feel the animal. Set these around the meeting room for people to try to feel out what the different animals are.

### How Many Can You List

Give out blank sheets of paper and ask each person to list as many jungle animals as they can. Who can come up with the biggest list?

### Registration Activity

Welcome people and if it is a rainy day, a walk inside is a great way to have an icebreaker. Have people walk around the meeting room. Have them touch anything that is wood. You can also have them touch everything that is glass.

Before the meeting starts ask someone what was the most important thing they touched and why.

### Name Tag

Have people put their name on a nametag in the shape of a banana

## OPENING CEREMONIES

### Opening

At the signal of the denner, all Cub Scouts hide nearby. Den Chief then stands in center of room and calls, "Bobcats".

All Bobcats come from hiding, crying "Me-o-ow~ Me-o-ow~" or whatever your den has decided is the cry of a Bobcat. These Cub Scouts continue crying while Den

Chief calls for "Wolves". They come howling, Then the "Bears" come growling, ferociously. Now the entire den is in full cry.

The Den Chief makes the Cub Scout sign (followed by the Cub Scouts), then calls: "Akela welcomes the jungle animals to his den. Let's see to it that we work and play in peace and become strong and wise Cub Scouts." Now the Den Chief has everyone stand and repeat the Pledge of Allegiance.

### Cub Scouting's Jungle Roots

**Leader:** In the earliest days of Boy Scouts, the founder, Robert Baden-Powell, was overwhelmed with requests from younger boys and their parents that he provide a program suitable to younger boys. Baden-Powell knew that he had to find a theme for the program so that it would be a program just for them and not a Boys Scouting-in-miniature program. In trying to come up with the program theme, he thought of Rudyard Kipling's *Jungle Books* and knew that this was what was needed. Baden-Powell wrote to Rudyard Kipling and asked permission to use his books as the basis for the younger boys' program. Kipling, a solid supporter of Boy Scouts, the father of a Boy Scout, and the author of the official Boy Scout song gave his permission. From this come the roots of Cub Scouting around the world. Tonight, as we have our fun and celebrate the work our Cub Scouts have done, let's remember our jungle roots. Now let's get the meeting into full swing and have some fun as we monkey around!

### "What Do I See"

**Equipment:** Six cards with a picture depicting each line.

**Personnel:** Cubmaster and six Cubs or people.

**Boy 1:** What do I see when I see a tree? Oranges and apples and peaches to eat.

**Boy 2:** What do I see when I see a Tree? A Pinewood Derby car made by dad or mom and me.

**Boy 3:** What do I see when I see a Tree? Paper for books and magazines for me.

**Boy 4:** What do I see when I see a Tree? The walls of the house of my family.

**Boy 5:** What do I see when I see a Tree? The hulls of early ships sailing the sea.

**Boy 6:** What do I see when I see a Tree? The staff of the flag that stands before me.

**Cubmaster:** In honor of our flag that flies so free, would you stand and join me in the Pledge of Allegiance.

### Face The Flag

The following item may be used for an opening flag ceremony for troop meetings, courts of honor, PTA meetings, or any flag ceremony where it would be appropriate. It is a modification of John Wayne's "Face the Flag My Son".

Face the flag of stars and bars

Of red and white and blue.

A flag that guarantees the rights

For a people like me and you.

Face the flag friends, read what's written there;

The history, the progress, the heritage we share.

Our flag reflects the past, but stands for so much more,



## October 2009: "Jungle Safari"

And in this age of Aquarius, it still flies in the fore.  
It leads the forward movement, shared by all mankind;  
To learn, to love, to live with peace of mind,  
To learn the mysteries of space as well as those of Earth,  
To love each person for what they are regardless of birth,  
To live without the fear of reprisal for belief,  
To ease the tensions of a world that cries out for relief.  
Face the flag of stars and bars  
Of red and white and blue.  
A flag that guarantees the rights  
For a people like me and you.  
Face the flag friends, take a good long look,  
What you see now can't be found in a history book.  
It's the present, the future friends, it's being written now,  
And you're the ones to write it, and the flag can show you how.  
Do you know what it stands for? What its makers meant?  
To think, to speak, the privilege of dissent,  
To think our leaders might be wrong, to stand and tell them so,  
These are the things that people under other flags will never know.  
But, responsibility, that's the cross that freemen must bear.  
If you don't accept that, then freedom isn't there.  
(chorus)  
Face the flag of stars and bars  
Of red and white and blue.  
A flag that guarantees the rights  
For a people like me and you.  
Face the flag friends and face reality.  
Our strength and our freedoms are based in unity.  
The flag is but a symbol friends, of the world's greatest nation.  
So do what "you got to do", but always keep in mind  
A lot of people believe in peace, but there are the other kind.  
If we want to keep the freedoms we may have to fight again,  
God forbid. But, if we do, let's always fight to win.  
The fate of a loser is futile, it's bare;  
No love, no peace, just misery, despair.  
Face the flag friends and thank God it's still there.

## ADVANCEMENT CEREMONIES

### Secret Message Advancement Ceremony

**Equipment:** A secret message for each advancing boy prepared by writing in milk or lemon juice on a piece of paper. A light bulb heat source to reveal the message. Make sure the bulb is hot enough to reveal the message and in a short amount of time.

**Personnel:** Cubmaster, advancing boy and parent(s).

Hints: See page 108 of the Wolf book to see how to write these secret messages.

You can have the boy or his parent(s) heat the message to reveal messages such as "Way to go \_\_\_\_\_!"; "Congratulations on your Bear Rank \_\_\_\_\_!"; "I knew you could do it!".

## October 2009: "Jungle Safari"

The Cubmaster turns on the light bulb and tells everyone the light represents the Spirit of Scouting and calls forward the boy and his parent(s). Speak briefly about the work or steps the boy took and you might want to ask boys you know are comfortable about speaking in front of people to tell about the most "fun" thing he did.

Have a parent pin the badge on the boy and have the boy or a parent hold the message over the bulb and when it is clear have the boy read the message aloud.

## GAMES

### Buzz Circle Game

Form a circle (big as you need). Objective is to be the last person left in the circle.

The game is played by counting around the circle from one person to the next starting with the number one.

But anytime you hit a number with a SEVEN in it you must say "BUZZ."

If you do not say "BUZZ" when you should or if you forget to say "BUZZ" you sit down. Remember that means the number 7, 14, 21, 28, 35 etc.

## SONGS

### National Embalming School

(Tune: starts with "O Tannenbaum"; watch for changes)

We live for you, we die for you,  
National Embalming School.  
We do our best to give you rest,  
National Embalming School.  
And, when you die, we'll dig a hole,  
And bury you, so deep and cold  
We live for you, we die for you,  
National Embalming School

### Take Me Out to the Jungle

Sung to the tune of "Take Me Out to the Ball Game"

Take me out to the jungle  
Let me walk in the weeds.  
Hiking the trails lined with tow'ering trees  
Flowers abloom in the high climbing vines  
We'll seek bugs, birds and monkeys,  
Magpies, fly's and snakes.  
Many things we will I-den-ti-fy  
On our jungle tour!

## Tom the Toad.

Sung to the tune: "Oh Tannenbaum"

Oh Tom the toad, Oh Tom the toad,  
Why are you lying on the road?  
Oh Tom the toad, Oh Tom the toad,  
Why are you lying on the road?  
You did not see the bearer's foot,  
Now you're all marked with shoe tread,  
Oh Tom the toad, Oh Tom the toad,  
Why are you lying on the road?

## SKITS

### "Florist Friars"

**Equipment:** Pots of fake flowers or paper cut flowers.

**Players:** Three friars, a narrator, 2 children, a mother and a blacksmith.

The three Friars are busy tending their flowers. The narrator explains that the 3 Friars have just gone into the floral business and the children run into the flower area and one hides under a sheet. And the second runs to the mother of the other child and tells her son was eaten by a man eating plant. The mother runs to the florist site and looks for the child and finds him gone. She tells the Friars the huge plant ate her child and asked the Friars to destroy the plant. They refused.

So the lady goes and gets the village blacksmith who was named Hugh, to destroy the plant and run the Friars out of town.

Do you know the moral of the story? Hugh and only Hugh can prevent florist Friars.

## CUB GRUB - Fun Food

### Bugs on a Log

Cut celery into six-inch lengths and spread evenly with peanut butter or cream cheese. Put raisins (bugs) along the length of the celery in an uneven pattern. Or, leave the raisins off and let the Cubs add "bugs" to their very own logs at snack time.

### Devilishly Green Eggs

To make 12 "green eggs," you'll need six hard-boiled eggs. Slice eggs in half and scoop out the yolk. Mix the yolks with 2 drops of blue food coloring and 1 drop of yellow. Then add 1 tsp. prepared mustard and 1 Tbs. mayonnaise. Mix with a fork until smooth. Scoop the yolk mixture into each egg white half. Serve on a platter and let your guests help themselves.

### Animal Cookies

Have your Cubs decorate their own animal cookies! Make a sugar cookie recipe and using cookie cutters create all the animals in the jungle. Make some glossy frosting in different colors.

## STUNTS & APPLAUSES

**Short Grand Howl:** Have everyone form a circle around the person to whom the Grand Howl to be given. Ask each Scout to squat, make the two fingered Cub Scout sign with each hand, and touch the fingers of both hands to the floor, between his feet. Then lead the boys in a long howl, "Ah—h—kay—y—la! We—e—e'll do—o—o ou-u-r Best!" As they yell best, have them jump to their feet, raise their hands high above their heads and give the Cub Scout sign.

Applause stunts are a great way to recognize a person or a den for some accomplishment they have performed. Be sure before you start that everyone knows and understands what the applause stunt is and how to do it.

Applause stunts serve more than one purpose. They not only provide recognition but they liven up the meeting. They give both the boys and the parents a chance to move around and work off some steam, Applause stunts should work like a game. Challenge the boys and parents to see if they can start together and finish together. Strive for quality of performance in your applause stunts.

**Ghost Applause:** Wail like a ghost three times, "Whooooo, whooooo, whoooo!"

### The Letter "E"

Someone has advanced the opinion that the letter "E" is the most unfortunate character in the English alphabet, because it is always out of cash, forever in debt, never out of danger, in hell all the time, and has never been in Indiana or Ohio.

But we call his attention to the fact that "E" has doubled up in Wheeling and is never in war and always in peace. It is the beginning of existence, the commencement of ease and the end of trouble.

Without it there would be no meat, no life, no heaven. It is in the center of honesty, makes love perfect, and without it there would be no editors and no news.

## CLOSING CEREMONY

### Closing Thought

The best thing to give your enemy is forgiveness;  
To an opponent tolerance;  
To a friend understanding;  
To a child a good example;  
To your father deference;  
To your mother conduct that will make her proud;  
To yourself respect and  
To all men charity.  
Good night Scouts!

## November 2009 Monthly Theme: "Cub Scout Salute"

As we approach Thanksgiving, let us spread seeds of kindness in the form of multiple small service projects. Helping others gives the boys the opportunity to see the bounty produced by spreading many small seeds of kindness and encourages compassion. The boys can discover that just as the large strong oak tree came from the small acorn, big things can happen from spreading small seeds of kindness and charity. Conduct a food drive or collect coats and gloves for those in need; report your hours to Good Turn for America. Work on the Citizenship belt loop and pin.

Webelos Activity Badges: First year, Start Craftsman; Second year, Readyman

### PRAYERS & POEMS FOR SCOUTERS

Only those who dare to fail greatly can ever achieve greatly.

- Robert F. Kennedy

I'm a great believer in luck, and I find the harder I work, the more I have of it.

- Thomas Jefferson

Heroic service does not come from policy manuals. It comes from people who care - and from a culture that encourages and models that attitude.

Valerie Oberle, VP, Disney University Guest Programs

Do not neglect to do good and to share what you have, for such sacrifices are pleasing to God.

Hebrews 13:16

To the world I may be one person,

But to one person I may be the world.

unknown

"Heroes are the people who do what has to be done when it needs to be done, regardless of the consequences."

- Author unknown

### Where Was God In All Of This?

First of all, God was trying to discourage anyone from taking this flight. Those four flights together held over 1000 passengers and there were only 266 aboard.

God was on 4 commercial flights giving terrified passengers the ability to stay calm. Not one of the family members who were called by a loved one on one of the highjacked planes said that passengers were screaming in the background.

On one of the flights God was giving strength to passengers to try to overtake the highjackers.

God was busy trying to create obstacles for employees at the World Trade Center. After all only around 20,000 were at the towers when the first jet hit. Since the buildings hold over 50,000 workers, this was a miracle in itself.

## November 2009: "Cub Scout Salute"

How many of the people who were employed at the WTC told the media that they were late for work or they had traffic delays?

God was holding up 2-110 story buildings so that 2/3 of the workers could get out. It was amazing that the top of the towers didn't topple when the jets impacted.

God was in the rescue workers who were running into the buildings as most people were running out.

God was in the flight attendant who called her husband as her plane was being hijacked to tell him that she loved him.

God was in the two men who carried a wheelchair-bound woman down 70 flights of stairs to safety.

God was in the people who stood bleeding, in line to give blood.

God was in the strangers in cars, picking up strangers stranded in the city and taking them home to their families.

God is in the people who are begging to volunteer, to do anything to help

God is in the thousands, if not millions who are flooding blood banks thousands of miles away to help people they have never met.

God is in the people who are comforting someone even when they don't know what to say.

God is in the people who watched and cried for people who may remain anonymous in name, but never in their sacrifice.

God is in my neighborhood where I see flags waving from every home.

God is in the men and women, looking at 110 stories of rubble, and seeing only the opportunity to find survivors.

God is with the heroes, most of whom will never be on the news, whose stories will only be told to their closest friends and family; but who saved someone's mother, father, sister, brother, daughter, son, husband, wife, grandmother, grandfather, aunt, uncle, cousin, lover, colleague, acquaintance, teacher, mentor or friend with a single act of kindness, compassion and bravery.

God was not in the hearts of the people that caused these inhumane events. However, God was indeed there, where he was needed the most.

-- Author Unknown

## You Are Blessed

You are blessed If you woke up this morning with more health than illness

You are more blessed than the million who will not survive this week.

If you have never experienced the danger of battle, the loneliness of imprisonment, the agony of torture, or the pangs of starvation

You are ahead of 500 million people in the world.

If you can attend a church meeting without fear of harassment, arrest, torture, or death

You are more blessed than three billion people in the world.

If you have food in the refrigerator, clothes on your back, a roof overhead and a place to sleep

You are richer than 75% of this world.

If you have money in the bank, in your wallet, and spare change in a dish someplace you are among the top 8% of the world's wealthy.

If your parents are still alive and still married you are very rare, even in the United States.

If you hold up your head with a smile on your face and are truly thankful you are blessed because the majority can, but most do not.

If you can hold someone's hand, hug them or even touch them on the shoulder you are blessed because you can offer healing touch.

If you can read this message, you just received a double blessing in that someone was thinking of you, and furthermore, you are more blessed than over two billion people in the world that cannot read at all.

Have a good day, count your blessings, and pass this along to remind everyone else how blessed we all are.

## Raising a Child

I have seen repeatedly the breakdown of the cost of raising a child, but this is the first time I have seen the rewards listed this way. It's nice, really nice.

The government recently calculated the cost of raising a child from birth to 18 and came up with \$160,140 for a middle-income family. Talk about sticker shock! That doesn't even touch college tuition. For those with kids, that figure leads to wild fantasies about all the money we could have banked if not for (insert your child's name here).

For others, that number might confirm the decision to remain childless. But \$160,140 isn't so bad if you break it down. It translates into \$8,896.66 a year, \$741.38 a month, or \$171.08 a week. That's a mere \$24.44 a day! Just over a dollar an hour.

Still, you might think the best financial advice says don't have children if you want to be "rich." It is just the opposite.

So, What do you get for your \$160,140?

- Naming rights. First, middle, and last!
- Glimpses of God every day.
- Giggles under the covers every night.
- More love than your heart can hold.
- Butterfly kisses and Velcro hugs.
- Endless wonder over rocks, ants, clouds, and warm cookies.
- A hand to hold, usually covered with jam.
- A partner for blowing bubbles, flying kites, building sandcastles, and skipping down the sidewalk in the pouring rain.
- Someone to laugh yourself silly with no matter what the boss said or how your stocks performed that day.
- For \$160,140, you never have to grow up.
- You get to finger-paint, carve pumpkins, play hide-and-seek, catch bugs, and never stop believing in Santa Claus.
- You have an excuse to keep reading the Adventures of Piglet and Pooh, watching Saturday morning cartoons, going to Disney movies, and wishing on stars.
- You get to frame rainbows, hearts, and flowers under refrigerator magnets and collect spray painted noodle wreaths for Christmas, hand prints set in clay for Mother's Day, and cards with backward letters for Father's Day.
- For \$160,140, there is no greater bang for your buck.
- You get to be a hero just for retrieving a Frisbee off the garage roof, taking the training wheels off the bike, removing a splinter, filling the wading pool, coaxing a wad of gum out of bangs, and coaching a baseball team that never wins but always gets treated to ice cream regardless.
- You get a front row seat to history to witness the first step, first word, first bra, first date, and first time behind the wheel.
- You get to be immortal. You get another branch added to your family tree, and if you're lucky, a long list of limbs in your obituary called grandchildren.
- You get education in psychology, nursing, criminal justice, communications, and human sexuality that no college can match.
- In the eyes of a child, you rank right up there with God. You have all the power to heal a boo-boo, scare away the monsters under the bed, patch a broken heart, police a slumber party, ground them forever, and love them without limits, so one day they will, like you, love without counting the cost.

## Have I told you lately how much I appreciate all that you do in the Cub Program?'

When was the last time you told another scout volunteer the above statement. Have you said thank you for all their help and for volunteering to work in our program? Just two words-----'thank you' They are so simple and yet not said enough. We mean to say it, we want to say it, and yet somehow, we manage to forget until it is too late. Something came up, you got distracted and the words never got said. Let me tell you now-----ITS NOT TOO LATE!

"I want to tell you how much I appreciate what you have done to help the program; THANK YOU!"

## TIGER CUBS

### Achievement 3 Keeping Myself Healthy and Safe

Health and safety include many things. To be as healthy as we can be, it is important to eat good foods, get plenty of sleep and to exercise to keep our bodies strong. We also need to keep our bodies clean, and brush our teeth regularly. To be safe, it is important to understand what to do in case of emergencies, and to follow the rules we are taught on how to act when we are with other adults.

A. Tiger Cubs have fire drills in school and some adult partners have fire drills where they work. With your family, talk about how you would get out of your house or apartment safely if there was a fire.

B. A Tiger Cub, with his inquisitive mind, can quickly become separated from you indoors such as in a mall while shopping, or outdoors in a wooded area when on vacation. For his own safety it is important that he know what to do when lost or separated.

3F A. Plan a family fire drill and practice it. Be sure to plan a safe meeting place outside so that you will know when everyone in the family is safe. Go to that place as part of your practice.

Tell your Tiger Cub that if he ever feels that he is lost, he should stay where he is and hold onto something like a bench, a post, or a tree. Assure him that because you love him, as soon as you realize that he is not with you, you will quickly begin looking for him. Explain to him, that if he does not stay where he is when he is lost, it will take you a lot longer to find him. Practice a game with him where he pretends that he is lost, he holds onto something stationary, and you walk out of sight, wait a 3 to 5 min., and then come back for him.

### Achievement 3 Den Activity

To keep your body healthy, it is important that you eat a well-balanced diet. The food pyramid, below, helps you by showing how many servings of certain kinds of foods you should have each day.

#### 3D Make a food pyramid.

Draw a food pyramid on a big piece of paper or a poster board. Using old magazines donated by the den families cut out pictures of food and glue them in the appropriate place on the pyramid. You can also draw pictures of different foods to add to the food pyramid.

### Achievement 3 Go and See It

It's fun to play games and to take part in sports. It's also good exercise, which helps to keep your body healthy. Some games and sports are for one person, and sometimes people play games or sports on teams. It's also fun to watch others play games or demonstrate their abilities. Understanding the game or sport you are watching makes it a lot more fun.

3G First, learn the rules of a game or sport. Then, go to watch an amateur or professional game or sporting event.



## November 2009: "Cub Scout Salute"

### Electives

#### \*4-Display a picture

It's nice to have pictures of your family on display—especially when some of your family members are not close by all the time.

\*Make a frame for a family picture. Glue tongue depressors or craft sticks together in a shape to fit your picture. Attach a string or ribbon to the upper corners to use as a hanger. Tape your picture to the back of the frame and display. You may want to use a photograph, or a picture that you draw of your family.

Ask your Tigers to draw a picture of their favorite hero.

#### \*10- Helping Hands

When people grow older, or if they become sick or have an accident, they sometimes have a hard time doing every day things. If you know an elderly person or if you know someone who is ill or recovering from an illness or accident, try to think of what things would be hard for them to do by themselves.

Along with your adult partner, help an elderly or shut in person with a chore. You might offer to do things such as helping to take out trash, rake leaves, mail a package, or bring in the mail. Ask first, and do it with a big Tiger Cub smile!

Perhaps the families of the Tiger Cub would like to look into adopting a pet that belongs to one of our service people that are being called to duty at this time.

To tie in with the suet recipes that are in "Pack and Den Activities", I thought I would include Elective 32 for the Tiger Cubs. You can also roll pinecones in the suet mixture and hang them from the trees.

#### \*32- Feed the Birds

##### Pop-bottle bird feeder

Materials: one plastic 2-liter bottle, two plastic lids about 5" in diameter (from coffee cans, large margarine containers, whipped topping, etc.), 30" heavy twine or rug yarn, scissors

Have your adult partner help you cut the bottle in half, crosswise. Poke a hole through the centers of the plastic lids with the point of the scissors or a nail. Tie a large knot in the end of the twine. Refer to picture and put your feeder together by stringing together one plastic lid (curved side up), then the inverted bottle, and then the second lid (curved side down). Fill the bird feeder with seed and hang it outside.

##### Pinecone Bird Feeder

Materials: 1/2 cup peanut butter, 1/2 cup shortening, 1-2 cups bird seed, large pinecone, thick twine, paper bag

Twist twine around the pinecone and tie it securely. Mix the peanut butter and shortening together. Spread the mixture between the petals of the pinecone, filling in as much as you can. Put the pinecone along with the birdseed in the paper bag. Close the bag and shake, coating the pinecone with birdseed. Hang the feeder on a tree where you can watch the birds enjoy it.

#### 46- Healthy teeth and gums

You can't have a nice, big smile without healthy teeth and gums.

Visit a dentist or dental hygienist. Ask what you can do to take care of your teeth. Ask them if they went to school to learn how to do their job.

## Pack and Den Activities

### UNCLE SAM SLIDE

#### Materials:

- Round head wooden clothespin
- Paints, red white and blue
- White 'wonderfoam' or posterboard
- White paper
- Cotton ball
- $\frac{3}{4}$ -inch PVC slide ring

#### Equipment:

- Hot glue
- Paintbrushes
- Small craft saw
- paperclip

#### Directions:

1. Cut the points off the clothespin.
2. Paint the lower half of legs white, allow to dry.
3. Paint the upper half, up to neck a dark blue.
4. Make a small roll of paper, glue into shape and paint same color blue as upper half.
5. Glue arms onto upper part of the clothespin.
6. Cut out a hat brim to fit the head of the clothespin,
7. Paint white paper with red stripes, or use a permanent marker to do such
8. Paint red stripes on the white pants.
9. Paint the head of the clothespin, make flesh color by adding a small amount of red to white paint.
10. Roll the striped paper to fit inside the hat brim and glue in place
11. Glue hat to head of the clothespin, adjusting angle to fit,
12. Straighten out paperclip, dip one end into blue paint and dot eyes onto face.
13. Using a pinch of cotton ball, form a beard and glue onto lower face.
14. Roll another piece of cotton, glue hair around head under the hat.
15. Mount the slide ring to back of your finished Uncle Sam using hot glue.



### FLAG SLIDE

#### MATERIALS

- United States Flag (approximately 2x3)
- Heavy plastic, cut the same size as your flag
- $\frac{3}{4}$  inch PVC slide ring

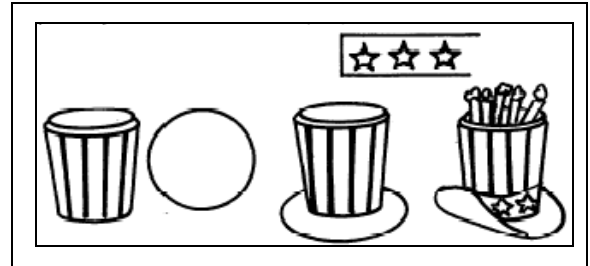
#### DIRECTIONS

Glue the flag to the piece of heavy plastic  
Mount the slide ring to the back of the heavy plastic.



## STOVEPIPE HAT FAVOR CUP

Decorate 4-ounce white paper cup with narrow, red gummed tape. Brim is a circle of blue construction paper glued to the bottom of the cup and turned up on sides. Band around the crown is a strip of blue construction paper decorated with silver stars. Fill with candy or nuts. Variation: Use 7-ounce striped cups and eliminate taping.



## Mock Elections (voting on some Pack Policies)/Voting Demonstration

While February is not really a big voting month, undeniably one of the most important tasks that every US American has is to vote. And if Uncle Sam depends on each of us for anything, it is to fulfill our responsibility as citizens by voting. But voting doesn't just mean going to the polls every time a vote is called and pulling a lever for a candidate—it involves learning about the candidates, understanding how they will and will not represent us, and making a cogent choice. All that said, how can we extend this to the boys in a way that is both educational and fun?

How about letting them help make some Pack Policy choices? To do this, you will need to identify the options for which they'd be voting. But what kinds of Pack Policy decisions might the boys appropriately make? Did you know that there are several options dealing with the uniform that are left to the individual Pack? For example, the wearing of the Webelos Activity Badges—whether on the hat or the Webelos colors—and the placement of the neckerchief—either on top of or under the shirt collar. These are some of the items about which the boys could "study" pros and cons and make a personal choice. They might also be allowed to vote on entertainment for their upcoming Blue & Gold Banquet. These are just some ideas.

## PLACE CARDS MAKING

It is February and the boys should be taking every opportunity to help put together decorations for the Blue and Gold Banquet. Have supplies (index cards, tracing stencils, markers/crayons, etc) available that the boys can use to make their families' place cards for the banquet. Here is a sample silhouette that you can copy onto cardboard, and cut out so that they can color and use for place cards. If you use 3 by 5 index cards as the folded place card you can glue the Uncle Sam to the front (after the boys have colored them) and add the names to the cards as they're identified



## STARS & STRIPES SPINNER

### **MATERIALS:**

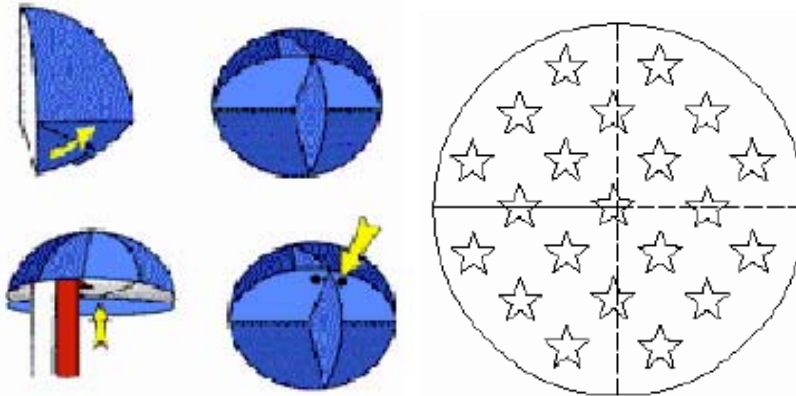
- Glue
- 12 Crepe Paper Streamers - 18" Long
- 3' String
- Scissors
- Hole Punch

### **DIRECTIONS:**

1. Enlarge to 8 1/4" and make 5 copies of star pattern circle. Each circle is divided into quarters by 3 dotted lines and one solid line. On four of the circles, cut on the solid line to the center of the circle.

## November 2009: "Cub Scout Salute"

2. Crease on the dotted lines, folding printed pattern to the inside. First one way, then the other way.
3. Form a pocket to catch the wind by folding as shown, overlapping one quarter of the circle onto the next quarter.
4. Glue overlap into place. Repeat for the three other slit circles.
5. Glue the four pockets together to create a half ball.
6. Cut streamers to 18". Glue ends around perimeter of the bottom. Glue the 5th circle to the bottom over the streamer ends.
7. Use punch to make 2 holes in the top of the ball about 1/2" from the edge. Feed string through. Tie ends.
8. Hang from tree and watch it spin.



## GAMES

### Where is Mr. Turkey?

One player is the hunter and the others are helpers. The hunter leaves the room. The helpers hide a small toy turkey. The hunter returns and starts to search for Mr. Turkey in the room. The helpers gobble to give the hunter clues to Mr. Turkey's hiding place. If the hunter is not close, the helpers gobble more and more loudly until Mr. Turkey is found!

### Pumpkin Roll

We did this game during Easter time using Styrofoam shaped Easter eggs. This is a simple race but since pumpkins are not nice smooth balls and refuse to roll in nice straight lines, you will need plenty of wandering room. If you need to play inside, use small pumpkins.

You will need two large pumpkins and two sturdy sticks. The racers line up on the starting line with the pumpkins turned on their sides. On signal, the racers use the stick to roll the pumpkins to the finish line. Younger players may want to use their hands instead of the stick.. Can also be played as a relay race.

### Help Lead me Home

**Supplies:** Pencil and paper

Ask each of the boys to think about the walk from the den meeting place to their home. Have them count the number of streetlights, bridges, trees, cross walks, fire hydrant, police stations, fire stations and neighbors houses they pass. Have them write down as many as they can remember.

## Know Your Neighborhood

Copy of quiz for each boy, pencils

My neighborhood has a \_\_\_\_\_ in case of fire (hydrant)

My neighborhood has a \_\_\_\_\_ house for safety (block)

There are \_\_\_\_\_ sidewalks in my neighborhood.

There are at least \_\_\_\_\_ fences in my neighborhood.

There are \_\_\_\_\_ houses in my neighborhood.

## Treasure Hunt Game

**Supplies:** pencil and paper

Have the boys make a list of things which can be seen in their town. You might help by making suggestions like, large oak trees on main street, bridge, library, County office building, historical marker and city park. After the boys have made their list take them on a 30 minute walk around town.

## Our Town Heritage

**Supplies:** posters of well-known buildings and/or symbols in your town, pencil and paper

Number each poster. Give each boy a pencil and paper, have the paper numbered (same numbers as there are posters). Ask them to identify the posters and write the proper name by its corresponding number on the sheet of paper.

## Discovery Game

**Supplies:** compass (have each boy bring his own), piece of paper for each boy (or den) with the name of their discovery.

The object of this game is for each boy (or den, if used as a Pack Meeting game) to "discover" a part of his town. The discovery is simply a hidden piece of paper with the name of a building or landmark on it. Directions are given by compass bearings and steps to find their building or landmark. The den leader or Cubmaster begins by pointing North. Each boy (or den) is given an envelope with instructions. Example: "You are looking for the old rock house. Go southeast until you come to the corner of the room. Go north 7 steps. Look around the furniture you find there. The boy (or den) might find a piece of paper there with "old rock house" on it or they might find a piece of paper with new directions. The boy (or den) which finds their building or landmark first wins.

## Capture the Flag

**Needed:** 2 large (at least 1 foot square) cloth "flags" in different colors, one for each team; a smaller flag for each team's player. Pick 2 teams. Designate outer boundaries of playing area. Include a line to divide field in half, as well as small areas in each territory for "jail". Each player receives a small flag in the teams color, which is tucked not tied) into the players belt. Each team's large flag is hidden somewhere in the opponent's area. The object of the game is be the first team to bring its flag "home". Players must enter the other team's territory to look for their flag. While they're looking their opponents can steal their small flags. When a players flag is stolen, he goes to "jail" where his small flag is returned. A player can free jailed teammates by sneaking into the jail area (withut losing his small flag) and calling "jailbreak". The game ends when a player finds the large flag and gets it back to his side without losing his small flag.

## Crossing the Delaware

**Needed:** balloons

Give each player a balloon and have them blow it up and tie it. When the contestants are ready, have them stand against the wall. At the given signal, they are to cross the room, keeping the balloons in the air by hitting them only with their heads. No hands are allowed. The one who succeeds in crossing the room first with his balloon untouched except by his head, wins the game.

## Hiking Game

While hiking, the leader stops and says, "I spot a \_\_\_\_\_ to naming a familiar object. Everyone who sees the object raises his hand, until everyone sees it.

## Hello Neighbor

Have boys form a circle, pick some one to be "it". "It" walks counterclockwise around the circle. "It" tags someone on the back and starts running. The tagged person also starts running but clockwise. When the two of them meet while running around the circle, they must stop, shake hands and say "hello neighbor". Then they must race to the open spot in the circle that was left open by the player that was tagged. The first one to get in the open spot stays in the circle, and the one left out starts to walk counter clockwise and continues the game by tagging another player.

## CUB GRUB - Fun Food

### All American Dessert

**Ingredients:**

- 1 lg Berry blue jello
- 1 lg Red jello, any flavor
- 4 c Water; boiling
- 2 c Water; cold
- 8 oz Cool Whip; thawed
- 4 c Angel food cake -OR-- pound cake, break in cubes
- 2 c Strawberries; sliced
- 1/2 c Blueberries; (optional)

Dissolve each flavor of jello completely in 2 cups of boiling water in separate bowls. Stir 1 cup of cold water into each bowl. Pour into separate 9x13" pans. Refrigerate at least 3 hours until firm. Cut into 1/2" cubes. Place blue jello cubes in bottom of clear glass trifle bowl. Top with 1/3 of the Cool Whip. Add cake cubes, then sliced strawberries. Top with another 1/3 Cool Whip. Add the red jello cubes and then the remaining Cool Whip. Sprinkle blueberries over top if desired.

### Gift Idea: Snowman Soup

**Ingredients:**

- 1 package hot chocolate mix
- 3 Hershey Kisses
- 15 (or so) marshmallows
- 1 candy cane

"Put items in colored plastic wrap"

## November 2009: "Cub Scout Salute"

The Poem: Put on paper and give with items in a mug

Was told you've been real good this year  
Always glad to hear it  
With freezing weather drawing near  
You'll need to warm the spirit  
So here's a little Snowman Soup  
Complete with stirring stick  
Add hot water, sip it slow  
It's sure to do the trick!

### Hero Sandwich

Cut a loaf of French bread in half lengthwise. Layer on slices of ham, salami, and cheese. Or maybe some TURKEY. Top with lettuce and sliced tomatoes. Add onions, pickles, and hot peppers, if desired. Spread on mayonnaise or mustard. Cut a loaf of French bread in half lengthwise. Layer on slices of ham, salami, and Provolone, Swiss or American cheese. Top with lettuce and sliced tomatoes. Add onions, pickles, olives and hot peppers, if desired. Spread on mayonnaise or mustard

### Popcorn Balls

**We love these!!!**

#### **Ingredients:**

- 3 quarts plain popped corn (about 1/3 cup kernels)
- 1/4 cup butter
- 10 oz. bag marshmallows
- food coloring (optional)

Put popped corn in a large bowl. Set aside.

Melt the butter and marshmallows in a stovetop pot, stirring constantly. When they are melted, take off the heat and allow the mixture to cool until it can be touched. If you like, stir in a few drops of food coloring.

Using a wooden spoon, gently stir the melted mixture into the popcorn. Next, butter your hands and work quickly to form popcorn balls. Place balls on waxed paper to cool.

After the balls are cool, you may use warm corn syrup to stick gum drops or other candy decorations to the popcorn balls. The popcorn balls may be stored in sandwich bags.

This makes enough for about 15 two-inch balls, but you can make them any size or shape you like!

### Making Butter

Fill baby food jars half full of whipping cream and screw the lids on tightly. Let kids take turns shaking each jar. After about 5 minutes the cream will be whipped, and after another minute or so, lumps of yellow butter will form. Rinse off the liquid whey and add a little salt, if desired. Then spread on home made bread crackers to taste!

### Turkey Treats

#### **Ingredients:**

- Ritz Cracker
- canned frosting,
- chocolate kiss,
- candy corn
- caramel.

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Spread frosting on cracker. Peel the paper off the kiss and place kiss near the bottom of the cracker. Add candy corn above the kiss to make feathers; place one corn on the kiss for the head. Let frosting dry. Attach a caramel to the back with more frosting to make it stand up.

### Cornucopia

#### Ingredients:

- Bugles corn snacks
- Trix cereal
- White frosting

Put a small dab of frosting in a bugle. Put several Trix in each "cornucopia".

### Oreo Turkeys

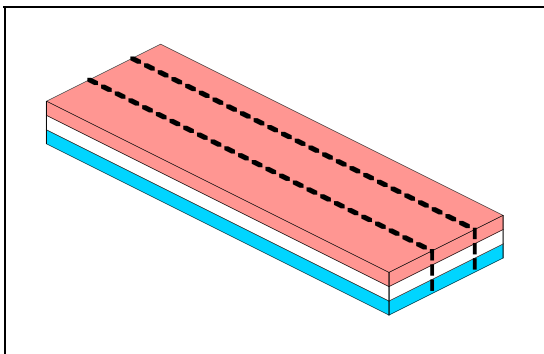
#### Ingredients:

- Oreo cookies
- candy corn
- malted milk balls
- icing (not whipped)

Open one Oreo and place one part, icing side up (eat the other half). Add a bit of icing as glue, and stand another Oreo up on it (this is your turkey body). Spread one side half of the standing Oreo with icing, and attach 5-6 pieces of candy corn, fanned out like turkey feathers. Add a malted milk ball to the top of the other side, for head. An additional piece of candy corn can be used for a waddle (or a red M&M).

### RED, WHITE AND BLUE TWISTS

Open enough red (cherry), white (mystery flavor), and blue (raspberry/blueberry?) Airheads to make enough treats for the boys in the den. Stack the 3 colors on top of each other on a piece of waxed paper. Using a roller pin, meld them together so they'll stick together when you twist them. Cut the stack lengthwise into strips so that they are as wide as they are thick. Twist each stick like a barber's pole to for red-white-blue twists.



### APPLE PIE SNACKS

Aside from baseball and Chevrolet, what could be more American than Apple Pie? Premix and roll out pie dough, cut into circles to fit in individual serving pie tins. Premix apple filling (or use a canned variety). At the start of the meeting, have the boys put the dough into their own pie tin, add the filling and cover with another piece of dough. Let them "carve" their initial into the top pie dough. During the meeting, let these bake and cool. Serve with ICE CREAM ☺ at the end of the meeting.

### JELL-O STARS

You'll need red, white and blue colored jell-o. To make the white jell-o, mix a box of Knox gelatin with  $\frac{1}{2}$ -cup of boiling water and add this to a container of Cool-Whip. In a flat pan, pour a  $\frac{1}{4}$ -inch layer of blue jell-o and allow it to set. Mix the white gelatin and add a  $\frac{1}{4}$ -inch layer and allow it to set. Finally, add a  $\frac{1}{4}$ -inch layer of the red jell-o. Once it is all set, use a star-shaped cookie cutter and cut out stars for snack.



## **PACK & DEN ACTIVITIES**

Many of our servicemen and servicewomen are being called away from their homes. And some of these Patriots own pets. Contact your local animal shelter to find out a way to seek information on how to adopt their pets while they are away. Where I live our local no-kill shelter, the Ark, is providing information about how to help.

We used this same ideas and also made Santa Claus windsocks.

### **Toilet Paper Roll Turkey**

Take a toilet paper roll tube and cover it with brown construction paper. Trace both hands on white paper and let child color feathers. Cut out hands. Cut thumb off. Lay tube horizontally. Glue hands to back of tube. Cut out peanut shape for head and glue to the front of tube. Use a red piece of felt to droop down from top of his head. add wiggle eyes.

### **That's for the Birds—Suet Recipes**

#### **I am having a Suet-Making party Yes, an**

#### **It's for the Birds Party**

TIP: I am using some old cake pans to pack these in until they get hard enough to remove. Also, remember, be very careful having melted suet around the Cubs. Ideally, for this activity, have everyone wear old clothes, and buckets with warm soapy water for clean up. Sometimes you will be only to find suet at a Butcher Shop if you can't find that, try lard or shortening.

- Soft Suet
- 4 1/2 cups ground fresh suet
- 3/4 cup dried and fine ground bakery goods (whole-wheat or cracked-wheat bread or crackers are best)
- 1/2 cup shelled sunflower seeds
- 1/4 cup millet
- 1/4 cup dried and chopped fruit (currants, raisins, or berries)
- 3/4 cup dried and fine ground meat (optional)

Melt suet in a saucepan over low heat. Mix the rest of the ingredients together in a large bowl. Allow the suet to cool until slightly thickened, stir it into the mixture in the bowl. Mix thoroughly.

Pour or pack into forms or suet feeders; smear onto tree trunks or overhanging limbs and branches; or pack into pine cones.

### **Hard Suet Cakes**

- 1/2 lb. fresh ground suet
- 1/3 cup sunflower seed
- 2/3 cup wild bird seed (mix)
- 1/8 cup chopped peanuts
- 1/4 cup raisins

Melt suet in a saucepan over low heat. Allow it to cool thoroughly, then reheat it. Mix the rest of the ingredients together in a large bowl. Allow the suet to cool until slightly thickened, then stir it into the mixture in the bowl. Mix thoroughly. Pour into pie pan or form, or pack into suet feeders. Optional or substitute ingredients: millet (or other birdseed), cornmeal, cooked noodles, chopped berries, dried fruit.

- 1 part peanut butter
- 1 part shortening
- 1 part flour

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- 3 parts cornmeal
- 1 part cracked corn
- black oil sunflower seeds and/or mixed seed

### More Treats

- 1 part Melted Beef Suet
- 1 part Peanut Butter
- 6 parts Cornmeal

Melt Suet then mix in Peanut Butter and Cornmeal. Spoon into paper-lined muffin tins and cool. Store in freezer till needed.

- 1 pound Suet in small pieces
- 1 Cup Yellow Cornmeal
- 1 Cup Rolled Oats
- 1 Cup Chunk-style Peanut Butter
- 1 Cup mixed Wild Bird Seed
- 1 Cup Sunflower Seed

Melt suet over low flame. Stir in rest of ingredients to blend. Pour into paper-lined muffin tins. Chill until hardened. These may be frozen also.

2 Cups Bread Crumbs

1 Handful Nuts (unsalted)

3 Chopped Apples (seeds too!)

2 Handfuls raisins

1 Cup sugar

1/4 Cup Cornmeal

1/2 Pound Ground Suet

1/2 Cup Flour

1 8 Oz. Jar Peanut Butter

1 Cup Wild Bird Seed

Mix ingredients and add enough bacon drippings to hold it all together. Shape into balls or press into pine cones. Freeze leftovers.

You may also make a simple Suet Feeder out of a milk carton. Just pour hot ingredients into the carton, let cool then cut the sides out. Other ingredients that you can add or just set out on your feeder are: Ground egg shells, fine gravel or sand (for grit), cheese, dry cereal, coconut (raw), cornbread, cracker crumbs, dog biscuits (chopped fine), ears of sweet corn. Don't forget the seeds from all of your veggies!

### Litter Basket Slide

**Materials Needed:** Jet Dry basket (from dishwasher), black plastic bag, pipe cleaner, paper and glue.

**Instructions:** Thread the pipe cleaner through the basket and form a ring for the neckerchief.

Glue the black plastic into the basket to form a trash bag. Make a little sign with paper that says "Litter" and glue the sign to front of basket. Fill basket with wadded paper scraps and glue in place.

### Turkey Slide

**Materials Needed:** 1 large orange chenille bump, one 4" white pipe cleaner, two 1" yellow pipe cleaners, 8 - 10 orange feathers, two 1/2" squares yellow felt, half of a 2" Styrofoam ball, glue, brown paint, two 4mm wobble eyes **Instructions:** Cut the 2" Styrofoam ball in half and paint brown and set aside to dry. Shape chenille bump

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and glue on eyes. Take the yellow pipe cleaners and bend 3/8" into an "L" shape. Cut the yellow felt to make feet and glue to the yellow pipe cleaner. Glue the end of the chenille bump into the center back of the ball.

Glue feet on back of the ball at bottom. Glue 8 or more feathers around the back of the styrofoam ball and glue 2 small feathers in the side for wings. Finish by gluing a 4: pipe cleaner loop into of the back.

### Write a Hometown Hero Tall Story

It's highly unlikely that the boys want to sit down with pen and paper in hand and write up their own stories—too much like being in school! So, instead, have them work together with the leaders to create a tall story of their modern-day hometown hero. Start with a whiteboard or sheets of newsprint hung on the walls. You will need to coach/coax them in coming up with a "hero," but if you start with a "main event" that the hero accomplished, things should flow fairly well from there. For example, if you give them some ideas for the main event, like "forming the Susquehanna River," or "raising the Blue Mountain," then they can come up with the hero and how the event was accomplished. Gather as many ideas as you can from them and then help them put together a chronology or timeline. Finally, piece together an outline for the few paragraphs the story should be and help them draft it. When it's all done, make sure it gets printed in the next Pack Newsletter.

### Pack Meeting Gathering Activities

#### Thanksgiving Match-Up

1. One action done in the morning
2. Poultry in the Hay
3. Jack-o-lantern dessert
4. A springtime blossom
5. Used by the percussion section of a band
6. An automobile and 60's music
7. Day of the week that Thanksgiving falls on
8. Medicine that's very serious
9. Cleveland's baseball team
10. Sounds made by 3 people eating fast & chewing loudly
11. Girl's name

- a. pumpkin pie
- b. Gobble, gobble, gobble
- c. drum stick
- d. Pilgrim
- e. Indians
- f. dressing
- g. Thursday
- h. Turkey in the Straw
- i. Mayflower
- j. Plymouth Rock
- k. Grace

## Hometown Hero Matching Game

Hang up pictures of famous "hometown Americans" with their names below their pictures. (These can be US heroes, locals, etc.) Have their heroic deeds listed out on a sheet that is handed out to everyone and have folks match the people with the actions.

## FAMOUS PAIRS

As each person enters the room, he has a nametag pinned to his back. The object of the game is to learn his identity. Each player is allowed to ask one yes or no question of each player. At the same time, the two people introduce themselves (their real names) and shake hands. Once you find your identify, find your partner by reading tag.

## WHAT IS THAT SONG?

1. Country Between Canada and Mexico the Good-Looking

---

2. Heavy Iron Hooks Lifted Off the Bottom of the Sea

---

3. Short Fight of Cajun Town

---

4. Higher Being Sanctify United States

---

5. Creator Consecrate Country Begun in 1776

---

6. Majestic Not Born Yesterday Colors

---

7. First Person Singular is Northern Inhabitant Scribble Gentleman

---

8. One of a Few Good Men Prayer Song

---

9. We Leave into Untamed, Sapphire "Out There"

---

10. Celestial Object Glittery Standard

---

11. Other Suns and Streaks Not Ending

---

12. Spigots

---

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13. Short Skirmish Chant of the Democracy

---

14. The Wagons with Canons Move Forward on Wheels

---

15. This Area of Ground Belongs to Second Person Singular or Plural

---

16. Secure a Satin Strip of Golden Material With a Knot

---

17. The Time Jack's Other Nickname Walks Sharply Back to His House

---

18. Heavenly Souls Enter Walking In Straight Lines

---

### ANSWERS

1. America the Beautiful; 2. Anchors Aweigh; 3. Battle of New Orleans; 4. God Bless America; 5. God Bless the USA; 6. Grand Ole Flag; 7. I'm a Yankee Doodle Dandy; 8. Marine's Hymn; 9. Off We Go Into the Wild Blue Yonder; 10. Star Spangled Banner; 11. Stars and Stripes Forever; 12. Taps; 13. The Battle Hymn Of The Republic; 14. The Caissons Go Rolling Along; 15. This Land Is Your Land; 16. Tie a Yellow Ribbon; 17. When Johnny Comes Marching Home; 18. The Saints Go Marching In

## Pack Meeting Opening Ceremonies

### Heroes All Around Opening

The past few weeks have change America in many ways. One of the most obvious to us now is the fact that heroes are all around us. They are the men and women that run towards danger and disaster when everyone else is running away. There the ones who who risk life and limb to rush to our aid when we dial 911. There the ones who train year after year to fight for our freedom at any time and any where.

Would everyone who has served in the military or reserves please stand . Would everyone is now or ever has work as a law enforcement officer or a fireman or as a EMT or paramedic please stand also. Look around, here, are the real American heroes.

Would everyone please rise.

Please join in saying the Pledge of Allegiance.

### An Opening

**Personnel:** Narrator and 6 Cub Scouts

Narrator: "American pioneers have been men with curious minds, strong purpose, courage, determination and a proud, fierce loyalty. Through every hardship, they have refused to give up."

**Cub #1:** "In 1607 some 100 men and several venturesome boys stepped ashore at Jamestown and founded the first English settlement. Soon others came seeking new homes and religious freedom."

**Cub #2:** "During the Revolutionary War, the minutemen and other great patriots fought for our independence and founded our nation. There were men like Patrick Henry, Nathan Hale, Benjamin Franklin, George Washington and Thomas Jefferson."

## November 2009: "Cub Scout Salute"

**Cub #3:** "Daniel Boone, Lewis and Clark and others opened the way westward. Then came the pioneers, trappers and settlers. This was the great westward movement over the famous trails with scouts like Buffalo Bill Cody, Kit Carson and Davy Crockett."

**Cub #4:** "Robert Fulton produced the first steamboat for river travel and Peter Cooper built the first steam locomotive which brought forth our railroads. Robert Morse invented the telegraph. Colonel Drake drilled the first oil well; Edison gave us the electric light; Bell invented the telephone, and Abner Doubleday gave us baseball."

**Cub #5:** "As we entered the 20th century, Teddy Roosevelt taught us to conserve our resources; Ford gave us a motor car, and the Wright brothers, an airplane. Lindberg made a non-stop flight across the ocean and Byrd explored the Antarctic. William Beebe began exploring the ocean floor with his bathysphere."

**Cub #6:** "From the 1940's until now, progress by our people has been ever increasing. Because of many men in science, we have automatic machines, television, planes that fly faster than sound and rockets on the moon. It was Neil Armstrong who first stepped out on the surface of the moon and spoke the words heard round the world; "One small step for man, one giant leap for mankind."

**Narrator:** "For us, the United States is still a land of expanding opportunity. The doors of education are open to every American boy. You can be trained for any one of thousands of skilled jobs in industry, business, science or social fields. In whatever way you choose to earn a living, you can look forward to a life of opportunity because of our nation's great pioneers. Today let us salute the flag in honor of these great people who have gone before us and had visions of today's America. Please rise and join us in the Pledge of Allegiance."

### Opening

**Staging:** Six Cub Scouts with signs, large letters on front and sayings printed on back.

**T** - is for Thanks - many thanks for all we have - food, shelter, family, freedoms.

**U** - is for uniform - the uniform we wear is a visible sign of what we stand for.

**R** - is for Respect - respect others, what they are and what they believe.

**K** - is for Key - the key to who and what we are depends on our background and heritage.

**E** - is for Effort - you must expend effort in order to make anything worthwhile.

**Y** - is for Yes - yes, we are grateful for many things and yes, we accept the Scouting challenge.

### Flag Ceremony

November is the month to vote and sometimes people say "Oh well, what can my one vote count?" And sometimes they use that excuse to not vote. If you don't vote, you cannot complain about anything our politicians do.

If you think your one vote doesn't count, listen to this:

In 1645, one vote gave Oliver Cromwell control of England.

In 1649, one vote caused Charles I of England to be executed.

In 1776, one vote gave America the English language instead of German.

In 1845, One vote brought Texas into the Union.

In 1868, one vote saved President Andrew Johnson from impeachment.

In 1876, one vote made Rutherford B. Hayes President of the United States.

This is the land of the free, where voting is a privilege but also an obligation. Let us stand and say the Pledge of Allegiance.

### RED, WHITE & BLUE

**Leader #1** Here's to the Red of it, There's not a thread of it, No, nor a shred of it, In all the spread of it  
From foot to head. But heroes bled for it, Faced steel and lead for it, Precious blood shed for it, Bathing it red.

## November 2009: "Cub Scout Salute"

Leader #2 Here's to the white of it; Thrilled by the sight of it, Who knows the right of it, But feels the might of it

Through day and night Womanhood's care for it; Make manhood dare for it; Purity's prayer for it, Keeps it so White.

Leader #3: Here's to the Blue of it; Beauteous view of it;

Heavenly hue of it, Star-spangled dew of it,

Constant and true. Diadems gleam for it, States stand supreme for it, Liberty's beam for it, Brightens the Blue.

Leader #4: Here's to the whole of it, Stars stripes and pole of it. Body and soul of it, And to the roll of it, sun shining through. Hearts in accord for it, Swear by the sword for it,

Thanking the Lord for it, Red, White and Blue.

*(Followed by the Pledge of Allegiance)*

### OPENING CEREMONY

For: Narrator and a den of uniformed Cub Scouts.

Props: Cards with words printed on them for each Cub Scout, and an upright stand such as a ladder for each sign to be attached at the appropriate time.

*Narrator:* We think of Cub Scouting as a ladder of good citizenship. Let us show you what we mean.

*Cub #1* Friendship. We make lots of friends in our school, church, neighborhood, den and pack.

*Cub #2:* Teamwork. We learn how important it is to work with others as a member of a team.

*Cub #3:* Dependability. We learn to be places when we promise and to do our part.

*Cub #4:* Leadership. We learn to lead games and help with other den and pack activities.

*Cub #5:* Honesty. We learn to tell the truth, to handle money, and to understand what honesty means.

*Cub #6:* Loyalty. We learn to be true to our friends, our parents, and our den and pack, and to honor our country and its flag.

*Cub #7:* Good Will. We like to help our school, church, neighbors and those less fortunate than we. Good will projects make us feel good.

*Narrator:* Good Citizenship. Through Cub Scouting experiences, boys learn things that help make them better citizens as they grow into manhood.

### FLAG AND CANDLE CEREMONY

**Setup/Materials:** 1 small American flag, 1 white candle, 1 blue candle, 1 red candle, 4 boys

**Cub 1:** Practically from the beginning of time, man has used symbols to express hope, ideals, and love of his own nation. Our flag represents the ideals and science, commerce and agriculture. It symbolizes the sacrifices made by men and women for the future of America. It stands for your home and everything and everyone you hold dear. "I light the red candle which is the symbol of the red in our flag, and stands for hardiness and valor and symbolizes the lifeblood of brave men and women.

**Cub 2:** I light the white, which is the symbol of purity and innocence and symbolizes the white of our flag.

**Cub 3:** I light the blue candle which is the symbol of perseverance and justice, and symbolizes the eternal blue of the heavens.

**Cub 4:** The stars in our flag represent states. They indicate that the heights of achievement for our nation are limitless as the heavens above US.

**All:** Please join us in the Pledge of Allegiance?

## I AM AN AMERICAN

**Equipment:** American Flag, and Pack Flags 12 cards with the statements below, typed on them.

**People:** Honor Guard, and 12 Cub Scouts to read the statements.

**Procedure:** The Honor Guard marches in, posts the flags, and then leads the group in the Pledge of Allegiance. Then the 12 Cub Scouts read their statements in turn.

**Cub 1:** My country gives us the opportunities to advance according to our ambitions and abilities. Education is for all. I am an American

**Cub 2:** My country means love of freedom, faith in democracy, justice, and equality. I am an American

**Cub 3:** My country believes in the worth of every person. I am an American

**Cub 4:** My country gives us the privilege of expressing beliefs or opinions without fear of prosecution. I am an American

**Cub 5:** My country is a democracy, it is our duty to keep it that way. I am an American

**Cub 6:** My country promises life, liberty and the pursuit of happiness. I am an American

**Cub 7:** My country is one that we should protect and defend. I am an American

**Cub 8:** My country is and will always remain the land of the free and the home of the brave. I am an American.

**Cub 9:** My country needs informed, intelligent and active citizens. I am an American.

**Cub 10:** My country tries to meet its people's needs with abiding love and loyalty. I am an American.

**Cub 11:** My country's government is the servant not the master of the people. I am an American.

**Cub 12:** My country has a statue of liberty whose torch will burn brightly as long as we tend the flame of freedom. I am an American.

## UNCLE SAM

**Arrangements:** Den Leader is on stage holding a picture of "Uncle Sam." Cubs are off stage and enter two at a time on each side of the picture. They say their lines and then stand there. Flag is posted in center of the stage behind the group

**1ST Cub:** Why didn't we call him Daddy Sam?

**2ND Cub:** In some countries he might have been called "Daddy Sam" or "Papa Sam," but not in America.

**3RD Cub:** Uncle Sam is an idea that symbolizes the United States.

**4TH Cub:** The people who wrote our Constitution decided the Federal Government should not be a Great Father.

**5TH Cub:** They limited Uncle Sam's role very strictly, to assure freedom and opportunity for individuals.

**6TH Cub:** Uncle Sam is even dressed in Red, White, and Blue, and decorated with stars and stripes.

**7TH Cub:** These are the living ideals which are the very heart of our flag and our nation.

**8TH Cub:** Uncle Sam is a symbol that should always remind us of the blessings of freedom our forefathers gave to us.

**9TH Cub:** Will the audience please rise and repeat the Pledge of Allegiance.

## FOR GOD AND COUNTRY

**Arrangement.** Den chief and Cub Scouts, in uniform, carry small U.S. flags and line up on stage. Each speaks his part.

Den Chief. Two hundred years ago, God gave us a nation; a land of wealth and bounty, choice among His creations. We must protect its freedom and defend its worthy cause, and support our Constitution, which is based upon God's laws. We must pledge to be loyal throughout each coming year, and with God's help, we will know no doubt nor fear. When we keep our promise to do our best each day, God will bless our country and us in every way. Please stand and join us in singing, "God Bless America." (After audience is seated, Cub Scouts continue.)



## November 2009: "Cub Scout Salute"

**Cub 1.** We're glad you came to our banquet! We have many things to say about our love for America as we celebrate today.

**Cub 2.** Independence is a big word, and hard for me to say. But I know it means a lot to all Americans today.

**Cub 3.** Our national bird is the eagle. Have you ever wondered why? It may be because it soars above all birds to reach the sky.

**Cub 4.** The Liberty Bell is ringing, though its sound we do not hear. Freedom of speech and worship, freedom from want and fear.

**Cub 5.** Without our flag of red, white and blue, things would be different for me and you. It's a symbol of pride in the American way, so we should be loyal and true each day.

**Cub 6.** Please stand and join us in the Pledge of Allegiance to our flag.

### Honoring our Flag

**Personnel:** 16 Cub Scouts, American Flag bearer, Leader

**Equipment:** American Flag, 7 red crepe paper streamers, 6 white crepe paper streamers, blue crepe paper rectangle, white cardboard five-pointed star.

(7 Cub Scouts, each carrying a red crepe paper streamer march in single file onto stage. In turn, each boy displays his streamer. It should reach from above his head to his feet.)

**7 Cubs:** (in unison) We are the seven red stripes in our flag. For hardiness and valor we stand.

(6 Cub Scouts, each carrying a white crepe paper streamer enters and duplicates the actions of the first group. They stand alternately with the boys holding red stripes.)

**6 Cubs:** (in unison) We are the six white stripes in our flag. For innocence and purity we stand.

(A Cub Scout enters, carrying the blue paper rectangle which he holds up as he stands to the right of the first boy holding the first white stripe.)

**Cub Scout #14:** Now look at me, the field of blue. For vigilance, perseverance and justice true.

(Next Cub enters carrying the large white star. He holds it against the blue field.)

**Cub Scout #15:** I am a five-pointed star shining bright. One for each state. When united, we have might.

**Cub Scout #16:** (Flag bearer enters carrying American flag. He stands near group which made crepe paper flag.)

**Leader:** Behold the emblem of our country...the greatest flag of the greatest nation in the world. May it ever wave over free and liberty loving people. May it ever represent the highest ideals of America and ever support the principles of democracy in America and around the world. Please join us in the Pledge of Allegiance.

### CITIZENS

**Personnel:** 8 Cubs, Leader

**Equipment:** Individual cards containing each of the eight letters.

**Arrangement:** Each Cub recites his line, he holds his card chest high.

**Cub #1:** C - is for country.

**Cub #2:** I - is for being involved.

**Cub #3:** T - is for treasuring the great traditions of our land.

**Cub #4:** I - is for ideals of freedom.

**Cub #5:** Z - is for the zeal we put into life.

**Cub #6:** E - is for example we set.

**Cub #7:** N - is for needs of our nation.

**Cub #8:** S - is for sharing of ourselves.

**Leader:** It takes more than letters and words to make good citizens. What do you think would happen if each and everyone of us would put just one of these thoughts into practice?

## AUDIENCE PARTICIPATIONS

### Smokey Bear (A true story)

**Big Tree** - I am so big!

**Middle-Sized Tree** - See my pretty leaves

**Baby Tree** - I'm just a bush

**Camper** - I love this beautiful forest

**Fire** - Crackle, crackle

**Smokey** - Only you can prevent forest fires

**Babbling Brook** - Assign one person, they get up and run through the group, babbling

One upon a time in a beautiful lush green forest, there stood three trees, the **Big Tree**, the **Middle-Sized Tree** and the **Baby Tree**. A **Babbling Brook** coursed its way through the forest. A **Camper** made a **Fire** for his breakfast without clearing the area for 10 feet and then went for a hike without making sure the **Fire** was dead out. The **Fire** threw some sparks into some dried grass. It started smoldering. The **Babbling Brook** was not close enough to put out the sparks. In a short time, the dry forest was ablaze. The animals heard the sounds of the **Fire**, smelled the smoke, and tried to flee. A bear cub couldn't see where his mother had gone so he did what she had taught him when there was danger. He climbed the **Big Tree**. The **Fire** roared by. It burned up the **Baby Tree** and **Middle-Sized Tree**. It singed the **Big Tree** with the bear cub clinging to the top. After the **Fire**, a ranger found the bear cub still in the top of the **Big Tree** and got him down. He was singed and scared. The ranger healed his burns and raised him. He called him **Smokey**. He became the symbol to remind **CAMPERS** and hikers to be careful with **FIRE** and protect the **Big Trees**, the **Middle-Sized Trees** and the **Baby Trees** so we can enjoy the forest with the **Babbling Brooks** running through them. Remember, "Only you can prevent forest fires!" the one who says that is **Smokey Bear**.

### LEFT, RIGHT, WRIGHT

Divide the audience into **LEFT** and **RIGHT** and have them stand up and sit down when they heard their word. You could also divide the audience into **LEFT**, **RIGHT** and **WRIGHT**.

Johnny **WRIGHT** was very excited as he talked to his parents. "I want to become a Cub Scout," he said. "I am the only boy **LEFT** in the neighborhood that isn't one. Peter invited me to his Blue & Gold banquet tonight to see if scouting is **RIGHT** for me. Can we go?"

Mr. **WRIGHT** called Peter's dad to get directions. When he got off the phone he told everyone, "It's at First Baptist Church. We go south on 125, take a **LEFT** on Cherry St. then our first **LEFT** into the parking lot...let's go! Johnny ran **RIGHT** out and got into the car. At the church they went in and had a great time. The Cub Scouts got great awards, put on skits, sang songs and had a ball. The Cubmaster came over and talked to Johnny. "Why do you want to be a Cub Scout..." "Because at school all the kids talk about the fun they have here, and I feel **LEFT** out, and my friend **LEFT** his Cub Scout cap at my house, right on my desk so I tried it on, I look cool in it." Johnny replied. One of the leaders looked at Johnny's parents. "Would you like to help out? It's fun and rewarding". Mr. **WRIGHT** looked at Mrs. **WRIGHT** they both fidgeted nervously..."We thought parents brought their boys, then **LEFT**. We didn't know we had to help." "Oh, you don't have to" explained one of the leaders, "but if no one is willing to give of their time, soon there will be no scouting **LEFT**. The more parents that help...the less work for us all. You could be den leaders and help boys to stay on the **RIGHT** track, or you could be on the committee and attend a meeting once a month to help make the **RIGHT** decisions for our Pack. There are many positions with different levels of time commitment, I'm sure we could find one that's just **RIGHT** for you...I hope I haven't **LEFT** out any information...so, would you like to help?"

**RIGHT** on, exclaimed Johnny's folks. Johnny just beamed. He knew he had made the **RIGHT** decision by coming to the Blue & Gold.

## ADVANCEMENT CEREMONIES

### Advancement Ceremony

**Props:** This can be as simple or as fancy as desired. The setting is at a campaign speech for city mayor.

**Characters:** The Cubmaster will need to have three men help with the awards.

**Cubmaster:** Ladies and gentlemen, we have come here tonight to hear our three candidates for mayor express their views. (Introduce Mr. Wolf, Mr. Bear, and Mayor Scout.)

**Mr. Wolf:** I would like to talk to the young people about our fair city, to say we need to improve on our quality of life. We have Cub Scouts present who have earned awards for a job well done. Would these Cub Scouts please come forward and receive their awards. (Call out boys' names that are getting their Wolf and arrow points. The Cubmaster can assist in handing out these awards.)

**Mr. Bear:** I would like to address the middle-aged group of our fair city. You have been working for some time and have achieved much. I would like to ask you to accept a token of my appreciation and award you the Bear award. (Call out the boys' names who have earned their Bear and arrow points. The Cubmaster helps hand out awards.)

**Mayor Scout:** I would like to talk to the old timers of this our golden town. You have each given unselfishly of yourselves and for your loyal support all these years I have a special award that is called the Webelos Badge. Webelos stands for We'll Be Loyal Scouts and I know I'll have your loyal support in the upcoming election. (Call the boys forward and give them their awards.)

**Cubmaster:** As sponsor for these campaign speeches I would like to add my many thanks for jobs well done and we'll see you at the polls.

## THE STORY OF UNCLE SAM

### History of Samuel Wilson

**Narrator:** In the War of 1812, Samuel Wilson operated a slaughter house in the Village of Troy, N.Y. He was popularly known as Uncle Sam and from time to time, supplied barrels of beef to the soldiers located at Greenbush, stamping the barrels U.S. The soldiers from Troy designated the beef as "Uncle Sam's," implying that it was furnished by Samuel Wilson. The other recruits, thinking that the term was applied to the letters U.S. standing for the United States, began using the appellation "Uncle Sam" figuratively for the United States. This interpretation was picked up promptly by other soldiers who began to call everything belonging to the government, "Uncle Sam's" The term as applied to the United States quickly sprang into popular favor and the weekly periodicals soon began to sketch caricature likeness by adding the long white beard and high hat, a typical representation of our government.

Over time, Uncle Sam came to be as household an item as televisions and computers are today. Probably the most well known picture-poster of Uncle Sam is that drawn by James Montgomery Flagg. The famous "I Want You for the US Army" poster was the cover for the July 6, 1916, issue of Leslie's Weekly for a story called "What Are You Doing for Preparedness?" This poster was used during World War I and then again in World War II to support recruitment of soldiers.

The message of our theme this months comes from this history, but it does not mean we are all being asked to run off and join the Army. The real message here is that we are all called to play a part in making the United States the great nation of freedom and justice, as so many citizens—soldiers, sailors, airmen, and civilians alike—have done since the beginning of our nation, when men like Thomas Jefferson and John Hancock put their names on a document declaring our freedom from the oppression it was under—The Declaration of Independence.

## November 2009: "Cub Scout Salute"

Tonight we honor some of our young citizens who have, in their own best way, answered Uncle Sam's call by doing their best, being the best citizens they can be.

**Cubmaster:** At this time we will present our Cub Scouts with awards that recognize them for their achievements over the past month. As always, we ask the parents to come forward with their sons and to present their awards to them.

[Call up the each level of Cub and award them their badges. Make sure to have the parents actually present them their awards.]

### PATRIOTIC AWARDS CEREMONY

This ceremony could allow some leaders to portray the characters in costume.

**Cubmaster:** Ladies and Gentlemen, we have some honored guests here tonight. I would like to introduce Uncle Sam, Lady Liberty, and Yankee Doodle. Each of these individuals is an important symbol to the people of our country. Tonight, they are here to present some other symbols to some deserving young men. These symbols represent hard work, diligence, and jobs well done.

**Yankee Doodle:** We have some Cub Scouts who have earned some special awards. Would the following Cub Scouts and parents please come forward. (Call the names of those receiving Wolf badge and arrow points.)

**Lady Liberty:** I would like to call forward those Cub Scouts who have been working for some time and have achieved much. I would like to present them with their awards. (Call the names of those receiving Bear badge and arrow points and their parents.)

**Uncle Sam:** I would like to recognize some of the older boys in this group. You have given unselfishly of yourselves. For your loyal support over the years, I would like to present you with your awards. (Call the names of those receiving Webelos badges, activity badges, or compass points and their parents.)

**Cubmaster:** I would like to thank our three guests for coming to help us tonight. And a special thanks to all the boys who have worked so hard to be examples and role models of good American citizens!

### SONGS

#### I had a Little Chicken

(Tune: Turkey in the Straw)

Oh, I had a little chicken, and she wouldn't lay an egg,  
So I poured hot water up and down her leg,  
Oh, the little chicken hollered and the little chicken begged,  
And then the little chicken laid a hard-boiled egg!  
{dr}Scalded chicken cluck cluck cluck  
{dr}Scalded chicken cluck cluck cluck  
{dr}Come on scalded chicken and lay me a hard-boiled egg cluck cluck cluck

2. Vinegar---Pickled egg  
{dr}Scalded chicken cluck cluck cluck  
{dr}Scalded chicken cluck cluck cluck  
{dr}Come on scalded chicken and lay me a pickled egg cluck cluck cluck

3. Gun Powdered---Scrambled egg  
4 Mustard---Deviled Egg  
5. Special Sauce---McMuffin Egg  
6. Hot oil---Fried gg  
7. Water colors---Easter egg.

## November 2009: "Cub Scout Salute"

Invite the boys to make up their own verse.

### Hurray, It's Thanksgiving Day!

(When, Johnny Comes Marching Home)

The Pilgrims are coming to celebrate, Hurray! Hurray!  
The Pilgrims are coming to celebrate Thanksgiving Day.  
The Pilgrims are coming, so don't be late,  
We'll eat and dance to celebrate.  
And we'll all be glad, so hurry and don't be late!

The Indians are coming to celebrate, Hurray! Hurray!  
The Indians are coming to celebrate Thanksgiving Day.  
The Indians are coming, so don't be late.  
We'll eat and dance to celebrate.  
And we'll all be glad, so hurry and don't be late.

### Thanksgiving Day Thanks

(The Farmer in the Dell)  
Thanksgiving Day is here.  
Thanksgiving Day is here.  
Let's give thanks for all we have,  
Thanksgiving Day is here.

For all our moms and dads,  
For all our families,  
Let's give thanks for all we have,  
Thanksgiving Day is here.

For all the flowers and trees,  
For all the birds and bees,  
Let's give thanks for all we have,  
Thanksgiving Day is here.

### Turkey Song

Tune: My Bonnie

My turkey went walking one morning  
The November weather to see  
A man with a hatchet approached her  
Oh bring back my turkey to me.

Chorus:  
Bring back, bring back,  
Oh bring back my turkey to me, to me  
Bring back, bring back,  
oh bring back my turkey to me.

## November 2009: "Cub Scout Salute"

I went out to dinner and ordered  
The best thing they had I could see  
They brought it all roasted and sizzling  
They brought back my turkey to me.

Chorus

### Our Pilgrim Forefathers

(Tune: Battle Hymn of the Republic)

They came as strangers to a wild land, brave and unafraid,  
In spite of many hardships they still bowed their heads and prayed,  
"We're thankful for the growing crops, the beauty of our land,  
And freedom to live as we planned."

Chorus: Our Pilgrim fathers make us proud  
They accomplished what they vowed,  
We will sing their praises loud,  
And freedom marches on.

Squanto was an Indian and he helped the Pilgrims out,  
He taught them how to plant their corn and how to fish for trout,  
They hunted in the woods for deer and caught wild turkeys, too,  
He was a friend so true.

Chorus

Bradford was the Governor, he was just and fair,  
He thought it was important that each man received his share,  
He planned the first Thanksgiving holiday to celebrate  
A harvest good and great.

### Thanksgiving

(tune: Yankee Doodle)

The Pilgrims came across the sea  
From England far away  
And now we always think of them  
When it's Thanksgiving Day.

The Mayflower was their sailing ship  
Across the waves of foam.  
They landed here on Plymouth Rock  
And this was their new home.

## November 2009: "Cub Scout Salute"

The bitter winter was so hard  
That many Pilgrims died.  
By spring they had some growing crops  
And Indian friends besides.

When harvest came they were so glad  
They had learned so many things.  
The Indians joined them in a feast  
The first Thanksgiving Day.

So many things they had to learn  
All along the way,  
We thank the Pilgrims everyone  
For this Thanksgiving Day.

## I'M A YANKEE DOODLE DANDY

by George M. Cohan

I'm a Yankee Doodle Dandy  
A Yankee Doodle, do or die  
A real live nephew of my Uncle Sam  
Born on the Fourth of July  
I've got a Yankee Doodle sweetheart  
She's my Yankee Doodle joy  
Yankee Doodle came to London  
Just to ride the ponies  
I am the Yankee Doodle Boy

## TOMMY THE CUB SCOUT

Tune: Frosty

Tommy, the Cub Scout  
Was a very happy boy.  
With a uniform of blue and gold  
And a Den that gave him joy.  
Tommy, the Cub Scout  
Earned his badges one by one.  
He did his best and met the test.  
A good citizen he's become.  
He helps out other people when  
He sees they need a lot.  
He does his chores around the house  
And feeds his dog (named Spot).  
Tommy, the Cub Scout  
Does his duty willingly.  
Someday he'll join a Boy Scout Troop  
And a fine man he will be.

## SKITS

### OUR FLAG

**Staging:** Flag in stand on table, under which "voice" is concealed. Or have flag posted near screen concealing "voice." Cub Scout in uniform walks by flag and stops when flag starts to "speak."

**Flag:** Hey Cub Scout!

**Cub:** Who's that?

**Flag:** Me, your flag.

**Cub:** What do you want with me?

**Flag:** I want to know something. You hear of people in other lands burning me, but recently you've heard of people in the United States showing disloyalty and disrespect to me. What's wrong?

**Cub:** That's a hard question for me to answer. I think people do this because they don't know how hard it was to get you. We even fought wars, not only to get you, but to spread your ideas to other countries. Much of today's younger generation doesn't know how hard it was to do that!

**Flag:** What would you suggest?

**Cub:** I'd say to start with, we need to increase our Americanism-building organizations such as the Scouts and give them more support... and to start programs that will increase patriotism. People need to be encouraged to fly the flag on national holidays and to have inspiring flag ceremonies at meetings.

**Flag:** You have some good ideas, son.

**Cub:** The Scout program has taught me to respect the flag and to love my country.

**Flag:** Scouting! Yes, there is hope after all. You've given me a real lift. Thank you, Scout!

**Cub:** (Salutes) Any time. (Walks offstage)

### THE LIBERTY BELL SPEAKS

**Personnel:** 7 Cub Scouts and a narrator

**Equipment:** A large cardboard cutout of the Liberty Bell

**Setting:** The Liberty Bell is set center stage with the boys in a semi-circle around it.

**Narrator:** Speak out, oh bell called Liberty,

The times you rang in freedom's name,

So all of us may know

Beginnings long ago.

When I was young, I rang a lot!

**Cub 1:** I clanged alarms when England tried to force her taxes on us.

I thundered of tyranny on us.

**Cub 2:** I roared with rage when Parliament forbade our people making Iron and steel, my lungs were breaking.

**Cub 3:** I grieved for Boston when it's port was closed to trade and shipping  
My faith was far from slipping.

**Cub 4:** With all my strength and all my heart I called for folks' attendance  
To hear the declaring of Independence.

**Cub 5:** And then I fell on silent days, when I was put into hiding  
With British law presiding.

**Cub 6:** But I was back to shout about Cornwallis's surrender  
I rang for freedom's splendor.

**Cub 7:** For years I rang for this and that  
The Constitution signed at last, And then I cracked...

**Narrator:** Your silent tongue could never speak again,



## November 2009: "Cub Scout Salute"

And yet your voice is loud and clear in all the minds of men!  
"Proclaim liberty throughout all the land and unto all inhabitants thereof."

### Constitution Skit

**Scene:** Philadelphia, 1787

**Characters:** Narrator, 4 Cub Scouts in colonial dress, and some extra Scouts.

**Narrator:** "While it's true that our constitution was written by truly great men, it still took 11 years to finish. Lets look in on some of these men as they go about their work. Here comes Ben Franklin and Samuel Adams."

**Sam:** "Let's have pizza tonight."

**Ben:** "I don't like pizza. How about tacos?"

**Sam:** "But I don't like tacos. Let's have hamburgers."

**Ben:** "We always have burgers."

(The two walk off stage still arguing.)

**Narrator:** (flustered) "Simply a difference of opinion, ladies and gentlemen. Don't worry, they'll work it out. Look there's Thomas Jefferson and John Adams."

**John:** "I tell you the Yankees are the best!"

**Tom:** "No way, it's gonna be the Braves this year."

**Narrator:** "Wait a minute you two, are you talking about baseball."

**Tom And John:** "Yes!"

**Narrator:** "Baseball hasn't been invented yet!"

**John And Tom:** "OH!" and then walk off arguing about football.

**Narrator:** "I don't know what's going on here. Wait, they're gathered together! Now what are they arguing about?"

(The four Scouts plus the extras are gathered around a table)

**Tom:** "At least we agree on something...The Constitution of the United States!"

### All American Tribute

**Den Leader:** America is my country. How glad I am that this is my land. Prairie and forest, Snow-capped peaks and mighty canyons. Cities of steel and farms with red barns. How glad I am that this is my land. My country is young, but it has a wonderful history.

**Cub #1:** It is Columbus, Plymouth Rock and Davy Crockett.

**Cub #2:** It is the Boston Tea Party and "Give me Liberty or Give me death"

**Cub #3:** And General MacArthur returning to the Philippines.

**Cub #4:** It is Washington and Lincoln and all the Presidents who carried the burden of leadership.

**Cub #5:** It is all the men and women who have died, so we may be free.

**Cub #6:** And all the men, women, and children who are working today to keep it free.

**Cub #7:** It is you and I and all its people who love America's goodness and work each day to make it better.

**Den Leader:** In all the world are many lands. But in my land is more hope and promise and strength and joy than anywhere else on earth. America is my country. How thankful I am that this is my land!

### Puns

1. Two vultures board an airplane, each carrying two dead raccoons. The stewardess looks at them and says, "I'm sorry, gentlemen, only one carrion allowed per passenger."
2. Did you hear that NASA recently put a bunch of Holsteins into low earth orbit? They called it the herd shot 'round the world.

## November 2009: "Cub Scout Salute"

3. Two boll weevils grew up in South Carolina. One went to Hollywood and became a famous actor. The other stayed behind in the cotton fields and never amounted to much. The second one, naturally, became known as the lesser of two weevils.
4. Two Eskimos sitting in a kayak were chilly, but when they lit a fire in the craft, it sank proving once again that you can't have your kayak and heat it, too.
5. A three legged dog walks into a saloon in the Old West. He slides up to the bar and announces: "I'm looking for the man who shot my paw."
6. Did you hear about the Buddhist who refused Novocain during a root canal? He wanted to transcendental medication.
7. A group of chess enthusiasts checked into a hotel and were standing in the lobby discussing their recent tournament victories. After about an hour, the manager came out of the office and asked them to disperse. "But why?" they asked, as they moved off. "Because," he said, "I can't stand chess nuts boasting in an open foyer."
8. A woman has twins, and gives them up for adoption. One of them goes to a family in Egypt and is named "Amal." The other goes to a family in Spain; they name him "Juan." Years later, Juan sends a picture of himself to his birth mother. Upon receiving the picture, she tells her husband that she wishes she also had a picture of Amal. Her husband responds, "They're twins! If you've seen Juan, you've seen Amal."
9. These friars were behind on their belfry payments, so they opened up a small florist shop to raise funds. Since everyone liked to buy flowers from the men of God, a rival florist across town thought the competition was unfair. He asked the good fathers to close down, but they would not. He went back and begged the friars to close. They ignored him. So, the rival florist hired Hugh MacTaggart, the roughest and most vicious thug in town to "persuade" them to close. Hugh beat up the friars and trashed their store, saying he'd be back if they didn't close up shop. Terrified, they did so, thereby proving that: Hugh, and only Hugh, can prevent florist friars.
10. And finally, there was a man who sent ten different puns to friends, in the hope that at least one of the puns would make them laugh. Unfortunately, no pun in ten did.

## Harvest Celebration

Boys are standing around talking. They can be attired in Colonial costumes.

**1st Boy:** We sure had a great time at the Harvest Celebration. When my Dad said we would have a big party I didn't know it would last for 3 days.

**2nd Boy:** Yea! We invited 92 Indians, plus all our families. We helped our Moms cook for days. It was fun to play games, have shooting contests and relays during the celebration.

**3rd Boy:** I liked the food we cooked, boiled eel, lobster, roasted pigeon, stuffed cod, journey cakes, corn meal bread with nuts and succotash.

**4th Boy:** The Indians brought food too, turkeys, pumpkins, sweet potatoes, cranberry sauce. And, they brought deer meat, too.

**5th Boy:** I liked the popcorn the best...I never ate popcorn before. I heard my Dad say Governor Bradford has decided to have a celebration again next year, in 1622. He wants to call it **Thanksgiving Celebration!**

## STUNTS & APPLAUSES

Whaat did the turkey say before he was roasted?

**Wow, I'm stuffed.**

## November 2009: "Cub Scout Salute"

1<sup>st</sup> Cub - What are those holes in the trees?

2<sup>nd</sup> Cub - They're knotholes.

1<sup>st</sup> Cub - Really? If they're not holes, what are they?

1<sup>st</sup> Cub - I crossed a carrier pigeon with a woodpecker yesterday.

2<sup>nd</sup> Cub - Really, what did you get?

1<sup>st</sup> Cub - I don't know, but when it delivers a message, it knocks.

Den Leader - What is the chemical formula for water?

Cub - h, I, h, k, l, m, n, o.

Leader - May I ask what that is?

Cub - H to O.

Boy - (enters pet shop) Sir! I would like 25 cents worth of birdseed.

Man - 25 cents worth of birdseed? How many birds do you have?

Boy - I don't have any birds, I want to grow some.

### Applause

**Abe Lincoln Cheer:** That was great! HONEST!

**America:** A-M-E-R-I-C-A, Cub Scouts (or Boy Scouts), Cub Scouts, USA!

**Constitution Cheer:** We the people, APPROVE!

**George Washington Cheer:** That was great. I cannot tell a lie. Variation: Get out axe and swing it at a tree while saying, "Chip, chop, chop, TIMBER!" then yell, "WRONG TREE!"

**President:** Salute and say: "Hail to the Chief."

**"We Want You" Cheer:** Everyone yells "I Want You" and points their finger at the honoree (like in the Uncle Sam posters).

**Liberty Bell Yell:** Ding, Ding, Ding, Dong! Let freedom ring!

## Pack Meeting Closing Ceremonies

### A Boy

He is a person who is going to carry on what you have started.

He is to sit right where you are sitting, and attend, when you are gone, to those things you think are so important.

You may adopt all the policies you please, but how they will be carried out depends on him.

Even if you have leagues and treaties, he will have to manage them.

He will assume control of our cities, states and nation.

He is going to move in and take over your churches, schools, universities, and nation.

All your work is going to be judged and praised or condemned by him.

Your reputation and your future are in his hands.

All your work is for him; and the fate of the nation and of humanity lies in his hands.

It is well that we pay him some attention.

### Closing

I would give thanks for many things

On this Thanksgiving Day.

Thanks for all the blessings

Life brings each day along the way.

I would give thanks for life and health,

Santa Clara County Council

## November 2009: "Cub Scout Salute"

For home, for food, and you,  
All that I count my greatest wealth -  
Family and friendship true.  
I give thanks for my native land,  
For freedom on this day;  
Where we worship and understand  
Our privilege to pray.  
I would give thanks for many things  
And do the best I can,  
To be worthy of all life brings  
And serve my fellow man.

### Closing

**Cubmaster:** "We've heard of many famous men - men with curious minds, strong purposes, courage, determination, stick-to-itiveness and a proud, fierce loyalty for their country. For you as Cub Scouts, America is still a land of expanding opportunity. It could well be that someday, one of you will become a famous pioneer in American history. Good luck with your future. Good night."

### THE AMERICAN'S CREED

I believe in the United States of America as a Government of the people, by the people, for the people; whose just powers are derived from the consent of the governed; a democracy in a republic; a sovereign Nation of many sovereign States; a perfect Union, one and inseparable; established upon those principles of freedom, equality, Justice and humanity for which American patriots sacrificed their lives and fortunes. I, therefore; believe it is my duty to my country to love it; respect its flag; and to defend it against all enemies.

### THIS IS MY COUNTRY

**Boy 1:** This is my country. I will use my eyes to see the beauty of this land.

**Boy 2:** I will use my ears to hear its sounds.

**Boy 3 :** I will use my mind to think what I can do to make it more beautiful.

**Boy 4:** I will use my hands to care for it.

**Boy 5:** I will use my feet to serve it.

**Boy 6:** With my heart, I will honor it.

### STARS AND STRIPES-OUR AMERICAN HERITAGE

**SETTING:** Cub Scout (or Den Chief) stands blindfolded, gagged, and bound before the audience.

**CUBMASTER:** This is an American boy. The American Revolution won him freedom. (Cubmaster unbinds him,) The Constitution guarantees him free speech. (He removes the gag.) A free education gives him the ability to see and to understand. (He removes the blindfold.) Let us help Scouting teach him to preserve and enjoy his glorious heritage and to become a good citizen. Turn off lights, spotlight American Flag, and repeat the Pledge of Allegiance.

### AMERICA'S ANSWER

America needs men with a concern for the common good -- men who have the understanding and insight to help solve her problems and those of the changing world around us. she needs citizens of integrity who value their great heritage and who are determined to pass on to others an enduring faith in the ideals and methods of our free society.

## November 2009: "Cub Scout Salute"

How does a boy come to know and to appreciate his heritage as a citizen of this nation? How does his sense of responsibility and his concern for others unfold? Begin with him when he is a Cub Scout as he promises with all the solemnity of an 8-year old "to do my duty to God and my country..." Watch the pride and loving care with which he handles the flag as he is taught to fold it. He may not fully understand all that it stands for, but someday he will... with help.

Observe him later as he stands tall, alert and proud in his kaki uniform as the flag is lowered at Scout camp- He is living everyday experiences as a good citizen and showing concern for the needs of others. He is growing and practicing the fundamentals of citizenship. All of this time he is under the friendly guidance and companionship of men who care about him.

Now he is grown tall... in high school... an Explorer Scout. He ponders the words of the Explorer Code. There is conviction in his voice as he says: "I will treasure my American heritage and will do all I can to preserve and enrich it."

And so this young American comes to manhood. He has grown through his Scouting experiences and though the influences of many men and women who have helped him. He has a job and a family and is making himself count in his community. He is a citizen of a great nation. He understands his heritage and cheerfully accepts his future obligations to all men.

### **CUB SCOUT Benediction**

And now may the *Great Master* of all Cub Scouts  
Guide and guard our footsteps  
Today, tomorrow,  
And for all the tomorrows to come.

### **I Made A Promise**

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

**Cub #1:** I made a promise... I said that whatever I did I would do the best I could.

**Cub #2:** I made a promise...to serve my God and my country the best I could.

**Cub #3:** I made a promise...to help other people the best I could.

**Cub #4:** I made a promise...to obey the Law of the Pack the best I could.

**Cub #5:** I have done my best, and I will do my best because I am the best... I am a Cub Scout.

**Den Leader:** Will everyone now join us in repeating the Cub Scout Promise.

## December 2009 Monthly Theme: "Works of Art"

December is a time of celebration and giving. This is a perfect month for involving friends in doing good deeds and creating holiday magic through art. Cub Scouts use their artistic abilities to create holiday decorations, gifts, or cards. This artwork might be put on display in nursing homes, in churches, schools, or homes, and at the pack meeting or at a meeting of the chartered organization. Boys can make cards and ornaments and share them with residents of a local nursing or retirement home, children's hospital, or community center and do a "Good Turn for America." Boys can discover different forms of art, write poems, attend a musical or performing art show, or visit a local art museum. Works of art can become gifts for family members. The Academic belt loop or pin in Art or Music could be worked on in conjunction with these projects.

Webelos Activity Badges: First year, Complete Craftsman; Second year, Start Scientist

### PRAYERS & POEMS FOR SCOUTERS

"I will hold Christmas in my heart, and try to keep it all the year." - Charles Dickens.

#### Now Hear this Lord

Before I lay me down to sleep  
And fall into a slumber deep  
Hear this little prayer of mine  
Hope it gets to you in time  
Bless those on land and sea and air  
Who fight for freedom here and there  
Send special blessings from above  
Protect them with your shield of love  
Return them safely, we humbly pray  
To the Land of the Free  
And the Home of the Brave

#### What Is A Leader?

L Learn, Listen, Laugh  
E Encourage, Educate, Enthuse  
A Assure, Accomplish, Accept  
D Direct, Devise, Develop  
E Explain, Envision, Evaluate  
R Recognize, Reach, Re-create

## A Prayer

Dear Father,

Be with us today as the little boys burst in for their important meeting. Be with each Cub, the one who jostles., the one who disappears with a book, the one who works so carefully. The one whose face is always smudged. I love them all and thank Thee for the privilege of knowing them in these years when each is so completely his honest self. Help me engage their wonderful enthusiasm in worthwhile projects which catch their imagination, for then all trouble ceases and we move ahead like a canoe in swift waters. I ask Thy blessing on their rumpled heads and pray that in some measure these meetings may help them grow to be their own best selves. Amen.

- Josephine Robertson

## A Fathers Prayer

Build me a son, O Lord, who will be strong enough to know when he is weak, and brave enough to face himself when he is afraid; one who will be proud and unbending in honest defeat, and humble and gentle in victory.

Build me a son whose wishbone will not be where his backbone should be; a son who will know Thee and know that to know himself is the foundation stone of knowledge.

Lead him, I pray, not in the paths of ease and comfort, but 'under the stress and spur of difficulties and challenges. Here let him learn to stand up in the storm; here let him learn compassion for those who fail.

Build me a son whose heart will be clear, whose goal will be high; a son who will master himself before he seeks to master other men; one who will learn to laugh, yet never forget how to weep; one who will reach into the future, yet never forget the past.

And after all these things are his, add, I pray, enough of a sense of humor so that he may always be serious, yet never take himself too seriously. Give him humility, so that he may always remember the simplicity of true greatness; the open mind of true wisdom; the meekness of true strength.

Then, I, his father, will dare to whisper, "I have not lived in vain".

Douglas MacArthur

## Don't Forget He's Just A Boy!

Get to understand the lad -  
He's not eager to be bad.  
If the night he always knew  
He would be as old as you  
Were he now exceeding wise,  
He'd be just about your size.  
When he does things that annoy  
Don't forget he's just a boy.  
Could he know and understand,  
He would not need a guiding hand.  
But he's not you and hasn't learned  
How life's corners' must be turned.  
Doesn't know from day to day  
There is more to life than play.  
More to face than selfish joy.  
Don't forget - he's just a boy.

Being just a boy he'll do  
Much you will not want him to.

## December 2009: "Works of Art"

He'll be careless of his ways,  
Have his disobedient days.  
Willful, wild and headstrong too,  
Things of value, he'll destroy,  
But reflect, he's just a boy.  
Just a boy who needs a friend -  
Patient, kindly, to the end.  
Needs a father who will show  
Him the things he wants to know.  
Take him with you when you walk  
Listen when he wants to talk.  
His companionship enjoy.  
Don't forget he's just a boy.  
-- Author Unknown

**"YOU CAN 'T NO MORE TEACH WHAT YOU AIN'T LEARNED THAN YOU CAN GO BACK TO WHERE YOU AIN'T BEEN".**

### **POSITION: Parent**

**Job Description:** Long term team players needed for challenging permanent work in an often chaotic environment. Candidates must possess excellent communication and organizational skills and be willing to work various hours, which will include evenings and weekends and frequent 24 hour shifts on call. Some overnight travel required, including trips to primitive camping sites on rainy weekends and endless sports tournaments in faraway cities. Travel expenses not reimbursed.

**Responsibilities:** This is for the rest of your life. Must be willing to be hated at least temporarily, until someone needs \$5 to go skating. Must be willing to bite tongue repeatedly. Also, must possess the physical stamina of a pack mule and be able to go from zero to 60 mph in three seconds flat in case, this time, the screams from the backyard are not someone just crying wolf. Must be willing to face stimulating technical challenges, such as small gadget repair, mysteriously sluggish toilets and stuck zippers. Must screen phone calls, maintain calendars and coordinate production of multiple homework and den projects. Must have ability to plan and organize social gatherings for clients of all ages and mental outlooks. Must be willing to be indispensable one minute, an embarrassment the next. Must handle assembly and product safety testing of a half million cheap, plastic toys and battery operated devices.

Must always hope for the best but be prepared for the worst. Must assume final, complete accountability for the quality of the end product.

Responsibilities also include floor maintenance and janitorial work throughout the facility.

#### **Possibility For Advancement And Promotion:**

Virtually none. Your job is to remain in the same position for years, without complaining, constantly retraining and updating your skills, so that those in your charge can ultimately surpass you.

**Previous Experience:** None required, unfortunately. On-the-job training offered on a continually exhausting basis.

**Wages And Compensation:** You pay them, offering frequent raises and bonuses. A balloon payment is due when they turn 18 because of the assumption that college will help them become financially independent. When you die, you give them whatever is left. The oddest thing about this reverse-salary scheme is that you actually enjoy it and wish you could only do more.

**Benefits:** While no health or dental insurance, no pension, no tuition reimbursement, no paid holidays and no stock options are offered, job supplies limitless opportunities for personal growth and free hugs for life if you play your cards right.



## The Key

The key to getting along with others is when you are wrong be easy to change and when you are right be easy to live with.

The key to the Cub Scout Program is FUN.

A key to teamwork. is remembering that Greater is he who gets ten men to work than he who does the work of ten men.

The key to success is to climb the ladder instead of sitting and waiting for the elevator.

The key to involvement is TRY IT - YOU'LL LIKE IT!

A key to Good Leadership is consideration.

A key to a smooth running pack is teamwork.

A key to the success of not becoming completely wrapped up in ones self is to remember that when that happens you are a very small package.

The key to character is to be yourself for character is what you do when no one is looking.

A key to being helpful to others is to remember that the important person is the other fellow, not yourself.  
(Balboa District Pow Wow)

**THE KEY TO A GOOD CUB SCOUT PROGRAM IS A TRAINED LEADER.**

## Survival Hints For Den Leaders

You can be a den leader and enjoy it. You've taken care of your own son for eight years and you're still fairly normal, so adding seven or eight more boys to the roost isn't all that hard. The first rule is - clothe yourself with optimism- grin a lot. And be prepared at least an hour before they're due to arrive, with everything you need in your meeting room. One enthusiast in the group always comes early.

Don't feel you're copping out if you use the Cub Scout Program Helps for games to play and projects to make. Scout headquarters has a lot of experience with this sort of thing, and you need all the help you can get.

As soon as the meeting opens, collect the dues, make announcements, and explain the day's project. You're not likely to get their undivided attention again.

Cub Scouts have little enthusiasm for the more worthless things in life and may refuse to waste their time on such stuff as table decorations that can't be played with later, on artificial flowers or on crepe paper things.

Good den leaders know where to look for supplies - they scour their basements, attics and trash barrels. Keep your projects simple. If you don't, you know who will be putting the finishing touches on 10 projects the night before your pack meeting.

Learn enough carpentry so that you know how to build a bird feeder or a wooden bank, Cub Scouts love to hammer, but your Den Dad should do most of the sawing in advance. Remember to be patient; keep 1-inch bandages on hand; decide what you'll do about unsavory words that might follow after the boys bang their fingers with a hammer a few times. Even if it's a birdhouse they have to paint, have them use a washable paint. And never leave the room full of Cub Scouts all alone with paint buckets.

If you've made something out of plaster of paris, check the crafts section on how to paint.

Cub Scouts love to wait their turn to use supplies or tools, it gives them time to explore your closets, to test each other's endurance to punches and pokes and leaves time for races and shouting contests. There are two ways to avoid this; get together with the other mothers and make up a den box. It should contain all those things nobody cares to own ten of, and use back dues to purchase other items, or better still get the boys to make all those toys the Cub Scout Literature gives patterns for.

Remember how the kindergarten teacher pinned notes on your son's shirt? He's too old for that now, so put the notes for home inside each Cub's pocket. Let a corner show so his, mother finds it before his shirt goes in the washer.

Always make it clear that everyone left in your house after the meeting must take a hot bath and then clean out your garage. This inspires the Cubs to have their mothers pick them up right after the meetings and saves you driving them home.

Den Leaders gain some very useful knowledge. They learn that their son is quite typical and normal. He even behaves better than some other boys. These Cubs you've gotten to know when you were a den leader will be around your house for years as your son grows up. Believe it or not, some of your dearest memories will be of them in their Cub Scout days.

## TIGER CUBS

### **Achievement 5 Let's Go Outdoors**

There is so much to do and learn outdoors! You can have fun exploring nature and looking at trees, flowers, and animals. You can walk, run, play games, and ride a bike. It's even fun to sit outside!

### **Achievement 5 Family activity**

You can listen to a weather report on the radio or television. But it's more fun to tell what the weather is like by going outside and using your five senses to observe what the weather for yourself. Your five senses are seeing, hearing, smelling, tasting, and touching. Some people can't use all five senses fully, such as people who are sight impaired or hearing impaired. Often, people who can't use one of their senses have learned to use their other four senses very well.

5F Go outside and observe the weather. Use your senses to help you describe what the weather is like.

What do you see? Is it sunny? Is it dark? Do you see stars, clouds, sunshine, rain, or a rainbow? What do you hear? Do you hear thunder, rain, or the blowing wind? Maybe you hear traffic noise, children playing, or birds singing. How does the weather affect noises like these? What do you smell? Do you smell flowers or freshly cut grass? Maybe you smell the aroma of someone cooking or the odor of farm animals. The air and wind bring these smells to your nose.

What do you taste? If the wind is blowing across a dusty place, you may get dust in your mouth. Does the air taste like dirt? Does it taste like salt? What can you feel? Is it cold or warm? Do you feel the wind blowing? Do you feel rain or snow?

### **Achievement 5 Den Activity**

Many trees and bushes have leaves that turn colors and fall to the ground in autumn. Some trees have needles that stay on all year long. You may live in a place where cacti grow. Cacti have spines or scales instead of leaves. Go outdoors with your adult partner and collect some leaves or needles to take to your den meeting for this activity. Be sure to collect only fallen leavers, or get the permission of an adult before removing a live part of a tree or bush.

5D With a crayon or colored pencil and a piece of paper, make a leaf rubbing.

Materials: writing paper, leaves, crayons

Place a leaf, vein side up, on a smooth surface, and cover it with a piece of thin writing paper. Hold the paper firmly in position and gently rub the crayon over it. The crayon strokes should all be in the same direction and with just enough pressure to bring out the details of the leaf.

The finished design can be displayed in your home, decorated and framed. Your leaf rubbings can also be made into greeting cards or given as a gift.

### **Achievement 5 Go and See It**

Walking is great exercise, and it's fun to be outdoors. When you walk, you see more things in the outdoors than you would if you went by fast on a bicycle, or in a car or bus.

### **5G Take a hike.**

Your den may go to a special outdoor place for a hike, or you may take a simple walk in your neighborhood. Wherever you go, it's fun to be outdoors!

## Electives

### 1- How do you celebrate?

Celebrating is a way of making an event or occasion special. Families celebrate different kinds of things in different ways. Many families celebrate religious holidays, cultural holidays, national holidays, birthdays, anniversaries, and special events. Families can also celebrate things like good news, successful days at work or school, the arrival of a new pet, the first snow, the change of season, moving to a new home, or a visit from someone they have not seen in a long time.

Have each boy in the den think of one time when his family celebrated, and tell the den about it, and how it made him feel. Tiger Cubs can draw or bring a picture or some other items to show. See how many different kinds of celebrations your den can think of!

### 2- Making decorations

Every day is special, but some days are extra-special! We see decorations at holiday times. Sometimes we decorate for a change of season or when something special happens. It's fun to make decorations for ourselves and for others.

Make a decoration with your family or your den and display it or give it to someone as a gift.

#### Snowflakes

It's fun to make snowflakes in the wintertime, even if you don't have any snow where you live. Your snowflakes will be different from the ones the other Tiger Cubs make. In nature, no two snowflakes are alike. Each one is different—just like yours are all different!

Fold a paper coffee filter in half 3 times. Cut shapes in the sides, being careful not to cut all the way to the other side. Open the filter up and you have a snowflake!

## Tiger Track Induction Ceremony

Before the meeting, the new Tiger Cub instant recognition kits are prepared.

At the appropriate time, the Cubmaster asks all the new Tiger Cubs and their adult partners to line up with the boys in front.

**Cubmaster:** When a boy becomes a Tiger Cub, he is just beginning a trail that will lead him through Cub Scouting and into Boy Scouting. This Tiger Cub Belt Totem (hold up) is a symbol of the first part of that trail, the Tiger Cub trail, one that you will walk with your adult partner during the coming year as you search, discover, and share the world around you. Tonight I would like to present to each of you this totem to wear on your belt. It is to remind you of all the fun you will have while working on the Tiger Badge this year with your partner.

Please present the Cub Scout sign and repeat the Tiger Cub motto with me:

"Search, Discover, Share"

Tigers, "Cub Scout Salute."

I welcome all of you to the adventure of Tiger Cubs!

Cubmaster may now lead the pack in a Tiger "spelldown".

Give me a T----(audience yells T!)

Give me an I----(I!)

Give me a G----(G!)

Give me an E---(E!)

Give me an R---(R!)

What's that spell?----- (Tigers!)

What's that spell?----- (Tigers!)

What do they say?----(R-o-a-r!)

## December 2009: "Works of Art"

I just started using these at Roundtable to recognize attendance and other activities. I picked up the ingredients Michael's here in Toledo. I understand that it's a national chain, so you can probably find the same items.

You need: large buttons in a variety of colors, one per person they're about 1 1/4" with 4 holes for sewing at Michaels, they come in two varieties one pack has bright colors (blue, red, etc.) the other has more muted colors (tan, brown, etc.) lots of shiny pony beads (instead of the usual pony beads) the shiny ones also come in heart and star shapes a spool of leather thong

The thong is better than the usual plastic craft strip because of the size of the holes on the buttons. Craft strip doesn't stay in place as well on my buttons, but if you find buttons with smaller holes, it would probably be fine.

Thread leather thong through the top two holes from the back. Leave some loose at the back; the loop can be small to use as a neckerchief slide or larger to slide over a belt. Then thread the left end through the lower right hole to the back and thread the right one through the lower left. Slide beads on the thongs and knot the ends to hold them in place.

For Roundtable, I also found the square beads with letters on them. I have the adults put their initials or a short version of their name on one side and their "awards" on the other side. They get the round beads for attendance and stars for bringing new attendees to Roundtable. I have the hearts, too, but haven't decided on award criteria yet.

For Tigers, you could use all three shapes, too. Perhaps a heart for Family, star for Den and round for Go See It? That would be easier than buying packs with lots of colors and having to sort out only the colors you need.

I used orange Fun Foam and cut out a paw shape in orange. I added black paw pads. On the back, you can add a belt loop with a strap of fun foam: (either use the small grommets that are available at a stamping place or staple in place) I put a few small holes with a small hole punch in the bottom of the pad. I strung black plastic lace through for the beads. I used pony beads in orange, black and white. Each Tiger gets a paw (and their are cheaper). Lasts the whole year.

## Pack Meeting Gathering Activities

### Kim's Christmas Game

Make up a tray of about 15 - 25 different Christmas items. Let each family look at the tray for about 2 minutes. Give them a sheet on which to write down their answers. Give the winners Candy Canes.

## OPENING CEREMONIES

### Opening

Five to mime uniformed Cub Scouts line up at the front of the room and hold up cards spelling out the word CHRISTMAS. Each boy shows his card as he speaks:

- C** - was the child in the manger asleep
- H** - was the herder that guarded the sheep
- R** - was the room in the stable that day
- I** - was the Innkeeper letting them stay
- S** - was the star that led three by its light
- T** - was the tiding of joy brought that night

## December 2009: "Works of Art"

**M** - was the mother, whom Joseph stood near

**A** - was the angel, whose message was clear

**S** - was the song that the angels sang then, of peace on earth and good will toward men.

Please join together in singing "Silent Night."

### Opening

Light Christmas tree. Cubmaster says: "Cub Scouts, isn't that a beautiful tree? It's bright and colorful, like the joyous seasons of Christmas and Hanukkah. And we all had a part in making it so beautiful. When all Cub Scouts work together and do their best, the result is always something fine like this tree. Let's remember that as we repeat the Cub Scout promise." (lead promise)

### Follow, Helps, Gives

**Cub 1:** A Cub Scout Follows Akela

He always does his best

To be helpful, kind and giving

And as a citizen pass the test.

**Cub 2:** A Cub tries to Help others

In some way every day

At home, at school, anytime

And in any helpful way.

**Cub 3:** A Cub Scout Gives to others

His talents, time and goodwill

He shares, he cares, he is happy

And makes others happier still.

**Cub 4:** A Cub Scout is a special person

Who Follow, Helps, and Gives

He sets a good example

As he touches many lives.

**Cub 5:** He is growing, learning, trying

To be the best he can

As he follows, helps and gives

He learns to be a special man.

**Cub 6:** He is and always will be

A Super Leader

When he follows, helps and gives.

Please follow me in the Pledge of Allegiance.

## AUDIENCE PARTICIPATION

### Why Santa Has A Beard

**Santa,** (Holds hands on stomach while saying HO-HO-HO)

**North Pole:** (Fold arms, holding self while saying "BRR-R-R')

**Sleigh:** (Wave right arm once while saying 'SWOOSH-H-H)

**Workshop:** (Cover ears while saying "BANG, BANG, CLATTER,CLATTER)

You've all heard many stories about **Santa** and his **Workshop** at the **North Pole**. You have also heard stories about his **Sleigh** and reindeer. But there is a story about **Santa** that very few people know, so if you listen very closely, I'll tell you about how **Santa** decided to grow a beard.

Everyone knows the weather is very, very cold at the **North Pole** where **Santa** has his **Workshop**. He works very hard throughout the year with his little elves, making toys for his Christmas Eve visit. Like everyone else, **Santa** needs relaxation, and a chance to get away from it all. His way to relax is to take a leisurely ride in his **Sleigh**.

With such cold weather at the **North Pole**, **Santa** always had to bundle up tightly before taking a **Sleigh** ride. Once he forgot to wrap his heavy wool scarf around his face while he went **Sleigh** riding. When **Santa** returned from his **Sleigh** ride and walked into the **Workshop** where Mrs. Claus and the elves were happily working, he had icicles hanging down the sides of his face and chin, just like a beard.

When Mrs. Claus looked up and saw him, she squealed with delight, "Why **Santa** you look absolutely marvelous with your sparkling white icicle beard." Well, when **Santa** saw how much this please Mrs. Claus, he was very flattered and decided right then and there to grow a long, flowing white beard and mustache. And that is what he did.

By doing this **Santa** caused two things to happen. He made himself so handsome that whenever Mrs. Claus passed him by at the **North Pole Workshop**, she gave him a big smile. This made **Santa** blush so much, that to this day, he is still blushing. That's why his cheeks always look rosy. And now he doesn't have to wrap a scarf around his face when he goes **Sleigh** riding at the **North Pole**. Mrs. Claus has even started going on **Sleigh** rides with **Santa** because she is so very happy that he grew his beard.

### Audience Participation

Leader reads and audience acts accordingly

Santa Claus stood up, stretching his arms out wide;

First he looked to his left and then to his right side.

He bent down and wiped off' his boots so shiny.

Then he turned around to see his behiny.

But he couldn't see it, alas and alack,

So he then turned right back.

Then feeling relaxed, he stomped his feet

And then sat down again in his seat. (J. Newell)

## ADVANCEMENT CEREMONIES

### Christmas Advancement Ceremony

Preparation: Have a Christmas tree with various colored lights. (This can be a cardboard tree with holes for the lights.) The bulbs should be unscrewed slightly so that they can be easily turned on at the proper time.

Cubmaster: As we look at our tree this evening, we see that it is dark, with only one light on. (Screw in top light.) This is the light which represents the Webelos Arrow of Light Award.

Let us see if there are boys here tonight who can help light the way to the top of the tree, to the highest rank in Cub Scouting.

The first step along the Cub Scout trail is the BOBCAT. (Turn on light at the bottom. If there are any Bobcats to be inducted do it here.)

Once a boy has achieved this honor, he is ready to climb. There are 12 achievements to completed for the rank of Wolf. Some of these require knowledge of the United States flag, of keeping strong, of safety and

## December 2009: "Works of Art"

being useful to the family. The following boys have completed these requirements: (Call them forward--and any boys who have earned any arrow points.)

Thank you boys. We are now able to turn on the light representing the Wolf rank. (Turn on next light.)

As the boy grows older and stronger, he is able to climb higher. But just as it is a little more difficult to climb the upper branches of a tree, so the achievements are a little more difficult for the Bear rank. (Call forward any boys receiving Bear and Bear arrow points.)

These boys have helped us light our tree, but it is still not quite as it might be. Since they have received help from their parents and leaders, let us turn on a light for them, too. (Turn on another light.)

Now the boys have reached 4th grade or 5th grade and have more climbing to do. This last climb will bring them to the top of the tree and the coveted Arrow of Light. To reach there they must attain the Webelos Award. In order to reach the Webelos Award they must first earn activity badges. (Call forward Webelos who have earned their various activity badges.)

Thank you boys as you have learned throughout Cub Scouting you have helped to make the world brighter. (Turn on another light.) And now the boys who have earned their Webelos badge and have

begun to learn what Scouting really is. (Call these boys forward) (Light the next light)

Now our tree is complete. As you have seen, it has taken boys plus parents and leaders to complete it. With the same effort you have shown before, keep working for the highest rank in Cub Scouting. Congratulations to you and your parents for the fine work you have done.

## GAMES

### Den Dog Team Race

One boy in each den is the driver; the others are Huskies. Give the driver a three-by-three foot piece of corrugated cardboard for a sled and each Husky a four-foot length of rope. Allow den chiefs one minute to make sure their Huskies know how to tie a square knot. On signal, the Huskies tie their ropes together. The driver holds one end of the rope with one hand and his "sled" with the other as he is pulled to a finish line 30 or more feet away.

### Clap a Song

The first player claps the rhythm of a well-known Christmas carol or other holiday tune. The others try to guess what the song is. When a player guesses correctly, he becomes the new clapper.

### Balloon Round Up

**Supplies:** You will need a large barrel or box and one balloon for each Cub Scout. Each den has balloons of a different color from every other den. The barrel must be too small to hold all the balloons.

Place the barrel in the center of the playing area and line up equal numbers of Cub Scout by dens on opposite sides of the room. On signal, the boys put one hand behind their backs and with the other hand, try to tap the balloons in the air and into the barrel. When the barrel is full, stop the game and count the balloons in the barrel by color. The winning den is the one that got the most balloons into the barrel.

### Snowshoe Relay Races

Cut snowshoes out of a corrugated box, punch holes in center and insert laces to hold snowshoes on. Cub Scouts choose sides and leader puts on shoes. On "Go" each leader mashes up to and around a chair at a distance and returns to starting place where he sheds the shoes. Next player puts them on and takes off. Team finishing first wins.

## SONGS

### Presents

(Tune: Rudolph)

Present are being hidden  
I'm as curious as can be  
I want to find out somehow  
If some of them might be for me  
Everywhere I have been searching  
I have looked both high and low  
Then one day I realized  
What I was doing wrong.  
I need to start being good  
And sharing all day long  
I knew then I needn't worry  
Santa just would not forget  
And I shall be very happy  
By giving more than I shall get.

### Christmas Spirit

(Tune: Silent Night)

God is night, stars are bright.  
Leaders and Cubs stand in the light.  
Singing carols to family and friends  
Spreading joy that never ends.  
Sweet their voices ringing  
Christmas spirit to share.

### Cub Scout Christmas

(Tune: White Christmas)

I'm dreaming of a Cub Scout Christmas  
Where Cub Scout pants are given me  
Then my eyes will water  
Tho' they hadn't oughter  
When a belt to hold them I will see  
I'm dreaming of a shirt to hold badges  
With a neckerchief and Cub Scout slide  
Or a pocket knife, to last for life  
Making my smile a mile wide.



## Cub Scout Days

(Tune - O Christmas Tree)

O Cub Scout day, O Cub Scout days  
They are my fondest memories.  
O Cub Scout day, O Cub Scout days  
How filled you were with fun.  
Den leaders led with love and care  
Cubmasters the awards did share.  
O Cub Scout days, O Cub Scout days  
Start me on my way to Eagle.

## Santa's Coming 'Round the World

Tune: "Are You Sleeping"

Santa's coming, Santa's Coming,  
Round the worlds, round the world;  
He has many faces;  
Seen in many places;  
Santa Claus, Santa Claus,  
Santa's comings. Santa's coming,  
Round the world round the world;  
In France his Father Christmas  
Who fills the childrens' wishes;  
Santa Claus, Santa Claus  
Santa's coming, Santa's coming,  
Round the world, round the world;  
A Belgium child leaves carrots bunched  
For Nicholas' horse to munch;  
Santa Claus, Santa Claus,  
Santa's coming, Santa's coming,  
Round the world, round the world;  
No matter what his face or name,  
Goodwill is still the same  
Santa Claus, Santa Claus

## In The Good Old Wintertime

Tune: "In the Good Old Summertime"

In the good old wintertime,  
In the good old wintertime,  
I love the snow, the rain, the sleet,  
This season you can't beat.  
I'm frozen in, I'm frozen out It is without a doubt,  
The coldest time of all the clime,  
In the good old wintertime.

## Christmas Time

Tune: "Jingle Bells"

School is out, we won't pout  
Cubs shout "Hip-hurray."  
Something special's coming soon,  
And it is Christmas day,  
Wrap the gifts, trim the tree,  
Mind your mom and dad.  
You'll get presents if you do,  
Boy, won't we be glad?

## Christmastime

(Tune, Jingle Bells)  
School is out, we won't pout,  
Cub Scouts shout "Hip-hurray".  
Something special's coming soon,  
And it's Christmas Day.  
Wrap the gifts trim the tree,  
Mind you Mom and Dad.  
You'll get presents if you do,  
Boy, won't be all be glad?!

## SKITS

### Reindeer Game

**Announcer** (bursting with enthusiasm): Good evening, ladies and gentlemen, and welcome to our program. Tonight, some lucky member of our audience will win \$10,000.00 - if he correctly answers our skill testing question! (Scans the audience and picks out the planted helper). You, sir, would you like a chance at this great prize?

**Helper** : Oh, yes, sir! (Leaves the audience and joins the announcer on the stage)

**Announcer**: Tonight our questions is: "Name two of Santa's reindeer!" You have 10 seconds to think about it. No help from the audience, please. (Buzzer sounds) Time's up! Now, give me one of the two reindeer names.

**Helper** Would one be Rudolph?

**Announcer** (jumping with joy) Yes! That's absolutely correct! You are half way to \$10,000! Now, can you give me one more name?

**Helper** (Thinks and scratches his head) Well; how about Olive?

**Announcer** (Groans): Olive! Whoever heard of a reindeer named Olive?

**Helper** Well, they sing about her in the song about Rudolph. You know it, we've all heard them. They sing "Olive the other reindeer!"

## Meaning of Happy

**Actors:** 5 persons.

**Costumes:** none.

**Props:** 5 cards each with one letter

**H** - H is for holidays that come this time of season.

**A** - A is for appreciation. We appreciate the giving.

**P** - P is for peace that we all should work for.

**P** - P is for people with loving ways.

**Y** - Y is for yuletide and happy holidays.

## A Holiday Recipe

The scene opens with a Chief Cook and his helpers busily cooking something in a large kettle. They can be dressed as cooks in old white shirts and white construction paper hats, or as elves in tunics made from grocery bags and painted. Each should have a large spoon for "tasting". There should be a number of labeled containers visible. These may be empty cereal boxes or cans covered with paper or painted and labeled "Worship", "Love", "Family", "Friends", "Tree", "Gifts", etc. Let the boys suggest the "ingredients". The Chief Cook can use a "recipe card" which is really the script.

**CHIEF:** (Thoughtfully) Let's see, I think we should start with the most important ingredient. It is so often left for last and forgotten. Charles, bring me "Worship". (Charles does so) Let us use the greatest care in adding this. (They pour in very seriously and carefully).

Now, Abe, bring me the "Love". This is what holds the entire result together. (Helper Abe brings the "Love", which is added.)

**Assistant Baker:** Do we need both "Family" and "Friends", Sir? (He brings the two containers)

**CHIEF:** It would be allright with one or the other, but it's much better with both! Pour them in! (Assistant Baker enthusiastically adds them.)

**ABE:** (carrying "Gifts" container) Should we add the "Gifts" now?

**CHIEF:** (laughing) Oh ho! Those can be added any time! Some people think they come first! Go ahead. (Abe pours them in. The Chief Cook stirs the mixture and tastes it.) Hmmm. It lacks something. It isn't spicy enough. (The helpers all take a taste with their spoons.)

**Charles:** I know! We have forgotten the tree.!

**CHIEF:** Exactly! That always adds flavor. (Again he stirs, and again they all taste,) It still isn't right! (As they stand, thoughtfully tasting, Edmund enters) -

**Edmund:** What are you making?

**OTHERS:** It's a secret.!

**Edmund:** Please tell me!

**CHIEF:** Oh, allright. (He whispers into Edmund's ear) But it just isn't coming out the way it should!

**Edmund:** Here, let me taste it. (He does so, thinks a minute, then realizes what is needed.) I know just what it needs and where to get it. I'll be right back! (He dashes off stage and is back in a moment with a Cub Scout who is carrying an enormous box labeled "Good Will") It needs a lot of "Good Will" and Cubs always have a lot of that!

**CHIEF:** That's it exactly! Come on, boys, let's see if this doesn't do the trick! (They all help lift and pour. They stir and taste it.) Perfect! Let's serve it right now! (He reaches into the kettle and pulls out a long, folded paper banner. The helpers take their places in line, holding the banner for the audience to see as the Chief Cook pulls it out, It reads, "THE HAPPIEST CHRISTMAS EVER.")

**ALL:** Merry Christmas, everybody!

(This dialogue is merely a suggestion; might also be used as a pantomime with good results. The skit is so much a pantomime that the dialogue is secondary. It can really be "hammed-up" during the tasting scenes.

## CUB GRUB - Fun Food

### Snowman Soup

#### **Ingredients**

- 1 package hot chocolate mix
- 3 Hershey Kisses
- 15 (or so) marshmallows
- 1 candy cane

"Put items in colored plastic wrap"

The Poem: Put on paper and give with items in a mug

Was told you've been real good this year  
Always glad to hear it  
With freezing weather drawing near  
You'll need to warm the spirit  
So here's a little Snowman Soup  
Complete with stirring stick  
Add hot water, sip it slow  
It's sure to do the trick!

### Hot Spiced Cider

#### **Ingredients**

- 1 quart cider
- 1/2 cup brown sugar
- 1/2 Tablespoon whole cloves
- 1 small cinnamon stick
- 1/8 teaspoon salt

Put spices in large non-aluminum kettle with cider and sugar. Take out the spices before serving. Mix together and simmer 20 to 30 minutes. Serve hot.

### Red-Nosed Reindeer Sandwiches

#### **Ingredients**

- 2 slices whole wheat bread
- peanut butter
- strawberry jam
- 12 pretzel sticks
- 4 raisins
- 2 cherry halves, drained

Spread the peanut butter on one side of a slice of bread. Spread the jam on the other slice of bread. Put the slices of bread together to make a sandwich. Cut the sandwich in half diagonally. Create two reindeer sandwiches using raisins for eyes. Pretzels for antlers and the cherry halves for the nose.

## Chocolate Christmas Logs

### Ingredients

- 2 tablespoons butter/margarine, softened
- $\frac{1}{2}$  cup light corn syrup
- 2 squares unsweetened chocolate, melted
- 1-teaspoon vanilla
- $\frac{3}{4}$  cup powdered milk
- 3 cups powdered sugar

In a medium bowl, mix the first four ingredients together. In a small bowl., stir the milk and sugar together. With clean hands, knead it into the chocolate mixture until well blended and smooth. Roll the mixture into four long logs. Cut each log into several short ones. To store, wrap in waxed paper and place in the refrigerator.

## Fudge

### Ingredients:

- 6 cups sugar
- 1 1/2 cups butter
- 1 large can evaporated milk
- 2 packages chocolate chips (personal favorite—milk chocolate chips)
- 1 jar marshmallow cream
- 1 cup nuts

Cook in heavy pan until boiling, boil 10 minutes, stirring all the time. Take off burner and add chips, marshmallow cream and nuts, make sure you mix well, pour into 9 x 13 buttered pan. It will make 6 pounds.

## PACK & DEN ACTIVITIES

### Neckerchief Slides

#### Christmas Tree

Use a small piece of artificial tree, wreath, or garland. Cut a 2 or 3 inch length. Attach a ring like PVC pipe, or Chenille stick twisted around the tree. Add glitter, sequins, or other trim to the tree.

#### Santa's Stocking

Cut stocking out of heavy cardboard. Cut teddy bear out of cardboard or poster board. Cover teddy bear with black felt. Add wiggly eyes. Cut red fur or felt slightly larger than cardboard. On front, glue red fur (or felt to cardboard. Glue teddy bear to top of sock. Add white fur. Attach a ring to the back.

#### Christmas Gift

This can be made from plaster, wood, or small cardboard box. (I have even used thick Styrofoam—Baloo). Paint the gift any color, solid or add designs. Then tie on some yarn for the ribbon, or use ribbon. Glue in place if needed. Add ring to the back. If you use Styrofoam, can wrap it in Christmas paper.

### Cub Scout Scavenger Hunt

#### Find And Bring Back:

1. A stick shaped like a letter of the alphabet
2. Something slippery
3. Leaves from four different types of trees
4. Something rough
5. A rock the size of your fist
6. Something prickly

## December 2009: "Works of Art"

7. Evidence of an insect
8. Something colorful
9. A plant seed
10. Something smooth
11. A piece of litter
12. Something that starts with the letter D
13. A feather
14. Something that is found as a pair
15. Something interesting
16. Objects can be used for more than one category. Be creative, extra points if no other group brings back the same object. Be prepared to tell why your Item #15 is interesting. Work as a team, stay with a buddy. Hopefully, you can distribute this and others will use it as well.

### Mini Beaded Indian Headdress Neckerchief Slide

#### Materials:

- 15 small safety pins
- 92 "E" beads
- 14 6mm round beads
- 2 pieces of wire 10" and 6"
- 2 - 3/4 " antique silver feathers

#### Equipment:

- Small pliers
- Needle nose pliers

#### Directions:

1. String "E" beads on pin in desired pattern. Do all the pins the same way. Each pin will represent a feather - Keep this in mind when choosing colors and pattern.
2. . Pinch head of pins closed, so that they don't open while wearing. IMPORTANT SAFETY FEATURE!
3. String 6mm beads and heads of pins on wire. Start with a pin and bend up about 1 1/2" of wire and wrap around itself to keep on. Alternate with beads and finish with pin. Leave tail of wire about 1 1/2" long and wrap it around itself like in the beginning.
4. Make small loop onto smaller piece of wire and place feather in loop. Place "e" bead onto wire. String the other end of the safety pins on wire, adjust and space. Place another "e" bead on wire and clip wire to about 1/4" long and make small loop and place other feather on.
5. Take tail left on end clip to appropriate length and make loop on end. Clip other side to length and make loop that goes through the first loop.

This headdress can be made larger by changing the size of the safety pins and adjusting the size of the beads.

### Egg Carton Christmas Tree

#### Materials:

- Cardboard
- 3 egg cartons
- stapler
- silver garland
- small Christmas balls
- ribbon

Cut a base from cardboard following measurements shown, staple egg carton balls bottom up to cardboard.

Place silver garland around edges and in between egg carton balls. Staple a bow to either side of stem. Glue small ornaments on between egg carton balls. Match color of ribbon, and ornaments to color of egg cartons.

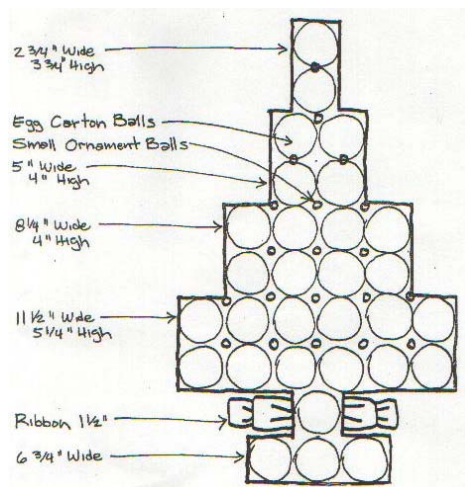
## Christmas Bell Corsage

### Materials:

- 3 small "Coffee Whitener" cups
- 3 pieces small wire 5" long
- 3 small beads
- Ribbon or yarn for bow
- Spray paint
- Floral Tape (optional)

Set cups up side down on masking tape to spray with paint. Using a Tapestry or Darning needle, punch a hole in center bottom of each cup. Run wire through bead and twist tack around self to hold beads. Measure 1 inch from tip of bead and crimp or knot wires. Run wire from inside cup through bottom of cup (top of bell). Make three of these bells, twist the three wires together and tie on a bow.

Floral Tape may used to wrap wires after leaving -top of "bell" and to cover sharp ends of wire



## "COOL WHIP" Snowman

### Materials

- 2 small cool whip containers with lids
- 2 medium containers with lids
- Black Electrical Tape
- 5 gold sequins
- 2 - 17 mm moveable eyes
- 1 cotton ball for top of hat
- red felt
- black felt

Crochet scarf and earmuffs or cut from scraps of fabric. Place lids on all containers. Spray one small one with black paint. When paints dry, glue two small containers together lid to lid. Repeat with medium containers. Glue bottom of small white container to bottom of a medium container. Place electrical tape around containers where lids fit together. Glue features in place as pictured. Glue a gold sequin in center of each button. Glue earmuffs to sides of head and tie scarf around neck.

## Coffee Can Stilts

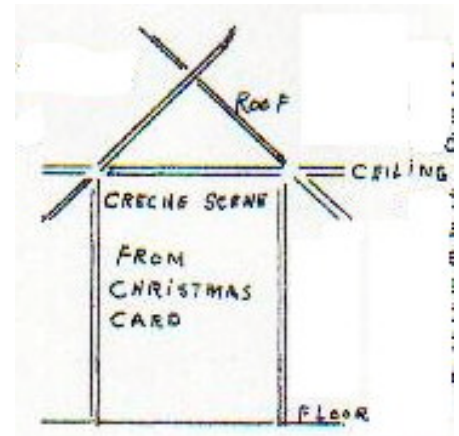
You need two large coffee cans. Clean and dry them. Get your Den Leader to help you make two holes in the can, one on one side and then one on the other. Then you do the same with the second can.

Run the end of a rope into one hole and then the other end through the other hole on one of the cans. Get help to measure how long the rope should be according to how tall you are while your standing on the can. After you have the length you need tie the two loose ends together inside the can. Cut off any excess rope. Repeat for other can. Now you have stilts to walk around on. Lots of fun.

## Toothpick Creche

- 20 Round toothpicks
- Creche scene from Christmas card
- Yarn, Braid, etc., for hanger
- Glue

Glue a toothpick on each side of picture. Then glue one for each side of roof. Follow with one for ceiling and one for floor. Repeat this sequence until there are toothpicks 3 deep all around; then add one more to each side of roof. When dry fasten yarn hanger at top.



## Ideas For Den Leaders And Packs

Program Helps give an abundance of ideas for a full month's program but for those times that nothing seems to fit, check over this list.

- Backyard cookout
- Den uniform inspection
- Indoor track meet(see games books)
- Visit a newspaper office
- Visit a zoo
- Kickball game using rag ball
- Visit a farm
- Den bowling tournament
- Dads take den to sporting event
- Ice or roller-skating
- Dad with interesting job tells about it.
- Dad with hobby tells and displays
- Work on achievements boys need
- Treasure or scavenger hunt
- Paper airplane contest
- Marble shooting contest
- Safety inspection of boys' bikes
- Pet exhibit (each brings a pet)
- Handicraft-beads, belts, etc.
- Scrambled word game (Cub words)
- Coin collector show coins
- Make games, ring toss etc.
- Use Pinewood Derby cars on floor



## December 2009: "Works of Art"

- Make place mats of Christmas cards
- High School athlete tells about his sport
- Visit an historical spot
- Have an Explorer tell about a trip to Philmont
- Visit a weather station
- Collect and mount leaves
- Collect and make leaf prints
- Trip to museum
- Trip to fire station (make appt)
- Visit railroad station
- Visit police station (make appt)
- Night meeting to study stars
- Have a song fest
- Each Cub make a model
- Visit radio station
- Visit telephone company
- Visit elderly folks' home, sing or play games
- Cubs put on den meeting for parents
- Have a game day
- Have a Lifeguard explain water safety.
- Visit different churches and look at the colored windows
- Entertain little brothers with a party.
- Service project for sponsor
- Design new closing ceremony
- Visit library (each boy gets card, takes out a book)
- Boys mix, bake, eat cookies
- Look at things with microscope
- Magic Day - each Cub does a magic trick
- Judge weights, heights
- Play charades
- Make a den doodle
- Postman tells of his work
- Develop new den skits
- Tour two blocks to look for safety hazards and correct one
- Make holiday costumes
- Plant a garden
- Make something of paper mache
- Make den scrapbook
- Plan future den activities
- Ball game with another den
- Boys bring their collections
- Stamp collector shows stamps
- Build a den equipment box
- Make collage of old Christmas cards
- Joke telling-Pick best by vote
- Fishing for prizes
- Visit a civic building for tour
- Ask a Scout to tell about a trip to Jamboree

## December 2009: "Works of Art"

- Make mother's day gifts
- Make Christmas gifts
- Make grandparent's day cards
- Make Father's Day gifts
- Visit planetarium
- Visit a local factory
- Without a watch, each Cub tries to walk around block in an exact number of minutes.
- Learn to swim with dads'
- Help make things for sick children in hospital
- Visit an airport
- Make tray favors for elderly
- Plan some new openings
- Go on a hike for a purpose (how many trees, birds, etc.)
- I'd rather \_\_\_\_\_
- Make popcorn balls and eat them.

## STUNTS & APPLAUSES

**Goodbye Santa Applause:** Pretend to throw a pack onto your back and say, "Merry Christmas to all and to all a good night."

**Frozen Cub:** Wrap arms around to keep warm and say "Brrr."

**Rudolph:** Cup hands over nose, open and close while saying "Blink, blink, blink."

**Santa Cub:** Put hands on belly, lean back slightly while saying "Ho, ho, ho. Merry Cubbing."

**Christmas Bells:** Pretend to hold a bell rope, then the left side of the audience to say "DING" on the downstroke and the other side of the audience to say "DONG" on the upstroke. Repeat three times.

**Jack in the box:** Unwrap the package, open the lid, and say, "Boing."

**Snowball:** Make a snowball, throw it and yell, "Splaatt."

**When is a boat like a pile of snow?**

When it is adrift.

**What is red, white, and blue?**

A sad candy cane.

**Why did Santa only take seven reindeer on Christmas Eve?**

Comet had to stay home and clean the sink.

## CLOSING CEREMONIES

### Closing

In the season of happy days,  
I'd like you to keep in mind  
the recipe for a wonderful  
day — it works all year 'round.  
Recipe for a Wonderful Day  
1 cup friendly words

## December 2009: "Works of Art"

2 heaping cups understanding  
2 cups milk of human kindness  
2 heaping tablespoons of time and patience  
1 dash gentle humor  
1 pinch spice of life  
1 drop warm personality  
Measure words carefully;  
add cups of understanding  
to milk of human kindness.  
Sift together three times to  
make a smooth paste, cook  
with gas on the front burner.  
Keep temperature low so  
it never boils over, Season  
with gentle humor, warm  
personality and spice of  
life. Serve in individual  
molds. Works best with a  
good mixer.

### Closing

**Arrangement.:** Nine Cub Scouts come onstage, one by one; each carrying a large cardboard letter. As he speaks his lines, he holds up his letter, which ultimately spells out the word **Christmas**.

**C** - C is for candles, we burn of Christmas night

To gladden weary travelers with their light so bright.

**H** - H is for happiest; the happiest time of year;

It's jolly, gay old Christmas time, with all its mirth and cheer.

**R** - R is for ring; we ring the Christmas bell

All the Christmas gladness, the world to tell.

**I** - I is for the infant who lay in a manger

Little Lord Jesus, a dear little stranger.

**S** - S is for shepherds who kept their flocks by night;

And heard the angels singing, and saw a wondrous light.

**T** - T is for tree, all green and gold and red,

We see it Christmas morning when we jump out of bed.

**M** - M is for the mistletoe we hang at Christmas time;

In merry wreaths, when candles burn and Christmas bells chime.

**A** - A is for all; to all men we wish cheer,

Joy and gladness, love and hope, for Christmas time is here.

**S** - S is for the star that shone on Christmas night,

Star and candle, bell and wreath, all make our Christmas bright.

## January 2009 Monthly Theme: "POWER UP!"

Boys explore the science of energy through solar, electrical, and wind power and how this energy is used in their everyday lives. They can explore different ways to conserve energy and protect the world we live in. Work on the Science or Weather belt loop and pin. Boys can invite friends to join in the pinewood derby and discover the power behind those little cars. What types of things are powered up by the flip of a switch? A field trip to the local water works or power plant might be part of the den's monthly plan. Finish up the month with a real power-packed pack meeting. The boys can power up by being physically fit and working on the Physical Fitness belt loop and pin.

Webelos Activity Badges: First year, Fitness; Second year, Complete Scientist

### PRAYERS & POEMS FOR SCOUTERS

#### Show him the Rainbow

Show him the rainbows for rainbows don't wait  
And soon he's all grown up, too soon it's too late.  
Rainbows and Childhood too soon disappear  
Like an Illusion, you thought they were here

Someday a rainbow may be hard to find  
And childhood and rainbows will be hard to find  
Like ripples on water they soon fade away  
Then what will become of the plans you have made?

So take time to show him the wonderful things  
Like snowflakes and dewdrops and butterfly wings  
Show him the moonbeams that shine down at night  
A sky full of starlight all twinkling at night

Soon you'll discover some treasures can't wait  
So show him the rainbow before it's too late  
Yes, show him the rainbow while he is still small  
Or soon you will find there is no rainbow at all.

-- Adapted from JoAnn Ridings

#### Survival Kit for Leaders

Place all of these things in a box, label it "Survival Kit", copy the notes below and place inside with the items.

**Small Bag Of Confetti:** To remind you to always have fun.

**Chewing Gum:** A stick of gum to remind you to stick with it.

**Snickers Bar:** A Snickers bar to remind you to take time and laugh.

**Starburst:** A star burst to give you a burst of energy on the days you don't.

**Smarties:** A Smartie to help you on those days when you do not look so smart.

**A Straight Pin:** A pin to remind you to stay sharp.

**Tootsie Roll:** To remind you not to bite off more than you can chew.

**M&M'S:** To color your world on rainy days.

**A Match:** To light your fire when you are burned out.

**A Hershey Kiss:** A kiss to remind you that you are loved.

### Weather Sayings

"Everybody talks about the weather but nobody does anything about it."

Attributed to Mark Twain but actually written by Charles Dudley Warner

### More Weather Sayings

If animals have an especially thick coat of fur, expect a cold winter.

When squirrels bury their nuts early, it will be a hard winter

Hornets' nest built in the top of trees indicate a mild winter is ahead; nests built close to the ground indicate that a harsh winter is coming.

If you hear an owl hoot in the daytime, a storm is approaching.

When clouds look like rocks and towers, the earth will be refreshed by showers.

When clouds look like chicken scratches or mare's tails it will soon rain.

High clouds indicate fine weather will prevail; lower clouds mean rain.

Smoke that curls downward and lingers means a nearing storm.

Roosting birds indicate a storm, because thinning air is harder to fly in.

If the rooster goes crowing to bed, he'll certainly rise with a watery head.

A warm November is the sign of a bad winter.

If the woolly worm's (a type of caterpillar) head is more black than colored, the coldest part of the winter will come in the first months of winter.

If fruit trees bloom in the fall, the weather will be severe the following winter.

If the first snow falls on unfrozen ground, expect a mild winter.

If spiders leave their webs, expect rain

Spiders enlarge and repair their webs before bad weather.

"Rainbow in the morning,

Shepherds take warning.

Rainbow toward night,

Shepherd's delight.

Rainbow at noon,

Rain very soon."

### Weather Fact

The lowest temperature around the world, on record, was in Vostok, Antarctica. It was -129 degrees F on Aug. 24, 1960.

### TRAINING TIP

Cub Scouts is more than having a group of boys at your den meeting to say the Pledge of Allegiance, or playing games with their friends. Getting Cub Scout Leader Training will allow you to understand, then meet the aims of the Boy Scouts of America's program through Cub Scouting.

The Boy Scouts of America's program has three overall aims:

**January 2010: "Power Up!"**

**To build character:**

To build self-reliance, self-discipline, self-confidence and self-respect

**To foster citizenship:**

To foster love of community, country and world, along with a commitment of service to others and an understanding of democratic principles.

**To develop fitness:**

To develop physical, mental, emotional, and moral fitness that will stay with a Scout for the rest of his life.

These aims are met through the purposes of the Cub Scouting which are:

- Influence the development of character and encourage spiritual growth.
- Develop habits and attitudes of good citizenship.
- Encourage good sportsmanship and pride in growing strong in mind and body.
- Improve understanding within the family.
- Strengthen the ability to get along with other boys and respect other people.
- Foster a sense of personal achievement by developing new interests and skills.
- Show how to be helpful and do one's best.
- Provide fun and exciting new things to do.
- Prepare them to be Boy Scouts.

These are the purposes of Cub Scouting. Activities planned by leaders and enjoyed by boys relate to one or more of these purposes. These purposes help us achieve the overall aims of the Boy Scouts of America.

More information on "What is Cub Scouting?" can be found in Chapter 1 of the Cub Scout Leader Book available from your Scout Shop.

Knowing the purposes of Cub Scouting and reading the CS Leader Book will not make you a trained CS Leader.

Cub Scout Leader Basic Training is a training course for Cubmasters, Cub Scout den leaders, Webelos den leaders, Tiger Cub coaches, den leader coaches, their assistants, pack committee members, and all other Cub Scout leaders.

Trained Cub Scout leaders provide a quality, fun-filled program for boys. When leaders understand the whys and hows of Cub Scouting, they are more effective in their roles. Trained leaders know how to use the available resources to provide an exciting and worthwhile program for the boys. Trained leaders also have confidence in carrying out their roles and responsibilities. As a result, Cub Scouts receive a program designed to achieve Scouting's aims of citizenship training, character development, and personal fitness.

Remember your Cub Scouts deserve Trained Leaders. Contact your local council office to find out when training dates are for adult leaders in Cub Scouts.

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We (I) always have the TV going at home, I just need the noise. Recently a very old Full House was on, and one of the characters was a substitute teacher in an elementary classroom. To get the students attention he said he would show them how to suck an egg in a bottle. I thought, "I HAVE DONE THIS!" Or at least I think I have done this twice, once for my Webelos working on the Scientist Activity Badge, and maybe once during a presentation of "What Is Cub Scouting" as a trainer. And it is so cool, no matter how you use it. You will find all the details for sucking an egg into a bottle under this month's Webelos Section. For those of you that train and do "What is Cub Scouting?", you could have a jar sitting on the table with the egg on top next to you during your short presentation. At the end remind trainees, that Cub Scouting is fun, then light your piece of paper, drop it in the jar and let everyone watch as the egg gets sucked into the jar. Most trainees will like seeing something like this, and it is a special way to end your presentation.

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Lydia P. suggested this month that there be a Words of Wisdom Column, which is a great idea along with the suggestions of reminding leaders to get trained.

## January 2010: "Power Up!"

Sometimes "Words of Wisdom" will help a leader to realize the importance of being trained. In this section you found the aims and now some quotes provided by Britt B, an online scouting friend that are about training and leadership.

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The moment you stop learning, you stop leading. Rick Warren

A leader takes people where they want to go. A great leader takes people where they don't necessarily want to go but ought to be. Rosalynn Carter

Sermons we see, you might use parts of this without taking too much away from the true message.

I'd rather see a sermon than hear one any day;

I'd rather one should walk with me than merely tell the way.

The eye's a better pupil and more willing than the ear,

Fine counsel is confusing, but example's are always clear;

And the best of all the preachers are the men who live their creeds,

For to see good put into 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.

And the lecture you deliver may be very wise and true,

But I'd rather get my lessons by observing what you do;

For I might misunderstand you and the high advice you give,

But there's no misunderstanding how you act and how you live. Edgar Albert Guest 1881-1959

True leaders are not those who strive to be first but those who are first to strive and who give their all for the success of the team. True leaders are first to see the need, envision the plan, and empower the team for action. By the strength of the leader's commitment, the power of the team is unleashed.

Leadership is action, not position. Donald H. McGannon

Of those whom much is given, much is required. John F. Kennedy

Never tell people how to do things. Tell them what you want to do and they will surprise you with their ingenuity.

George Patton

Give a man a fish and you feed him for a day. Teach a man to fish and you feed him for a lifetime. Chinese Proverb

A leader is anyone who has two characteristics; first, he is going someplace; second, he is able to persuade other people to go with him. W.H. Cowley

Leadership in the 90's is the productive integration of diversity.

David Bruno

If we take people as we find them, we make them worse, but if we treat them as though they are what they should be, we help them to become what they are capable of becoming.

Johann Wolfgang von Goethe

No man will make a great leader who wants to do it all himself, or to get all the credit for doing it.

Andrew Carnegie

The key to successful leadership today is influence, not authority.

Kenneth Blanchard

If anything goes bad, I did it. If anything goes semi-good, we did it. If anything goes really good, then you did it. That's all it takes to get people to win football games for you.

Paul "Bear" Bryant

1. Ten Steps for Effective Leadership:
2. Learn from your mistakes.
3. Exercise self-control.

## January 2010: "Power Up!"

4. Always be considerate.
5. Do the best you can.
6. Encourage others often.
7. Respect the rights of others.
8. Shoulder your responsibility.
9. Have a good attitude.
10. Infect others with enthusiasm.
11. Practice perseverance.

No man will make a great leader who wants to do it all himself, or to get all the credit for doing it. Andrew Carnegie

You manage things; you lead people. Grace Murray Hopper

Leaders must be close enough to relate to others, but far enough ahead to motivate them. John Maxwell

Strong people don't need strong leaders. Ella Baker

## LEADER IDEAS

### So Many Broken Toys, Recycle Them

During the Christmas season there are many organizations collecting new or used toys for young Children. There are many Fisher-Price toys in toy boxes that could be cleaned up and given to those less fortunate, except they are broken. Fisher-Price publishes a "Bits & Pieces" catalog, filled with replacement parts for the toys they manufacture (I don't know how much replacement parts are).

You can get a copy of the catalog for free:

Fisher-Price Consumer Affairs

636 Girard Ave

East Aurora, NY 14052

1-800-432-5437

**NOTE:** I haven't checked into this myself, and only offer it as a suggestion.

### We Care Kit

**Materials:** small plastic bag, a small eraser, a penny, a marble, a rubber band, a string, Hershey's Hug and Kiss candies. Put these items in bag, staple following instructions to outside of bag.

**AN ERASER** - So You Can Make All Your Mistakes Disappear

**A PENNY** - So You Will Never Say I'm Broke.

**A Marble** - In Case Someone Says, "You've Lost All Your Marbles"

**A RUBBER BAND** - To Stretch Yourself Beyond Your Limits

**A STRING** - To Tie Things Together When Everything Falls Apart

**A HUG & KISS** - To Remind You That Someone Somewhere Cares About You!!



## TIGER CUBS

### Simple Skit for Tiger Cubs

**Setting:** Seven boys, carrying various types of exercise equipment for the following lines.

**Cub 1:** To keep your body strong and healthy

It's more important than being wealthy.

**Cub 2:** When you are fit, you feel so good,

And try to do the things you should.

**Cub 3:** It helps us lend a helping hand

To needy folks around the land.

**Cub 4:** Eating the right foods is always wise,

And everyone needs some exercise.

**Cub 5:** Stand on tiptoes, one, two, three.

Touch your toes, don't bend a knee.

**Cub 6:** Run a while, then slow your pace,

Practice will help you win the race.

**Cub 7:** Scouting builds boys into men,

Cub Scouting is where it all begins.

**Ask me if I'm a Tiger.**

Are you a Tiger?

**Yup. Ask me if I'm a Wolf.**

Are you a Wolf?

**No, I just told you I'm a Tiger!**

### Tiger Cub Graduation Ceremony

**Personnel:** Tiger Cubs and parents, Cubmaster

**Props:** Small plant (perhaps even just a bean growing in milk carton) or package of seeds for each

**Cubmaster**

(Calls forward Tiger Cubs and parents) I hold in my hands a package of seeds. The seed is the beginning of a wonderful phenomenon of nature. If you care for it, give it soil, water and sunshine, it will grow into a beautiful plant. Our Tiger Cubs and their adult partners have searched, discovered and shared the wonders all around them. They are now ready for the next step in the Cub Scouting Program.

Like the seed, the Bobcat is the beginning step for you as new Cub Scouts. As you care for your seed, and give it all the necessary things to grow, your pack, den and your parents will provide you with all the things you need to grow and learn. With all this love and care you will advance in rank from Bobcat, to Wolf, to Bear, to Webelos and to Arrow of Light in the years to come. I present to you, Tiger Cubs, a package of seed to plant and take care of, and challenge your parents to take care of you as you advance in the Scouting program.

### Tiger Cub Badge Award Ceremony

**Narrator:** When a boy joins our pack as Tiger Cub, he has started on a journey that will lead him to Bobcat, Wolf, Bear, Webelos, and finally the Arrow of Light. He doesn't take this path alone. He does this with the help of his Cubmaster, Den Leaders, and parents. In Tiger Cubs, the parent and boy are a Team, and so are involved together in every activity the Tiger Cub does. Tonight we are honoring the boys who have earned the newest rank in Cub Scouting, the Tiger Cub badge.

Will the following boys and their adult partners please come forward: [List Names Here]

## January 2010: "Power Up!"

**Narrator Or Cubmaster:** I can see by your knowledge of the Tiger Cub Motto, the Cub Scout Sign, the Cub Scout salute, and by the five achievements you have completed that you have worked hard together. These achievements are important because they have helped you begin scouting with the sense of adventure and fun captured in the Tiger Cub Motto.

Tiger Cubs, please say the Tiger Cub motto with me so everyone can hear: "SEARCH, DISCOVER, SHARE".

**Narrator:**

**Orange** is the color of the Tiger Cub. Will the Cubmaster please mark the Tiger Cub's left cheek with orange to signify achieving the Tiger Cub rank. *[Read the following while marking is happening. Stop at an appropriate point when every Tiger Cub is marked: Tiger Cubs must complete all 15 requirements of five achievements. The achievements emphasize five of the 12 core values of Cub Scouting: responsibility, citizenship, health and fitness, respect, and faith. Each achievement consists of a den activity, a family activity, and a field trip, or "Go See It". Accomplishment of each requirement is recognized by the award of an orange, black, or white bead worn on the Tiger Cub belt totem. Beads are awarded during the den meeting. The Tiger Badge is worn on the belt totem until the boy enters a Wolf Den. It is then moved to the blue Cub Scout uniform shirt in the position where the Webelos badge was formerly worn].*

**Blue** is the color of the Bobcat. Will the Den Leader please mark the right cheek to signify the next step in scouting - the rank of Bobcat. *[After getting their Tiger Cub badge, Tiger Cubs can be awarded yellow Tiger Track Beads by completing electives. These electives provide an opportunity to learn and grow while having fun with their adult partner. Tiger Cubs also will be mastering the Cub Scout Promise, the meaning of Webelos, the Law of the Pack, the Cub Scout Salute, and the Cub Scout Handshake, so that they can earn their Bobcat badge while a Tiger Cub. Tiger Cubs transition into a Wolf Den in May or June during a ceremony at the Pack meeting, leaving behind the orange of the Tiger Cub for the blue Cub Scout uniform. By earning the Bobcat badge while still a Tiger, they can start working on Wolf advancement requirements with their family right away].*

**Red** represents the Boy Scout program. Will the adult partner please mark the chin of their son with red to signify their commitment to help their son achieve his goals along the path of Scouting. *[Being a Tiger Cub is the first step in building lifetime values through Boy Scouts. Scouting has the goal of helping boys grow to be self-reliant and dependable, worthy and caring. Organizations, leaders, and, most importantly, parents work together to achieve the purposes of the scouting program. The purposes of Cub Scouting are character development, spiritual growth, good citizenship, sportsmanship and fitness, family understanding, respectful relationships, personal achievements, friendly service, fun and adventure, and preparation for Boy Scouts.]*

Finally, will the Cubmaster present the Tiger Cub badge to the adult partners. It is then the adult partners who will present them to their Tiger Cubs. . . . *[It is done this way to represent the key role that the adult partner plays in the Tiger Cub program. In Tiger Cubs the adult partners participate in what is called shared leadership. This differs from the rest of Cub Scouting in that they host den meetings and arrange Go See Its. Adult partners participate in every activity - the program is not possible without them. For many parents this is their first involvement in Scouting, and you learn that you, too, are Akela, or "good leader" and an important part of Cub Scouting. When a Tiger Cub transitions to a Wolf den, it is a good time for every adult partner to consider taking a position on the pack leadership team. There are many opportunities for helping with Cub Scouting, and your boy will be more successful and enjoy his experience if you are there along with him].*

Ladies and Gentlemen, I present to you the pack's Tiger Cubs! Thank you.

## PACK/DEN ACTIVITIES

### Rain Gauge

**Materials:** Plastic medicine bottle, permanent marker, ruler (I have also seen these made with skinny olive jars)

**Directions:** Mark off regular intervals onto the medicine bottle using the ruler and indicate each with a mark of permanent marker. Place outside where it won't be knocked over. After each rain, see how much rainwater filled the gauge.

### Pinwheel

**Materials:** Construction paper, brad, penny, straw, hole punch, scissors, pencil

**Directions:** Cut paper into a 6" x 6" square. Draw diagonal lines from corner to corner. Using the penny, trace a circle in the center. Cut the diagonal lines to the edge of the circle in the center. Punch 4 holes in the pinwheel, to the right of each cut close to the edge, and one in the center. Punch a hole through the top of straw using hole punch. Fold each corner, without creasing, to the center and fasten together with the brad. Push the brad through the hole in the top of the straw and loosely fasten the brad. Hold in the wind!

### Air Painting

Give each boy a straw and a piece of construction paper. Spoon a little watered down tempera paint on each boy's paper. Have each boy blow through their straw to move the paint around on the paper to create an air blown painting.

### Making A Switch

Collect a battery and a light of the same voltage (electronic supply stores have these), electrical wire, two brass paper fasteners, a paper clip and an index card. Use a hole punch to punch two holes in the index card, about 1" apart. Put a brass paper fastener through the paper clip and then through one of the holes in the index card. Put the other fastener through the other hole. Cut three short lengths of electrical wire and remove a small amount of insulation from each end. Attach one wire to the ends of one paper fastener and the battery, one wire to the battery and the light, and the final wire to the light and the ends of the second paper fastener. Show the boys the circuit and demonstrate how the light comes on when the paper clip is positioned to touch both paper fasteners. Tell them that the paper clip is like a switch. When it touches both paper fasteners, the circuit is complete and the light will come on. When it is not touching, the circuit is not complete and light will not come on.

### Electric Light Show

Contact a local high school's Physics Department Chairperson to see if anyone has some neat demonstrations they can do at the Pack Meeting. For example, you might find someone who does demonstrations with Van DeGraff Generators and Tesla Coils. These make super impressive exhibits that the boys and their families will talk about for years to come.

### Rocket Pinwheel

**Description:** Construct A Balloon- Powered Pinwheel.

**Contributed by:** John Hartsfield, NASA Glenn Research Center

**Edited by:** Roger Storm, NASA Glenn Research Center

**Materials:** Wooden pencil with an eraser on one end Sewing pin Round party balloon Flexible soda straw Plastic tape

**Method:**

1. Inflate the balloon to stretch it out a bit.
2. Slip the nozzle end of the balloon over the end of the straw farthest away from the bend. Use a short piece of plastic tape to seal the balloon to the straw. The balloon should inflate when you blow through the straw.
3. Bend the opposite end of the straw at a right angle.
4. Lay the straw and balloon on an outstretched finger so that it balances and mark the balance point. Push the pin through the straw at the balance point and then continue pushing the pin into the eraser of the pencil and finally into the wood itself.
5. Spin the straw a few times to loosen up the hole the pin has made.
6. Blow in the straw to inflate the balloon and then let go of the straw.

## The Amazing Electric Lemon

### Materials:

- Clean galvanized zinc nail
- 2 ' insulated copper wire
- X-Acto or utility knife
- Small flashlight bulb
- Electrical tape
- Large lemon
- Clean penny

Cut your wire into two 1' sections and strip off one inch of insulation from all four ends of wire. Attach one end of each wire to the light bulb so that one end is touching the metal threads on the sides and the other is touching the metal cap on the bottom. Being careful that the two wires do not touch, secure them with electrical tape.

Cut two small notches into opposite sides of the lemon with your knife. Insert the penny halfway into one notch and the zinc nail halfway into the other. Be sure that the penny and the nail do not touch. Take one of the free ends of wire and tape it to the nail.

Now when you touch the remaining exposed end of wire to the penny, the flashlight bulb should give off a faint glow.

Try this same experiment with different fruits, such as oranges, grapefruits and limes. Rate the amount of light given off by each fruit battery. The more acidic the fruit, the brighter the light.

## A Doctor

Make a first aid kit using a videocassette case. Fill with the following:

1. Band-Aids
2. Gauze
3. Tape
4. Small scissors
5. Alcohol wipes
6. Neosporin
7. Tongue depressor
8. Q-Tips
9. Tweezers
10. Individual wrapped aspirins
11. Latex gloves
12. Sample size tube of sunburn screen

Use red tape to make a red cross on the top of the cassette.

## Fog Formation in a Bottle

**Purpose:** To illustrate how fog forms.

**Materials:** A 2 liter bottle, water, and a match.

**Procedure:** Put a very small quantity of water in the bottle. Light a match and drop into the bottle to create a small amount of smoke. Cap the bottle tightly and squeeze and release rapidly and repeatedly until fog appears in the bottle when released.

**Principle:** The air inside the bottle is saturated with water vapor. The smoke provides a nucleus upon which the water droplets can form. The droplets will form on the smoke particles at the lower pressure.

## Fog Formation #2

**Purpose:** To illustrate how fog forms.

**Materials:** One gallon glass bottle, water and a match.

**Procedure:** Place a small amount of water in a bottle. Drop in a burning match. Use your mouth to increase and decrease pressure in the bottle. A fog will form quickly under low pressure..

**Principle:** The air inside the bottle is saturated with water vapor. The smoke provides a nucleus upon which the water droplets can form. The droplets will form on the smoke particles at the lower pressure.

## Weather Detective

Grade Level(s): 2, 3, 4

Subject(s):

Science/Meteorology

**Description:** This is an introductory lesson to a second grade weather unit. Basically what the students will be doing is observing the weather each day for one week and recording their observations in a chart. The students will be integrating information learned in English by using adjectives in their descriptions. After the students have collected data for a week, in cooperative groups, they will predict the weather for the next week. The teacher will show the students guides or weather reports from past years for that particular week in order to guide them in a direction of an accurate prediction.

**Goal:** The students will understand how observational skills can help them evaluate the weather.

**Objectives:**

1. The students will record 5 daily observations in their observation charts for 5 days.
2. The students will learn to read a thermometer and record the daily temperature two times each day in their observation chart for five days.
3. In cooperative groups of 3-4, the students will make a three day prediction of the weather which includes the following: temperature morning and late afternoon, sky conditions, precipitation, and wind speed. These predictions will be recorded in the observation chart in addition to writing the basis for these predictions.
4. The students will be able to determine what types of clothing are necessary for the present weather conditions by writing a clothing suggestion to accompany their observations and predictions.

**Background Information for the Teacher:** I created this lesson to arise an awareness of weather being all around us. In addition, it will also give the students a little taste of other major concepts that will be covered in the lesson such as temperature, air changes, wind direction and speed, in addition to cloud cover. I also believe that this is a good lesson to practice and utilize observational skills.

**Concepts Covered in the Lesson:**

1. Reading a thermometer.
2. Weather observations.
3. Temperature differences (could be integrated into the math area).
4. Adjectives as describing words (could be integrated into the English area).
5. Charting.
6. Prediction skills.

**Materials Needed:**

1. Observation chart
2. Writing utensil
3. Thermometer

**Procedure:**

1. Each student will bring an observation chart and a pencil outside.

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2. At the start of the day, the teacher and students will stand outside for approximately 5-10 minutes making group observations of the weather. The teacher may ask the students questions like what they think is the reason behind the air feeling hot or cold, or how come clouds are different shapes.
3. The students will then record observations into their charts and return to the classroom.
4. Then when the students return to the classroom, the teacher will demonstrate how to read a thermometer. The students will then read the indoor/outdoor thermometer that is provided in the classroom and record the temperature.
5. While the students are out at recess, they will make more observations and record any differences from the morning results, in addition to recording the temperature when they return from recess.
6. Repeat steps one through five for five days.
7. After the last recording on the fifth day, divide the students into cooperative groups of 3-4, and have them compare their data. During their group time together, the students will predict what the weather will be for the next three days and write it into the observation chart.
8. The students will then write a short paragraph explaining how and why they came to the predictions that they did.

### Assessments:

1. The observation chart in itself can be used as an assessment tool for each student.
2. The prediction paper will also be used in assessing their knowledge of weather, in addition to observational skills.

### Example of observation chart:

Mon Tues Wed Thurs Fri

Sky conditions

Temperature-morning/noon

Wind speed (guess)

Prediction

Actual

Difference between actual and prediction

## Weather Forecast Aired from Pack Meeting

Contact one of the local television stations to come to your Pack Meeting to broadcast the weather live from your meeting. You may have to move your meeting time around to accommodate it, but look at the fun the boys would have!

## Rain Gauge

With this rain gauge you can be the one who can tell exactly how much rain has fallen at any time. Materials needed include: test tube or plastic tube, block of wood about 3" by 8", a 6-inch ruler, wire, small tacks, and a little clay if your tube is not flat on the bottom.

Drill small holes in the ruler; then tack it to the block of wood with 0-inch mark at bottom of rain gauge. Then fill the bottom of the tube with clay if using a round bottom type. Make flat surface for more accurate measurement. Lay tube alongside ruler to make holes for drilling. Drill holes for wire, and attach tube, being sure bottom is level with ruler. A small scrap of wood may be nailed below the tube if needed to keep the tube from slipping.

The gauge may be propped up in an open area of the yard, or a stake may be tacked to the back of the gauge so it can be driven into the ground to hold the gauge straight up for most accurate measurement.

### Water-Proof Container For Matches

As long as you do not punch a hole in the canister it makes a great waterproof container for matches.

## Sun Dial

Most animals and plants use the sun as their natural time teller. Cub Scouts can too, by building their own sundial. Cut a piece of wood about 11 inches square. Then take a compass and draw the largest circle that can fit inside the square. Mark the center of the circle with a dot. Drill a hole and glue a long, thin stick into the center. This will be the pointer that will cast a shadow on the sundial. Draw a line straight through the center of the circle, perpendicular to the top edge of the wooden block. This will be the 12 o'clock marking. Set the sundial so that the 12 o'clock mark points north. (Use a compass to get north.) Attach the sundial to the top of a flat object or post and put it in a place that gets full sunlight. From 6 am to 6 p.m. make a dot each hour where the shadow hits the outside of the circle. Decorate your sundial with some sunny pictures.

## Travel Sewing Kits

I always save those little sewing kits you get in hotels and they can be made to fit into a film canister.

## Survival Kits

You can make a neat survival kit, which contains: waterproofed match, birthday candle, sugar packet, beef bullion cube, band-aide, needle, piece of tin foil etc.

## Trapper Trails Council

Fun roll calls for everyone, instead of the boys saying here, have them answer in the following ways:

- Types of weather
- Names of weather instruments
- What months does it snow?
- Names of weather forecasters
- Type of clouds
- Water weather conditions, such as hurricane, blizzard, monsoon and so on.

## Telling Time by the Sun

Early sailors used the following technique to estimate how long it would be until sunset. Hold your hands out at arm's length so your palms are facing you and your fingers are parallel to the horizon. Keeping your fingers close together, let the sun rest on your index finger.

Each finger between the sun and the horizon equals approximately 15 minutes.

## Burrometer

**Materials:** Cardboard, Construction Paper, String, rope or colored yarn.

Trace or enlarge drawing. Add Letters and a tail. If you are going to hang burrometer outside, cover with plastic before adding tail.

**If the words are hard to read in the following graphic they are:**

**If tail is dry—Fair**

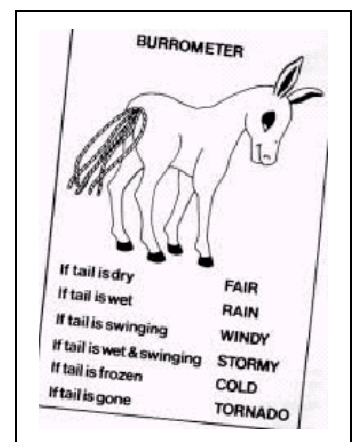
**If tail is wet---Wet**

**If tail is swinging---Windy**

**If tail is wet and swinging—stormy**

**If tail is frozen—Cold**

**If tail is gone---Tornado**



## GAMES

### Grasshopper Relay

Relay teams line up single file. The first player in each team holds a beanbag or ball firmly between his knees. At signal, he hops to goal line and back to the starting line where he hands the bag to the next "grasshopper" in line. If a player drops the beanbag, he goes back to the starting line. Team to finish first wins.

### Centipede Race

It is best to run this race outdoors on soft ground. If you try it on a hard floor, it will be hard on hands and knees. Divide the group into teams of two players each. The players on each team get down on their hands and knees, one behind the other. The one in back grasps both ankles of his partner in front of him, so that each pair forms something resembling a centipede. On signal, the centipedes move away from the starting line, and creep toward the finish line.

### Apple Race

Contestants are required balance an apple on top of the head and walk to a goal line. If the apple falls off, the contestant must go back to the starting point and begin again. This race could be done with almost anything on top of the head, apples, oranges, books, etc.

### Birds Fly

All players stand with hands on hips. The leader stands in front, calling out the names of various animals and saying that they fly. If the animal really does fly, the boys make flapping motions with their "wings". If a boy makes an error - says that an animal flies, but it doesn't - he is eliminated. The leader may try to confuse the players by flapping his own wings every time. Examples of calls: "Robins fly, pigs fly, ducks fly, hawks fly, horses fly," etc.

### Stay Out Of The Puddle

Establish two lines about 20' to 30' apart. Divide the group into two teams, then divide each team in half. One half of each team stands behind each line on the playing field. The object of the game is to move each half of each team to the opposite side of the "puddle" (playing field). This is done using 2 large juice cans or 3lb coffee cans.

To begin, the first players from each team stand on a can behind one of the lines while holding another can in one hand. When the leader says "Go," each player places the second on the ground in front of the line and steps on it. While balancing on this can, the players pick up the first one and put it in front to serve as the next step. If a player loses his or her balance and touches the ground, that play must start again from the beginning.

When players reach their team members on the other side, they place a can in back of the line for the next player to stand on to get his or her balance. The first player hops off in back of the line and hands the next player the free can. The next player crosses back across the "puddle." The game continues until one team has successfully switched all players from one side to the other.

### Erosion

Spread out a plastic sheet on a fairly level (but slightly sloped) surface. Divide the sheet into two areas so that both the left and right areas slope top-to-bottom next to each other. Place something like a plastic peanut (the pink things in shipping boxes that pad the contents) at the "top" of the sheet. Divide the den in two groups, give each boy in each group a small Dixie cup (the 2- or 3-oz bathroom size) and access to a "supply" of water (like a 5-gallon bucket). On "go" the teams try to convey their peanut to the bottom of the sheet by "eroding" it



down the sheet pouring the water "upstream" from the peanut so that it carries the peanut "downstream" toward the bottom of the sheet). The boys on each team take turns moving the peanut down the sheet until it crosses the "finish line" you set up.

### Static Electricity Balloon Race

This one will need a fairly dry room to work best. Blow up enough balloons that there is one per boy and some extras. Have boys work in teams or pairs. Each boy rubs his balloon against something (his hair, a furry piece of material, etc.) to build up enough of a charge that the balloon sticks to his teammate's back. Each boy does this, sticks the balloon to his friend's back and they move from the "start line" to the "finish line." First team across the finish line wins.

### Wind Storm Race

Find a fairly smooth surface to run this race. Divide the den into teams. Each boy on each team must convey a ping-pong ball from the starting line, to a turn-around point and back where the next boy takes over. First team to have all its players run the race wins. This should give the boys a sense of power that the wind exhibits.

### In The Pond

Mark a big circle on the floor. This is the pond. The whole group stands around the edge. The leader is the referee. When he shouts "In the Pond," you all jump into the circle. When he shouts "On the Bank," you all jump out. But sometimes he will try and trick you by saying "On the Pond" or "In the Bank." When he does this, nobody should obey. Anyone who moves, on a wrong order, is out of the game or may pay a forfeit and get back in.

### Blizzard Game

Divide the pack into two equal teams lined up on opposite sides of a line marked across the room. **Give each boy** one page of newspaper and have them rip it in half and make two "snowballs" apiece. On a signal, boys throw the snowballs across the line, creating a blizzard. They pick up snowballs and throw them back until a second signal, when the blizzard stops. The team with the most snowballs on its side loses the game because it has been most affected by the blizzard.

### Big Wind Blows (circle/passive)

The group forms a large circle sitting at an arm's length apart. One person is chosen to be the "wind", and stands in the center of the circle. The game begins when the person in the middle acts like the wind ( by turning in a circle and waving their arms) and says "**The Big Wind Blows**". At this point they must specifically state what the wind blows, a statement which must be true about themselves. ie "The Big Wind Blows everyone who has blue eyes." All of the kids who have blue eyes including the wind must stand up and run through the circle to a position that is now empty on the other side. Upon reaching this spot, they sit down. One person will be left over, they are now the wind and the game continues. There is no winner or loser, just a lot of fun.

### Rainmakers (circle/passive/coop)

All of the participants need to sit in a circle. This activity will create a rain storm at your camp without actual rain. Each action that is to be done will start with the leader. As the action comes to each player, they will join in. You can not start the action until it is your turn. The action sequence is; - Rubbing hands together - Snapping - Clapping - Slap thighs - Stomp feet. Then reverse the whole process. This will sound like a rain storm starting and then slowing down again.

## Airplane

Pin a map (U.S. or world) to the wall. Mark a central spot on the map as the "takeoff" spot. Provide each player with a cardboard cutout of an airplane with a thumbtack or pushpin in it. Place several obstacles (chairs, tables, wastebaskets, etc.) in the center of the room. Give each player a minute to study the location of the obstacles before blindfolding him. In turn, each player crosses the floor without touching any of the obstacles, and pins the plane on the map as far as possible from the takeoff spot. Anyone whose plane lands in the water is out. You may play that anyone touching one of the obstacles has "crashed" his plane and is out. The pilot with the longest flight from the "takeoff" spot wins.

## Tin Can Stilt Race

Players make stilts by running twine or light rope through tomato cans. The players race to a goal on these cans. Make sure rope or twine is long enough for players to hold it comfortably while standing on can.

## Back-To-Back Relay

The boys are divided into relay teams of two and take their place behind the starting line. The two boys stand back-to-back and link arms so that one will walk forward and the other backward. At the signal, the two pairs head for the goal, when they get there, they reverse direction so that the one who was walking backward is now walking forward. They continue walking until they get back to the starting line to touch off the next two players on the team.

## Thumblers

**Materials:** Enough tape to give each boy two 6" strips of tape

Have the boys help each other to tape their thumbs and forefingers together, immobilizing both thumbs. Ask them to untie their shoelaces and see who can retie them the fastest. Then give each boy, an orange to peel. Then pair off the boys and have each one try to tie a neckerchief around his partner's neck.

## Crab Race

**Materials:** Hoops for each four boys

Jam teams of four boys into hula hoops-back to back. Race to a finish line. Boys must keep their hands outside of the hoop as they race.

## Underhand Tug-of-War

Two boys stand back-to-back with a line marked on the floor between them. They bend over, grasp each other's right hand between their legs, and try to pull each other across the line.

## Balance Tag

Have two players start, one is "it" and the other is the runner. Give each a book that he must balance on his head during the chase. This game results in some funny positions!

## CUB GRUB - Fun Food

### Mud in the Hole

**Ingredients:**

- 4 C canned chocolate pudding
- 8 ice-cream cones

Open can of pudding, fill each ice cream cone and serve immediately

### Fruit salad:

**Ingredients:**

- One large mango, peeled and diced
- 2 C fresh blueberries
- Two bananas, sliced
- 2 C fresh strawberries, halved
- 2 C seedless grapes
- Two nectarines, unpeeled and sliced
- One kiwi fruit, peeled and sliced

### Honey orange sauce:

- 1/3 C unsweetened orange juice
- 2 Tbsp lemon juice
- 1-1/2 Tbsp honey
- 1/4 tsp ground ginger
- Dash nutmeg

### Pudding In A Cloud

**Ingredients:**

- 2 c Thawed Cool Whip, non-dairy -whipped topping
- 1 package (4 serving size) Jello chocolate instant pudding
- 2 c Cold milk

Spoon 1/3 cup of whipped topping into each of six dessert glasses. Using back of spoon, make depression in center and spread topping up sides of glass.

Prepare pudding with milk as directed on package. Spoon pudding into glasses. Chill. Makes 6 servings.

### Chocolate Thunder Cake

**Ingredients:**

- 1 chocolate cake box mix
- 1 12-16 oz. jar hot fudge ice cream topping
- 1 12-16 oz jar caramel ice cream topping
- 1 12 oz. cool whip
- Snickers bars

Bake cake according to box directions. As soon as it comes out of the oven, poke holes in it with a wooden spoon handle. Melt each of the ice cream toppings and pour over hot cake. Let cool completely. Top with Cool Whip and cut up Snickers bars.

## Hurricane Cake

### Ingredients:

- 1/2 cup margarine
- 1 cup chopped pecans
- 1 cup flaked coconut
- 1 (18.25 ounce) package German chocolate cake mix
- 1 (8 ounce) package cream cheese
- 1/2 cup margarine
- 3-3/4 cups confectioners' sugar

### Directions:

1. Preheat oven to 350 degrees F. Melt and spread 1/2-cup margarine in the bottom of a 9x13 inch pan. Sprinkle coconut and pecans evenly over the bottom of pan; set aside.
2. Prepare cake mix as directed on package. Pour batter over coconut and pecans in pan. In a saucepan over low heat, melt cream cheese and 1/2cup margarine. Stir in confectioners' sugar until mixture is smooth. Spoon cream cheese mixture randomly over top of cake batter.
3. Pour batter into prepared pan. Bake in the preheated oven for 35 to 40 minutes, or until a toothpick inserted into the center of the cake comes out clean. Allow to cool and serve from the pan.

## Jello-O Pinwheels

### Ingredients:

- 1 package JELL-O Brand Gelatin any flavor
- 1/2 cup warm water
- 1-1/2 cups Miniature Marshmallows or 12 Jet-Puffed Marshmallows

Lightly spray 8 or 9 inch square pan with no-stick cooking spray. Use a paper towel to spread on bottom and sides.

Mix gelatin and water in 1-1/2 to 2 quart microwavable bowl. Microwave on high 1-1/2 minutes. Stir to dissolve completely. (Cooking time varies with oven)

Add marshmallows to gelatin. Microwave 1 minute or until marshmallows are almost melted. Stir until completely melted and mixture is smooth. (Creamy layer will float on top.)

Pour into prepared pan. Refrigerate 45 minutes or until set. Loosen edges using knife dipped in warm water. Starting at one end, roll up tightly. With seam-side down, cut into 10-12 slices. Serve immediately or refrigerate until ready to serve

## Shaggy Dogs- Campfire-Style

### Ingredients:

- A package marshmallow
- 1 Can chocolate ice cream topping
- Coconut
- Chopped nuts

Warm chocolate topping. Toast marshmallows on a stick and dip into the chocolate syrup, then roll in coconut and nuts. For variations use caramel, pineapple, or strawberry ice cream topping.

## Abacadabra

### Ingredients:

- 1/2 cup vanilla milk chocolate pieces (white chocolate)
- 1 teaspoon shortening
- 10 long pretzel logs

Decorative candies or color sugar (the kind you decorate cupcakes with). Melt the white chocolate with shortening. Dip pretzels half way in chocolate, then roll in candy or sugar. (I have also seen these rolled in chopped pecans--Baloo)

## Pack Meeting Gathering Activities

### What's Happening

Collect some magazine photos of different weather events, like hurricanes, tornadoes, etc., and post them around the room. Have each picture numbered for identification. Hand out slips of paper with the kinds of weather events listed and have folks match the pictures with the event names. (You can have more than one picture of the same event)

### Weather Station Demo

If you can make arrangements with the local weather station, have a demonstration of some of the tools and activities the meteorologists use and do.

### Tongue Twisters

The bleak breeze blights the bright blue blossom  
Lesser weather never weathered lesser wetter weather.  
Fat frogs flying past fast. (plagues???)

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### Chocolate Math

This only takes 30 seconds. Work this out as you read.

1. First of all, pick the number of times a week that you would like to have chocolate. (Try for more than once but less than 10)
2. Multiply this number by 2 (Just to be bold)
3. Add 5. (For Sunday)

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4. Multiply it by 50. I'll wait while you get the calculator.
5. If you have already had your birthday this year add 1750. If you haven't, add 1749.
6. Now subtract the four digit year that you were born. (If you remember!)

You should now have a three digit number. The first digit is your original number (i.e., how many times you want to have chocolate each week). The second two digits are your age.

### Eight on a Neckerchief (for Pack competition)

Place a Cub Scout neckerchief (I would cut scrap fabric to size in place of an actual neckerchief). 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 the feat without falling over. It is a good rough and tumble game.

### 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.

### Pack Meeting Openings

#### Opening Ceremony I

The room is darkened (dimmed lights). A den of boys comes out playing with pinwheels, hand-held electronic games, solar-powered calculators, etc.

The Cubmaster, using a flashlight, walks over to turn on/up the lights in the room. One boy looks at his watch and says, "Wow, it's time to go, so they can get on with the show!" The boys hurry to their seats.

**Cubmaster:** I'm sure you know by now that this month's theme is "Turn on the Power", one of the most powerful things here tonight is the Power of Scouting. Will the boys of den \_\_\_ please present the Colors.

### Cub Power

Have the Cubs make up 8-1/2 by 11 sheets with the letters spelling out "CUB POWER" using really "electrifying" colors. Tape the boys' lines to the backs of the pages.

**C** - Cub Scouts are the brightest.

**U** - You will see tonight.

**B** - Because we really can,

**P** - Power up the night.

**O** - Outdoors, indoors, anywhere

**W** - We will have great fun.

**E** - Everyone will know

**R** - Really! Cub Scouts are Number One!

**LEADER:** Let's start our fun off tonight with the Pledge of Allegiance.

[All stand, salute, and say the Pledge.]

At the very end of the Pledge, the Den can shout out "Cub Power" like people shout "play ball" at ball games.

## POWER

**P** Perseverance to keep trying until we succeed.  
**O** Open to new ideas and ways to develop new skills.  
**W** Willing to test our limits and beyond.  
**E** Eager to help others whenever we can  
**R** Ready to have fun and adventure

The **POWER** is within each of us. It is in each of us whether or not we decide to turn it on.

## Blessings

**Personnel:** 8 Cubs - each boy reads a line - colors are posted and Pledge of Allegiance is recited.

**Cub 1:** It is our family's belief  
**Cub 2:** And one for which we pray  
**Cub 3:** That Thanksgiving become a lifestyle  
**Cub 4:** And not just a day.  
**Cub 5:** We're thankful for our family,  
**Cub 6:** And for good friends it's true,  
**Cub 7:** For all the blessings we've received  
**Cub 8:** Today, and all year through.

## Nature Opening

**Cub #1:** America and Cub Scouting are just one big outdoor adventure.  
**Cub #2:** The outdoors can be mild or wild..  
**Cub #3:** I will use my mind to watch out for its dangers and protect myself.  
**Cub #4:** I will use my sense for nature is forceful.  
**Cub #5:** If you don't know the forces, read about them.  
**Cub #6:** Let us show our respect for the nature of our land, please rise and join me in the Pledge of Allegiance.

## Conservation Pledge Opening

(Provide copies of the "Conservation Pledge" below to each person in audience, and ask them to repeat it together. Follow by Pledge of Allegiance.)

Conservation Code

"I give my pledge as an American to save and faithfully to defend from waste the natural resources of my country - its soil and mineral, its forests, waters and wildlife."

## "Nature" Opening

**Arrangement:** 6 uniformed Cub Scouts, each holding sign with a letter to spell the N-A-T-U-R-E, read the lines which have been written on back of signs.

**1st Boy:** N - stands for all the nests in the trees.  
**2nd Boy:** A - is for all the acorns to be.  
**3rd Boy:** T - stands for the trunks so firm and high.  
**4th Boy:** U - is for under the stars in the sky.  
**5th Boy:** R - stands for the rain that makes things grow,  
**6th Boy:** E - is for the earth that we all love so.

## The Rainbow

**Personnel:** Narrator and 6 Scouts

**Equipment:** Large flannel board, cardboard rainbow cut into separate bands.

**Narrator:** Almost everyone loves to watch rainbows. They remind us that even on rainy days, the Sun is not far behind.

**Cub Scout 1:** (Put up the inside purple band) Purple is for hope, as we remember it is always darkest just before the dawn.

**Cub Scout 2:** (Put Blue band up) Blue is the joy of fair skies and the peace of calm, starry nights.

**Cub Scout 3:** (Put Green band up) Next is for the rain, turning the spring world to Green.

**Cub Scout 4:** (Put Yellow band up) Yellow is the sun's gentle warmth, coaxing seeds from the earth each spring.

**Cub Scout 5:** (Put Orange band up) Orange reminds us of the contrast between the seasons' the beauty of spring, summer's freedom, falls bounty, and winter's time of rest once more.

**Cub Scout 6:** (Put Red band up) Last of all. Red is for dreams, born like kites, high on the wind.

## Forces of Nature

**Personnel:** Eight Cub Scouts

**Equipment:** Script for each Cub Scout on the back of a picture representing his words. (Suggested pictures are shown in parentheses; they can be hand drawn by the boys, or otherwise prepared.)

**Cub Scout 1:** "Forces of Nature" sounds scary. It makes us think of tornadoes, hurricanes, lightning, blizzards, floods, earthquakes, and volcanoes!

(Picture one of the natural disasters mentioned.)

**Cub Scout 2:** But the actual forces-earth, air, fire, water-were thought of by the ancient Greek philosopher Aristotle as the world's four basic elements. (The earth)

**Cub Scout 3:** The forces of earth include gravity, which keeps us from flying off the earth, and magnetism, which helps us find our way (Compass)

**Cub Scout 4:** The forces of air bring us gentle breezes and power for windmills, kites, and sailboats. (Sailboat)

**Cub Scout 5:** The forces of fire from lightning were first tamed by humans in 500,000 BCE, and people have used fire for all kinds of purposes ever since. Benjamin Franklin invented the lightning rod in 1752 to help keep people safe from this natural force. (Fire or lightning)

**Cub Scout 6:** The forces of water have created great canyons and seashores, and we have tamed them for irrigation and harnessed them for turning mills and making electricity. (Niagara Falls)

**Cub Scout 7:** The forces of nature are strong-they are here for us to work with, play with, and learn to live with so our lives can be better.

(Irrigation)

**Cub Scout 8:** Every time we see a rainbow, we should think of the greatness of the forces of nature. (Rainbow)



## AUDIENCE PARTICIPATIONS

### Franklin Discovers Electricity

**Franklin:** "A Penny Saved"

**Lightning:** "Zap-Zap-Zap"

**Experiment:** "Try it! Try it! Try it!"

**Electricity:** "Shocking!"

It was the 1740's when Ben **Franklin** started working with **Electricity**. He conducted many different **Experiments** to try to understand more about it. His most famous **Experiment** being his kite flying one in June of 1752. **Franklin** believed that **Lightning** was a flow of **Electricity** taking place in nature. To test his hypothesis, he tied a metal key to a child's kite and flew the kite during a thunderstorm. The key became charged with **Electricity**, and Ben had proof that **Lightning** is really a string of **Electricity**. His kite **Experiment** and his others helped him develop many of the words and terms that we still use today when dealing with **Electricity**: charge, discharge, conductor, minus, plus, electrician, electric shock, and others.

**Franklin's** numerous experiments with **LIGHTNING** led to his invention of the **LIGHTNING** rod. The **LIGHTNING** rod is used to protect buildings and ships from getting struck by **Lightning**. Benjamin **Franklin** was a huge contributor to the field of **Electricity**. He is said to be the first man to discover anything spectacular about **Electricity**, and he is well known by people everywhere for that.

Unlike some other inventors in electricity, Franklin did not spend his entire life working with it. He invented many other things that had nothing to do with **Electricity**, such as bifocals, the **Franklin Stove**, and the odometer. In 1831, he founded what is considered as the first public library. He wrote Poor Richard's Almanac, which was published from 1732 to 1757. He also established the first Fire department, and a police force. **Franklin** was also a huge political power in colonial America. Benjamin **Franklin** died at age 84 on April 17, 1790. He will forever be remembered for his contributions to **Electricity** and the rest of the world.

### The Lion Hunt

The leader takes a seated position in front of audience so all can see him and instructs everyone to make signs and gestures as indicated.

**Leader:**

Would you like to go on a lion hunt? O.K. -- let's go.

Way, way down in the deep dark jungles of Africa, there lives a tribe of Pygmies.

One morning the chief got up, yawned, stretched, and looked at the sky.

(All go through motions.)

He called all the Pygmy from their huts. (Sound one "whoop" by cupping hand over mouth.)

They all come out, stretch, and answer their chief with two whoops. (All give two whoops.)

The warriors go to the chief's hut to talk over the plans.

(Sound effect: All repeat "Soda water bottle, soda water bottle.")

The Pygmies say good-bye to their wives.

(Make sound, "Low wo-wo-wo," by cupping hands over mouths.)

Here we go down the trail. (Everyone produces sound of marching Pygmies by striking knees with palms of hands, alternating.)

We're getting out in the tall grasses now.

(Rubbing palms of hands back and forth against each other.)

Up ahead there's a big river with a bridge. Here we go across the bridge.

(Hit chest with fists, alternating.)

We're across. (Regular marching resumed.)

We're starting up a mountain (tempo slows).

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This is hard work. (Slower and slower.)

We're getting close to the top now. (Tempo quite slow, then back to normal.)

We're on top now; here we go down the other side.

(Speed marching up to a run tempo, then back to normal.)

O.K., we're back on level ground.

Oh! Oh! Narrow river. No bridge. Better jump. Run!

(Slap knees fast, long pause, then one smart slap.)

Made it. More tall grass. (Rub palms together.)

Sh-h! (All repeat Sh-h!)

Sure looks like lion country. Yep, there's a lion ahead. We have to sneak up on him.

(Walk fingers of right hand across palm of left hand.)

Suddenly the lion charges with a roar. **R O A R!** The Pygmies turn and run

(Running tempo against knees. Now repeat all actions and gestures in reverse):

We're back to the mountain...jump the creek...cross the bridge...run through the grass...through the gate...slam the gate shut...bit sigh of relief. And then the wives start asking questions all at once. You know how women talk.

(All say "rhubarb, rhubarb" in a high pitch to imitate old women.)

O.K. We've been on a Pygmy lion hunt.

## Clancy To The Rescue

Divide the group into seven smaller groups and assign each group one of the words listed below. Read the story. After each of the

words is read pause for the group to make the appropriate response.

**Clancy** (feel your muscles, like a strong man)

**Horses** (Slap thighs)

**Yell** (Indian fashion, with hand over mouth)

**Fire Engine** (High-pitched siren sound)

**Bell** (Swing arm like a clapper saying, \*Clang, clang, clang!')

**Hose** (Shh-sh-sh sound like water from a hose)

**Steam** (Hissing s-s-s-s-s sound)

If you like **Horses**\_\_\_\_, you would have enjoyed living back in the 1800's when they had old-fashioned **Steam**\_\_\_\_ type **Fire Engines**\_\_\_\_, pulled by **Horses**\_\_\_\_. One of the **Fire Engines**\_\_\_\_ was driven by the greatest hero ever, **Clancy**\_\_\_\_! Yes, Sir! **Clancy**\_\_\_\_ was a real 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 were children along the way, **Clancy**\_\_\_\_ would always stop and let them pet the **Horses**\_\_\_\_.

Sometimes the alarms were in the daytime, but sometimes they were at night. When the alarm sounded at night, one man would **Yell**\_\_\_\_ up to the firemen above, and the men 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 all the men were in bed and the others were playing checkers when the alarm sounded. Where was the fire? At the mayor's big two-story house! Quick as a flash they were there. **Clancy**\_\_\_\_ stopped the **Horses**\_\_\_\_ and **Yelled**\_\_\_\_, "Keep the **Steam**\_\_\_\_ up men." They started the fire **Hose**\_\_\_\_ and began to squirt water on the fire.

**Clancy**\_\_\_\_ strained to see upstairs where the mayor's wife was trapped. Flames were everywhere! **Clancy**\_\_\_\_ **Yelled**\_\_\_\_, "You'll have to jump!" The mayor's wife was afraid, so **Clancy**\_\_\_\_ threw her a rope and she came right down into the middle of the net.

The firemen kept fighting the fire. They got 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**\_\_\_\_, got back on the **Fire Engine**\_\_\_\_, and

went back to the fire house, clanging the Bell\_\_\_\_. To Clancy\_\_\_\_ and the other firemen, it was all in a day's work. The sleepy firemen went back upstairs and soon were sound asleep.

## ADVANCEMENT CEREMONIES

### Power and Energy Advancement Ceremony

For this ceremony, you will need large cardboard cutouts or drawings of sources of energy/power against back wall. If desired, the cutouts could be supported on a stand and have the awards attached to them. If this method is used, the Cubmaster walks to each picture to get the awards as he speaks.

**Cubmaster:** (Points to picture of wind.) "Just as the wind blows and creates energy, our Scouts have created energy in working on their advancements. Our Bobcats have worked hard, and deserve our recognition. Would the following Bobcats and their parents please come forward?"

(Points to picture of sun.) "The sun heats our earth, and provides solar energy for generators. Our Wolves are also full of energy. They have accomplished many feats to earn their awards. Please help me recognize them for their achievements. Would the following Wolves and their parents please come forward?"

(Points to picture of liquid fuel.) Liquid fuel provides the energy to heat our homes, and power our cars and airplanes. This energy has allowed us to travel far, and discover new things we never thought possible. Our Bears are also discovering new things. They have worked to learn new ideas, and deserve our acclaim. Would the following Bears and their parents please come forward?"

(Points to picture of electricity.) Electricity has changed the way we live. It provides energy to provide light, cook our food, run our computers and control temperature. Just as electricity changed the way we live, so have our Webelos changed. They have worked on discovering new activities, and learned about working on their own. They are becoming young men, and growing every day. We are proud of their accomplishments, and wish to honor them with their awards. Would the following Webelos and their parents please come forward?"

Sometimes our boys seem full of energy. Just as man learned to control energy and create useful power, these boys can use their energy for positive things. Let us commit to helping these boys continue on their path of achievement and become a source of power for others,

This file or parts of it may be freely used, printed and re-distributed as long as you enclose this paragraph and keep the references to the respective contributors and to the maintainer (listed below) intact. -- Bill Nelson <nelsonb@aztec.asu.edu>

### Some ideas for using chemical magic in award ceremonies.

#### Magic water test

**Setup:** Styrofoam or paper cup (not plastic!) with slush powder ("Aqua-gel", "Joke-gel") in bottom of cup. Approx. 1 teaspoon of powder per 4 ounces of water. Slush powder is available at magic supply stores and novelty shops (usually in the gag gift section with the pepper gum, plastic vomit, etc.)

**Effect:** water is poured into a cup and then inverted over the boys' heads without spilling.

**Scenario:** Final test for boys advancing in rank. Pour water (I use water colored with blue food coloring) into the glass and tell the boys that if they are ready to advance in rank, then the spirit of scouting will protect them in this final test. Turn the cup upside down over the boys' heads.

**Variations:** have parents hold small cups with gelled water over each boy and have the boys stick a straight pin through the bottom of the cup. Be sure that the cups are held above the sight of the parents as well so that they cannot see the gelled liquid inside.

How it's done: The slush powder causes the water to gel on contact and will not pour/leak from the glass.

## Energy

**Setting:** A group of Scouts stand with flashlights around the awards area. As the ceremony starts, the lights are turned off so the area is lighted with flashlights, as Cubs and their families are called forward to receive awards.

**CM:** It took a lot of energy to achieve this award. Energy of fathers to supply materials and support, energy of mothers to guide and lead the Cub Scouts, and of course (names of Cub Scouts who are receiving awards) who devoted time and energy to complete the achievements and gain this award, and who decided to use this energy wisely.

Everything worthwhile takes energy. Use your energy wisely.

## Pilgrims & Indians

**Personnel:** Cubs are dressed like pilgrims and Cubmaster as an Indian

**Pilgrim:** The pilgrims came to America so they could worship as they chose. The New World was not easy. Many things had to be learned and endured so they could survive that first year.

**Indian:** Survive they did, with the help of the Indians. The Red Man showed the pilgrims how to grow corn and how to survive.

**Pilgrim:** After their first year in the New World, the pilgrims gave thanks and celebrated with a great feast.

**Indian:** The Indians were invited and came to help celebrate with their paleface brothers. We were different, but the same; we were brothers in this land that became known as America.

**Pilgrim:** Just as the Pilgrims and Indians gathered, we are here tonight for a celebration. We give thanks for what we have and celebrate the accomplishments of our Cub Scouts. The Pilgrims and Cub Scouts had to work for what they got.

**Indian:** Our Cubs, like Pilgrims, had to learn new skills and crafts. While the Pilgrims had the friendly Indians to help them, our Cubs have their parents and leaders to help them.

**Pilgrim:** We have Cub Scouts that have a special reason to celebrate because they have achieved the Bobcat Rank, the first rank in Cub Scouts.

**Indian:** Will the following Cub Scouts and their parents please come forward to our celebration?  
(reads names)

**Pilgrim:** When the Pilgrims first arrived in the New World, they were like our new Bobcats. They were new and did not know what to expect. They met people that were different from them. The Pilgrims and our Bobcats had faith and the ability to learn. Parents, I have the honor to give you the Bobcat rank so you may present it to your son. (Parents present badges)

**Indian:** Will the following Cub Scouts and their parents come forward to join our celebration?  
(reads names)

**Pilgrim:** These Cub Scouts are celebrating tonight because they have gone beyond the Bobcat and have earned the Wolf Rank, the second rank in Cub Scouts. These Scouts, like the Pilgrims, soon got to work after they arrived and learned to do many things. Their skills were crude but their faith was strong. Their tests were harder, their accomplishments were greater and their reason for celebrating is larger than when they were Bobcats just starting to learn. Parents, I give to you the Wolf Rank badges for you to present to your sons. (Continue in the same manner for the Bear Rank. The Webelos Advancement badges can be given to the Webelos Leader for him to present to the Webelos.)

## Volcano Advancement Ceremony

**Equipment:** A secret message for each advancing boy prepared by writing in milk or lemon juice on a piece of paper. A light bulb heat source to reveal the message disguised in a model of a volcano. Make sure the bulb is hot enough to reveal the message and in a short amount of time.

**Personnel:** Cubmaster, advancing boy and parent(s).

Hints: See the Wolf book to see how to write these secret messages.

You can have the boy or his parent(s) heat the message to reveal messages such as "Way to go \_\_\_\_\_!" "Congratulations on your Bear Rank \_\_\_\_\_!" "I knew you could do it!"

The Cubmaster puts the paper over the volcano and tells everyone the light represents the Spirit of Scouting and calls forward the boy and his parent(s). Speak briefly about the work or steps the boy took and you might want to ask boys you know are comfortable about speaking in front of people to tell about the most "fun" thing he did.

Have a parent pin the badge on the boy and have the boy or a parent hold the message over the bulb and when it is clear have the boy read the message aloud.

## Bobcat Induction Ceremony

**Personnel:** Bobcat candidates and parents, Cubmaster, -

**Equipment:** Three straight tree branches or poles, 4' - 5' long and 3' length of heavy cord, Bobcat badges.

**Cubmaster:** (Calls forward Bobcat candidates and their parents) "Before you receive your Bobcat badges, I will ask you to repeat with me the Cub Scout Promise. Please give the Cub Scout sign." (Leads candidates in the Promise.)

**Cubmaster:** "Cub Scouts, your parents will be helping you all the way through Cub Scouting, just as they have helped you earn your Bobcat badge. So I will ask them to share in this ceremony welcoming your families into the pack by presenting you your first badge." (Cubmaster gives the parents Bobcat badges.)

**Cubmaster:** (Picks up the cord) "Boys and parents, pretend that this cord represents the pack." (Picks up one branch, stands the branch on end and lets go. It falls.): The Cub Scout does not join the pack all alone. (He ties the two branches together at the top, stands them on the floor, and asks one of the new Cub Scouts; "Will these two branches stand up by themselves?"

(Cub Scout replies that they will fall over- Cubmaster lets them fall. Picks up the third branch.) "This third branch represents your parents. Let's tie it to the other two." (He does so forming a tripod.) "Now we see that it takes all of us--Cub Scouts, leaders, and parents--working together to make our pack go. Take away the parents, the leaders, or you Cub Scouts, and the pack will fall. Let's remember that and stand tall together!

## Advancement Ceremony

**Setting:** A large tree, cut from cardboard and set firmly in a stand. A large green construction paper leaf is made for each boy who will receive an award. If desired, names can be written on the leaves. As each person receives his award, he tapes his leaf on the tree.

**Cubmaster:**

What do we plant when we plant a tree?

A thousand things that we daily see!

The paper for books from which we learn,

Tools to help us do a good turn,

The wood for a Pinewood Derby car,

For model planes that we can fly far,

We plant the staff for the flag of the free,

Yes, we plant all these when we plant a tree.

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But what do we plant when we plant a lad?  
With the help of high mother and hid dad,  
We plant a Cub who'll become a Scout,  
We plant ideas that will round him out,  
The silk, the games, the joy to be had,  
We plant a Scout when we plant a lad.

(Cubmaster calls boys and parents forward to receive awards. As awards are presented, each boy tapes his leaf on the tree.)

You have all helped make this tree more beautiful, and it is a part of you, Just as Mother Nature's trees endure for many years, you have learned many things from your achievements, electives, and activity badges that will last you a lifetime. May you always stand straight and tall like a tree, and be a worthwhile resource of our country.

What do we do when we plant a lad?  
We plant a Scout when we plant a lad.  
Congratulations to all of you.

Call forward advancing Cub Scouts and Webelos Scouts and their parents.

**Cubmaster:** Cub Scouts, we have a song called "Cub Scouting We Will Go," which is sung to the tune of "Jingle Bells." It goes like this (sing or read):

Cub Scouting we will go  
To a den where we can play;  
Sunshine, rain or snow,  
Happy on our way.  
As buddies we will greet,  
Faces gleaming bright;  
What fun it is when we can meet,  
And do the things we like!

That little song tells us that Cub Scouting is for all seasons, rain, or snow. It should be fun anytime. But to enjoy Cub Scouting to the fullest, you have to advance by learning new things and doing various projects. Tonight we have some Cub Scouts who have done that, and we will recognize their work by presenting them their badges.

## Fake Rocks

Comments: At our Blue and Gold this year our ceremonial fire was ringed with fake rocks. We made the rocks and in the center were plastic arrowheads. Each cub, and sib was able to take home a rock with a memento of the evening. The rocks looked real but broke open easily. There was a lot of excitement once one of the boys in the know let the rest know what the rocks held. The recipe is easy.

- 1 cup used coffee grounds
- 1 cup flour
- 1/2 cup salt
- 1/4 cup sand

Mix then add 1/2 to 1/3 cup water slowly until the consistency of dough.

Color may be added by using powdered tempera paint in the mixture. (we did not color our rocks)

This made about three baseball sized rocks. We added the arrowheads by flattening the dough placing the arrowhead in and then reforming into a rock.

Dry in a low oven 150 degree for 20 minutes, or air dry for two days. (we found the time varied by the moisture in the rocks. Even rocks that were several weeks old opened easily.

## Make it count

Have a battery, and empty water bottle

**Cubmaster:** When Mother Nature makes her presence felt, survival will depend on things that work. (Hold up batter) Just because this battery is here does not mean that it works. We have to test it and if it is empty inside and doesn't work, what good is it? The same holds true with this water bottle, not very useful if it's empty. It's what's inside that counts, the same way a badge of rank should mean something, otherwise, its just another piece of cloth. So don't be afraid to test yourself. Wear a useful badge, one that you can count on, in good times and bad, as a boy or as an adult.

Let us present the following earned and useful ranks. (Could pull ranks out of a first aid kit)

-- Adapted by John Brogan, Jr., H.A.D. District, Pack 251

## SONGS

### Singin' In The Rain

We're singin' in the rain, just singin' in the rain,

What a glorious feeling, we're happy again.

Thumbs up! (Audience repeats)A-root-ta-ta, root-ta-ta, root-ta-ta-TA

Add each of the following in turn:

Thumbs Up, Arms Out, Elbows In, Knees Together, Toes Together, Butt Out, Chest Out, Head Back, Tongue Out

### If It's Raining

(Tune: If you're Happy)

If it's raining and you know it clap your hands (Clap,Clap)

If it's raining and you know it clap your hands (Clap,Clap)

If it's raining and you know it then your clothes will surely show it

If it's raining and you know it clap your hands (Clap,Clap)

If the mud is only knee deep, stamp your feet (Stamp, Stamp)

If the mud is only knee deep, stamp your feet (Stamp, Stamp)

If the mud is only knee deep, and you wish that it were hip deep

If the mud is only knee deep, stamp your feet (Stamp, Stamp)

If the wind is really blowing, shake your head (Shake, Shake)

If the wind is really blowing, shake your head (Shake, Shake)

If the wind is really blowing, and your permanent is going

If the wind is really blowing, shake your head (Shake, Shake)

If the temperature is falling, rub your hands (Rub, Rub)

If the temperature is falling, rub your hands (Rub, Rub)

If the temperature is falling, and your spirits are appalling

If the temperature is falling, rub your hands (Rub, Rub)

## I Hear Thunder

(Tune Frere Jacques)

What's the weather?  
What's the weather?  
What's the weather like today?  
Is it rainy?  
Is it windy?  
Are their clouds or is there sun?

## Cub Scout Hiking Song

(Tune: Battle Hymn of the Republic)

Oh, we can sing out loud and we can sing out oh so strong,  
For we're a group of Cub Scouts just traveling along.  
And when you see us coming,  
You will know that we are here  
For miles around you'll hear is  
As we sing so loud and cheer.

CHORUS:

Yes, we are a group of Cub Scouts,  
Yes, we are a group of Cub Scouts,  
Yes, we are a group of Cub Scouts,  
Just listen and you'll hear our shouts.

## Take Me Out To The Forest

(Tune: Take Me Out to the Ball Game)

Take me out to the forest.  
Let me hike in the wild.  
Show me a skunk and a few bear tracks.  
I won't care if I never come back.

But it's look, look, at your compass.  
And if it rains, then it pours.  
And it's ouch, slap, sting and your bit  
In the great outdoors!

## To The Woods

Hi ho, hi ho, it's to the woods we go.  
To catch some snail on backwoods trails.  
Hi ho, hi ho, hi ho.

Hi ho, hi ho, it's in the woods we go.  
To gaze at stars, won't hear no cars.  
Hi ho, hi ho, hi ho.

Hi ho, hi ho, it's through the woods we go.  
To search the skies for butterflies.  
Hi ho, hi ho, hi ho.



## January 2010: "Power Up!"

Hi ho, hi ho, out of the woods we go.  
We'll pitch our tent, our legs are spent.  
Hi ho, hi ho, hi ho.

### Tarzan Of The Apes

(Tune: Battle Hymn of the Republic)

I like bananas, coconuts and grapes. (3X)  
That's why they call me Tarzan of the Apes!

(When you are singing 'I like bananas, coconuts and grapes, bend over with arms swinging in front of you like an ape. Say very loudly and stand up and beat your chest).

### The Flying Birds

(Tune: The Flying Trapeze)

They fly through the air  
with the greatest of ease.  
Those big flocks of pigeons  
and gulls from the seas.  
No dog on the ground  
or big snakes in the trees,  
Can fly high like the ducks and the geese.

I once had a duck,  
and that duck's name was Phil.  
One morning he woke  
with a terrible chill.  
The dew was too heavy,  
he drowned on the hill,  
Yes, he died from an over dew bill.

Once just for a joke  
me and Tim, my big brother,  
Caught fifteen wild geese  
who were downed by the weather.  
We poured on some glue,  
and found birds of a feather,  
In fact really do stick together.

Oh cows have no feathers,  
and zebras can't fly.  
And aardvarks and beavers  
can't zoom through the sky.  
And I can't take off  
although I always try,  
I guess I'll be an earth bound guy.

## Scout Wetspers

(Tune: "O Tannenbaum")

Softly falls the rain today  
As our campfire floats away.  
Silently each scout should ask  
"Did I bring my SCUBA mask?  
Have I tied my tent flaps down?  
Learned to swim, so I won't drown?  
Have I done and will I try  
Everything to keep me dry?"  
(Lyrics by Chuck Bramlet, GCC)

## All You Et-a

(Tune: Alouette)

All you et-a  
Think of all you et-a,  
All you et-a,  
Think of all you et.

Think of all the soup you et-a  
Think of all the soup you et-a,  
Soup you et, soup you et,  
Oooooohhh,

All you et-a  
Think of all you et-a,  
All you et-a,  
Think of all you et.

Think of all the corn you et-a,  
Think of all the corn you et-a,  
Corn you et, corn you et,  
Oooohhhh

Continue with: Potatoes, Salad, Meat, Ice Cream, etc.

## By the Light of My Scout Flashlight

(Tune: By the Light of the Silvery Moon)

By the light of my Scout flashlight  
Wish I could see, what it was that just bit my knee  
Batteries, why-y did you fail me?  
The chance is slim, the chance is slight  
I can last through the night, with my Scout flashlight

## Let's Go

Tune: Row, Row, Row Your Boat

Ride, ride, ride your bike  
Pedal for goodness sake.  
Up and down, up and down  
How the legs do ache.

Ride, ride, ride your horse,  
Following the trail.  
Oh, no, I fell off  
I'm glad the horse can't tell.

Ride, ride, ride the bus,  
Ride it here and there.  
Seeing all the pretty sights  
Without a driving care.

Fly, fly, fly a plane,  
It's really lots of fun.  
Gliding high up in the sky.  
Just see the setting sun.

## SKITS

### Just A Poor Conductor

Props:

- Plain chair with arms on it (lawn chair?)
- Straps, belts (to strap in conductor)
- Stainless steel bowl (about "hat size") with wires taped to it dangling down
- Chairs for other boys to use
- Lollipop
- Cellophane tape
- Train tickets (plain pieces of paper)
- Hand-held hole punch

Setting:

Chairs are arranged like seats on a train. Boys are sitting in seats holding tickets for the conductor. Conductor is at the back of the "passenger car," coming forward to punch the tickets. One Cub (in middle row) is clearly visible, enjoying a lollipop.

Narrator: Not so long ago, on a train not so far away, a group of Cub Scouts were taking the train to another place not so far away. As the train took off from the station, the conductor began checking the passengers' tickets.

Conductor: Tickets? Tickets? (Walks "forward," punching tickets)

Narrator: Suddenly, the lights in the train went out!

(Have someone turn off all the lights in the room and have boys on stage make shuffling noises. Tape lollipop to sleeve of conductor. Then turn on the lights again. Boys are looking around wondering what happened.)

Narrator: When the lights came on again, [name] discovered someone had taken his lollipop.

## January 2010: "Power Up!"

Cub: Hey! Who took my lollipop? Where'd it go? Hey, look! The conductor took my lollipop! Call the police!

Narrator: And so the conductor was arrested, taken to jail, and tried for the heinous crime of taking a Cub Scout's lollipop.

(Rearrange stage to be a "courtroom." Have a judge behind the table and the accused standing in front of him.)

Narrator: Throughout the trial, the conductor pleaded his innocence.

Conductor: But honestly, judge, I didn't do it! I don't know how it got on my sleeve, but I am just a poor, poor man. I don't have anything. (Pulls pocket linings out of pockets) I tell you, I'm just a poor conductor!

Narrator: But the evidence was against him and the jury found him guilty of first degree lollipop swiping. He was sentenced to the electric chair!

Conductor (being dragged offstage): But I didn't do it, I didn't do it! I'm just a poor conductor!

(Scene changes: Electric chair is at center stage and the conductor is ushered in.)

Conductor: Please, please, you have to believe me! I didn't do it I tell you. I'm just a poor conductor!

Narrator: Despite his cries of innocence, the conductor was strapped in the electric chair. (Boys strap him into the chair and put the bowl on his head.) And at the stroke of midnight, the switch was pulled. (Have one Cub on the side acting as if pulling a big breaker switch. At the same time, have someone flicker the lights and have the conductor "jolt around.")

Conductor: Hey, that hurt! Let me go. I didn't do it.

Narrator: Something was wrong. They hit the switch again. (Repeat switch, lights, and jolting actions.)

Conductor: Stop! Stop! Let me go. I'm innocent!

Narrator: They tried it one last time. (Same actions.)

Conductor: Please stop! Don't do this to me! I didn't do it!

Narrator: Something was really wrong. The chair didn't seem to bother him. But it was the law that, after three tries, if the accused was still alive, he had to be set free.

(Boys undo straps and conductor stands up.)

Conductor: There you have it folks. It's like I've been telling you:

"I'M JUST A POOR CONDUCTOR!"

## Do Your Best

Props:

- Two "copies" of a model (like a simple plastic model of a car), one not put together yet and the other built to look really good.
- Model making supplies (glue, paints, etc.)
- "First Prize" ribbon
- Light bulb (plastic one, if possible)
- Circuit card (out of an old computer)
- Telephone
- Potable radio (remember the transistor radio?)
- Telegraph (Morse Code) key or spool of wire

Set Up:

Cub #1 is sitting at a table with an unassembled model and model making supplies in front of him. He is looking quite frustrated. Other Cub Scouts enter. They have their props near at hand but out of sight.

Cub #1: Hi guys. This is impossible. No one can figure out these things! I'll never get this model done by the Pack Meeting "I Did It" Show. I give up.

Cub #2: Oh come on; you just have to try. You can get it done.

Cub #3: Yeah, you know—Do Your Best, like our Cub Scout Motto says.

Cub #1: Forget it! That's just a bunch of words. I can't do this. There's no sense in even trying. I'll just tell them I couldn't do it. And besides, even if I do my best, it still won't be any good.

## January 2010: "Power Up!"

Cub #2: Hey, man! Don't say that. Think of all the people who have done their best and look at what it's done for us.

Cub #1: Naw! You guys are just a bunch of talk. I can't think of anything that anyone has done that does us any good.

Cub #2: Tell that to Samuel Morse! (Holds up telegraph key or spool of wire) By doing his best, he invented the telegraph and a special code that could be used to send messages all over the world.

Cub #1 Okay, but that's all—just a telegraph. And nobody uses it anymore!

Cub #3: Nope, not just a telegraph. The telegraph led to other things. What about Alexander Graham Bell? He believed he could get our voices to travel through wires to one another. He and his assistant, Watson, spent lots of time working on it and look what they finally invented! (Holds up the telephone) That wouldn't have happened if they hadn't done their best.

Cub #4: "jumps in": And what about Thomas Edison? He did his best and look what that got us! (Holds up the light bulb) I read that Thomas Edison and the people who worked for him tried hundreds of different ideas before they finally came up with a working light bulb. They sure did their best.

Cub #5: Ever hear of a guy named Marconi? He had an idea that information could travel through the air as electrical signals—no wires! He worked and worked until he finally got it. He did his best and look what we have now! (Holds up the radio)

Cub #6: And we studied about these two Americans, William Shockley and John Bardeen,. They kept working on an idea they had until they finally invented the transistor. That opened the way to other inventions that finally brought us modern electronics like we have in computers. (Holds up the circuit card) If they hadn't done their best, we might not have the computers and electronics we have today!

Cub #1: Okay! Okay! I get it! I really should do my best at whatever I am doing! But you guys have to help!

Others: Sure, we'll help!

(They pick up the table and move it out of sight. Then they all come back on stage with the others crowded around Cub #1 as they enter. He has the completed model in one hand and the "1st Place" ribbon in the other.)

Others: See what we told you! All you have to do is try! Way to go! Good job!

(They move out of the way so the audience can see him with the model and ribbon)

Cub #1: Yeah, you guys sure were right. All we have to do is "Do Your Best" and it pays off in the end. And thanks a lot for helping me—in more ways than one!

## The Mongoose

Props:

- Box with coiled spring in it and fur tied to end of spring. When box is opened spring will shoot fur out of box.

Setting: 2 Scouts talking about what they caught in the woods.

Object: Get other Scouts to look in box and see the Mongoose.

Cub 1: Did you see what we caught in the woods last weekend?

Cub 2: No! What was it?

Cub 1: It's a Mongoose.

Cub 2: A what?

Cub 1: A Mongoose, they are very quick and hard to catch. Did you know that?

Cub 2: Where is this Mongoose?

Cub 1: Right here in this box.

Cub 2: Can I look?

Cub 1: Sure! But don't scare it. (Peek in box lid carefully.)

Cub 2: Wow did you see how shiny and glassy the eyes looked?

Cub 1: You know they are so fast that they kill snakes by grabbing their head?

Cub 2: Wow that's really neat. (Get someone to look and let the box lid come open quickly, so fur flies.)

## The Weather Man

This is performed on a stage. Hang a large map, or a sheet with some outlines drawn on it, across the back of the stage. Since the skit involves water, it is a good idea to use a waterproof ground cloth to protect the stage.

Plan the skit, assemble the materials, and assign responsibilities ahead of time. Everybody except the Scapegoat knows what will happen. Let the Scouts decide what kind of weather to use, and what props are needed to represent it.

### The Skit

The Weather Man stands in front of the map, and presents a parody of the television evening news report.

He reads from a script in his hand. As he announces each kind of weather, it appears, aimed straight at him from off-stage.

He announces that the South will have wind. The backdrop shakes and a large fan blows the papers in his hand.

The Weather Man reports that there will be snow in the North. White confetti drops from the sky, or over the map. He reports hail in the Midwest, and small white objects pelt him. (Plastic packing makes good hail.)

Each time the weather reacts to his report, the Weather Man acts more scared. Finally, he turns the page, stops, and protests that he can't do this any more. He needs a brave person to read the last forecast for him, and asks for a volunteer from the audience. With the help of the audience, the 'volunteer' is selected and pushed forward.

The Scapegoat is handed the script, and reads, "And tomorrow this area will have heavy rains." Instantly, he is hit by a bucket of water from offstage. [If inside, pretend bucket is full of water, but use confetti instead]

### Variation

The Weather Man and the Scapegoat will clearly expect something. In fact, the Weather Man will usually have a hard time hiding his anticipation. Without warning him about the actual outcome, get him wet instead of the Scapegoat.

### Another Variation:

Hang or hold up a large map, or a sheet with some outlines of states on it. The scouts should decided on the weather and the props in advance. The Weatherman stands in from of the map and presents a weather report, (like on TV) He reads from a script in his hand. As he announces each kind of weather, it appears, aimed straight at him from off stage. He announces that the South will have wind. The backdrop shakes and a large wind blows (be creative). The Weather man reports there will be snow in the North.

White confetti falls from the sky over the weatherman. He reports hail in the Midwest and white objects pelt him. The weatherman acts more and more scared. Finally he turns the page and stops and quits. He asks for a volunteer to take over. A volunteer is force to continue. He is handed the script which reads: Tomorrow This Area Will Have Heavy Rains, the reader is immediately drenched with buckets of water. (Variation, go ahead and drench the weatherman, especially funny if you have the scoutmaster be the weatherman and he does not know skit.) [If inside, pretend bucket is full of water, but use confetti instead]

## Foggy Warning

A small vessel is approaching the Weser river delta from the north sea. The fog is so dense that the captain sends a deckhand to the bow and reduces speed to dead slow ahead.

"Can you see anything !?", the captain shouts.. "Not a tiny thing!" is the answer from the bow.

The captain lets the ship move ahead at lowest speed, only hoping that the currents don't set the ship off to far. "Still nothing in sight!?", the captain asks.

"Nothing at all!", is the reply. "Oh, now there seems to be something! It's almost ahead, just a bit to starboard!"

"Well, and what is it !?"

## January 2010: "Power Up!"

"I can't tell! By now, it's just a shadow! We need to close in a bit so I can see better!" Cautiously they proceed and the captain turns the ship a little bit to starboard, decreasing the distance to that object.

"Can you see it now?" - "Not really, it's still just a shadow!" "Yes! It looks like a buoy ... oh yes, now I can recognize the shape, it is a buoy! Just close in a little bit more!"

After a short moment: "What type of a buoy, can you see that?"

"No, I can't! Can not distinguish it's colors, see just a shadow in this fog! Go on closer! It's still slightly to starboard!" Again, the captain turns the ship a bit and they continue dead slow ahead through that thick fog.

"Now, what kind of buoy is it!?", the captain shouts.

"It's , uhm ..., it is ... " Crunch! They hit the ground. "Oh yes, now I can see it!" replies the deckhand, "It's a shallow water warning!"

### Poison Spring

One by one the boys drag on stage crying for water. Each reaches a bucket with a ladle and takes a drink, splashing some water to show there is really water in it and dies. Ham up the dying as much as you want. More than ladle may be needed so that there is plenty of water to slosh around. The next to the last person starts to drink from the bucket, when the last person comes in, sees all the dead bodies and yells for the other guy not to drink from the bucket, that it is poison.

The last person throws the bucket in the audience which really only contains rice or confetti; only the ladles had water.

Lorie McGraw sent a fun skit for those who might be having a Cowboy Day camp. Or use this whenever.

### Cowboy Joe

A cowboy rides up to a Saloon, goes inside and orders a drink. He's just about got the glass of sarsaparilla to his lips, when a guy comes running up to the door, and yells "Hey Joe! Your house is burnin!"

The man leaps up, runs out and jumps on his horse just as he thinks... "Hey, I don't have a house." He goes back in and sits down, and raises the glass to his lips again.

Just then a man comes running up to the door and yells "Hey Joe! Your dad has died!"

So he leaps up, runs out, gets on his horse and starts to head down the street when he thinks... "Wait a minute, my dad died years ago."

He goes back to the bar, and sure enough, he's just about to take a sip of his sarsaparilla when another guy runs up. "Joe! Congratulations! You've won the lottery! There's a pile of money waiting for you down at the post office!"

The cowboy gets up, leaps on the horse, and starts flying towards the post office. He almost gets there when he thinks, "Hey, wait a minute. My name ain't Joe..."

### To Build or Not to Build

A couple of not very bright guys drove their pickup truck into a lumberyard. One saunters into the office and said, "Howdy. We need us some of them four-by-twos."

The clerk said, "You mean two-by-fours, don't you?" The guy says, "Maybe right. Hold on. I'll go check," and headed out went back to the truck. A minute or so later he ambles back in and says, "Yep. That's it, I meant two-by-fours."

"Fine... How long do you need them?"

The slightly confused person paused for a minute, scratched his beard, then said, "Well now I'd better go check."

After awhile, he returned to the office and said, "A long time. Ya see, we're gonna build us a house."

## STUNTS & APPLAUSES

### Riddles

**What did the light bulb say to the generator?**

"I really get a charge out of you!"

**How do you pick out a dead battery from a pile of good ones?**

It's got no spark!

A man with a hearing problem walked into a powerplant for a tour. He arrived late and had to join the rest of the group already on the tour. The man was reviewing what he had just told the group. He told the group that they wouldn't move on until they answered this one question: "What is the unit of power equal to one joule per second called?" The man with the hearing problem hadn't heard the question very well, so he raised his hand and asked "What?"

**Why do transformers hum?**

They don't know the words.

**What did the baby light bulb say to the mommy light bulb?**

"I love you watts and watts!"

**Why was the free electron so sad?**

It had nothing to be positive about!

**Why did the lights go out?**

Because they liked each other!

Two atoms were walking down the street one day, when one of them exclaimed, "Oh, no I've lost an electron!" "Are you sure?" the other one asked. "Yes," replied the first one, "I'm positive."

**Why are rivers so poor when floods come?**

Because the water washes away the banks

**Why was the tornado arrested?**

Because it was shoplifting

**What is up in the sky but not a cloud or a plane or a man?**

The sun.

**What's worse than raining cats and dogs???**

HAILING TAXIS!!!

### Run - Ons

**Cub 1:** (Wearing headband with feather)

"Bring in 10 scalps, kill 5 buffalo bare-handed and go into the desert without water for a moon. Then I will pronounce you Big Brave."

**Cub 2:** What do I do to get pronounced Little Brave.

**Cub 1:** I bet I can jump higher than a house.

**Cub 2:** I bet you can't

**Cub 1:** Yes I can. Did you ever see a house jump.



## Knock, knocks

**Knock, knock**

Who's there

**Goose**

Goose who?

**Goose who's knocking at your door.**

**Knock knock**

Who's there ?

**Andy Green.**

Andy Green who?

**Andy Green grass grows all around.**

## Den Yells

Chase 'em down the alley,

Run 'em down the street

Den \_\_\_\_ can't be beat.

We're not like the rest

There's only one best.

Den \_\_\_\_ , Den \_\_\_\_ ,

Put us to the test.

## Jokes

Cub picks up ringing telephone, and says, "You don't say, you don't say. you don't say. "

Who was that?

I don't know. He didn't say.

**I've been seeing spots before my eyes**

Have you seen a doctor?

**No, just spots.**

Man points to sky, "Is that the sun or the moon up there?"

I dunno, I'm a stranger here too.

**Boy, those are loud socks!**

I know - they keep my feet from falling asleep!

**Cub #1:** How do you keep a turkey in suspense.

**Cub #2:** I don't know, how?

**Cub #1:** I'll tell you tomorrow.

## Applausea

**Locomotive:** Begin by slapping your left arm slowly with your right hand. Gradually increase the speed, working down over the left palm to the end of the fingers. Then place your right hand over your eyes as if peering into the distance. Imitate a train whistle, "Whoo-whoo, whoo".

**Turkey Applause:** Say, "Gobble, gobble, Gobble", then rub your stomach saying, "Yum, yum."

**Where does a bird go when it loses its tail?**

To the retail store.

**What goes up when the rain comes down?**

Umbrellas.

### Run-Ons

Subject: some thoughts

A good pun is its own reword

A pessimist's blood type is always B-negative.

My wife really likes to make pottery, but to me it's just kiln time.

I used to work in a blanket factory, but it folded.

I used to be a lumberjack, but I just couldn't hack it, so they gave me the axe.

Corduroy pillows are making headlines.

Sea captains don't like crew cuts.

Time flies like an arrow. Fruit flies like a banana.

Reading whilst sunbathing makes you well-red.

### Walk Ons

Walk On (if someone is dressed as the weather man): Postcard to Weather Bureau: "Sirs: I thought you would be interested in knowing that I have just shoveled three feet of partly cloudy from my front steps."

## CLOSING CEREMONIES

### Closing Ceremony

**Props:** Large cardboard cutouts or drawings of sources of energy/power against back wall

Submaster and boys form a circle. Submaster: (pointing to props). Just like all of these things, there is power in us all. If we all join together (have everyone in the circle join hands) our power increases, and our boys will reap the benefits. That is the Power of Scouting.

### TURN ON THE POWER

What is the most powerful thing you can think of? Is it a locomotive that can pull a hundred railroad cars? Or is it a mighty rocket with giant engines that roar and belch fire? Is it a nuclear energy plant with enough power to light up a whole city? Or is it the sun, with enough energy to warm a whole planet? As powerful as all these things are, there is a limit to their energy. A locomotive and a rocket can run out of fuel, and the fuel rods of a nuclear plant wear out after a while. Even the sun sets after a few hours, leaving half the world cold and in darkness. But there is another power source that never runs out of energy and that will never leave us in the cold. That power is God, and it's important that we learn how to connect with God's power. We learn how to do that by regularly attending our family's place of worship and by practicing its teachings. Why don't you "plug into" the greatest power in the universe by worshipping God this week?

## Aim for the Stars

The words, "Aim for the Stars" have an important meaning to Cub Scouts. Think of Thomas Edison who tried and failed hundreds of times before he perfected the electric light bulb. He never quit trying. A Cub Scout, who tries to do his best and keeps trying, is preparing himself for greater responsibilities when he becomes a man. What you do and how well you do it becomes your launching pad to "Aim for the Stars."

## The Best Things Closing

The best thing to give your enemy is forgiveness;

To an opponent tolerance;

To a friend understanding;

To a child a good example;

To your father deference;

To your mother conduct that will make her proud;

To yourself respect and

To all men charity.

Good night Scouts!

## Quality Family Time Closing

Young boys dream of treasures and we as parents can only help our boys discover the treasures of their dreams. When you are at home this month, set aside some quality family time. Communicate with each other, share your ideas and your dreams. Parents, our boys are our greatest treasure. And a boy's dream is a treasure that we cannot afford to lose or take for granted. Scouting is here to aid in the discovery and fulfillment of his dreams.

## "Wildlife Pledge" Closing

(Provide copies of the "Wildlife Pledge" below to each person in audience, and ask them to repeat it together.)

"I pledge to use my eyes to see the beauty of all outdoors. I pledge to train my mind to learn the importance of nature. I pledge to use my hands to help protect our soil, water, woods, and wildlife. And by my good example, show others how to respect, properly use, and enjoy our natural resources."

## Closing Thought

(Provide copies of the closing thought so audience can read it together:)

"This is my country. I will use my eyes to see the beauty of this land. I will use my ears to hear its sounds. I will use my mind to think what I can do to make it more beautiful. I will use my hands to serve it well. And with my heart, I will honor it."

## Man & Nature

Unknown Speaker addressing the National Congress of American Indians in the mid 1960's "In early days we were close to nature. We judged time, weather conditions, and many things by the elements—the good earth, the blue sky, the flying of geese, and the changing winds. We looked to these for guidance and answers. Our prayers and thanksgiving were said to the four winds--to the East, from whence the new day was born; to the South, which sent the warm breeze which gave a feeling of comfort; to the West, which ended the day and brought rest; and to the North, the Mother of winter whose sharp air awakened a time of preparation for the long days ahead. We lived by God's hand through nature and evaluated the changing winds to tell us or warn us of what was ahead. Today we are again evaluating the changing winds. May we be strong in spirit and equal to our Fathers of another day in reading the signs accurately and interpreting them wisely."

## Smoky Closing

Boys hold cards with letters

**S** - Smokey the Bear has a message to tell

**M** - Make it a point to hear him well

**O** - Only you can prevent forest fires Smokey does say

**K** - Keep yourself safe in being careful that way

**E** - Everybody must do his part

**Y** - Yes, we can stop forest fires before they start.

## Compass Closing Thought

**Cubmaster:** I have here a compass. Normally, because of the natural magnetic forces of the earth, the needle faithfully points north and keeps you on the right path. But when a magnet is brought near the compass, the magnet is an outside influence on the character of the compass. The integrity of the compass can no longer be trusted. This compass represents Cub Scouting. The Cub Scout Promise and the Law of the Pack are the natural magnetic field that directs the compass needle of our boys just like this magnet, influences are trying to adversely affect our purposes. Our youth are continually faced with temptation-temptation to get by without working, to lie, to cheat, to give in to the negative peer pressure of friends.

If our boys are going to grow up to be the good citizens we want them to be, watch out for the magnets in their lives. Help them work hard to live up to and live the ideals of Scouting.

## It's Up to You

**Personnel:** 5 Cub Scouts

**Cub 1:** God gave you this day  
To do just what you would,  
You can throw it away;  
Or do some good.

**Cub 2:** You can make someone happy;  
Or make someone sad.  
What have you done  
With the day that you had?

**Cub 3:** God gave it to you  
To do just as you would,  
You can do what is wrong;  
Or do what is good.

**Cub 4:** You can hand out a smile;  
Or just give them a frown,  
You can lift someone up;  
Or just put them down.

**Cub 5:** What did you do  
With your beautiful day?  
God gave it to you;  
Did you throw it away?

## Cubmaster Minutes

A wise man once noted that all sunshine is what makes the desert. Just as rain and snow are necessary for plants and animals to exist, so it is in our lives. We gain our strength and ability to live, not from the days when all goes right. But rather, it is from days of adversity and overcoming difficulties that we grow.

Weathermen have tools that they use daily to do their jobs. They use barometers to measure the air pressure. This helps them to know what type of weather to expect. One of our tools in Cub Scouting is the Cub Scout Promise. It helps us to remember what is expected of us. Let us now all repeat the Cub Scout Promise together.

Lying on the grass we look at the clouds gently floating by. Then something strange begins to happen. They begin turning into ominous gray clouds telling us a storm is in the making. We run for shelter just as torrents of rain fall, happy to be safe and dry. As scouts you must always be ready for the unexpected to come your way.

# Webelos 2009 Program Resources

The Webelos Program works best when you do it the BSA way. It works less well when you do it your way. To do it the best way consider the following:

- Get Trained - Fast Start, Cub Scout Leader Training, and Webelos Outdoor Leader Skills
- Attend supplementary training regularly, such as Roundtable
- Work closely with a Boy Scout Troop - visit the Troop, go on outings with the Troop
- Work with your Cubmaster and the Boy Scout Troop to get Den Chiefs into the Dens
- Have two independent Dens - a First Year and a Second Year Den (also called the Fourth Grade Den and the Fifth Grade Den)
- Work the Activity Badge program according to the BSA plan - as advertised, the easier badges for the 1<sup>st</sup> year Den, more difficult ones for the 2<sup>nd</sup> year Den.

Webelos Den Leaders have two objectives:

1. Provide every Webelos Scout the opportunity to earn his Arrow of Light
2. Successfully lead the boys to a positive Boy Scouting experience

Keep in mind that you do not have to do it all yourself. There are plenty of Scouters who are willing to help. In addition, there is a wealth of community resources, publications and teaching aides to help you succeed despite your limited time and lack of background in some areas. Using these people and materials will not only enrich the program for the boys, but increase your enjoyment of it as well.

And don't forget the Internet. Besides this CD and other Pow Wow resources, you will find a lot of help for your program at <http://www.usscouts.org>, <http://www.macscouter.com> and <http://www.cubmaster.org>.

## The 2009 Activity Badge Resources

The Webelos Activity Badges by month, according to the 2009-10 BSA plan, are shown below. You will find resources in this section to use in addition to your program helps and other resources, to help you deliver the very best Webelos Program this year.

Scouting Month	Activity Badges
February 2009	Scholar (1 <sup>st</sup> year Den) Start Engineer (2 <sup>nd</sup> year Den)
March 2009	Athlete (1 <sup>st</sup> year Den) Complete Engineer (2 <sup>nd</sup> year Den)
April 2009	Sportsman (1 <sup>st</sup> year Den) Family Member (2 <sup>nd</sup> year Den)
May 2009	Outdoorsman (1 <sup>st</sup> year Den) Artist (2 <sup>nd</sup> year Den)
June 2009	Traveler (1 <sup>st</sup> year Den) Handyman (2 <sup>nd</sup> year Den)
July 2009	Aquanaut (1 <sup>st</sup> year Den) Geologist (2 <sup>nd</sup> year Den)
August 2009	Naturalist (1 <sup>st</sup> year Den) Forester (2 <sup>nd</sup> year Den)
September 2009	Start Citizen (1 <sup>st</sup> year Den) Communicator (2 <sup>nd</sup> year Den)
October 2009	Complete Citizen (1 <sup>st</sup> year Den) Showman (2 <sup>nd</sup> year Den)
November 2009	Start Craftsman (1 <sup>st</sup> year Den) Readyman (2 <sup>nd</sup> year Den)
December 2009	Complete Craftsman (1 <sup>st</sup> year Den) Start Scientist (2 <sup>nd</sup> year Den)
January 2010	Fitness (1 <sup>st</sup> year Den) Complete Scientist (2 <sup>nd</sup> year Den)

Although Webelos Scouts are still part of Cub Scouting, with the same purposes, it is a transitional program. It is moving the boys from a family based program in which the parents approve their work, to a unit leader led program where the Webelos Den leader must approve advancement. It is a transition from the simpler Cub Scouting program and ideals to the more challenging program of Boy Scouting and the more complex ideals of the Scout Oath and Law

## Understanding Webelos Scouts

As a Webelos leader, this may be your first exposure to dealing with several boys in this age group. You may feel intimidated or even frightened. If you are in either of these groups you are not

alone. Many new leaders feel the same way. As nine and ten year olds, a group of boys can be a challenge, but they are also a lot of fun. The Webelos program allows boys of this age group to stretch themselves, be challenged and have fun.

Nine year old boys are very inquisitive by nature and want to be challenged. The program you provide should fill their needs, yet not be so difficult as to discourage them. Exposure to skills does not necessarily mean mastery of skills, just a challenge, a learning experience and fun. Some boys this age have a terrible time with skills. The desire is there, but ability may not be. Remember, any real effort on their part is the challenge and even the reward. At this age a boy needs a compliment for a job done to the best of his ability.

At nine, boys can be unpredictable. One week they love the current activity. The next week the same activity bores them. The key is to keep them busy, and to keep all the boys involved. Have the bored boy show the others or you how he is doing his project or skill. Two-deep leadership is an important factor here. Two adults helping and guiding works well.

The ten year old is generally more mature than he was in his first year in your Den. His self-control is greater. His willingness and ability to lead is better. His strength and self-confidence are higher. The poking, teasing and silliness generally decreases. The unit becomes stronger as a result. As this happens you as their leader should hand over more of the Den responsibilities to the boys. 'Faking roll, collecting dues, deciding which activity pins to work on, Den activities planning, etc. that may have been done with you in their first year should now become the responsibility of the boys.

As you reflect back on the Webelos years, you will find that the boys have undergone a change much greater than you ever imagined possible.

### Training Available

Webelos Den leaders and assistants should complete their district's New Leader Essentials, if they haven't already taken it, and the Leader Specific Training for Webelos Leaders. An outdoor skills training, sometimes known as WLOT or OWL training, would also be helpful. They should also attend their district's monthly Roundtables and Council Pow Wow.

By participating in these activities you as a leader will be better prepared to offer a quality program to the boys.

Fifth grade Webelos leaders and assistants are encouraged to attend the Boy Scout Leader 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 activities in the final stages of this transitional program.

### Program Planning

The Webelos Den does not operate with 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. The Webelos Den remains 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, interests, desires, and contribute to their growth. The goal of the Webelos Den is to hold a boy in the Cub Scout Pack and to graduate him into a troop. That is why the quality of the program is so important.

involve the boys in program planning. They need to learn leadership, and will surprise you with their ideas. Get them involved in setting a code of discipline for the group.

Leadership is learned and developed. You can become an effective Webelos Leader if you will prepare yourself and take the time to learn. Remember to be flexible in your planning. There is a great deal of satisfaction in helping boys along the way to manhood.

### The Two-Year Webelos Program

The Webelos program is structured as a two-year program for 4th and 5th grade boys (Actually, with the second year Webelos bridging into Boy Scouts in the Spring, it's more of a 21 month program). While the two-year program is not optional, the way it is administered can be varied to accommodate the circumstances for each Pack. There will be two main ways of running the program.

## Webelos 2009 Program Resources

The first is having separate first and second year Dens. The second is to have a Den with a mixture of first and second year boys. The former is best to deliver a complete program, a two year transition to Boy Scouts. The latter is often necessary for a small Pack, with only a few Webelos Scouts. It is more difficult to deliver a complete program, but even so, can be a very valuable transition.

The activity badges are broken down into recommended 4th and 5th grade levels. Checkout the Cub Scout Program Helps or your Webelos Leader Book to see which badges are recommended for each month of each Webelos year.

In general, Dens should work to allow first year boys to concentrate on the Webelos rank and the activity badges necessary to achieve it, while the second year Den should concentrate on the Arrow of Light and moving into Boy Scouting. The Fitness and Citizen activity badges are required for the Webelos rank and Outdoorsman and Readyman are required for Arrow of Light.

### Parent Involvement

Parent involvement is key to a good program and makes your job as a Webelos Den leader more manageable. Take advantage of the special skills and interests that your parents have. Some parents like to camp, some are good at woodworking, some are familiar with nature, or maybe they are engineers or geologists. All of these are important activities within the Webelos program. Ask a parent for help other than transportation or snacks.

Communication is the key to getting parents involved and keeping them there. Provide them with a monthly calendar. Hold an annual or bi-annual parent meeting. They need to be told how the Webelos program is different from the Cub program and how they can be involved. Give them support and encouragement.

***Remember to use your Resources and KISMIF!***

### Turning Your Webelos Into Boy Scouts

1. Start early with your program for the first year boys to get all of them to Arrow of Light (A.O.L.).
2. Do not wait for September to start new Webelos den into active program.

3. Get together during the summer months to do some special activities. The Aquanaut can be completed right away.
4. Pull the den together during the summer by doing small and simple service projects for school, church, or community.
5. While doing regular programs with boys add those requirements for 'joining Boy Scouts'. Get boys into the outdoors as soon as they start the Webelos Program.
6. Do as many activity pins outside as possible. Plan around a patio, yard, Garage, Park, Pool, a business or any other place.
7. Have special Visitors over for den meetings to talk about specific skill activities.
8. Spend sufficient time with each activity pin. Not one week, but two to four weeks.
9. Try to get all the boys in the den to the Webelos badge at the same time. Make it special for them at their recognition pack meeting.
10. Attend the monthly Roundtable meetings and 'Cub Leader Pow-Wow' to get activity pin ideas and help.
11. Once into the program start planning ahead, up to six months, those activities you want to do. Work your program into your schedule, the seasons, the weather, the Boy Scout Troop and sudden changes. Always have a back-up plan.
12. If a leader feels uncomfortable about doing an activity with the boys, get help: do not pass up the opportunity to learn
13. Give boys a sample of the skills, activities, requirements that the Boy Scouts do.
14. Start early to get boys ready for camping. Have a backyard Day Camp or overnighter.
15. Look for Troops in your area that the boys may go to and visit. Go Camping with them. Have skills demonstrations with them.
16. Take boys on meaningful tours and trips (more special than their earlier Cub outings).
17. Now is the time to take boys out for hikes - in neighborhood, park, construction site, open fields.
18. Know what your boys want and give them all they can take. Every Activity Pin if they so desire.



## Webelos 2009 Program Resources

19. Realize that the second year for Webelos is a short one. Know when to graduate them ahead of time.
20. Plan well ahead for the Arrow of Light and get an O.A. (Order of the Arrow) ceremony or other special ceremony scheduled. Contact Troops for help.
21. Be sure to fulfill all the requirements for Arrow of Light and those to get the boys started into Boy Scouts.
22. Get parents involved, even more than before, so they will help carry boys into Boy Scouts.
23. Visit more than one Troop in your area - early. Have parents go along. Also to get a better understanding of the Boy Scout Program.
24. Having a Boy Scout Handbook to work from, refer to, show boys, get ideas from and get them prepared with is a great training aid.
25. Be aware that boys are lost from the Boy Scout Program during the first year if not properly prepared.
26. It is very important that boys experience camping before they join the Boy Scouts to make it more comfortable for them.
27. Remember that a parent must be with a boy on campouts as Webelos, but let the boys live the experience themselves.
28. Having and using a trained 'Den Chief' will add to the program and help leaders, too. The Webelos will enjoy having an older boy there.
29. Use as many assistant leaders and parents as possible to help with any and all hands-on skills activities. A good safety factor, too.
30. Get outside experienced help to give boys the 'Whittling Chit' Requirements and Demonstrations.
31. Boys should start working towards proper uniforming for the Boy Scouts. A proper insignia placement is important.
32. Having a den doodle for the boys is a good tracking and incentive tool to get them all into Boy Scouts.
33. Work with the Webelos at the beginning of their second year, a little at a time, so that they know the Boy Scout Joining Requirements.
34. Have them start working towards the Boy Scout Tenderfoot physical fitness requirements. This is the hardest requirement to fulfill.
35. Get boys started in making out duty rosters and menus for campouts soon. They will have to do these on their own as Boy Scouts.
36. Get all of your boys to Webelos Summer Camp after their first year. This will be their best Outdoor experience as a Webelos den.
37. Games, Skits, Songs, Stories, Competition with each other and a den flag are very important parts of the Webelos Program.
38. Letting the boys pick a patrol name, with a patch, instead of a den number will bring the boys closer to the Boy Scout Program.
39. The most important part of the Webelos Program is having well trained leaders to pass on all those new skills to the Scouts.

### **Keys to Cub Scouts Continuing in Boy Scouts**

- ✓ Visit troop before moving up from cub scouts
- ✓ Having friends in the Boy Scout troop
- ✓ Going to summer camp the first summer as a boy scout

### **Webelos To Scout Transition:**

#### **How The Transition Plan Helps The Boy**

Webelos to Boy Scout Transition is one of the most, if not the most important job you have as a Webelos leader. It is your job to guide the boys through the Webelos requirements, their Arrow of Light ceremony, and on to Boy Scouts. Transition to Boy Scouting is not that difficult a task if you plan ahead. Planning is the key.

Many Webelos Scouts will go on into Scouting with no help at all. But at least half of them need to know more about their opportunities for fun and adventure in the Scout troop. That is really the purpose of the Webelos-to-Scout transition plan, to give the Webelos Scout a sampling of the troop program, troop leadership, personal advancement, a training and learning experience and an appreciation of troop organization and relationships.

You, as a Webelos leader, are the means for the boys transition to Boy Scouting. As a leader you supply the road which the boys must travel for successful transition to a Boy Scout Troop. If the

road you provide is not well marked the boys will be fearful of what is around the next turn and they may never complete the journey. The boys' transition involves knowledge, understanding, and communication. Through your leadership and teamwork with other pack leaders, and with the Boy Scout Troops in your area you can supply the necessary road map for your Webelos to follow.

Preparing your Webelos to become Boy Scouts actually begins early in the first year of the Webelos program. As Webelos the boys learn about outdoor skills, about more challenging tasks through activity badge requirements, through greater independence and leadership. As second year Webelos your boys should be exposed to Boy Scout Troops in your area. In their second year they should be learning the Boy Scout Oath, Motto, Slogan, Sign, Salute and Handshake. They have been camping as a den and might have gone to a Webelos Long Term Summer Camp. If all this has been done then the transition has begun and the Webelos you lead are ready to visit troop meetings and camp with the Boy Scouts as guests.

The boy's Webelos badge and Arrow of Light Award reach into the requirements bordering on Scouting skills, giving him a view of Scouting advancement. He sees boy leadership at work and senses his own potential as a junior leader.

In short, the boy's desire for troop membership is the result of this gradual change in appetite for troop oriented activities.

### **You And The Troop Leaders Work Together**

When the Webelos-to-Scout transition program is used, Webelos Scouts want to join Boy Scout troops. As a part of this program, Boy Scout leaders give you help and support, participate in the joint meetings and campouts with you, supply a den chief and a troop Webelos resource person, and establish a pack-troop relationship of a permanent basis.

Your unit commissioner can help you make a list of nearby troops, with leaders' names and phone numbers. If a unit commissioner is not available, either the Cubmaster or the Webelos den leader will need to take the initiative to get things going.

If available, the unit commissioner can help bring together the Webelos den leader, Cubmaster and Scoutmaster for their first meeting. If commissioner is not available, call the Scoutmaster and arrange for all to sit down together and to share your mutual needs. It will be a time to get acquainted, define responsibilities, discuss leadership needs and make plans to recruit any needed leaders. Set up a plan for regular communications between key leaders to keep every one interested and informed.

### **You And The Pack Leaders Work Together**

The following responsibilities should be done by den and pack leaders for a smooth transition.

#### **Webelos Den Leader**

- Use the parent-talent survey sheets to identify potential activity badge counselors.
- Train the Webelos den chief and help him to register for and attend den chief's training.
- Recognize the Webelos den chief in front of the pack or Webelos den.
- Complete Webelos den leader training as soon as possible.
- Work with the Webelos resource person and Cubmaster to conduct effective graduation ceremonies at the pack meeting.
- Attend roundtables on a regular basis, especially any joint Webelos and Scout leaders' roundtables.

#### **Webelos Den Chief**

- Receive training from the Webelos den leader and attend den chief training. Secure a Den Chief Handbook.
- Participate in the yearly Webelos program planning meeting.
- Be familiar with the Webelos badge and Arrow of Light Award requirements in order to assist Webelos Scouts in their advancement.
- Attend all Webelos den meetings and participate in district "Webelos Woods" activities.
- Assist with all pack (or den)/troop activities and participate at pack meetings with Webelos Scouts in skits, stunts, songs, demonstrations, etc.

## Webelos 2009 Program Resources

- Assist with Webelos overnight campouts, showing Webelos Scouts the proper use of troop equipment.
- Secure help from troop junior leaders.
- Assist activity badge counselors at Webelos den meetings as needed.
- Represent the Webelos den to the troop and the Scouts to the Webelos den. Explain the "patrol method" enthusiastically.
- Participate with the pack, Webelos den and troop in joint service projects.

### Cubmaster

- Sit down with your unit commissioner, Scoutmaster and Webelos den leader to determine what needs to be done to improve Webelos graduations.
- Assist in planning and conducting stimulating graduation ceremonies, involving parents, the Scoutmaster, the den chief, the Webelos den leader and boy leaders from the troop.
- Conduct Webelos den induction ceremonies and Arrow of Light Award ceremonies.
- Support the Webelos den leader in pack/troop activities.
- Help establish and maintain strong pack/troop relationships.
- Encourage high advancement standards for the Webelos Scouts.
- Include Webelos den participation in pack meeting activities.
- Attend roundtables on a regular basis. Attend any Webelos and Scout leader's roundtables with the Webelos den leader.
- Recognize the den chiefs at the pack meetings.
- Support the year-round Webelos den program.
- Help to recruit activity badge counselors from the pack.

### Pack Committee

- Help recruit and support the Webelos den leader(s) and provide resources for the Webelos den.
- Promote Webelos-to-Scout transition through the chartered organizations.
- At each monthly meeting, keep informed of Webelos den progress and needs.

- Help bring families together at joint pack(or den)/troop activities.
- Promote and support strong pack/troop relationships, sharing with the troop committee the need for graduations into the troop.
- Work closely with the unit commissioner in effecting a smooth flow of boys into the troop.

### Activity Badge Counselor

- Provide activity badge instruction at the Webelos den meeting.
- Be familiar with the Webelos Scout book in presenting activity badge information and certifying advancement.
- Help recruit other activity badge counselors.
- Lead field trips related to activity badges.
- Provide resources and instruction on selected activity badge.
- Hold to the time schedule for activity badge instruction.

### Suggestions For A Successful Transition

- Sign up for and attend your district's next New Leaders Essentials Training that is specific for Boy Scout Leaders. The course is not only for Scoutmasters. Parents, committee members and anyone interested is welcome to attend. This is a great way to get firsthand knowledge of how a troop works. You can then take your knowledge back to your Webelos and get them excited.
- At every opportunity talk about Boy Scouting.
- Take your Webelos camping. Teach them the basics about fire building, knots, camp tasks, cooking, site selection and camp rules.
- Introduce them to service projects.
- Show pride in your uniform.
- Gradually hand over den leadership to the boys. Let them learn what it is like to have the added responsibility.
- In their second year expose the boys to as many Boy Scout Troops as you have time for.
- Create games as a form of learning the Scout oath, law, motto, and slogan. There is nothing like a little competition to spark boys this age.

## Webelos 2009 Program Resources

- If you were a Boy Scout, talk about your adventures and apprehensions. Show the boys some of your old gear or pictures.
- Let the boys talk about their ideas of what Boy Scouting is, their anticipation and their fears.

### Overview Of The Boy Scout Program

Like Cub Scouts, a Boy Scout Troop is structured with a chartering organization, a charter representative, a committee, and adult leaders, in the case a Scoutmaster and Assistant Scoutmasters. The boys are divided into patrols, rather than dens, and are boy led. The Senior Patrol Leader fills the position of the troop's boy leader.

The chartering organization provides a meeting place and helps the troop in any way it can. The representative acts as liaison between the troop and the sponsor. The committee insures the troop is following BSA policy, helps conduct boards of review for rank advancement, and considers the troop's means of finance.

The Scoutmaster and his/her assistants carry out the program with the boys and have the closest exposure to the troop as a whole.

The Senior Patrol Leader (SPL) not the Scoutmaster, conducts the troop meetings. The SPL is an elected position, determined by regularly scheduled elections and voted on by the boys in the troop. The SPL is not picked by the Scoutmaster or the committee. Patrol leaders are also elected by the boys within each patrol. The SPL, his assistants, and the patrol leaders comprise the Patrol Leaders' Council (PLC). The PLC meets generally once a month to plan and review the troop's progress. With the assistance of the Scoutmaster the PLC determines the troop's program.

The Patrol Leader conducts the individual patrol meetings with the assistance of an adult Assistant Scoutmaster. The Patrol Leader leads the patrol in planning for campouts, other activities, Scouting skills, games, advancement, etc.

As members of a patrol the boys work as a unit, and individually. As a unit they camp, work on patrol service projects, and carry out troop assignments together. As individuals they work on merit badges, rank advancement and self-improvement.

## Webelos Ceremonies

### Webelos Activity Badge Ceremony Ideas

**AQUANAUT** - If the Pack meeting is held at a pool, have the boys swim across the pool to receive their badge. If inside, have them demonstrate a swimming stroke and pretend to swim to you to receive his badge.

**ARTIST** - Webelos leader is dressed as an artist and pretends to paint portrait of the Webelos as he is sitting on a stool posing. He puts down his palette and paintbrush and says "Each boy is a masterpiece." He then hands the boy a pre-made silhouette of the boy and the activity badge he has earned.

**ATHLETE** - Do a standing long jump and catch badge that the Webelos Leader is holding at arms length.

**CITIZEN** - The Webelos Leader dressed as judge, pounds gavel on table and says, "Hear ye, Hear ye, Hear ye. I present to you on this day of in the year of Our Lord. 20\_\_\_\_\_, (boy's name) as a new citizen of our Pack and community."

**COMMUNICATOR** - Webelos leader uses sign language to tell what the activity badge is. He gives the badge to the Webelos Scout who thanks him in sign language also.

**CRAFTSMAN** - Webelos leader and boys are busy building crafts and leader says, "Well boys, we've sure had a busy month making all these things, but I think we have made more than just toys. We have come a step closer in making you young men." He then gives them their badge.

**ENGINEER** - Several boxes with the name of Pack Officers (Cubmaster, Den Leader, Committee Chairman, etc.) are scattered around. The Webelos Den Leader comes on stage and picks up a box and reads out loud what it says, and then places it back on the floor facing the audience. Start with the committee members first. Build the boxes up in the shape of a pyramid. As the name of a boy is read that has earned the activity badge he comes forward and is given the badge. His leader congratulates him on the achievement and tells him how great it is that he can be part of the Cub Scout pyramid.

**FAMILY MEMBER** - The Webelos Leader calls the Webelos Scout and all the members of his

family including brothers, sisters, and aunts, uncles, etc. He lines them all up according to size from the tallest one next to him to the smallest one next to the Webelos Scout. He then says "Since this activity badge was earned with the help of all the family, I will give it to the tallest member of the family. Each of you will pass it down the line until it reaches the Webelos Scout."

**FITNESS** - Do a sit up and reach out and take the badge that is being held at the end of his feet. (Just far enough to give him a good stretch before getting it.)

Do a push-up. The boy will pick up the badge with his mouth as he lowers himself to the floor, and as the Webelos Leader is holding the badge near the floor beneath the boy.

**FORESTER** -The Webelos Leader has all the activity badges attached to a branch of a tree. he says "I am presenting you this activity badge in the hopes it plants a seed of knowledge that will grow with time."

**GEOLOGIST** - Webelos Leader is examining several large rocks that are out on the table. He comes to the largest one and picks up a hammer and chisel, and proceeds to chisel on the rock. He removes an award from the rock and calls forward the boy who is to receive it. The chiseling continues until all awards are presented.

**HANDYMAN** - The Webelos Leader rolls on old tire out. Inside the tire are the activity badges. He says, "This tire is old. It has served its purpose. We have in our midst, several future mechanics." He calls up the boys who have earned the badge and takes the badges out of the tire and presents them.

**NATURALIST** - Webelos leader is inspecting insect collection and notices something different and out of place, "What is this? I don't remember seeing this before. Oh, (boys name) this must belong to you for earning your Naturalist Activity Badge."

### **CROSSING OVER TO SCOUTING**

**Setting:** A bridge is in the center stage. One side of the bridge is represented as the Cub Scout side and the other side as the Boy Scout side. You can use your imagination on how to symbolize each side so it is apparent which side is which. Use of Boy Scouts with candles lighting the path is very impressive.

Cubmaster and Scoutmaster standing appropriate sides.

**Cubmaster:** Tonight we mark a great occasion...the graduation of \_\_\_\_\_ Webelos Scouts into a boy scout troop. We are sad to see them leave because they have been a great help to our pack...but we are happy for them because they are going on to the great adventure of Boy Scouting. These Webelos have worked hard for this night and have advanced well. As a symbol of their hard work, each Webelos scout will be given an arrow. As I call your name, will each Scout come forward with your parents.

(Call each boys name off.)

**Reader:** The arrow alone gives meaning to each of these scouts. The wooden shaft gives the strength like the strength the Scout Promise gives each boy. The fletching helps guide the arrow on a straight and true path like the Scout Law guides the Scout on a straight and true path. The arrowhead points the way to the target like Webelos badge and Arrow of Light requirements have pointed the Scout to the ways of Boy Scouting.

Each arrow has these parts...but each arrow is different...it is individual. Each arrow represents their own trail through Cub Scouting.

(Give each boy his arrow.)

It has been a long trail...As you look at the arrow you can look back and see how far you have traveled. Your first trail led you across the Bobcat Ridge, where Akela took you into the Pack as a Bobcat. The yellow mark tells that this boy completed his Bobcat requirements. You may have then climbed the steep Wolf Mountain. The red mark means he has completed the Wolf badge. After that there may be a gold and silver marks for the arrow points that you may have earned. After finding your way through Bear Forest, you may have earned your Bear rank. The green mark shows you have gained your Bear achievements, and again you may have earned a gold and silver arrow points. Your trail next may have led you to Webelos Rank...first earning three Webelos pins shown by three black marks, then your Webelos badge which is marked in blue. The Arrow of Light trail may have been hard and rugged. You first earned another four Webelos pins. Then came the highest Cub Scout Achievement, the Arrow of Light which is signified

## Webelos 2009 Program Resources

by the white marking on the arrow. The twelve beads will remind you of the twelve points of the Scout Law. The red and white feathers not only stand for the troops colors, but also for devotion and honor.

Your trail in Scouting does not end in Cub Scouting...it is only the beginning...for all of you have prepared yourself for the crossing over to Boy Scouts. The bridge before you is a symbol of your crossing from Cub Scouting to Boy Scouting. The bridge is a structure carrying a pathway or roadway over a depression. It is a means of connection or transition from one side to another...as this bridge represents how our Pack is connected to our Troop . As I call each boys name, please come stand before Your Cubmaster where he will remove your Webelos neckerchief.

(Cubmaster is calling over to the Scoutmaster.)

**Cubmaster:** Hello, Boy Scouts of Troop .

Scoutmaster: Hello, Cub Scouts of Akela. What do you desire?

**Cubmaster:** We have several Webelos who have prepared themselves for entrance into your Troop.

Scoutmaster: Bring them and their parents forward to the bridge that joins our Pack and Troop. I will send two of my Scouts over to escort the boys and their parents over the bridge. (Boy Scouts cross over to Pack's side and then escorts the new scout and their parents to the other side.)

**Webelos Den Leader** (Speaking to the Scoutmaster): These are your new Scouts, ready for the adventures ahead of them. They are going to call themselves the patrol.

**Webelos Den Leader** (Speaking to the boys): As I call each of your names, please come forward to your Scoutmaster, , where he will place on you the Neckerchief of Troop .

Scoutmaster: I'd like to welcome the new patrol and their families to our Troop .

(Lights on)

**Scoutmaster:** Will the Troop please form your patrols.

(Have SPL lead all scouts in the Scout Promise)

### Bridging Webelos To Scouts

**Personnel:** Cubmaster, Webelos leader, Den Chief, Scoutmaster, Boy Scout candidates and their parents.

**Equipment:** American flag, pack flag, troop flag, a bridge, troop neckerchief for each candidate

**Setting:** The bridge is place in center of room, pack flag is to the left of the bridge, the American flag and troop flag to the right. Cubmaster and Webelos Den Leaders (of boys crossing over) at left of bridge. Candidates and parents to the far left, to be escorted to front. Scoutmaster and Boy Scouts to the right of the bridge.

**Narrator/Den Leader:** "We'll cross that bridge when we come to it." How many of us have used that phrase when we are faced with something we have not prepared for. On their journey as Webelos Scouts these boys have crossed many "bridges." With the help of their den leaders and parents they are prepared to cross this bridge tonight. They have gone camping, and hiking; they have learned how to cook a meal in tin foil on a campfire; they have learned the importance o physical fitness and they have earned activity pins in a variety of areas. They have spent many hours preparing for this bridge. And now as they begin their journey as Boy Scouts. They will be faced with new "bridges."

"Scoutmaster, will you and your troop help these new Scouts to prepare for the bridges they will be crossing on their journey through the ranks of being a Boy Scout?"

Scoutmaster and Boy Scouts reply "We will help them."

"Would the following Webelos Scouts please come forward and stand to the right end of the bridge; (Scouts are called by name.)

Would the Cubmaster and Den Leaders help these boys cross this bridge."

The Webelos scarf and epaulets are removed and handed to the parents. Shake the Scouts hand and send them across the bridge, accompanied by their parents.

Scoutmaster will welcome the boys with the Boy Scout handshake and give them their new epaulets and ties/scarves.

The new Boy Scouts will form a line and give the Boy Scout salute to the Scoutmaster. The Cubmaster and/or Boy Scouts will lead the new Scouts in the Boy Scout Oath. Scoutmaster: "Congratulations new Boy Scouts and welcome to your journey as a Boy Scout."

## PACK 27 WEBELOS CROSSOVER CEREMONY

**INTRODUCTION.** This paper describes the crossover ceremony our Pack used for the Webelos Crossover at our last Blue and Gold Banquet. It includes a diagram of the bridge we built a few years ago and that we use for both Webelos and Tiger graduations. (For the Tiger ceremony, we change the placarding on the girders to "Search," "Discover," and "Share" and we change eight planks to the eight steps to the Bobcat Badge. One of these days we will make a separate Tiger set of girders and planks so we don't have to change anything! And another one of these days, we will put down on paper the actual plans for building the bridge. For now, if you want to build one, you'll have to figure out the plans from our sketch--it's made with 3/4-inch birch plywood and wood screws, but the next one will be solid wood planks and reinforced [I-beam] girders.) We hope this inspires someone!

**SETUP.** We premeasure the locations of the two end stanchions so that they are on stage by themselves but are the right distance apart for when the boys bring out and insert the three girders. We have the girders and planks (backstage) organized in their order of presentation so that a leader can easily hand them to the boys to carry out and present to the audience. For each girder, two boys carry it out to the front of the stage, announce what it says, and place it in the slots of the stanchions. We place the "God and Country" girder in the forward-most slots so it remains visible throughout the ceremony. The boys bring out the planks (one per boy) and keep rotating themselves through if there are more planks than boys. We install the planks from "Cub Logo stanchion" to "Scout Logo stanchion."

**EMCEE:** Tonight we stand at a crossroad—the end of one journey that leads to the beginning of another. Our Webelos Scouts have come to the end of the Cub Scouting trail and they will now start down the trail of Boy Scouting—the trail of the Eagle Scout. To symbolize this transition, they will cross the bridge from Cub Scouts to Boy Scouts. Before you are the stanchions that represent Cub Scouts and Boy Scouts—there is a gap that separates them. This gap must be filled in—filled in with the recognition and knowledge of what this Boy Scout program is that they are about to begin.

We begin with the Scout Promise: When a Scout raises his hand in the Scout Sign, his three fingers stand for the duties he promises to uphold as a Scout in the Scout Promise.

## THE MEANING OF THE BOY SCOUT OATH

*Excerpted from page 45-46, Boy Scout Handbook, 11th ed, (#33105), copyright 1998 by BSA, ISBN 0-8395-3105-2*

Before you pledge yourself to any oath or promise, you must know what it means. The paragraphs that follow will help you understand the meaning of the Scout Oath.

### **On my honor**

By giving your word, you are promising to be guided by the ideals of the Scout Oath.

### **I will do my best**

Try hard to live up to the points of the Scout Oath.

*At this point, the leader backstage has the first girder brought forward and the boys say:*

"Duty To God And Country"

To do my duty to God

Your family and religious leaders teach you about God and the ways you can serve. You do your duty to God by following the wisdom of those teachings every day and by respecting and defending the rights of others to practice their own beliefs.

and my country...

Help keep the United States a strong and fair nation by learning about our system of government and your responsibilities as a citizen and future voter.

### **and to obey the Scout Law**

The twelve points of the Scout Law are guidelines that can lead you toward wise choices.

*Leader sends out boys with next girder and the boys say:*

"Duty To Others"

To help other people at all times...

There are many people who need you. Your cheerful smile and helping hand will ease the burden of many who need assistance. By helping out whenever possible, you are doing your part to make this a better world.

Leader sends boys out with last girder and they say:

**"Duty To Self"**

To keep myself physically strong,...

Take care of your body so that it will serve you well for an entire lifetime.

mentally awake...

Develop your mind both in the classroom and outside of school.

and morally straight.

To be a person of strong character, your relationships with others should be honest and open. You should respect and defend the rights of all people. Be clean in your speech and actions, and remain faithful in your religious beliefs.

**Emcee:** So the gap is closed, but it would still be very hard to cross. We need to add something with substance that will give the boys something on which to stand. We add the virtues that every Boy Scout agrees to have and keep when he recites the Scout Law:

**THE MEANING OF THE SCOUT LAW**

[The leader backstage more or less controls the timing of the boys' presentations of the planks. He sends each boy out separately so that the boy can say his "line." The emcee then reads off the meaning as the boy installs the plank and returns backstage.]

**A Scout is Trustworthy.**

A Scout tells the truth. He is honest, and he keeps his promises. People can depend on him.

**A Scout is Loyal.**

A Scout is true to his family, friends, Scout leaders, school, and nation.

**A Scout is Helpful.**

A Scout cares about other people. He willingly volunteers to help others without expecting payment or reward.

**A Scout is Friendly.**

A Scout is a friend to all. He is a brother to other Scouts. He offers his friendship to people of all races and nations, and respects them even if their beliefs and customs are different from his own.

**A Scout is Courteous.**

A Scout is polite to everyone regardless of age or position. He knows that using good manners makes it easier for people to get along.

**A Scout is Kind.**

A Scout knows there is strength in being gentle. He treats others as he wants to be treated. Without good reason, he does not harm or kill any living thing.

**A Scout is Obedient.**

A Scout follows the rules of his family, school, and troop. He obeys the laws of his community and country. If he thinks these rules and laws are unfair, he tries to have them changed in an orderly manner rather than disobeying them.

**A Scout is Cheerful.**

A Scout looks for the bright side of life. He cheerfully does tasks that come his way. He tries to make others happy.

**A Scout is Thrifty.**

A Scout works to pay his own way and to help others. He saves for the future. He protects and conserves natural resources. He carefully uses time and property.

**A Scout is Brave.**

A Scout can face danger although he is afraid. He has the courage to stand for what he thinks is right even if others laugh at him or threaten him.

**A Scout is Clean.**

A Scout keeps his body and mind fit and clean. He chooses the company of those who live by high standards. He helps keep his home and community clean.

**A Scout is Reverent.**

A Scout is reverent toward God. He is faithful in his religious duties. He respects the beliefs of others.

**EMCEE:** And with these—the Scout Promise and Scout Law, we have built the bridge that leads us from Cub Scouting onto Boy Scouting. At this time I would ask the representatives from our Boy Scout Troops to please come forward to welcome our Scouts into the Boy Scout program.

[The troop leaders and parents have already been briefed on where they will stand on stage. The parents are behind the bridge and join up with their sons as their names are called. They cross over with their sons and are greeted on the other side of the bridge by the Boy Scout leaders. The troops typically have some things they present to the boys (neckerchiefs, handbooks, etc.) and we try to get them to hand these out as quickly as possible.



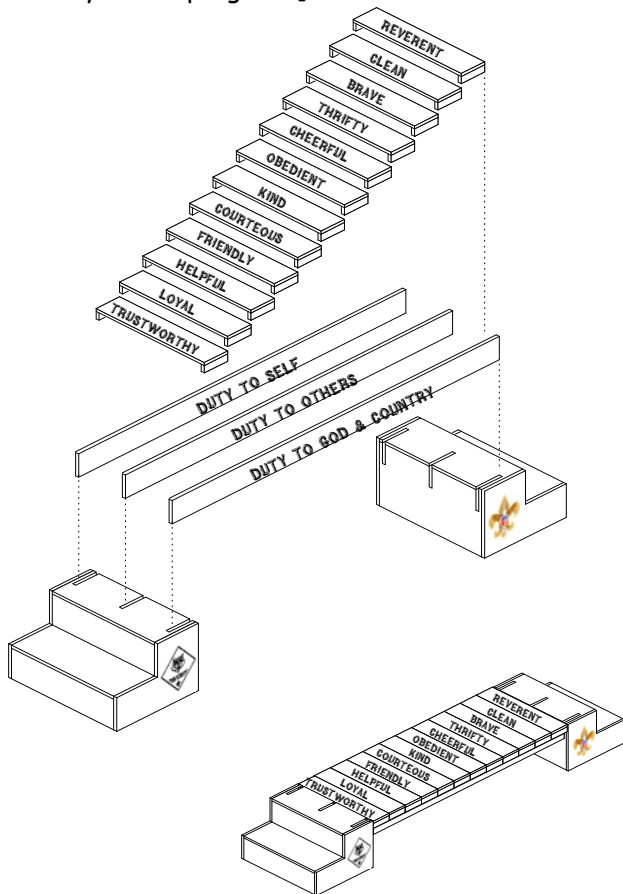
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The important thing is that we only call one boy at a time and let him cross over and be "welcomed" before we call the next boy.]

**EMCEE:** To the Troops, the Pack charges you with the responsibility to provide these Scouts with a healthy, fun, and adventure-filled program. They have worked hard to get to this point; don't be afraid to challenge them all the more. Take them along the Boy Scout trail so that someday soon we will be able to say, "That Eagle Scout was from our Pack."

Realizing that the Boy Scout program, much like the Cub Scout program, depends on the active participation of the boys and their parents, we ask our parents to cross over with their sons as they are called forward and recognized.

[Call each boy to cross over. As they cross the bridge, the audience applauds. Give each family ample time to come forward and cross over. After all have crossed over, they Emcee moves onto the next activity in the program.]



# Webelos Scholar Activity Badge

## Mental Skills Group

Scholars do their "BEST" in what they commit to do. Scholars - Believe it can happen, Expect success, Set their mind, and Try, try, try. These steps to do their best can be used at school and in everything that they do.

### IDEAS FOR DEN ACTIVITIES

1. Prepare a chart of the school system and explain and discuss with boys.
2. Have the boys create a word search.
3. Stretch the boys' minds with brain teasers.
4. Make your own puzzle.
5. Scout Scattergories.
6. Invite the parents of Webelos to come to a den meeting dressed in the type of clothes they wore to school. Have them bring along such things as class pictures, yearbooks, report cards, etc. and allow each ample time to share his/ her school days with the den.
7. Take a tour of your local library.
8. Tour some specialized schools - like karate, flying school, scuba diving, etc.
9. Invite a teacher to come and talk to the den about being a good scholar.

### **HOMWORK HOW-TOS**

10. Set a definite study time each school day. Your study period should have a start and an end time. If you finish before time is up, review. Take a break from school before you begin your homework. It's O.K. to schedule one or more short breaks in your study period.
11. Find a proper place for studying away from the TV, stereo, and other distractions. You need a place to write and adequate light.
12. Be prepared before you start. Gather all materials needed to complete your assignments. (Pencils, sharpener, eraser, and paper for younger students. Older students may need a pen, ruler, dictionary, graph paper, calculator, and more.)
13. Get organized. For starters, a notebook with dividers for different subjects and pockets for loose papers could make a big difference.
14. Make a daily list of homework assignments - check it at the end of the school day - make sure you take all necessary materials home. If necessary show your teacher your assignment sheet before you leave for home to make sure you've got it all right.
15. Work backwards to plan for long-range assignments. Record due dates on a special blank calendar...then write in what needs to be done each day/week to complete the assignment on time. Work backwards - if a short paper is due Monday - the last step is writing the final draft. Estimate when the first draft must be completed, including time for revisions and the final draft. Next estimate when to start writing the outline for the first draft. Last, when to start reading and note-taking.
16. Start the most difficult assignment when you are most alert. Save easier tasks for off-peak times, and tackle more difficult assignments during your sharpest time. (Try using an easier assignment as a break from a more difficult one.)
17. Get your feet wet...then plunge in! Start a big project at the easiest part, or schedule just a 10 or 15 minute work session for starters. Even getting together all the supplies you'll need is a start.

## ACTIVITIES

### BRAIN TEASERS

1. I walked up the street to the top of a hill and counted 50 windows on my right. I turned around and walked back and counted 50 windows on my left. How many windows did I count?

[Fifty; The windows on my right going up were the same as my left coming back]

2. Papa duck, mama duck and baby duck went for a swim. Baby duck said, "Aren't we four having a lot of fun?" Why did baby duck say four instead of three?

[Baby duck couldn't count]

3. Take the number of toes on both feet. Multiply by the number of pints in a quart. Add the number of months in half a year. Subtract the number of thumbs on two hands. Divide by a dozen oranges.

[2]

4. Two cars start from Denver to drive to Colorado Springs, a distance of 80 miles. They are the same make of car, and both are being driven at the same speed. One of the cars makes the trip in 80 minutes while it takes the other car one hour and twenty minutes. Can you explain the reason?

[Eighty minutes = one hour and twenty minutes.]

### NAME THE STATES GAME

Give each boy a piece of paper and pencil and have them write down all 50 states. The first one that has all 50 yells STOP and other boys count up how many they have.

### SCHOOL OF THE FUTURE

You will need lots of old magazines, construction paper, scissors, glue markers and pencils.

Have the boys discuss what they think school will be like 25 years from now. Will the students all be at computers? Will they interact with their teachers from a TV hook-up at home? Will they travel to Mars for mathematics and Saturn for science? Will someone have invented a "smart pill" for each subject?

In the future, will we do away with some of the subjects that are taught now? Which ones? Can they imagine any new subjects that might be taught instead? Which ones? After the discussion, divide the boys into two or three project groups to make posters of their view of education in the future.

### INKWELL AND QUILL PEN

Materials: baby food jar, cardboard circle the size of the jar top, self-drying clay, turkey feather, utility knife (for adults to use) ink

The baby food jar is our inkwell. Cover the top with a circle of cardboard with a hole poked through the center for the pen point. Cover the jar on the outside with the clay and let dry. Decorate the inkwell and spray with acrylic to seal.

A turkey feather will be our quill pen. Trim off the rounded tip of the feather. Split through the middle of the shaft for about half an inch, using the utility knife. Cut away one side. Sharpen the remaining part of the tip into a point.

Dip pen into ink, shake off excess ink carefully, and write. Do not press down too hard or point will get dull quickly or could break. Point can be sharpened again with the utility knife.

### THE EDUCATIONAL SYSTEM - CAREERS IN EDUCATION

Materials needed:

Lots of old magazines, glue

Construction paper, scissors

## Webelos Scholar Activity Badge

Have each boy choose one of the following careers in education and think of what may be involved in that career. Using old magazines, have each boy make a collage of pictures that relate his ideas about the career. You may be surprised at a Webelos Scout's perception of these jobs. When the collages are complete, discuss them and clarify any misconceptions. Display the collages at the pack meeting.

Guidance Counselor  
Health Services  
Librarian  
Principal  
Social Worker  
Sports Coach  
Kindergarten Teacher  
Elementary Teacher  
High School Teacher  
College Professor

## MAKE A GRADUATION MORTARBOARD

Materials: poster board, yarn, glue, scissors, brass paper fasteners

Cut an 8" x 8" square out of the poster board (or bigger if you'd like a bigger hat)

Cut a rectangular strip out of the poster board that is 3 1/4" wide and 2 feet long

In this strip cut v shaped notches. The bottom of these notches should go half-way down on one side of the strip. Make these notches about every 4 inches along the strip. Fold the strip in half.

Form the notched strip into a circle (with the notched part facing in), adjust the circle to fit your head and then glue the ends into place.

Glue the hat band onto the mortar board - putting the glue on the upper notched side of the strip.

To make the tassel - Wrap the yarn around a 5" piece of cardboard about 8 times. Carefully remove the tassel from the cardboard and tie a small piece of yarn around the middle of the yarn. Tie a longer piece of yarn to one end of the yarn loops formed on one end of the cardboard. Cut the other looped ends of the yarn.

Attach the long piece of yarn to the mortarboard with the brass paper fastener in the middle of the board (might have to poke a small hole in the top first so that the fastener will go through the board).

## More on the Scholar Activity Badge

When presented with interest and enthusiasm from the leader, this badge will not seem like drudged up schoolwork! Help the boys to learn that there is more to school than just homework.

### Some Ideas For Your Den Meeting

- Learn about the history of education, how schools developed in America.
- Invite a grandparent to your den meeting to talk about how school was when they were children. If not a grandparent, try a retirement home.
- Invite the parents of WEBELOS Scouts to come to a den meeting dressed in the type of clothes they wore to school. Have parents bring along such things as class pictures, yearbooks, report cards, etc., and allow each ample time to share his/her school days with the den.
- Locate some old school books and compare to current books being used.
- Invite someone who attended school when it was a "one room building and all ages were together" to talk to the boys about their experiences.

## Webelos Scholar Activity Badge

### Plan A Field Trip

Briefly visit a school board meeting. Let them know you are coming. They may be interested to know the boys are working on the Scholar Activity Badge.

#### Objectives:

- To familiarize WEBELOS Scouts with "roots" of a school system.
- To convince WEBELOS Scouts that schooling is essential.
- To introduce WEBELOS Scouts to careers in education.
- To teach WEBELOS Scouts the benefits of a good education.

### Seven Ways to Improve Yourself

1. Learn to Listen-Concentrate on the speaker, you may miss important facts if you're not paying attention.
2. Develop good study habits--Have a study place away from distractions. Have supplies handy. Do your homework at the same time every day so it becomes a habit.
3. Use the right reading technique -- slow careful reading is necessary when you must understand and remember.
4. Improve your vocabulary -- Look up a word if you don't know. Write it down and note the spelling.
5. Sharpen your writing skills -- Organize your thoughts. Double-check your spelling and punctuation. Go over your work. Read all the directions and make sure you understand them. If you don't know the answer to one question, skip it and come back to it at the end.
6. Learn how to take tests--Study for a test ahead of time. Do not cram. Read all the directions and make sure you understand them. If there is an answer you don't know, skip it and come back to it.
7. Develop a positive attitude.

### Game: Intelligence Test

This test is to see if you can follow directions. Just concentrate, but remember, you only have two minutes.

1. Read everything before doing anything.
2. Put your name in the upper right hand corner of this page.
3. Circle the word name in sentence two.
4. Draw 5 squares in the upper left corner.
5. Put an x in each of those squares.
6. Put a circle around each square.
7. Stand up, turn around and sit back down again.
8. Draw a triangle in the lower left corner.
9. Put an x in the triangle.
10. Multiply 70 x 61.
11. If you have followed directions to this point callout "I have".
12. Now that you have finished reading this carefully, do only #1, #2, and #12.

### Game: Scout Law Dart Board

**Needed:** A dartboard with the numbers one through twelve,

**Directions:**

- Have each boy, in turn, throw a dart at the dartboard,
- A point is scored if he can recite the point of the Scout Law that relates to the number where his dart landed.
- If he is correct he gets one point and may continue throw again.

## Webelos Scholar Activity Badge

- The first boy to score 12 points wins.

The Scholar Activity Badge experience can help to improve the Webelos' relationship with his school. It will help the Scout understand why an education is important. When presented with interest and enthusiasm from the leader, this badge will not seem like drudged up schoolwork! Help the boys to learn that there is more to school than just homework.

### SUGGESTED PATROL ACTIVITIES

1. Have the boys make a list of the things they like about school. And another list of the things they don't like. Discuss them using the *Start, Stop, Continue* evaluation tool.
2. Learn about the history of education, how schools developed in America.
3. Invite someone to talk about careers in education.
4. Locate some old school books and compare to current books being used.
5. Tour the city library.
6. Invite someone who attended school when it was a "one room building and all ages were together" to talk to the boys about their experiences.
7. Encourage the boys to be a part of their school's safety patrol.
8. Visit a high school or college campus.
9. Discuss possible patrol service projects for the school.
10. Work on the Academic Belt Loops and Pins for Language, Mathematics and Chess.

### START, STOP, CONTINUE

In school, at home, on the sports field or at Scout meetings, each of us needs to evaluate what is going on, so that our grades are good, our home life is happy, and we are meeting our team goals. An older method of evaluation was "Thorns and Roses" where you list things that you have gone well and things that you didn't like. Current BSA training thinks that this method can lead to the boys dwelling on the negative, and fails to take the next steps toward figuring out how to make your situation better.

What we recommend as an evaluation method is to use Start, Stop, Continue (S.S.C.) when the boys (or groups of adults) need to evaluate how an activity went, in their opinions. Two out of three of these (Start and Continue) focus on the positive, and even the ideas for what to Stop can empower the boys to make the decisions on what they shouldn't do, or don't want to do anymore.

1. **START.** What should we start doing that might be better? What other new activities should we try? What behavior might be better? What should we do next?
2. **STOP.** What activities or behaviors should we stop, so that we have more fun or so that we get more things done? What didn't work?
3. **CONTINUE.** What went pretty well, and we should do again next time? What did you like about what has been going on?

As the new BSA prescribed evaluation tool, leaders can use Start, Stop, Continue evaluations after every activity so that the boys can empower themselves to keep improving. Try it in Pack Committee meetings each month too. Start, Stop, Continue is a positive way to evaluate the activities of the Pack, so that feelings are less likely to be hurt when changes are proposed.

## LANGUAGE SKILLS

Teach the boys how to count to ten in several languages:

#	German	Spanish	Japanese	Swahili	Chinese	Greek
1	eins	uno	ichi	moja	yi	ena
2	zwei	dos	ni	mbili	er	dio
3	drei	tres	san	tatu	san	tria
4	fier	quatro	shi	nne	si	tessera
5	fünf	cinco	go	tano	wu	pente
6	sechs	seis	roku	sita	liu	exi
7	sieben	siete	nana	saba	qi	epta
8	acht	ocho	hachi	nane	ba	okto
9	neun	nueve	kyuu	tisa	jiu	ennea
10	zehn	diez	jyuu	kumi	shi	deka

## PATROL CHESS TOURNAMENT

As part of the Chess belt loop and pin. At one meeting have an expert cover over how a chess game is played, and some of the strategies and opening moves. Announce that there will be a chess tournament. At a subsequent meeting hold a timed chess tournament round-robin, so that everyone is always playing someone. Each game has a time limit of 15 minutes, and the winner of each game is either whoever takes the most pieces in that time limit or who gets a checkmate.

## BACK TO THE FUTURE OF SCHOOLING

Perhaps for the February "Cubs in the Future" Pack Meeting

You will need lots of old magazines, construction paper, scissors, glue markers and pencils.

The world is changing rapidly, thanks to computers and new technologies. Have the boys discuss what they think school will be like in 30 years (2036).

- Will the students all be learning from computers?
- Will they interact with their teachers from a TV hook-up at home?
- Will they travel to Mars for mathematics and to Saturn for science?
- Will someone have invented a "smart pill" or brain implant for each subject?

In the future, will we do away with some of the subjects that are taught now? Which ones?

Can they imagine any new subjects that might be taught instead? Which ones?

After the discussion, divide the boys into two or three project groups to make posters of their view of education in the future.

Make costumes for the "Cubs in the Future" Pack meeting, using lots of aluminum foil (edges of foil can be very sharp!):

- Aluminum foil radiation hats, to keep cell phones from frying their brain.
- Computers, communicators, and displays on your sleeve.
- Keyboard pants.

## History of American Education

### Schooling in Colonial America (1600-1775)

Resources were limited and physical demands left little room for education. Education was initially established for religious motives (Puritans in New England.) Most education of this period was either in the home and apprentice training. Nine colleges were formed during this time period.

## Webelos Scholar Activity Badge

Three practices of education were established during this time:

1. Compulsory education.
2. Public support of schooling.
3. Three levels of education (elementary, secondary, and higher) were set up.

### Early Nineteenth Century (1775-1865)

Education reflected and participated in the development of "The American Way." American history was instituted in schools during this time period. Education became more secular in nature and state enacted laws requiring compulsory school attendance.

This was also the beginning of a movement toward state school systems. establishment of the elementary level was completed. Secondary education was taken care of through academy training. Numerous new colleges were started in the early nineteenth century.

### Late Nineteenth Century (1865-1915)

As the population became more concerned with technology and material progress, education progressed in turn. Education was influenced by European immigrants and travel to Europe. Secondary education replaced the academy and public high school became a reality. Colleges increased their courses and programs. Teaching grew more toward a profession and teachers became concerned with a methodology of education.

### The Twentieth Century (1915- )

School efforts have been structured towards quality education; while the size of the education system increased in size greatly. In schools the vocational education program diversified its offerings, while general education was considered a preparation for earning a living. Schools began to look more toward the students vocational pursuits. enrollments in elementary and secondary schools were above 90% of the eligible students. Wide inequities developed between states and local school districts. Development has increased in the areas to measurements learning and other components of education system. America's schools have developed as the nation has advanced.

## Careers in Education

### Librarians

If you really enjoy books and reading, if you like to be around people and serve them, if you want a variety of activities in pleasant surrounds, you should consider becoming a school librarian. You would be classified as a member of the staff with the same salary, schedule, tenure, retirement benefits and sick leave as the teachers. This career is open to both men and women. In college, you will be advised to take a liberal arts course that includes social sciences, sociology, psychology and literature. There is always a need for special librarians with background and training enabling them to serve in schools of medicine, law, engineering, mineral science and business, to name only a few.

### Social Worker

Another non-teaching staff member is the social worker. This person may be known by other titles such as 'child welfare worker' or 'visiting teacher'. Under whatever name, his or her contributions to the welfare of young people in school and to the total community is most important. The social worker endeavors to improve the relations between parents and school personnel by helping them understand each other. The social worker investigates the pupils' environment and reports on the factors that affect their behavior. A professional social worker must have six years of college preparation. The undergraduate years are usually devoted to general courses that includes economics, sociology, social anthropology, political science, psychology and statistics. The



## **Webelos Scholar Activity Badge**

next two years are spent in an accredited graduate school offering specialized training and supervised field work, leading to a master's degree in social work.

### **Health Services**

The school health services offers many career opportunities to those who have received proper training. A large school district might have doctors, nurses, vision technicians, dentists, dental hygienists and therapists on its staff. A dietitian, who works on the school lunch program, would be available as a consultant in nutrition.

### **Guidance Counselor**

A school guidance counselor works with the students to help them understand themselves and adjust to their particular situation in life, to assist them in formulating appropriate goals and to give them information so they can make independent decisions about training for careers and vocations. The counselor works with parents and school personnel in regard to student problems and plans. Counselors play an important part in keeping students in school. They make every effort to keep students from becoming dropouts.

One of the optional requirements for the Scholar Activity Badge is to list and explain some of the full-time positions open to men in the field of education. By discussing those mentioned above with the Webelos, the leader can help them see that the field of education is much broader than simply teaching or being a principal.

### **Primary Teachers**

Nursery school teachers work with two, three and four year old children and their parents. They specialize in child care and development and the development of readiness for more formal education.

### **Kindergarten**

The teachers deal with individualistic children (five year old.) They accustom the child to associating with others and getting things done in an orderly way. They enlighten the child's experiences, develop their vocabulary, and increase their self-reliance.

### **Elementary Teachers**

Primary teachers (grades one, two and three) direct learning experiences in school. They have to know many subjects. They introduce children to reading and other forms of communication. Subject matter includes art, music, rhythms, and physical development.

Middle or Intermediate teachers (grades four, five, and six) deal with boys and girls, showing important differences in interests and behavior. Individualism runs high and interest in the outside world increases.

### **Secondary School Teaching**

Junior High school teachers become more specialized in subject matter, within a broad field. Separate teachers are employed for language arts, social studies, mathematics, science, homemaking, art, music, general shop and physical education. Teachers center their approach on students as well as subjects.

Senior High School teachers have narrower fields of subject matter. The subject matter covered is much greater. As many as eleven hundred course titles are available in some schools. High School teachers work with students in extra activities; homeroom sessions and personal conferences.

### **College Teaching**

Requires specialization in a particular subject to a level of training to include research. Colleges require graduate degrees as a condition of employment.

## **Positions beyond the Classroom**

Administrators includes superintendents, principals, their assistants, personnel officers, and other school officials. They may begin as part time positions allowing the teacher in-service training. Most educators have completed advanced study of School Administration.

Coordinators, Supervisors, and Directors are personnel who have supervisory responsibilities in curriculum and instruction. Their titles vary in different school systems, but their leadership function is clear. Some of these people have responsibilities broadly over the curriculum, some at a particular level of schooling and some, in subject areas of curriculum. They normally have had both teaching experience and advanced study in their specialization.

Department Heads and Specialists-4arger school districts have designated certain teachers as department heads in various areas of curriculum. This a rare occurrence at the elementary level. At both levels the persons so designated are most often people who have some graduate study. The department head must also demonstrate successful teaching experience.

## **Education Media Specialists**

Education Personnel--persons in the field of guidance include counselors, deans, and specialists in testing. Almost always these people have had advanced training and classroom experience. Special-education teachers require specialized training. Most people in this field have had previous teaching experience.

## **Other Career opportunities in Education**

### **Material Production**

Publishing companies are the most recognized of producers of educational materials. Positions are editorial assistants or editor and sales representative. Editors work with authors and in planning and producing educational materials, such as films and filmstrips, maps and globes, charts and models, teaching machines, and other instructional aids. Positions call for technically trained personnel.

### **Communications**

Field of communications is devoted largely to entertainment, with a substantial part intended to educate and inform. Jobs are found in the television and newspaper industry, in businesses engaged in public exhibits and performances, museums, fair, and informational public relations activities. These positions require persons with diverse backgrounds and skills.

### **Community Education**

Many localities have organizations, agencies, and activities engaged in educational work. The programs include, both formal and informal adult educational activities. As well as a diverse program for children and youth. These activities may be carried on with a school program or held in school buildings under different sponsorship.

### **Industrial Education**

Industrial education goes beyond the normal conception of job training and retraining to complement vocational education of the workers. Industries are engaging in additional kinds of educational programs not directly related to workers' jobs. Included are popular or specialized education in a wide rage of subjects.

## Webelos Scholar Activity Badge

### **Governmental Education**

Almost every branch, office, agency, or other division of the federal government has on-the-job training programs for employees. In addition, the federal government directs informational programs to the public.

# Webelos Engineer Activity Badge

## Technology Group

Engineers take the raw materials of nature and change them for the use of all of us. There are many kinds of engineers - from civil engineers to chemical engineers to mechanical and electrical engineers. Webelos Scouts may find a type of engineer that they want to be someday.

### IDEAS FOR DEN ACTIVITIES

- -Learn to use a level.
- -Make a pulley and use it correctly.
- -Visit a construction site and see the plans which are being followed .
- -Make catapults and demonstrate them at Pack meeting.
- -Make a home made flashlight.
- -Learn electricity safety.
- -Invite an architect to come and visit. Have the architect show and explain a floor plan of a house.
- -Discuss property lines. Have a surveyor show how property lines are determined and measured.
- -Discuss different types of engineers. If one can visit your den, let the engineer describe briefly what he does.

### **HANGING BY A THREAD**

Upon completing this project, your den will have built a suspension bridge. The instruction seems long and complicated, but it isn't really. Use illustrations as a guide.

Materials needed:

Heavy cardboard 2' x 4'

Large ball of strong string

Duct tape (heavy tape)

Lightweight cardboard (6" x 5')

4 bricks or wooden blocks

Yardstick

Scissors

1. Place the heavy cardboard on a firm surface. This is the base for the bridge.
  2. Place the 4 bricks on end on the cardboard base so that they form the corners of a rectangle 7" wide and 2' long. These are the towers.
  3. Tape one end of the string to one 2' edge of the cardboard in line with one of the bricks. This is the anchor. Drape the string over the top of the brick, straight across the space between the bricks, and over the opposite brick. Leave enough string so that it hangs down between the bricks about 3". Tape the loose end of the string to the opposite side of the cardboard. This will form the other anchor. Cut the string. The length of string hanging between the bricks is called the cable.
  4. Do the same thing on the other side of the bridge, using the other two bricks. Make sure this string hangs down the same distance as the first cable. You now have two cables.
  5. Carefully slide the lightweight cardboard so it stretches the length of the bridge and lies between the bricks. This will be the platform or roadway.
  6. Cut seven 12" pieces of string. Tie one end of each piece of string every 4" along one of the cables. These are your suspenders.
  7. Slide each of the suspenders under the lightweight cardboard. Tie the free end of each of the suspenders to the other cable. The suspenders closest to the towers should be longer.
- You have created a suspension bridge. The suspenders take the weight of the platform up to t

## Webelos Engineer Activity Badge

the towers. The towers are str

Suspension bridges use much less material than traditional bridges and can span large distances.

### CRAFT STICK T

Purpose: To build 8. Now that the platform is hung, gently bend the ends so that they touch the base.

1. Select 6 of the sticks. Break one in half and lay 2 against a ruler. Glue the sticks together; forming a beam 3 sticks thick and 2 sticks long. Follow the pattern in figure two. Clamp or rubber band it together and allow it to dry. Repeat step 2 one more time to have 2 beams.

2. Select 12 sticks and one long beam (from step 1) and one short beam (from step 2). Lay them on a table with the flat part of the beams down. Glue 6 sticks on top of the beams in a triangular pattern as in figure three. Then glue 6 more sticks on the underside in the same fashion. Press with books. Repeat step 3 once more so that you have 2 walls.

3. Lay the 2 remaining long beams on a table. Glue 33 craft sticks onto them, forming the road. Press with books.

4. Glue the 2 walls at right angles to the road. Hold the walls in place until the glue sets.

5. Glue crossbeams on top of the walls. You will use a total of 9 sticks. Allow this to dry. Smear some extra glue on the joint between the wall and the road. This will reinforce the joint. Allow it to dry and you're done!

### PEA AND TOOTHPICK BUILDING

Materials:

Dried peas

Round toothpicks

Paper plates

Small bowl

Before the meeting, soak the dried peas in water for about 8 hours. Give each Scout a plate for a building surface, a bowl of peas, and a box of toothpicks. Using the toothpicks as connectors between the peas, the boys can construct buildings (or other ideas). After the constructions are finished, allow them to set for at least a day until the peas have dried out and shrunk again. This will make the joints super strong.

### PEANUT CATAPULT

Divide the den into two teams. Give each player three peanuts. One at a time, the players try to catapult their peanuts into an empty milk carton, which is sitting on the floor. They do this by holding one end of a ruler in one hand, holding the peanut against the other end of the ruler and bending it back, then releasing it so the peanut will sail towards the carton. Score one point for each peanut that lands in the carton.

### MAKE A BLOCK AND TACKLE

To make a pulley, you need a spool and a coat hanger. Cut off the hanger as shown and bend the ends at right angles through the spool. (Be careful with the cut ends of the wire!) Then bend down the ends so they won't spread. Make sure the pulley turns easily.

## More on the Engineer Activity Badge

### Den Activities

- ✓ Arrange for boys to visit an engineer or surveyor in a municipal county office. Plan for the boys to look through the surveyor's manual and read a rod.
- ✓ Visit a construction site and see the plans that are being followed.
- ✓ Visit the county water works or a TV or radio station.

## Webelos Engineer Activity Badge

- ✓ Have someone explain how to read topographic maps.
- ✓ Make a block and tackle. Be sure to explain its purpose.
- ✓ Make catapults and demonstrate them at pack meeting, shooting at a safe target (away from people) candies for distance.
- ✓ Discuss different types of engineers. If one can visit your den, let him describe briefly what his duties are.
- ✓ Have an engineer or surveyor visit your den meeting.
- ✓ Demonstrate the basic principles of leverage by using a teeter-totter or a plank with a fulcrum made of bricks or blocks.
- ✓ Invite a civil, electrical, mechanical or chemical engineer to the meeting to discuss his/her occupation.
- ✓ Obtain a blue print of a building and ask an engineer to discuss the plans. Then tour the building.
- ✓ Measure the dimensions of your meeting place and include the locations of doors and windows. Show how to sketch a simple floor plan with these measurements.
- ✓ Have a resource person demonstrate the use of drafting tools.
- ✓ Invent a machine to do a task. You might even have fun concocting a "Rube Goldberg" invention.
- ✓ Have an engineer visit your den and tell about his profession. He might be able to bring a set of blueprints, and explain the symbols used, and show how he uses blueprints.
- ✓ Ask your local Boy Scout troop to give a demonstration of some of the skills needed for the Pioneering Merit
- ✓ Badge. One particular item of interest would be to see a rope monkey bridge being lashed together.

## Model Monkey Bridge

Based on a foot bridge found in the high mountains of India, the monkey bridge uses one thick rope to walk on and two others as hand ropes.

The same design and knots used in the full-sized version are used in this model. The monkey bridge is often built in Scout camp as part of the Pioneering merit badge.

You'll need some hemp cord, some pieces of strong string, four 1/4" dowels 10" long, and two 1/4" dowels 4" long. A piece of scrap lumber at least 30" long and 4" wide makes a good base.

Make the shear lashings first, about 4" from the top of the shear legs. Tie loosely so the legs can open. Add the crosspieces, fastened with square lashings about 2" from the bottom. All lashings begin and end with a clove hitch.

Stretch the cord between the supports and tack the ends in place. Add the hand ropes and fasten them to the same anchor. Paint or stain the wood to give the bridge a rustic look.

## Speakers in the following Fields of Engineering

You may be lucky enough to have some Moms and Dads of your Scouts who are Engineers. Invite them to speak about what they do. Perhaps, they could even take the den to see where they work and what they do. Or maybe there is a big local plant near you that has Engineers who would be willing to volunteer some time to show your den around. I live near a large Dupont facility and have met some of their staff and toured their Waste Treatment facility.

Here are some ideas about what engineers do -

**Aeronautical Engineering** - deals with the whole field of design, manufacturing, maintenance, testing, and the use of aircraft.

**Industrial or Management Engineering** - pertains to the efficient use of machinery, labor, and raw materials in industrial production.

**Chemical Engineering** - concern with the design, construction, and management of factories in which essential processes consist of chemical reactions.

## Webelos Engineer Activity Badge

**Civil Engineering** - is one of the broadest of the engineering fields dealing with the creation improvement and protection of the communal environment. Buildings, roads, bridges, airports and other constructions are just a few of the areas civil engineers impact.

**Electrical Engineering** - involves the use of electrical power, electrical machinery and communication, information, and control systems.

**Geological and Mining Engineering** - includes activities related to the discovery and processing of minerals.

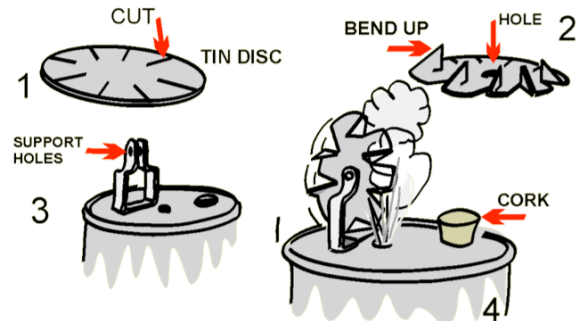
**Mechanical Engineering** - speaks to the design and operation of all types of machinery.

**Safety Engineering** - is concerned with the prevention of accidents.

### Make A Steam Engine

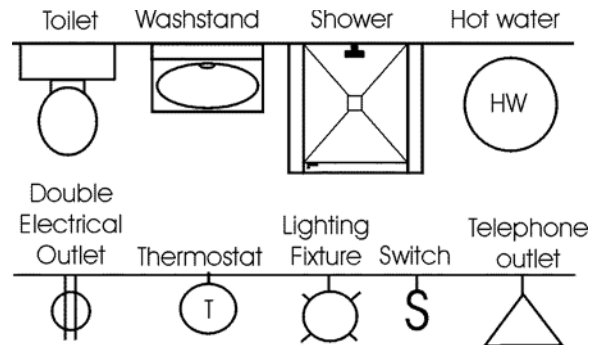
A Webelos Scout may get a graphic demonstration of the power of steam by building the simple steam turbine shown in this illustration. Materials needed are a tin can, a lid from a second tin can, a pair of tin snips, a sheet metal screw, a cork, a power drill, an extra piece of tin to make the support for the turbine wheel, a finishing nail, and a source of heat.

Assemble to look like the illustration.



### Blueprint Symbols

Can be used in floor plans drawn for requirement 8 of the Webelos Engineer activity badge. Make a game of learning them by putting each one on a 3" x 5" card and using them as flash cards.



### Paper Bridge Competition

*Karen, Webelos Leader (and an engineer),*

*Pack 23, Suffern, NY*

Materials:

2 rolls masking tape

2 stacks of newspaper (a good size Sunday paper will do)

4 chairs with backs

2 identical sets of books or blocks (for weight)

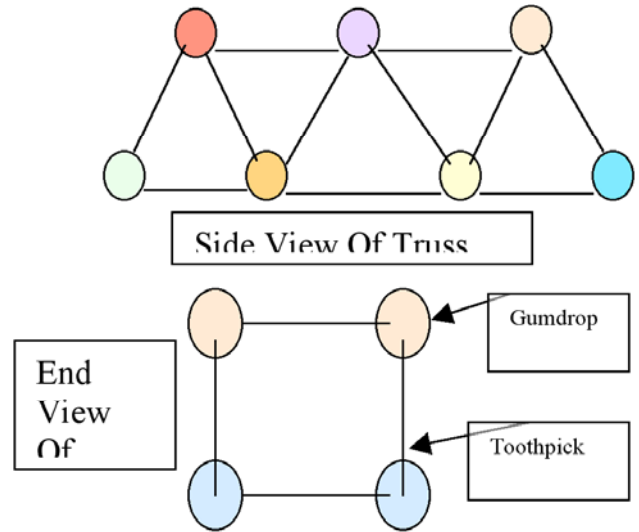
Divide the Den into two groups. Let an adult help each group if available. Give each group a roll of masking tape and a stack of newspapers. Set up the chairs in pairs about 4 feet apart. Each group must make a bridge using the materials provided that spans from one chair to the other.

After a set amount of time (15 to 20 min), see how much weight each bridge can support without failing. The bridges may be a truss, suspension, or cable stayed bridge, but must span from one chair to the other without touching the ground in between.

## Gumdrop Truss Bridge

This is a fun project that illustrates the strength and rigidity of a truss bridge. You will need a box of round toothpicks and a couple of bags of inexpensive gumdrops (or spice drops). Scouts can work as pairs or individuals on this project. Each scout should start by assembling a single triangular panel using 3 gumdrops and 3 toothpicks. (It is important to notice the strength of the triangular shape.) From there they can extend the side panel of the truss by adding more toothpicks and gumdrops.

Once the single truss is about 4 panels long, the scouts can begin the second side truss. The two sides are then connected together by adding toothpicks between matching gumdrop node points. This short bridge span, which is about 8 inches long, will be very stiff and strong. Spanning the bridge between two stacks of books, or the like can test the strength. A cup full of pennies can be used to load the truss. After testing the strength, the scouts can extend the bridge length by adding more pieces. A second level of truss may be added for really long spans (2 ft or more). The scouts will enjoy testing out various different bridge configurations.



## The Right "Man" (or Woman) for the Job!

Use a word from this list to fill in the correct answer.

Aeronautics	Electrical
Chemical	Physical
Computer	Industrial
City	Mechanical
Agricultural	Civil

1. An engineer who designs plants to make water safe to drink - \_\_\_\_\_.
2. An engineer who designs machines in a factory - \_\_\_\_\_.
3. An engineer who tests new processes and checks old ones in a chemical plant - \_\_\_\_\_.
4. An engineer who plans new circuits and directs workers in an electrical plant - \_\_\_\_\_.
5. An engineer who designs and tests new space techniques - \_\_\_\_\_.
6. An engineer who designs and tests new techniques for new equipment for industry - \_\_\_\_\_.
7. An engineer who designs and tests equipment for farmers and ranchers - \_\_\_\_\_.

## Bridges & Machines

Use a word from this list to fill in the correct answer.

Catapult	Arch Bridge
Pulleys	Suspension Bridge
Beam Bridge	Levers
Plank Bridge	Block & Tackle
Truss Bridge	Pier Bridge



## Webelos Engineer Activity Badge

1. A flat surface over two supports - \_\_\_\_\_
2. A flat surface over three or more supports - \_\_\_\_\_
3. A flat surface over an arched support - \_\_\_\_\_
4. A flat surface with turned up edges - \_\_\_\_\_
5. A bridge with sides made up of a series of triangles - \_\_\_\_\_
6. A bridge that appears to hang from strong strung cables - \_\_\_\_\_
7. A pulley(s) and a rope or cable - \_\_\_\_\_
8. A slingshot or other device used to project something - \_\_\_\_\_

## Basketball Catapult

### Instructions

1. Base, backboard and hoop are made from a 1"x4" board.
2. Drill holes in base and backboard 3/8" diameter and 1/2" deep.
3. Cut a slot at a 15 degree angle in a cube block large enough for the handle of a plastic spoon.
4. Cut hole for the hoop first; then finish cutting the hoop piece. *(We used a slice of 2" diameter PVC pipe and screwed it into backboard.)*
5. Glue the hoop to the backboard; then glue dowel rod into backboard and base.
6. Glue cube block to base and insert spoon into slot.
7. Cut string and attach one end to dowel rod at base and the other end to any 1" sized *ball (ping pong balls work well)*.

## Rubber Bands & Engineering

### Rubber Band Strength

One of the requirements for engineer is to make a catapult. This requires the use of a rubber band or two, or a piece of tire inner tube. The rubber band is "elastic" and it stretches, but then returns to it's original shape. Before using materials in building, engineers must know the characteristics. Does it expand or contract? Is it weak or strong? Does it burn or not?

You can try an experiment to learn more of the characteristics of rubber bands and other elastic material. Get a collection of different sized rubber bands. Measure them for length, width and thickness (if you can). Make a chart that shows this information and mark each rubber band clearly so you know which is which. (Using colored rubber bands is best.)

With each rubber band, attach one end to a cup hook that is screwed into a board. Attach the other end to a known weight. How far down does each rubber band stretch? Does its thickness change? Does its width change? Which rubber band is the strongest? Which rubber band is the weakest? How can you tell?

Rubber Band	Original			Stretched		
	Length	Width	Thickness	Length	Width	Thickness

## Even More on the Engineer Activity Badge

Boys have a natural interest in how things work. The Engineer Activity Badge gives an introduction to how the big things in our lives work.

One of the purposes of Cub Scouting is "fostering a sense of personal achievement by developing new interests and skills" in boys. This activity badge probably does this more than any of the other badges.

Engineering is one of the most exacting of the professions and the badge includes projects that will give a boy an insight into some types of engineering.

One of the purposes of Cub Scouting is "fostering a sense of personal achievement by developing new interests and skills" in boys. This activity badge probably does this more than any of the other badges. Engineering is all about applied science, and it is one of the most exacting of the professions. This badge includes projects that give boys an understanding of this profession.

There are many types of engineers; chemical, electrical, civil, petroleum, mechanical and industrial are just a few. It usually takes a creative mind and attention to detail to be a good engineer. Through work on the Engineer Activity Badge, your Webelos Scouts will get an appreciation for engineering and what it takes to accomplish engineering feats.

### Types of Engineers

- **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:** 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.

### Make Electricity with a Lemon Battery

**Materials:** Lemon, steel wool, copper nail, zinc nail.

- ✓ Scrub a copper nail and a zinc nail with a piece of wool until they are clean and shiny.
- ✓ Rinse the nails under the water faucet.
- ✓ Poke the pointed ends of the nails into the center of a fresh lemon. Spaces the two nails about
- ✓ 1" apart and leave 1/2" of each nail protruding.
- ✓ Take a small LED (light emitting diode) and touch the leads to the two nails. You should see a glow.

## Webelos Engineer Activity Badge

*When I was a Cub Scout, we stuck out our tongue and touched the tops of the two nails and felt a tingle.*  
**What Happened?** You have just made a simple chemical battery and the glow you saw or the tingle you felt on your tongue was electricity! Because the lemon contains acid and water, which reacts with the metals, zinc and copper, a slight electrical current was formed and it passed over your tongue from one nail to the other.

### Unusual Catapult

**Materials:** Thin cardboard, colored pencils, long rubber band, scissors

#### **Directions**

1. Draw two separate five sided shapes, tracing the pattern as shown.
2. Cut out. Lightly fold back along dotted lines.
3. Color each of the six separate sections a different color.
4. Overlap the two shapes and loop the rubber band over every other corner to hold the two pieces of cardboard together. The rubber band should be stretched slightly but not too tight.
5. When you let go of the cards, which should be laying flat on the table, the slightly stretched rubber band will contract which will cause your contraption to "leap" into a solid shape.

**Why does this happen and is this really a Catapult?** The energy in the stretched rubber band pulls the cardboard contraption into the shape. This illustrates what makes a catapult spring in the simplest way imaginable.

Explain to your Scouts that some substances, such as elastic or rubber, stretch when you pull them, but spring back into their original shape when released

Although most catapults "fling" or "throw" something away from them, this one uses the spring or force of the catapult to "throw its flat shape "up" into a ball or solid shape. Even though it is very different from a standard catapult, it nevertheless operates on the same principles, only in reverse.

#### **SUGGESTED PATROL ACTIVITIES**

1. Have the boys find pictures of different bridges and put together a poster for the pack meeting.
2. Visit a college engineering or architecture department.
3. Invite an engineer or architect to visit the patrol meeting to talk about their job.
4. Measure the dimensions of your meeting place and include the locations of doors and windows. Show how to sketch a simple floor plan with these measurements.
5. Make a block and tackle and demonstrate its use.
6. Make catapults and have a contest.
7. Compare design and Construction of various kinds of bridges and make a model of one or more.
8. Visit a construction site with a contractor. Ask him to explain the use of blue prints and the order of construction.
9. Visit a power generation plant.
10. Work on the Academics belt loop and pin for mathematics.

#### **CATAPULTS ARE DANGEROUS**

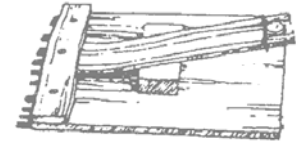
Be forewarned that like most machines, all catapults have the opportunity to be dangerous, even small ones. Catapults were originally invented with the intent to hurt people, so leaders need to be very safety conscious with boys around catapults. Be safe, so that mistakes won't lead to injuries.

## LEAF SPRING CATAPULT

Using wood scraps and an old ruler. Lay the ruler flat onto a larger board and nail another board over and inch of the end of the ruler. Then wedge a small board under the ruler to form the leaf spring catapult.

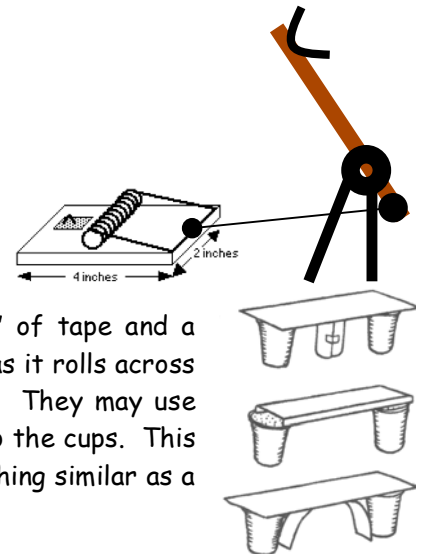
### LEVER CATAPULT

Catapult Experiment: Use ruler and rubber eraser or other soft projectile. Have boy strike the short end of the ruler balanced on a dowel. How far did the eraser go? Now have him try it with half the ruler over the edge of a table and hit it with the same force. Why is there a difference in the distance that the eraser flies?



### MOUSE TRAP-A-PULTS

The spring and lever action of a mousetrap can be harnesses for many kinds of fun machines. Give the boys mousetraps, string, tinker toys or K-nex and have a contest to build and see how far their mousetrap contraption could throw a small object like a dry bean. Below is an example with the mousetrap pulling a lever that then throws the bean.



## BUILDING CHALLENGES

### PAPER BRIDGE CONTEST

Hand the Webelos each one sheet of  $8\frac{1}{2}$  x 11 paper, two foam cups, 4" of tape and a matchbox-sized car. Tell them to build a bridge that will support the toy car as it rolls across the bridge. They can cut or fold the paper into any shapes that they want. They may use small pieces of tape to help hold the paper in desired shapes but not to tape to the cups. This can be a group effort, team play or on an individual project. You can do something similar as a tower-building contest.

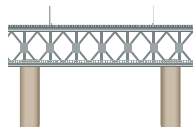
#### Strong Bridge Ideas:

1. Cut a strip and roll it up. Use this as a center support.
2. Fold two long edges of the card.
3. Cut a strip and curve it under the bridge as a support.
4. Cut three strips and sandwich one folded in a zig-zag.

## TRUSS BRIDGES

You will need: Lots of mini-marshmallows, toothpicks, various weight objects.

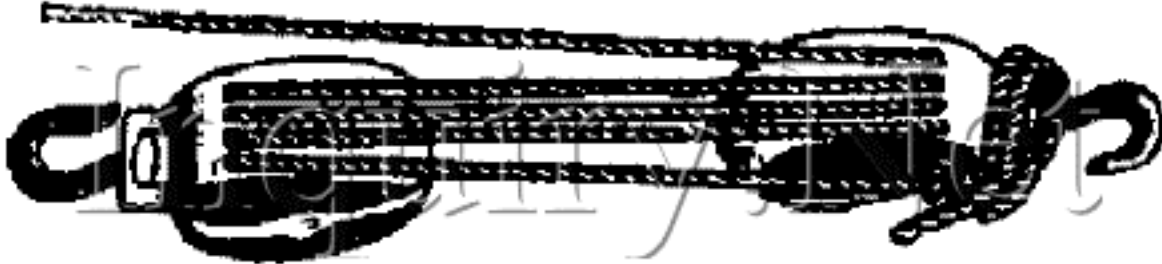
1. Give teams of boys an equal number of marshmallows and toothpicks.
2. Between two equal-height objects (like tables) show them the distance that they must span with their bridge. Tell them that the contest will be to see how much weight their bridge can hold in the very center of the bridge



3. The bridge must be at least one toothpick wide and you suggest that they use the marshmallows to connect the toothpicks.
4. Tell them that the strongest shape is a triangle, so build a truss bridge that has lots of triangles in it.

## PULLEYS, BLOCKS AND TACKLES

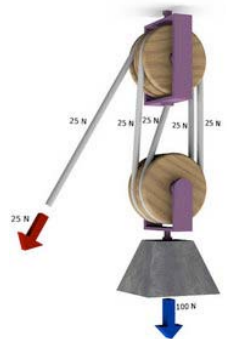
There are five kinds of basic machines that were discovered in ancient times. All complex machines are built out of some or all of these basic machines: wheel (with axle), pulley, wedge, screw and lever. This exercise will show the magic of how pulleys, and blocks and tackles can make lifting something heavy possible by exerting very little effort.



A pulley is a special kind of axle and wheel, where the axle is connected to some object, and a rope goes around the wheel. A block and tackle is formed by two pulleys that may each have several wheels, and a rope goes around both pulleys. Ropes and pulleys can be connected in many assorted ways to create different degrees of how easy it is to pull.

A simple "Come-along" can be made by tying a rope to a fixed object (like a tree), running the rope behind the object that you want to move, and pull on the rope while standing near the tree. You will only have to pull half as hard to make the object move, as if you tried to pull it directly, because the tree actually helps you pull. You can also achieve the same result by attaching a single-wheel pulley to the object that you want to move.

By using two pulleys, you may form a block and tackle. With pulleys that have enough wheels and enough rope, it would be possible for a Webelos Scout to move just about any heavy object that the rope and pulleys can support. The illustrations below show how to move more than what you normally are capable of pulling directly with a rope. The Mother Earth News website also has some excellent illustrations of blocks and tackles.



## ELECTRICITY

All matter has electrons and when electrons move we see the effects of electricity. Metal and water are both good **conductors** of electricity. Metals like copper and aluminum are most often used to safely move electricity in appliances. Our bodies are also fairly good electrical conductors, because our bodies have a lot of water, which is why people have to be very careful around electricity.

**Insulators** are things that do not conduct electricity very well. Wood and plastic are two good examples of electrical insulators.

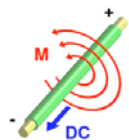
### **MAKE AN ELECTROMAGNET**

#### **Materials:**

- ✓ Ten feet of 22-gauge coated copper wire
- ✓ 6-volt lantern battery
- ✓ 6 inch iron nail
- ✓ Steel paperclips
- ✓ Wire stripper and needle-nose pliers
- ✓ Gloves

Electromagnets take advantage of a phenomenon where electricity moving in a wire causes a magnetic field around the wire (shown left).

A single straight wire, with electricity flowing through it, however, has a very small magnetic field. But when you wrap that wire round and round about 50 times in a long neat coil, the magnetic fields from all of the wraps add together to form a strong magnetic field. You can also multiply the strength of the coiled magnetic



## Webelos Engineer Activity Badge

field, and make the coils much neater, by wrapping the coil around a long piece of iron or steel (like a nail). The more tight and neat the wraps are, the better it will work.



To make current flow through the wire, we need to make an electrical circuit. Strip a half inch of insulating plastic off of each loose end of the wire, and with the pliers curl the ends of the bare wires into U shapes. Scatter the paper clips on a table nearby. Put on a pair of dry, cloth gloves, because the wires may get hot when the current is flowing. Hook one bare wire onto one of the springs on the lantern battery. Now hook the other bare wire to the other spring connection on the battery and voila you now have an electromagnet that can pick up the paper clips and any other small ferrous objects. The electromagnet will work until the battery is drained or the circuit is broken.

Did you notice a spark when the second wire was connected to the battery? Notice how warm the wires get as the electrical current flows through them. Disconnect the wires while the electromagnet is holding paperclips and watch it drop them. Connect the circuit, pick-up paper clips in one place and move the electromagnet over a box, then disconnect a wire and drop the paperclips in the box. Continue this until all paperclips have been moved.

# Webelos Athlete Activity Badge

## Physical Skills Group

Athletes persevere to meet their goals. They try to do things that are a little bit harder than what they can do right now. With those goals, they make improvement and become a great athlete as they do their best one little step at a time.

### IDEAS FOR DEN ACTIVITIES

- -Take the den on a short bicycle trip
- -Have a tug of war.
- -Do exercises as a den.
- -Attend a high school or college athletic event.
- -Attend a track meet or gymnastic event
- -Visit a gym and try out weight lifting equipment.
- -Invite a physical education teacher or gymnastics instructor to talk about fitness.

### **REMEMBER**

- -When putting boys to any test, the important point is that they do their best!
- -While some in physical feats do excel, some others in mental abilities do well.
- -So don't compare and expect the same of all.
- -Let each set his personal best goal.
- -Give them encouragement and praise their skill, and you'll find they will strive their best to fulfill.

### EXERCISES AND GAMES

#### **AGILITY EXERCISES**

Perform these exercises within the designated time limits.

Be sure to rest for two minutes between each set.

Set 1 - within 8 minutes

\*Fish Flops - Lie flat on your stomach with arms and legs extended and off the ground. Rock back and forth.

Do for two minutes.

\*Grass Drill - Run in place. Drop to the ground and bounce up again for two minutes.

\*Quick foot - Knee Touch - Drop quickly to one knee and bounce up again. Alternate knees for two minutes.

Set 2 - within 4 minutes

\*Crab mirror - Two players on all fours. One moves at random to the left, right, back or forward. The other mirrors his moves. Switch leaders at the one minute mark. Do for two minutes.

\*Sit ups - Lie on back with feet together, hands clasped behind head. Rise up and touch elbows to knees. Do as many as possible for one minute.

#### **FLEXIBILITY EXERCISES**

Fingers - Extend arms to side, palms down. Quickly flex the fingers by alternating between fist and open hand position. Continue for 30 seconds.

Wrists - Extend arms to front, palms down, wrists locked. Rotate wrists clockwise, then counterclockwise. Continue for 30 seconds.

Palms - Same position as wrists. Turn palms inward and outward in quick short movements. Continue for 30 seconds.

## **PULL OVER**

This game is similar to tug-of-war - without a rope!

Divide the Scouts into pairs. Each pair grasps right hands, braces their feet and each tries to pull the opponent over a center line on the ground. The game may be varied by changing hands.

## **GORILLA RELAY**

Webelos Scouts spread their feet shoulder width, then bend down and grasp their ankles. They then walk forward, keeping their knees locked and their legs straight. Divide into teams, and run as a relay over a course of however long you want it to be.

## **TORTOISE AND HARE**

Boys are in a circle, about three feet apart, and begin jogging slowly in place. When the leader calls, "Hare," the tempo is stepped up, knees are lifted high, and the arms are pumped vigorously. When the leader calls, "Tortoise," the tempo slows to an easy jog. Make changes swiftly for more fun.

## **TREES IN THE WIND**

Boys are in a circle facing counter-clockwise. They run slowly around the circle, bending left, right, forward, and back as though swaying in a breeze. On command, "Reverse," they turn and run in the opposite directions.

## **INCHWORM**

Boys assume push-up position. Holding their hands in place, they walk their feet up as close to the hands as possible. Then, holding their feet in place, they "walk" their hands out to push-up position again.

## **TIN CAN WALKER RACE**

Needed: Several large tin cans and rope

1. Make tin can walkers by punching two holes opposite each other near the tops of the tin cans. Tie ropes in large loops which pass through the holes in the tin cans.
2. Boys stand on cans and hold ropes in hands. Pulling up on the ropes and stepping forward take steps.
3. Try relay races between dens. Using three cans and two boys, (Sharing the middle can) a three-legged race can be run.

## **More on the Athlete Activity Badge**

An athlete is one who keeps his body physically fit, strong, graceful and agile - a desire of practically every boy. Tell your Webelos Scouts about the athlete and what it takes to become one. Impress them with the fact that the body is a priceless gift and only a few minutes of exercise each day are required to keep it physically fit.

By adequate exercise, getting the proper food each day and taking care of himself, a boy can become an athlete. The activities for this badge can help the Webelos Scout measure up to the standards of strength, agility, endurance, and coordination necessary for good active Scouting activities in later life.

Many Webelos leaders use this badge to introduce a new Webelos Scout to the program. This begins their Webelos year with an appealing badge to inspire them onward. By laying out a permanent accurately measured 50 yard dash and 600 yard run near your meeting place, you can easily test your new Webelos Scouts in less than half an hour. Use a stopwatch when timing these sprint and distance runs.

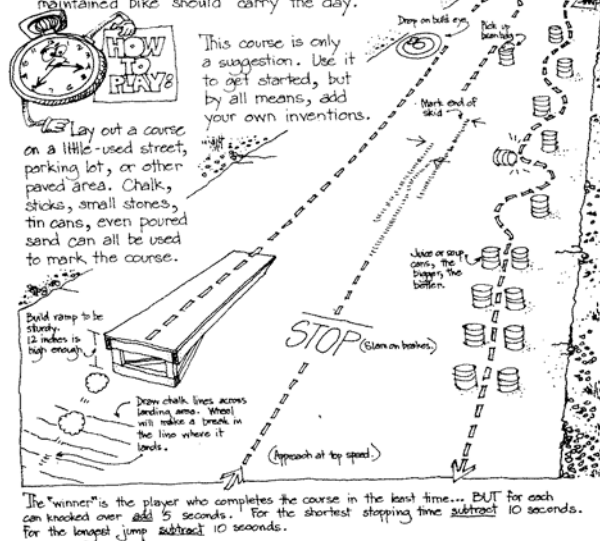
Make up a permanent Fitness Progress Chart and retest the boys at different times throughout the year and chart their progress. They will be interested in bettering their records.



The boys can make their own physical fitness equipment. A barbell can be made using a 3 foot dowel or broomstick with 3/4" pipe caps on the ends. The latter are then embedded in 46 oz. cans filled with cement. Allow cement to set overnight. Dumbbells can be made similarly by using foot long dowels and No. 2 size cans filled with cement and placed on the ends of dowels. Plastic quart containers filled with sand may be used instead of the cans. A broomstick suspended at both ends in a garage, basement, or backyard makes an excellent chinning bar. A deflated bicycle inner tube makes a good exerciser.

## BICYCLE GYMKHANA

The word "gymkhana" comes from India by way of England, where it is used to describe an unusual kind of automobile race. Competition is against the clock, and a variety of driving skills are necessary to qualify with the best time. Here is a gymkhana adapted for bicycles. True to the tradition, speed alone will not give the best time. Instead, a mixture of good balance, accuracy, practice, and a well-maintained bike should carry the day.



## Being Healthy

### Good Health Habits Quiz

Circle the correct answer(s).

1. Bathe/shower (everyday OR once per week) and especially after exercise.
2. Wash your hair (1/month OR 2+ times/week).
3. Wash hands (before eating OR after using the restroom) and when they're dirty.
4. Eat right - (3 OR 4 OR 6) regular meals each day at regular times!
5. Eat (just some OR a variety of) food from each of the 4 food groups.
6. The average 10 year old should get at least (6 OR 9 OR 12) hours of sleep each night.

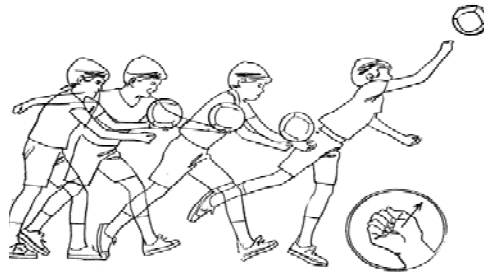
**ANSWERS:** 1. Everyday, 2. 2+ times, before eating and after using restroom, 3. 3 meals, 4. Variety, 9 hours

## Clean & Strong

Circle T for True or F for False.

T F	Our bodies "repair" themselves while we sleep.
T F	Clean clothes aren't necessary after a bath or shower - they are just in the morning.
T F	Use proper lighting for all activities including reading, TV viewing, and playing.
T F	Fitness is never just physical - it involves both the mind and body together.
T F	Stand tall, and walk tall with shoulders back and stomach in.
T F	It's OK to share drinking cups, washcloths and towels.
T F	Different foods provide different nutrients, and no one food can sustain us.
T F	Rushing meals or skipping meals can be harmful to your body.

ANSWER: 1 - T, 2 - F, 3 - T, 4 - T, 5 - T, 6 - F, 7 - T, 8 - T



### Volleyball Serve it Underhand

The underhand serve is the easiest to master for volleyball. In a game you must put the ball into play from a 10 foot wide area behind the end line. Always practice with a line in front of you so you will learn not to cross it until you have released the ball.

For the underhand serve (if right handed), stands with your left foot about 13" in front of the right foot. Bend both knees a little, lift the ball in both hands out in front of your chest, to your right side. Hold the ball in the left hand and start to bring the right hand down. Close the fingers of the right hand as if you were making a loose fist.

Keep your eyes on the ball. Bring right hand down, back, and up behind you. Step a quarter step forward on your left foot. Swing your right hand at ball. Just before you hit it, toss the ball up a little and drop your left hand away from it. (The rules say - release your left hand from the ball before hitting it.) Strike ball solidly with the palm side of your fist and follow through. (Of left handed, reverse from right to left.)

Once you master the serve, try using the heel of hand instead of fist. Close hand instead of your fist. Close your hand half-way so fingertips come just below the base of the fingers with thumb-tip beside the first joint of forefingers

## SONGS

### **The Athlete**

Tune: My Bonnie

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

#### **CHORUS**

Muscles, Cramps, wracking my body with pain, with pain  
I stand, wondering, if ever I'll do this again!

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

(CHORUS)

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

(CHORUS)

## Athlete Den Activities

**TOWEL PICKUP** - Take off your shoes and socks. Pick up a towel with your toes.

**PAPER PICKUP** - Pick up a piece of paper from the floor without bending your knees

**BOOK CARRY** - Walk across the room with a book balanced on your head.

**SKIN THE CAT** - Clasp your hands in front of you. Try to step through the ring formed by your hands and finish standing upright with them clasped behind you. Return to your original position by stepping backwards through the ring.

**TOE WRESTLING** - Two wrestlers sit on the floor, facing each other with arms clasped around knees. When they are in this position, place a stick over each person's elbows and under his bent knees. Their feet should be flat on the ground with the toes of one touching the toes of his opponent. The object is for one wrestler to get his toes under the toes of his opponent and roll him over backwards. If either wrestler breaks the handclasp above his knees, the other wins the contest.

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

## **SUGGESTIONS FOR COMPLETING ATHLETE ACTIVITY BADGE**

### Requirement #1

Can be combined with the Fitness Activity Badge and the Sportsman Activity Badge. The subjects of being physically healthy, balanced diets, and bad effects of drugs, alcohol, and tobacco can be combined and signed off all together.

### Requirement #2

Takes the longest amount of time to complete and sign off of all the Physical Skills Group. To earn the Physical Fitness Sports Pin, the boy needs to earn 60 points in a 90 day period. They must exercise or be involved in some activity for 30 minutes to earn one point. The boy can earn a maximum of five points in a day. Just remember 30 minutes for one point, 60 points total in a 90 day period.

You can pass off requirements 3 through 9 as part of this pin, use requirement 3 and 4 of the Sportsman badge to meet the requirement.

## Den Activities

- Make your own physical fitness equipment (see above)
- Watch a high school track meet.
- Have a Physical Education instructor talk to your den concerning fitness.
- Invite a professional weight lifter to talk to your den and demonstrate.
- Attend a gymnastics exhibition or meet.
- Plan a physical fitness demonstration for pack meeting.

### **Barbell Slide**

**Materials:** 2 small 1" styrene balls, 1/2 of a black pipe cleaner, black paint, white paint, paint marker, or vinyl stick-on letters

**Directions:** Paint the two balls black. Cut the pipe cleaner into 2 equal pieces. Push the pieces into the ball about 1/4" apart. Pull the pieces apart slightly, curving them outward. With the white paint put the lbs. on the two balls. You can use 5 lbs., the Pack number, or some outrageous amount of weight.

## Games

**La Plama (Bolivia)** -- The Indians of Bolivia used a bone, but you can use a stick for this game. Set the stick up on end in a hole in the ground. Draw a straight line away from the stick. Measure out a distance of 3' along the line and from the stick. Drive in a peg. Repeat until 6 pegs are in the ground along the line and spaced 3' apart. You will need a supply of tennis balls. The boys take turns trying to hit the stick from the first peg. Those who do hit it move on to the next peg. Those who do not stay at one peg until they hit the stick. The first boy to complete the six throws from the 6 pegs wins the game.

**Crossing the Rice Fields (China)** -- Players line up in teams of two, forming two or more columns as in relay formation. On the word "rice" the first team in each column forms a wheelbarrow and races across the rice fields to the river (two parallel ropes stretched out on the floor crossed by two 2 x 4's - one for each team). At the edge of the river, the players break up and walk across the "bridge" being careful not to fall in the river. On the other bank they turn around and come back across the bridge and then reform their wheelbarrow reversing positions and "roll" home again. The first team to get all of the pairs across the river and back again wins.

## Activity Ideas

### **Agility Exercises**

Perform these exercises within the designated time limits. Rest two minutes between each set of exercises.

Set 1. (8 minutes)

1. Fish Flops: Lie flat on your stomach, arms and legs extended and off the ground. Rock back and forth. (2 min.)
2. Grass Drill: Run in place. Drop to ground and bounce up again. (2 min.)
3. Quick Foot-Knee Touch: Drop quickly to one knee and bounce up again. Alternate knees. (2 min.)
4. Root Drill: You need a partner for this one. Square off on all fours, locking right shoulder to right shoulder. Try to rock your opponent back off his feet. (2 min.)

### **Rest Two Minutes**

Set 2. (6 minutes)

1. Crab Mirror: Two players on all fours. One moves at random to the left, right, back or forward and the other mirrors his moves. Switch leaders and repeat. (2 min.)
2. Bear Hug Take-Down: Two players, one standing behind the other. Player in rear grasps other player around arms and chest and tries to pull him down. Reverse positions and repeat. (3 min.)
3. Sit-ups: Lie on back, feet together, hands clasped behind head. Raise up and touch elbows to knees. Do as many as possible. (1 min.)

**Rest Two Minutes**

**Flexibility Exercises**

- Fingers: Extend arms to the side, palms down. Quickly flex fingers by alternating between fist and open-hand position. (30 sec.)
- Palms: Extend arms to the front, palms down, wrists locked. Turn palms inward and outward in quick, short movements. (30 sec.)
- Wrists: Same position as palms (above). Rotate wrists clockwise, then counter-clockwise.(30 sec.)
- Forearm Twist: Arms extended sideward and parallel to ground. Flex at elbow bringing tips of fingers to shoulders. Return to starting position. Perform both palms up and palms down. (1 min.)

Shoulder Stretches: 3-part exercise. (a) Rotate one arm over your head and down slowly. Repeat with other arm. (b) Shrug your shoulders slowly in complete circle starting the movement by moving up and back. (c) lock your hands behind head and pull back slowly from shoulders. (2 min.)

# Webelos Sportsman Activity Badge

## Physical Skills Group

A sportsman is someone who has played many games and has played all kinds of games. He plays by the rules and does his best. If he wins, he compliments the losers for the fine game they played. If he loses he accepts the fact and should find out why. Maybe he can win the next time.

### IDEAS FOR DEN ACTIVITIES

- Have combined parent/son ball games or tournaments like golf, table tennis, bowling or volleyball.
- Learn sports etiquette along with the normal playing rules of all games.
- Use the Cub Scout Sports program...belt loops and pins.
- Visit a bowling alley and bowl a few games.
- Go ice or roller skating.
- Play a round of miniature golf.
- Invite a referee or coach and have them talk about being a Sportsman.

### ACTIVITIES AND GAMES

#### **TUFF SPORT**

Want to give your Webelos Scouts the idea of "Good Sportsmanship?" Pick any really easy game to play like Red Light, Green Light. Leader is the light. Make it so that nobody wins. Usually after a short time they will start to complain about being too hard, not fair, no one can win. That's a great opening for a sportsman-like conduct, good loser vs. bad loser discussion. It's not just winning but playing and how you play. Then continue to play the same game in the same way.

They should laugh a little longer this time.

#### **SPORTSMANSHIP**

A real sportsman follows these rules in each game, but also in his life. Good sportsmanship is part of good citizenship. For example, losing class election gracefully. The "Spirit of Good Sportsmanship" means being modest in victory as well as accepting defeat gracefully after trying your best.

#### **MARBLE GOLF**

Set up this game and practice playing it for a future den or pack marbles tournament. For holes, bury baby food cans to the brim in the earth. Flags are paper triangles glued to craft sticks. Add water hazards and sand traps as you wish. Shots are taken in the approved knuckles down way for regular marbles. Winner is the Webelos who takes the fewest shots to get all the way around.

#### **ULTIMATE IN 10 SIMPLE RULES**

The Field: A rectangular shape with end zones at each end. A regulation field is 70 yards by 40 yards, with end zones 25 yards deep.

Initiate Play: Each point begins with both teams lining up on the front of their respective end zone line. The defense throws ("pulls") the disc to the offense. A regulation game has seven players per team.

Scoring: Each time the offense completes a pass in the defense's end zone, the offense scores a point. Play is initiated after each score.

## Webelos Sportsman Activity Badge

Movement of the Disc: The disc may be advanced in any direction by completing a pass to a teammate. Players may not run with the disc. The person with the disc ("thrower") has ten seconds to throw the disc. The defender guarding the thrower ("marker") counts out the stall count.

Change of Possession: When a pass is not completed (e.g. out of bounds, drop, block, interception), the defense immediately takes possession of the disc and becomes the offense.

Substitutions: Players not in the game may replace players in the game after a score and during an injury timeout.

Non-contact: No physical contact is allowed between players. Picks and screens are also prohibited. A foul occurs when contact is made.

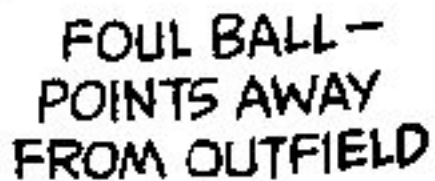
Fouls: When a player initiates contact on another player a foul occurs. When a foul disrupts possession, the play resumes as if the possession was retained. If the player committing the foul disagrees with the foul call, the play is redone.

Self-Officiating: Players are responsible for their own foul and line calls. Players resolve their own disputes.

Spirit of the Game: Ultimate stresses sportsmanship and fair play. Competitive play is encouraged, but never at the expense of respect between players, adherence to the rules, and the basic joy of play.

REFEREE SIGNALS - BASEBALL, BASKETBALL AND SOCCER

# BASEBALL





# BASKETBALL



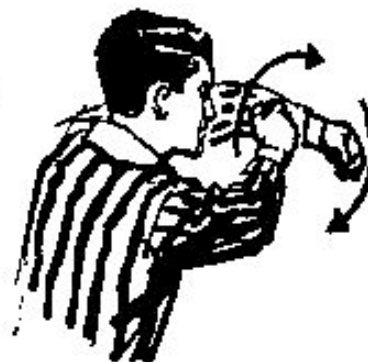
TIME OUT—FOUL



TECHNICAL FOUL



ILLEGAL USE OF HANDS



TRAVELING



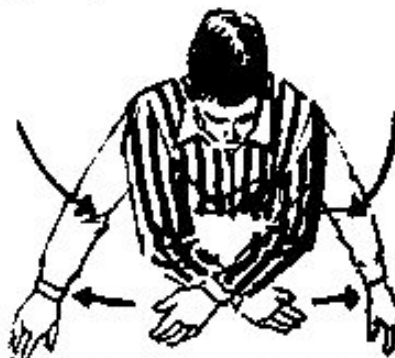
HOLDING



PUSHING—CHARGING

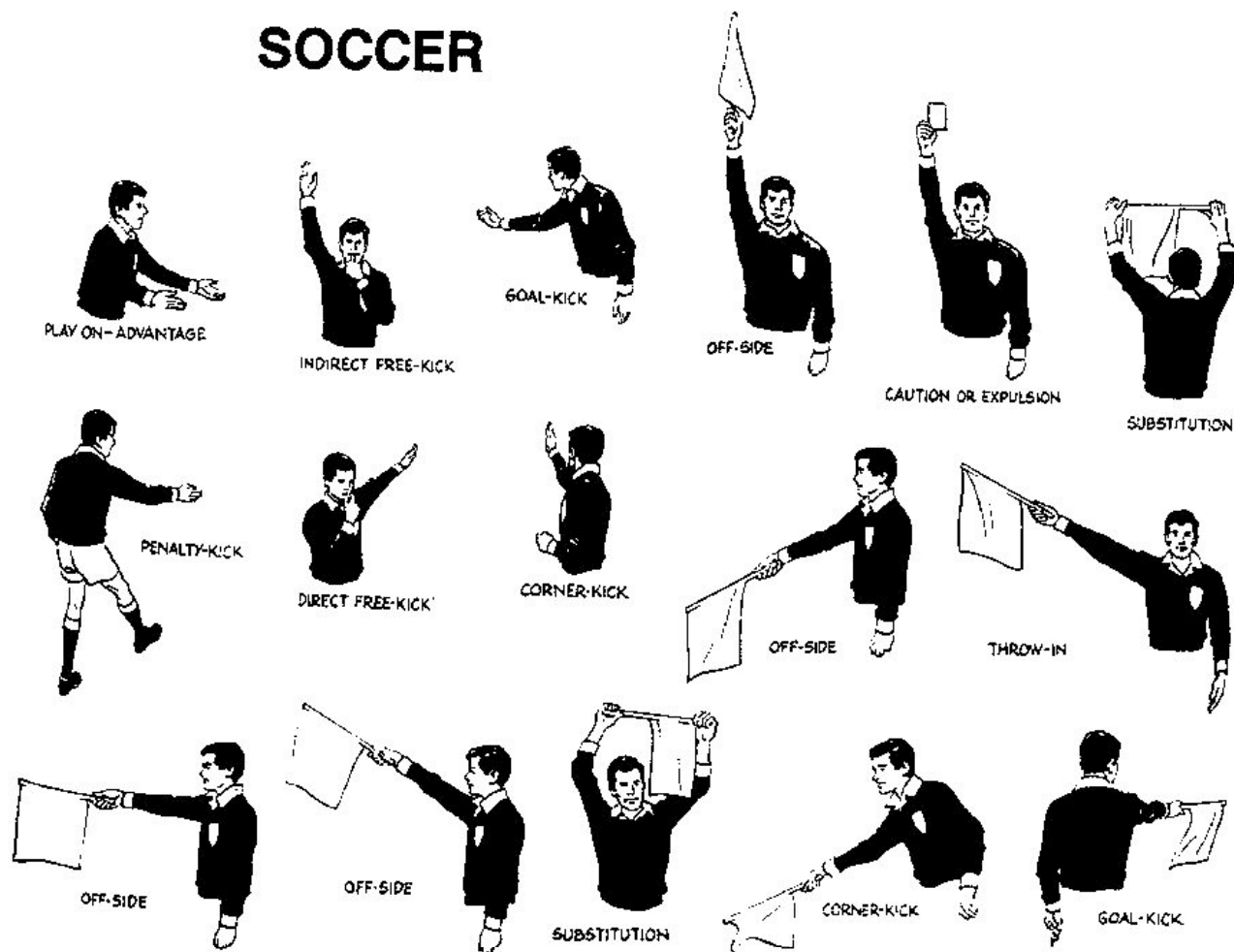


ILLEGAL DRIBBLE



CANCEL SCORE

# SOCCER



## More on the Sportsman Activity Badge

Sports are high on the list of favorites of Webelos-age boys. Most members of your patrol will show real interest in the Sportsman badge. Chances are the boys spend much of their leisure time in organized sports and loosely organized neighborhood games. Some of them probably already know enough about rules, scoring, and techniques of play for several sports and can pass those requirements immediately. But that's not really enough. One of the prime purposes of the Scouting program is to encourage good sportsmanship and pride in growing strong mind and body. If the boys learn all the skills and rules involved in every sport this month, but don't get an inkling of what good sportsmanship means, then everyone has wasted their time, including the den leader. Sportsmanship is important whether you win or lose.

### Suggested Patrol Activities

1. Invite a referee or official to your patrol meeting to teach signals and talk about teamwork, fair play and sportsmanship.
2. Hold a parent/son sports tournament, such as bowling, tennis, volleyball, archery, etc.
3. Have a patrol board game marathon. Provide treats and boys bring their favorite board games to play. Allow time for rotation to different games.
4. Have Webelos figure out a football, soccer or basketball play and diagram it. Local high school or little league coaches are sources of assistance.
5. Go roller-skating or ice-skating.

**Webelos Sportsman Activity Badge**

6. Visit an archery range and receive instructions on safety and procedures.
7. Play some backyard games such as horseshoes, croquet, volleyball or badminton.
8. Visit a sports shop and talk with the owner about selecting equipment.
9. Have a patrol outing to a sports event.
10. Hike around a golf course. Explain rules of etiquette and play to boys first so as not to disturb players.
11. Watch a pro or college game on TV and have the boys practice the officials' signals.
12. Earn Sports belt loops for 2 sports that are new to the boys.

**BALLOON VOLLEYBALL**

You will need

- 1 - large inflated balloon and
- 1 - long piece of string.
  - Divide boys into two teams
  - Seat them on the ground in volleyball positions.
  - The net is the string fastened between two trees, poles or attached to the walls for indoor use.
  - The balloon is put into play by a serve
  - Normal volleyball rules apply, except that the players cannot move from their seated positions on the floor or ground.

**BALL OVER**

You will need a ball about volleyball size. Draw a line. One team on each side of the line. Players cannot cross the line. The leader with a whistle is blindfolded or stands so he cannot see players. When he blows the whistle, the ball is put into play.

**Object of the game**

To keep the ball in the opposing team's territory. When the leader blows the whistle again, a point is counted against the team on the side where the ball was when the whistle blew.

**THE PENALTY BOX**

Match the Officials' Signal Calls to the correct sport.

**FOOTBALL      BASKETBALL      BASEBALL      SOCCER      HOCKEY**

In which of the above sports would an official call -

Pass interference _____	Incomplete Pass _____
Illegal Dribble _____	Strike _____
Technical Foul _____	Touchdown _____
Holding the Face Mask _____	Penalty Kick _____
Kneeing _____	Out _____
Time-in _____	Delay of Game _____
Slashing _____	Holding _____
Time-out _____	Clipping _____
Charging _____	Foul Ball _____
Fair Ball _____	Safe _____
Offside _____	Unsportsmanlike Conduct _____
Substitution _____	Traveling _____
Ball _____	Tripping _____
Hooking _____	Illegal Motion _____

## Webelos Sportsman Activity Badge

Corner Kick \_\_\_\_\_

Foul \_\_\_\_\_

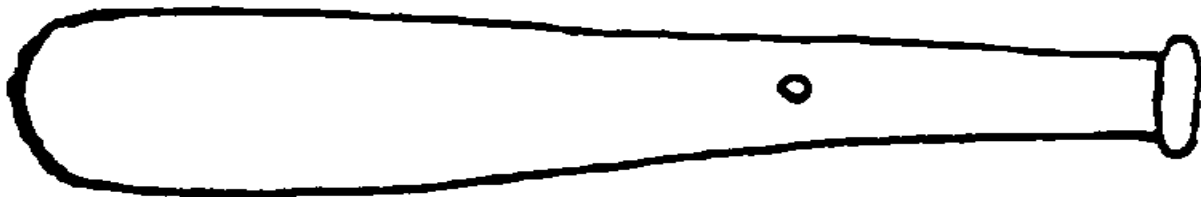
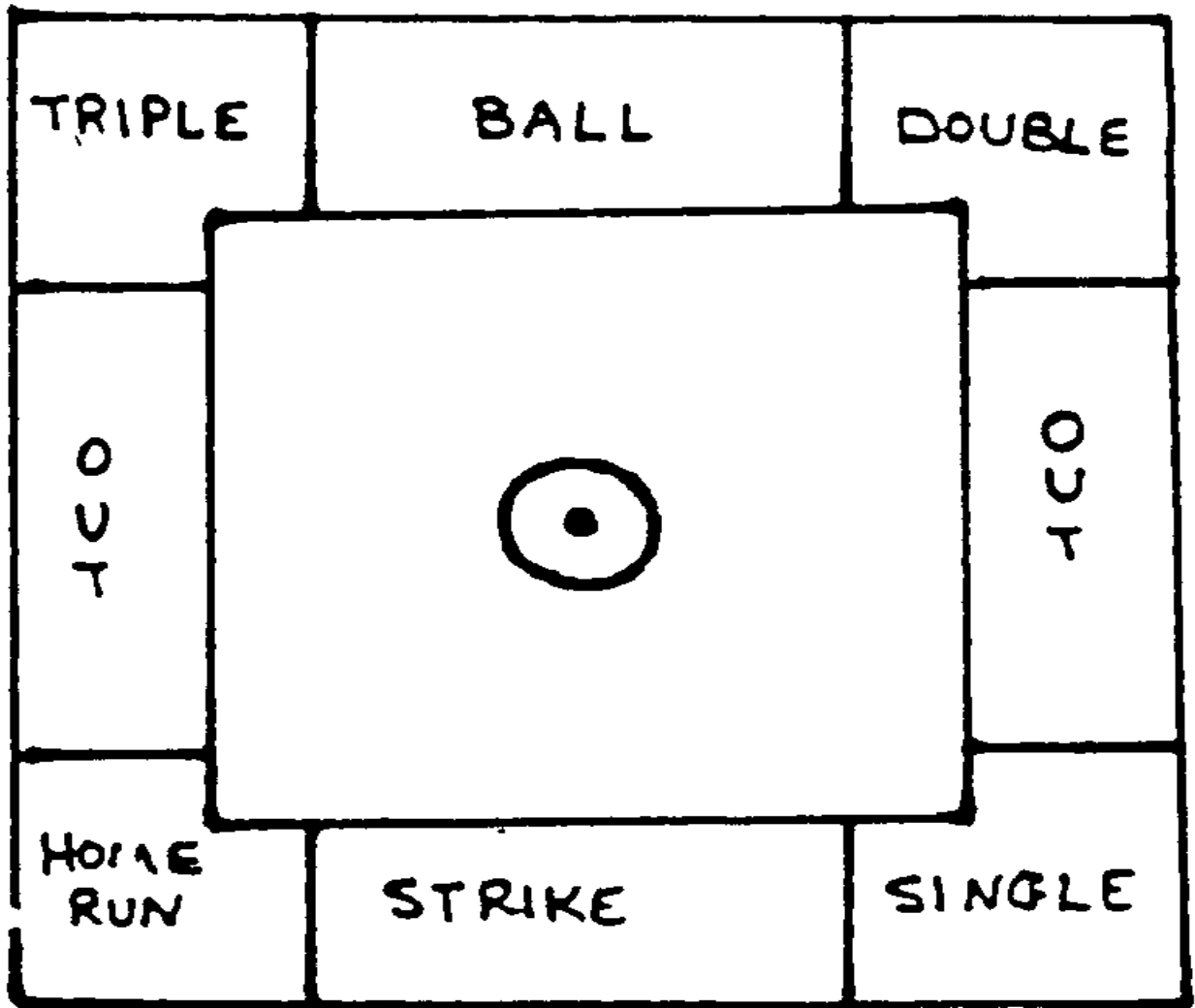
### INDOOR BASEBALL GAME

You will need

- 1 - large sheet of cardboard (can be any size so long as it is square).
- Marking pens,

Using the pens, draw a baseball diamond like one shown. Mark home plate and the three bases. Outside of the baselines write as shown: home run, strike, single, out, double, ball, triple and out.

Draw pitcher's mound in the center. Cut a bat shape spinner from cardboard. Punch small hole in bat and center of pitcher's mound. Attach bat with a paper brad to pitchers mound. Be sure that the hole is not too small or too large, needs to be large enough for the bat to spin freely. Follow regular baseball rules when playing. Keep score. Each player keeps his turn until he has three outs.



### TOUGH SPORT

Want to give your Webelos Scouts the idea of "Good Sportsmanship?" Pick any really easy game to play like Red Light, Green Light. Leader is the light. Make it so tough that nobody wins. Usually after a short time they will start to complain about being too hard, not fair, no one can win. That's a great opening for a sportsman-like conduct, good loser vs. bad loser discussion. It's not just winning but playing and how you play. Then continue to play the same game in the same way. They should laugh a little longer this time.

Sports are high on the list of favorites of Webelos age boys. You can be certain of instant interest by most members of your den. Chances are that they spend much of their leisure time in organized sports and loosely

## Webelos Sportsman Activity Badge

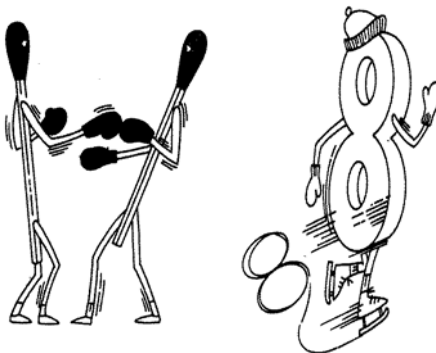
organized neighborhood games. Some of them probably know enough already about rules, scoring, and techniques for several sports so that they could pass the badge requirements easily.

But that's not really enough. One of the prime purposes of Cub Scouting is encouraging good sportsmanship and pride in growing strong in mind and body. If your boys learn all the skills and rules involved in every sport this month, and don't get an inkling of what good sportsmanship means...then the den, and you, have wasted your time.

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

Your own example will help to achieve these goals. Put stress on the fun of the game, not on the winning. When you have den competitions, make up the teams so that the strength is about even. If you let boys choose teammates, there is a good chance that most of the best players will wind up on the same team. Encourage the less skillful players. Discourage others from belittling them. Sports in a Webelos den should be fun for all the boys.

### WHAT ARE WE???



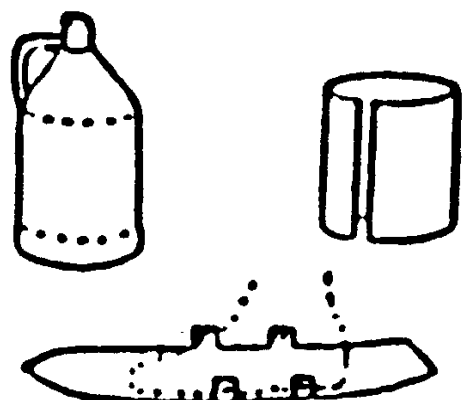
ANSWER :Boxing match, figure 8 skating

### Den Meeting Ideas

- Demonstrate the signals of baseball and have the boys do them
- Hold parent/son bowling contest
- Discuss the rules and regulations of various sports
- Attend a high school, college or professional sporting event
- Have a Sports Sunday and watch a pro game on TV (*combine with a backyard tailgate cookout*)
- Have a fishing derby
- Play miniature golf
- Have a referee talk to the boys about the rules of his sport
- Walk a golf course and observe play (*get permission first!*)
- Have archery practice using targets against bales of hay
- Visit a tennis court or racquet club
- Have a high school coach come and talk about what it takes to become a good athlete

### SKI-SKATE TAG

For a pair of shorty skis, remove top and bottom of two gallon plastic bottles. Cut down seams and flatten into strips, curved at the



## Webelos Sportsman Activity Badge

ends. Stand on center of the plastic and mark width of shoe at the widest point. Mark small tabs on each side of foot and a second pair of tabs near ankles. Cut plastic to the width of foot with tabs attached. Trim skis to a point at the front. To fasten skis to shoes, punch holes in tabs. Bend tabs up and lace with ribbon or cord, lacing over tops of shoes and around ankles.

## SOCCER BALL NECKERCHIEF SLIDE

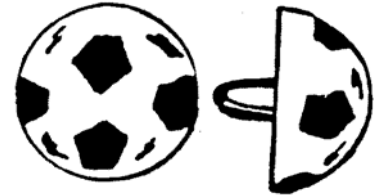
### Materials:

- Ping Pong ball
- Plaster
- Pop top ring or small  $\frac{1}{2}$ " PVC pipe ring
- Black acrylic paint

### Directions:

Cut a ping-pong ball in half. Fill the half of ball with plaster and Insert pop-top or PVC ring for slide. Decorate with black paint.

*The same idea can be used to make a Basketball, etc.*



# Webelos Family Member Activity Badge

## Community Group

We are all family members. We are part of a group of people who care for and share with each other. How can we be better family members? We could learn how to help our other family members in our homes and outside of our homes.

### IDEAS FOR DEN ACTIVITIES

- -Start a family photo album
- -Switch chores with another family member for a month
- -Discuss "secret chores" that the boys can do for their families without their families finding out
- -Send a "why my \_\_\_\_ (dad, mom, etc) is important" letter to someone in your family
- -Teach the boys basic cleaning skills. If possible, invite a professional housecleaner to come to your den meeting.
- -Have a contest and see who can sew a button on the fastest and the best.
- -Have the boys fix a meal and invite the parents for a feast!
- -Have the boys start their own recipe files. Invite a dietician to come visit the den and explain why balanced diets are important.
- -Visit a grocery store.
- -Go to a restaurant for a tour and then eat there!

### GAMES AND ACTIVITIES

#### THE GREAT BATHTUB EXPERIMENT

Should you take a bath or a shower?

Materials:

Your bathtub with an overhead shower, a yardstick

Start by taking a bath. Fill your bathtub with water as usual, but before you step in, use a yardstick to measure the depth of the water in the tub. Be honest with the amount of water you use. If you are not, the experiment will be useless. Record the number for future reference.

Next time you bathe, take a shower. But before you begin, do something unusual. Close the bathtub drain so that the shower water will collect in the tub. When you are finished, measure the depth of the water that has collected.

Compare this reading in the shower with the bath water depth. You will find that your shower used substantially less water - probably less than half as much! A lot of this water is hot water. As a rule of thumb, figure that it takes a cubic foot of gas, or 1/4 kilowatt-hour of electricity to heat a gallon of water. So you can see showering saves energy - as well as water!

#### WASH-SORT

Gather some "dirty" laundry - clean actually and enough for Webelos Scouts to sort through in roughly a minute. Mix the laundry into two piles having about the same amount of white, color, and dark items in each. You can add to the fun by including something that must be dry cleaned so that the Webelos Scouts must read the labels to properly sort things. Also, put some pens and/or papers into the pockets for even more reality.

Split the den into two teams. The first team to sort their clothes properly wins. You may want to time each Webelos Scout individually for another variation.



## FOLD-EM GAME

When you get done sorting the laundry, you may want to do the fold-em game. It's just that...fold each item neatly. First team done is the winner.

## FAMILY FACTS

Save your family memories and pass them on to the next generation. Nothing gives more enjoyment to a family than "REMEMBER WHEN". Children learn who they are from their parents and grandparents. To play FAMILY FACTS have each member of your family write out questions that only your family would know - the more personal the better.

Who went to Canada on vacation?

What was this family's first pet?

Who broke their arm during the school play?

Who ran into the basketball standard and chipped his front tooth?

What was the address of our first house?

When is Grandma's birthday?

When did dad graduate from high school?

Play in the car, home on a rainy day or at family gatherings.

For a different twist, make up cards in categories -dates, people, places, events, pets, vacations, etc., and play family trivial pursuit. Use the regular Trivial Pursuit game, but substitute your family cards.

## FIND THE WASTED ELECTRICITY

Have a lot of lights and appliances on in your house. Go outside your house to the electric meter and have the boys observe how fast the meter is spinning. Then have them go inside and turn off as many things using electricity as possible (leave the refrigerator plugged in!). Observe the results. Have them find and list the things using electricity in the house:

-Lights

-Washing machine

-Refrigerator

-Air conditioner

-TV

-Fans

## HAZARDS AND SECURITY CHECK

Using the list below, have the boys do a home inspection inside and outside for possible hazards.

- Is trash lying around outside the home or in the garage?
- Are insecticides stored in a safe place out of reach of small children?
- Are flammable substances such as paint thinner, gasoline or charcoal lighter fluids stored in marked containers and kept in a cool well ventilated area away from any flame?
- Are sharp tools in a locked cabinet?
- Are power tool cords unplugged and out of the reach of small children?
- Are roller skates, skateboards and bicycles kept out of the driveway and sidewalks?
- Are oily rags lying about?
- Is the door of an unused freezer or refrigerator removed?
- Are all outside lights in working order?
- Are garbage cans kept covered?
- Is your sidewalk free of uneven areas or broken cement?
- Are curtains and furniture away from air conditioners and heating elements?
- Does the fireplace have a screen?

## Webelos Family Member Activity Badge

- \_ Do large glass doors have a decal as a safety reminder?
- \_ Are electrical cords in good repair?
- \_ Are electrical wires on the floor where people can walk or trip on them?
- \_ Are poisonous substances in childproof containers?
- \_ Are all prescription drugs in childproof containers?
- \_ Are non- prescription drugs kept in the medicine chest?
- \_ Are matches stored in rodent proof and childproof containers?
- \_ Are smoke alarm batteries checked on a regular basis?
- \_ Are fire extinguishers operable?
- \_ Are the telephone numbers of the police, fire and paramedics displayed on or beside each phone?

## More on the Family Member Activity Badge

Families are important. Every member is important. In some families there are only three people. Other families may have 12 people. It doesn't matter much who is in the family or where they live—being a member of family is what the Webelos will earn from the Family Member Activity Badge.

A definition of a family is "all the people living in the same house." Families have many and varied faces. Some families are the traditional mother, father, and children, while others are one-parent families. Still other families consist of grandparents raising grandchildren. Even if a guardian is in charge of rearing a child, we hope that love and understanding is part of every family structure.

The family member activity badge helps each boy understand his family and his part in that family. This badge is geared to open each boy's awareness of how the family works and what makes the family work well. Chores, laundry, grocery shopping, and house cleaning are all elements included in the family unit. Remember to stress that each boy is important to his own family and that his family is important to him.

### PURPOSE

Because of the importance of the family involvement in this activity badge. It's a good idea to hold a parent's meeting to explain the requirements and give some suggestion on how they can work with their son on this badge.

Remember that the parent should initial the completed requirements, but a review of the activities with the individual boys at a later meeting by the Webelos leader will ensure that all the activities were properly completed. Another good approach is to let the boy's plan a "Family Day: for a Saturday or Sunday afternoon of fun for their parents and siblings. The boy's creativity and resourcefulness will amaze you and entertain everyone who attends.

Make sure the presentation of this badge at a pack meeting includes the family.

### Suggested Patrol Activities

1. Have the boys bring family favorite recipes from home and have a recipe exchange meeting. It might be fun to have the boys make a recipe book with their favorite recipes from home or a campout recipe book for patrol campouts. Have a cooking contest.
2. Tour an energy conservation home.
3. Invite a homebuilder to come to your meeting to tell you what measures he uses in house building to save energy.
4. Invite a home economics teacher or dietitian to your patrol meeting.
5. Tour a power facility and get an employee to explain ways to save energy
6. Tour a local water facility and ask about water conservation.

## Webelos Family Member Activity Badge

7. Ask the boys to list things their families spend money for each month. This can be done individually, or in teams. Compare lists, and award a small prize to the boy or team with the most items not mentioned by the others.
8. Hold a family game night for the patrol. Have the families play and share their favorite games, or play charades. Include popcorn and juice for refreshments.
9. Have the boys fix a meal and invite the parents to your meeting for the feast. The boys must plan the meal, shop for the food, and cook it.
10. Have the boys make a family tree, which covers their family back to their grandparents. Let each boy show his tree after completion.

### Find The Wasted Electricity

Have a lot of lights and appliances on in your house??

Go outside your house to the electric meter and have the boys observe how fast the meter is spinning. Then have them go inside and turn off as many things using electricity as possible.

Observe the results.

Have them look at an electricity bill to see how big a difference they can make.

Have them find and list the things using electricity in the house:

- Lights on
- Washing machine
- Refrigerator
- Air conditioner
- TV

They may find other things using power, based on your meeting place's facilities.

### Family Key Board

#### Materials:

- 1 - One foot long  $2\frac{1}{2}$ " x 1" pine board
- 2 - picture hangers
- 5 - small brass cup holders
- Spray paint or stain and polyurethane

#### Directions:

- ✓ Spray paint or stain and poly the board a color that will work in each Scout's home (white is usually safe)
- ✓ When dry, screw picture hangers on back of the board.
- ✓ Then screw the cup holders to the front of the board, evenly spaced, and  $\frac{7}{8}$ "s inch from the bottom.
- ✓ Above each cup holder have each boy cut out and glue, or draw, a picture
- ✓ The pictures may be of members of the family or pictures of the car and house. Let them be creative.

### Household Chore Charts

#### Materials:

- Poster board,
- stickers,
- straight edge,
- sharpie markers

#### Directions:

- ✓ At your Patrol meeting have the boys create their own family chore tracking chart.
- ✓ Cut the poster board into 11"x 17" charts for each boy.
- ✓ Having light lines on the poster board makes cutting and drawing easier.
- ✓ Decorate with pictures of their family members and types of chores.

## Webelos Family Member Activity Badge

- ✓ They need to be able to track two months of chores.

### Family Trees

**Materials:** White and light green construction paper



#### Directions:

- Have the boys cut trees out of the green construction paper and paste them onto the white paper.
- Have them write their name and their siblings' names, birthdates and birthplaces on the trunk of the tree.
- Above this near the bottom of the leafy part of the tree write their parents' names, birthdates and birthplaces.
- Above each parent write the grandparents' information.
- Above the tree add Great-Grandparents, if possible.
- Connect lineages with lines.



### Home Inspection Check List Additions

There is a good home inspection checklist in the Webelos handbook, but there are other important inspections to do. Here are a few that Webelos can do at their homes and at their grandparents' homes:

1. Check to see that there are smoke detectors on every floor of the house, near all bedrooms and in hallways that connect sleeping areas to living areas of the house.
2. Test the batteries of all of the smoke alarms.
3. Use a "polarity tester" on every outlet inside and outside the house. Outlets are often wired with the black and white wires backwards or without a good ground wire. Inexpensive testers are available.
4. Are any power plugs hot or extra warm to the touch?
5. Check to see that appliance, telephone and lamp cords are not in places where people typically walk, so that they are unlikely to trip on them.
6. Check to be sure that power cords are not under any furniture legs, rugs or carpeting.
7. Are all power cords in good shape; not frayed or cracked?
8. Are several cords going into an extension cord that is not rated for the load?
9. Are any of the area rugs able to slip or slide?
10. Is there a list of emergency numbers near every telephone, including poison control, local police (911 and non-emergency), and fire?
11. Check the wattage of every light bulb versus the rating of the sockets.
12. Make an emergency exit plan so that the whole family knows how to get out of the home from any room. Everyone needs to know what the emergency gathering spot will be. Are there any safe alternative ways out of upstairs windows? Do a practice emergency escape from the home to see how long it takes.
13. Does the stove vent out smoke properly?
14. Are any appliances plugged in too near the sink in the kitchen or bathroom?
15. At night, is kitchen lighting bright enough to see adequately and be safe?



## Webelos Family Member Activity Badge

16. Does the fireplace have something to keep sparks from entering the room?
17. Are there any rugs or flammable objects near the fireplace?
18. Are hallways well-lit and free of clutter?
19. Do bathtubs and showers have non-skid surfaces to stand on?
20. Are poisons and household chemicals out of reach of small children?
21. Are there light switches at both the top and bottom of all staircases?

### SUGGESTED DEN ACTIVITIES

- ✓ Invite a fireman, policeman or security guard to a den meeting to talk about home safety. Perhaps he can also provide you with a home inspection sheet.
- ✓ Invite a home economics teacher or dietician to talk to your den. Perhaps your den could also plan a weeks worth of meals for a family and visit a retail food establishment and price the food required to sustain this family and see how it relates to the budget of a family budget.
- ✓ Tour a waste disposal facility; have an employee give a talk.
- ✓ Invite an energy conservation engineer to give a talk on energy.
- ✓ Make a list of fun activities that involve little cost; do them over several meetings.
- ✓ Invite someone from a professional home cleaning service to give a talk on how to properly clean things.
- ✓ Tour a fast food restaurant or small café.
- ✓ Have someone from OSHA or a plant safety committee give a talk after touring a manufacturing facility.
- ✓ Have a family relation's teacher visit and talk.
- ✓ Switch chores with another family member for a month.
- ✓ Keep a personal budget for a month.
- ✓ Tour an energy conserving home that is built in the area.
- ✓ Visit with a local financial institution to find out how the monetary 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 as individuals within the family unit can do to conserve energy.

### WATER YOU USE YOURSELF

There is little danger of North America running out of water. But there is a danger that we will run short of pure water. You can help prevent this by using only as much water as you need. If you study how you use water now, you will be able to find ways to use less. Study the two charts below. Then keep this sheet with you for a DAY. Mark it each time you use water. You can use the back of this paper to do your figuring.

Remember that this is an estimate, not an exact measure of how much water you use. Therefore, you can use the average amount given in the second column when you do your figuring. For example, if you get six drinks of water a day, you would estimate  $6 \times \frac{1}{4} = 1 \frac{1}{2}$  gallons. (Note: The averages assume you let the water run to get hot or cold. You wouldn't for example, drink  $\frac{1}{4}$  gallon of water each time you get a drink, but that much would run from the faucet if you let it run to get cold). Enlarge chart to desired size.

### YOUR SHARE OF THE FAMILY'S WATER

Some water is used for the good of everyone in your family, such as water for cooking and cleaning. This chart can help you estimate your share of that water. Suppose, for example, that there are five people in your family. If you estimate that water for meals, cleaning and other family uses equals 100 gallons, your share is 100 divided by 5, or equals 20 gallons. Enlarge chart to desired size.

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DAILY WATER USE			
How you use it	Average Amount	Put "X" for each use	Total
Taking a bath	30 gallons		
Taking a shower	20 gallons		
Flushing toilet	3 gallons		
Washing hands or face	2 gallons		
Getting a drink	$\frac{1}{4}$ Gallon		
Brushing teeth	$\frac{1}{4}$ Gallon		
Other	You estimate		

# Webelos Outdoorsman Activity Badge

## Outdoors Group

An outdoorsman loves being outside. An outdoorsman knows how to cook outdoors - over a fire or over a camping stove. An outdoorsman also knows how to tie knots. An outdoorsman will follow the principles of Leave No Trace so that we can all enjoy the outdoors for a long time to come. Webelos Scouts will have fun learning about being an outdoorsman. Hopefully he will be able to apply the Leave No Trace ethic for years to come.

### IDEAS FOR DEN ACTIVITIES

- Learn the principles of Leave No Trace and have the boys earn their Leave No Trace Awareness Award.
- Whip a rope.
- Have knot tying races with the rope they whipped.
- Practice outdoor flag ceremonies.
- Make individual First Aid kits.
- Go camping.

### LEAVE NO TRACE PRINCIPLES

The Leave No Trace Principles of outdoor ethics form the framework of Leave No Trace's message:

- Plan Ahead and Prepare
- Travel and Camp on Durable Surfaces
- Dispose of Waste Properly
- Leave What You Find
- Minimize Campfire Impacts
- Respect Wildlife
- Be Considerate of Other Visitors

### ACTIVITIES

#### **KNOT EASY**

Divide the den into two teams. Assign a team captain for each team. Give each team captain a 12-inch length of clothesline rope. At a signal, the captain ties a square knot in the rope and passes it to the next Webelos Scout in line. The second Webelos Scout unties the knot and passes it to the third Webelos Scout, and so on down the line. The first team to finish wins.

Variations

- Every other Webelos Scout ties a different knot that the Scouts have learned.
- Take a piece of rope and start with one knot and add a knot to the rope as it passes.
- Each Webelos Scout has a piece of rope and when he gets the rope from the previous Webelos Scout, he adds a knot to the chain of knots. It cannot be like any knots previously tied.

#### **KNOTS GALORE**

Give the team captains a 24-inch length of rope. At a signal, the captains tie a knot at one end of the rope; and second player ties a knot near the first, and so on down the line. There should be a knot for every player on the team. After all knots are tied and number checked, it goes down the line again, with each player untying a knot until the rope is returned to its original condition.

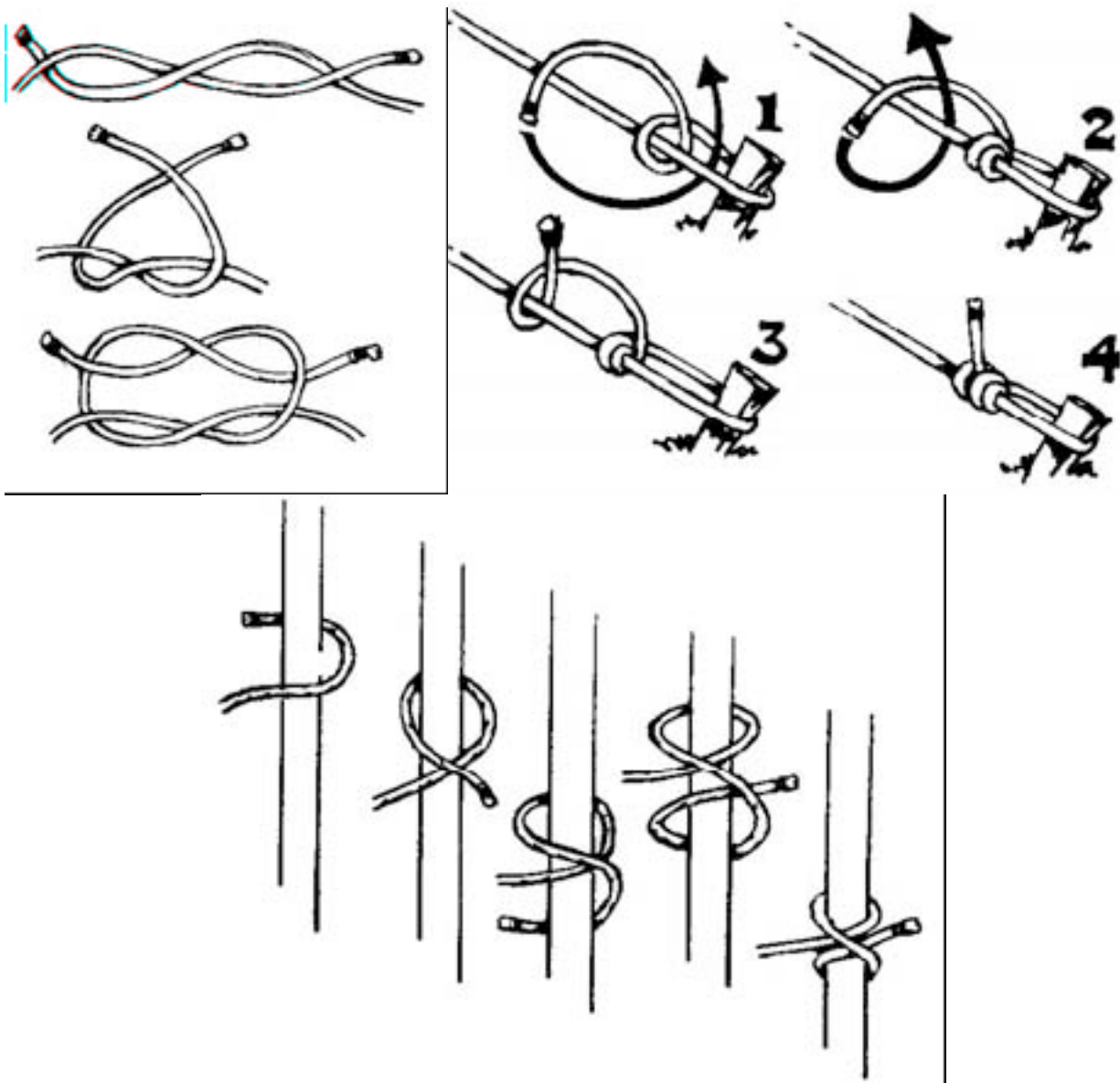
## KNOTTING CIRCLE

Webelos Scouts form a circle facing inward with their hands behind them. "It" walks around the outside of the circle, places a rope in someone's hands, yells the name of a knot, then speeds off running around the circle. If the recipient succeeds in tying the knot correctly before "It" comes back, "It" must proceed again. Otherwise, recipient becomes "It" and previous "It" takes his place in the circle.

## KNOT TRAIL

Tie several pieces of rope of varying thickness together, using several different knots (square knot, sheet bend, bowline, two half hitches, etc.). You may use a knot more than once. Tie one end of the rope to a tree with a clove hitch, the other end to another tree with a taut-line hitch. Ask each Webelos Scout to walk silently along the rope from one tree to the other and back. Then each boy makes a list of the knots used in the correct order.

Below: Square knot, Taut-line hitch, Clove hitch





## Webelos Outdoorsman Activity Badge

Plan a whole den meeting on the camping theme. Demonstrate how to set up a tent properly, including precautions on handling to avoid damage. Then divide the den into two teams and give each a tent bag. On signal they must race to set up the tents. Once both tents are up, allow boys to climb inside to have a secret meeting. Take off shoes first. Inside, they have ten minutes to plan a song or a short skit to entertain the other boys at their campfire. Ring a bell to call the boys out to the campfire. Choose one team to lay the firewood. Talk about fire safety. Have the boys circle around the campfire. Teams take turns entertaining each other. Leader gives closing and the other team put out the campfire properly. Take down the tents, sing taps and go home.

## EDIBLE CAMPFIRE

Use this for a den activity to teach proper fire building techniques.

As boys are building their individual fires, explain why each step is important. After the fire is built, enjoy eating this treat!

Napkin - designates a cleared area

Miniature marshmallows - for fire circle

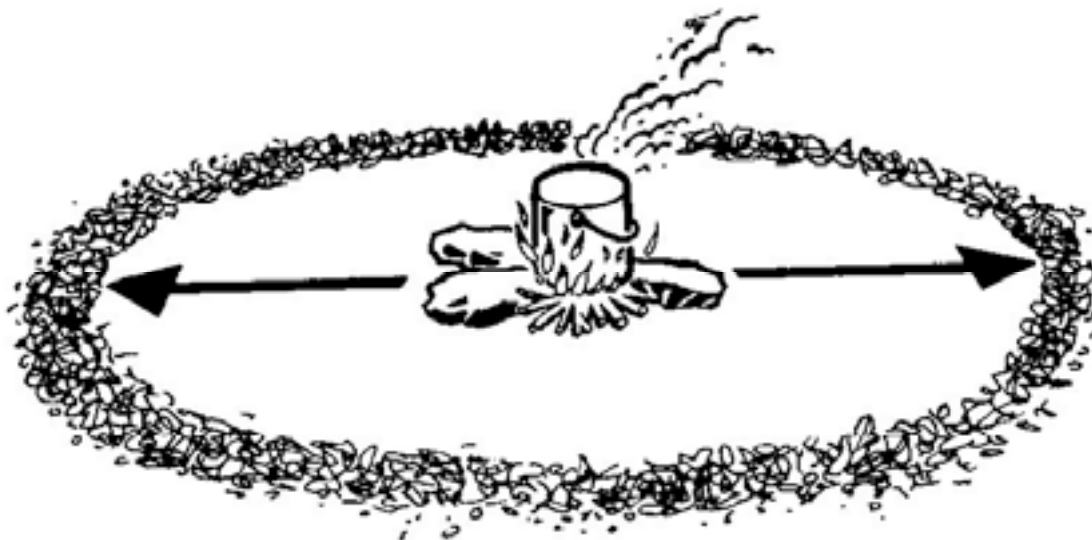
Small cup of water - to extinguish fire

Shredded coconut - kindling

Skinny pretzels - tinder

Fat pretzels - fuel

Candy corn - fire



## HOW DO I USE IT?

While we teach the boys about the outdoors, we sometimes forget to help them think about how to use the camping equipment that they have in an emergency. This is a fun exercise to do. Here is a list of equipment a boy has been left alone with in a remote location:

Pail, pocketknife, flashlight, rope, large blue tarp, fishing pole, FM radio, whistle, compass, map

- If he were lost in the woods, which items might help him find his way back?
- Which items might be used to get help?
- Which items might be used to make yourself comfortable?
- Would your choices be different if you were lost for many months?
- If you had only one item, which would you choose? Two items? Three items?

## COOKING

### TIN CAN STOVE COOKING

Using the guidelines in the Cub Scout Leader How-to Book, make a Tin Can Stove and Buddy Burner.

### TIN FOIL DINNER MEALS

Foil dinners are meals that cook inside the pouch of a piece of heavy-duty aluminum foil. Place your food on aluminum foil, seal it by folding the top and sides, and place the foil onto hot coals. Here are two simple ideas:



#### Hamburger Foil Dinner:

Place quantities of hamburger meat, sliced onion, potatoes, carrots and other vegetables on a piece of foil. Season with desired salt, pepper and other spices. Seal the foil and place on coals for approximately 15 minutes each side.

#### Tuna Noodle Foil Dinner:

Place quantities of precooked pasta, grated cheese, and drained tuna in the middle of the foil. Seal it and place on coals for approximately 10 minutes to warm the ingredients.

Always protect your hands when cooking foil packets - they're hot! And when opening the packets, beware of escaping steam, which can burn you.

### STUFFED POTATOES -

Core small potatoes and insert a small pre-cooked sausage or wiener into each. Wrap in foil and set in hot ashes to bake. Cook 45-90 minutes.

### BANANA BOAT

Slit a banana lengthwise twice, being careful not to cut the lower skin. Peel back the skin, cut out and remove the fruit between the slices, and replace with peanut butter, mini marshmallows and chocolate chips. Close by replacing the skin. Wrap the banana in foil, and broil in hot coals for 8 minutes.

### BAKED APPLES

Core an apple and wrap it in a square of aluminum foil. Add cinnamon sugar filling if desired.

## More on the Outdoorsman Activity Badge

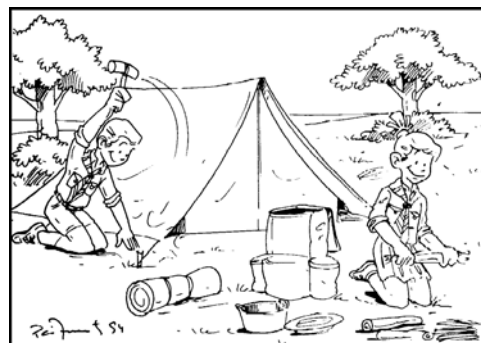
The Outdoorsman Activity Badge requirements are FUN, and give the Webelos a chance to learn new skills that will prepare him for Boy Scouting. Camping, outdoor cooking and fire safety are all part of enjoying living in the outdoors.

### SUGGESTED PATROL ACTIVITIES

1. Practice putting up different kinds of tents.
2. Demonstrate how to make an improvised bedroll
3. Practice building a fire for cooking and a campfire, and have a patrol cookout.
4. Have a knot-tying contest or play knot-tying games to learn and improve skills.
5. Study and learn fire safety rules including no flame lights in tents and no liquid starter for charcoal fires.
6. Learn several cooking techniques, including the foil pack method.
7. Contact a local Boy Scout troop and arrange to camp with them.
8. Make camp gadgets and go camping
9. Have a Scout visit a patrol meeting and show the boys his pack. Have him describe the different kinds of packs and what he carries in his.

### WHY DO WE CAMP?

The primary reason for camping is so that the boys learn conservation and respect for nature. Your example as a leader is very important. They should see in you the concern for our environment that they will learn. Make sure that they understand that it is best to leave a campsite in better condition than when you came. It is okay to pick up litter that you did not place there, etc.



### UP AND DOWN

Plan a whole patrol meeting on the camping theme. First demonstrate how to set up a tent properly, including precautions on handling to avoid damage. Then divide the patrol into two teams and give each a tent bag. On signal they must race to set up the tents.

Once both tents are up, allow boys to climb inside to have a secret meeting. Take off shoes first. Inside, they have ten minutes to plan a song or a short skit to entertain the other boys at their campfire. Ring a bell to call the boys out to the campfire. Choose one team to lay the firewood. Talk about fire safety. Have the boys circle around the campfire. Teams take turns entertaining each other. Leader gives closing and the other team put out the campfire properly. Take down the tents, sing taps and go home.

Taps lyrics are "Day is done. Gone the sun, from the lakes, from the hills from the sky. All is well, safely rest. God is nigh."

### TEACHING KNOTS

Try to teach basic knots over an extended period. Do not try to teach them more than two knots in any given meeting. Most boys will start to get confused after the second knot. Master the square knot and clove hitch first, and then add the others.

Repetition and using them for a real purpose is the key to learning knots. Once you have introduced them, keep including the skills in various games and other activities. Using rope of two different colors helps some boys see more clearly how knots are correctly tied and lessens confusion. Boys will need individual attention in

## Webelos Outdoorsman Activity Badge

learning and demonstrating these knots; so try to get some help in watching them tie them. Your den chief would be good at this.

There are six taught in this activity badge. Be sure to teach them in practical situations so that they will know what to use them for! The uses of the required knots are listed in the Webelos Scout book along with the instructions. Use a lot of knot tying games (Webelos Leader Guide) to make it fun, and use ropes for other games as well.

### HOW DO I USE IT?

Even though we teach the boys about the outdoors, we often forget to help them think about how to use the equipment that they have in an emergency. This is a fun discussion exercise to use with your boys. Here is a list of equipment the boy has been left alone with, in a remote location:

Pail	Flashlight	Large blue tarp
FM radio	Compass	Pocket knife
Rope	Fishing pole	Whistle
	Map	

- If he were lost in the woods, which items might help him find his way back?
- Which items might be used to get help?
- Which items might be used to make himself comfortable?
- Would your choices be different if you might be lost for many months?
- If he only had one of these items, which would it be? Two items? Three items? ...

### NO SLEEPING BAG? NO PROBLEM

Do you have to have a sleeping bag when you go camping? Certainly not, and during the warm months in many states (e.g. Texas), lighter sheets and blankets can be much more comfortable than a warm sleeping bag. What is most important is:

- Provide a barrier between you and the ground that keep you dry if the tent gets wet. This can be as simple as a sheet of plastic.
- Provide some padding under you, so that the rocks and roots under you don't keep you awake. An extra blanket or a closed cell foam pad will work nicely.
- No pillow is required. A cloth laundry bag or pillowcase holding your extra clothes makes a nice pillow at night, and your next day's clothes are easy to find.
- Blankets are the best things to use as a sleeping bag substitute. Wool in the winter and synthetic in the summer can keep you toasty warm. A piece of plastic over the blanket and under your body can add to how warm it keeps you on a chilly night.
- Whether using blankets or a sleeping bag, it is more comfortable to have a sheet next to your body. Fold a twin-size sheet in half and safety pin it on the sides.

## SUCCESSFUL OUTDOOR COOKING

It is important that Webelos are allowed to cook on their campouts. With a little bit of supervision for the sake of safety and health, the boys should be able to prepare their own breakfasts, lunches and dinners. Don't be afraid to give them a chance to cook your food AND to clean up afterward. If they clean up, they will learn not to be so messy while cooking.

### **Simple breakfast items:**

- Pre-mixed Pancakes, just add milk or water. Don't forget the oil on the griddle.
- Dice potatoes and fry. For more flavor add salt, pepper, onions and bell peppers.
- Bacon, and this can provide cooking oil for the pancakes and potatoes.
- Boiled mini link sausages.
- Toast bread over a fire, with sticks holding the bread.

### **Simple lunch items:**

- Keep simple quick and easy with sandwiches. Grilled ham and cheese sandwiches can add some challenge.
- Open a can of their favorite soup.

### **Simple dinner items:**

- Foil dinners. Best if you use Extra Heavy Duty Aluminum Foil. Foil dinner success comes when the raw potatoes, vegetables and meats are cut very small, there is a lot of moisture in the food or added with barbeque sauce, and you carefully seal folded edges. Use a Sharpie marker to write names on the outside, and cook on edge over hot coals.
- Hotdogs on a stick over hot coals.
- Bake rolls in a Dutch oven or wrap dough on a stick over hot coals.
- Bake a fruit cobbler in a Dutch oven (the official Texas state cooking implement). Line the Dutch oven with heavy duty foil to avoid any clean-up.

The best way to work on the Outdoorsman Activity Badge is on a Parent-Son overnight campout. Policies of the Boy Scouts of America encourage one or two Father-Son overnights during the year when a boy is a Webelos Scout. This is not full-fledged Boy Scout camping---only a taste of what is to come when the boy joins a troop. After a Cub Scout becomes a Boy Scout, he will become proficient in handling himself in the woods. As a Webelos Scout, he should not be expected to completely master any of these skills--only to have a little fun in the woods.

Most Webelos cannot wait for the first campout. But some are really not ready for it when they go. Good planning and assistance from the parents is important to make the first campout away from home successful.

Make sure that new boys that have not camped have the back yard experience first. They will probably be in and out all night, but it will help raise their confidence.

If you are using state parks, call ahead for reservations. Most will save you a space if you send in the required deposit on time. Make sure you get permission to use private property, and fill out a Tour Permit to get clearance from the Scout Service Center. When you are planning, use these topics as brain teasers. Make sure you consider these for a successful campout.

- **Adult assistance** - Son and one, not more than two boys to one adult.
- **Location** - Distance, time and transportation
- **Food** - Dietary problems, weight, water, refrigeration, trash disposal.
- **Cooking** - Basic food groups. Keep it simple. Try it at home first.

## Webelos Outdoorsman Activity Badge

- **Sanitation** - Safe water, proper dish washing, showers, hand washing, latrines.
- **Safety** - No hatchets, axes, or chain saws. Buddy system everything! Follow fire rules. Gas fuels - adults only!
- **First aid** - Medication for boys, allergies, nearest medical facility, good first aid kit (you can make it yourself).
- **Activities-** Activity Badges, Tracking, Hiking, Orienteering, Campfire, Swimming, Fishing, Knots.
- **Plan B-** Something to do if the above activities cannot be done because of weather, etc.

### Camping

- **Campsite** - Watch for low areas that may be a runoff or stream if it rains. Check for dead branches overhead that may fall if the wind blows.
- **Tents** - Seams need to be sealed before first use. Practice set-up and teardown, in daylight and darkness, before the trip.
- **Bedding** - Make sure it's suitable for the weather. Remind the boys to change into clean, dry clothes at night before bed, not in the morning.

### Packing

- Use checklist in book.
- Have a "shakedown"; see what the boys pack early.
- Raingear (big plastic bags are cheap).
- Put things in small plastic bags. It keeps them dry and organized.

### Homemade Mess Kit

Staple together two aluminum foil pie plates for thickness. Staple together two more. Use one double thickness pie plate for the top of mess kit, the other for the bottom. Fasten together on opposite sides with paper clamp. Tie a leather shoelace through hole in paper clamp. To make a strap to hang on belt or bicycle handlebar. This mess kit will hold a collapsible cup, and plastic fork and spoon.

### Roasting Tools

Wiener or marshmallow roasting utensils are made from wire coat hangers, which have had the paint sanded or burned off. Handles are either pieces of wooden dowel or spools glued together. Be sure the holder is long enough so you can stand back from the fire when using it.

### Hand washer

#### Materials needed:

- 1 large bleach bottle or milk jug
- 1 bar of soap
- Leg of old panty hose
- String and knife
- 1 roll of paper towels
- 1 sturdy stick and small twig

#### Directions:

- Punch a hole in each side of the bottom of a bleach bottle or milk jug.
- Run a string through one hole and out the other.
- Wrap each end of the string around the ends of a sturdy stick. (First slide the roll of paper towels onto the stick.)
- Bring ends of the string together and tie.
- Then hang over tree limb.
- Slip the bar of soap into the toe of the panty hose.

## Webelos Outdoorsman Activity Badge

- Tie to handle of the bottle.
- Punch a small hole about 1 inch from the bottom and plug with a small twig.
- Remove twig to use.
- You may wish to tie the twig to the handle with strings so as not to lose it.

## Den First Aid Kit

A number of kits are on the market, but as a Webelos den project, you can make one for the den. The first aid kit is best packed in a waterproof container such as a plastic refrigerator box. Here are some items that can be considered standard; soap, box of adhesive bandages (assorted sizes and waterproof), adhesive tape, sterile gauze pads (small and large), burn ointment, small scissors, tweezers, a packet of needles, safety pins, ammonia inhalant capsules, chopsticks, salt tablets, snakebite kit, poison ivy lotion, tablets for digestive upsets.

## Trail Snacks

Have the boys prepare a trail snack to take with them. See recipes below:

## Hiker's Nosebag This and That

### Ingredients

- 1/4 lb. seeded raisins
- 1/4 lb. seeded raisins
- 1/4 lb. Cheese
- 1/4 lb. peanuts
- 1/4 lb. Chocolate
- 1/4 lb. chocolate bits
- 1 apple
- Some favorite sugared cereal

### Directions

- Put all ingredients in a plastic bag)
- Mix well
- Eat and enjoy

## Games

### Map Concentration

Let the boys make sets of map symbols on index cards and play a game of concentration.

### Clock Hike

Each boy picks a time, then using a compass with north as 12 o'clock, you simply hike a predetermined number of paces that the "time" dictates. Then use the next boy's selected time for the new direction. Teaches a little of compass usage and provides some exposure to what they will get into in Boy Scouts.

## Fulfilling Advancement Requirements

**Webelos Handbook** -- Aside from the fun the boys will experience on the overnight campout, they should complete enough requirements to earn the Outdoorsman Activity Badge by the time they return home.

In addition, certain requirements for other badges can be accomplished while on a campout. For example:

**Geologist** - Collect 5 geological specimens that have important uses.

## Webelos Outdoorsman Activity Badge

**Naturalist** - Be able to identify the poisonous plants and reptiles in your area. Observe wild animals in their natural habitat. Describe what you saw and what they were doing.

**Forester** - Identify 6 forest trees and tell what useful wood products come from them.

**Traveler** - Make a list of 4 nearby trips. Act as navigator on one of them at least 25 miles long. Pack a suitcase for the trip. Check the First Aid Kit in the car.

Webelos Scouting is the bridge between Cub Scouting and Boy Scouting. The Outdoorsman activity badge is the pier that supports that bridge. In this badge, the Webelos Scout will receive a preview of the fun he will have in Boy Scouting. The best way to work on this badge is by doing a Webelos overnight campout. This is not a full-fledged Scout campout, but a taste of what is to come when a boy joins a Scout troop. After a boy becomes a scout, he will become proficient at handling himself in the woods. As a Webelos scout, he is not expected to master these skills.

## PERSONAL CAMPING GEAR

You can check off your needs on the five fingers of one hand: sleeping, eating, being clean, being prepared, extras.

### SLEEPING

You want to sleep well. To do this you must be warm. For your first overnight camp, one to three blankets will do. Eventually you will want a sleeping bag. Before you buy one, ask the advice of those who have been camping. Buy the best sleeping bag you can afford. A bag filled with polyester fiberfill is good. Down is better. If the winters are severe, buy a winter weight bag. Open it up for summer use. You also want to be comfortable. Many campers use a shoulder to hip length polyurethane pad. Others like an air mattress. You place it on top of a plastic ground sheet. For nightwear bring pajamas.

### EATING

You want to eat. Here you'll need an eating kit or separate knife, fork, and spoon. As well as a plate, cup, bowl, or a one man cook kit that includes all three.

### BEING CLEAN

Bring soap in a plastic container, washcloth, toothbrush and toothpaste, comb and metal mirror, hand towel. Perhaps a plastic washbasin.

### BEING PREPARED

Put in your pack a flashlight and a small individual supply of toilet paper wrapped in plastic. When you are not wearing them, outer clothing items go into your pack.

### EXTRAS

You may want to take with you the Bible or prayer book of your faith. Plus a few favorite items you just can't do without. Just remember not electronic games; boom boxes are camping to enjoy nature not to disrupt it.

### KNIFE SAFETY

Facts every boy should know about knives:

- A dull knife doesn't work and is, in fact dangerous.
- Dull blades cut more fingers than sharp ones.



## Webelos Outdoorsman Activity Badge

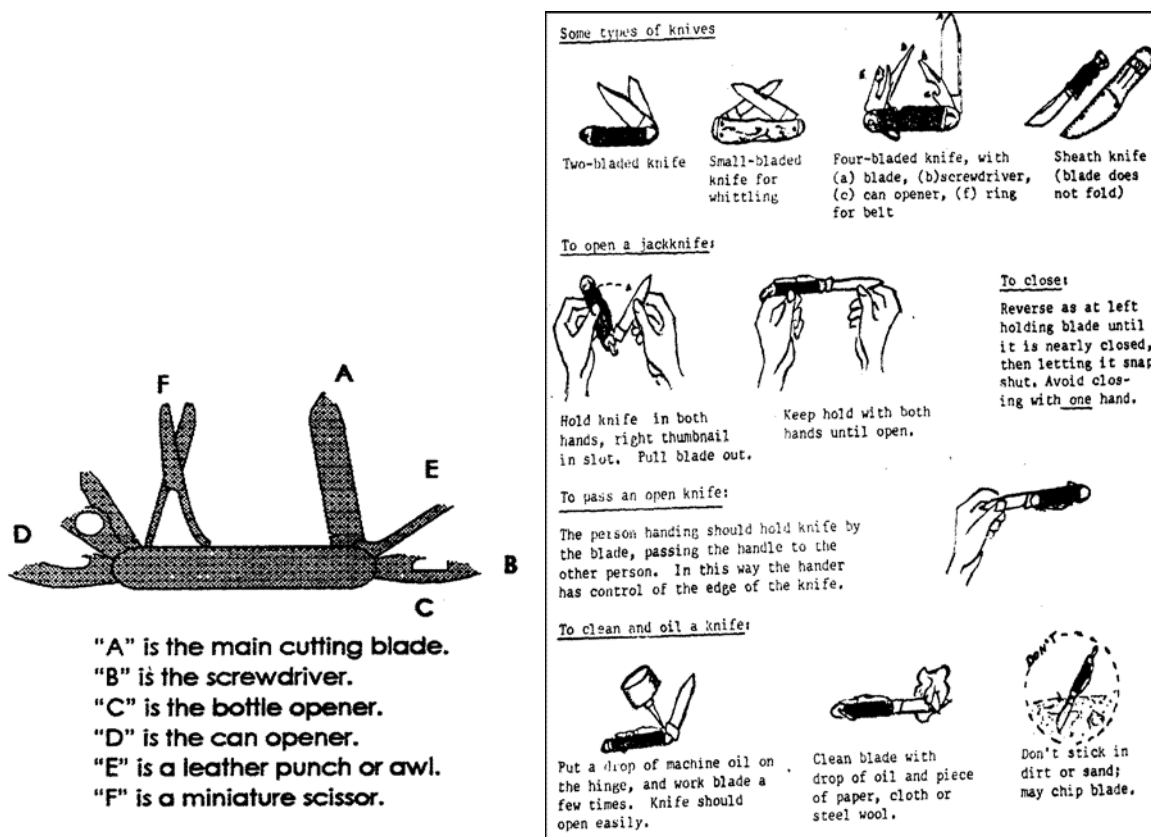
- A camper should always carry a small sharpening stone in his pocket along with his knife. The knife and stone are partners and belong together.
- A sharpening stone is called a whetstone. One measuring 3" by  $\frac{3}{4}$ " is large enough to use and small enough to carry easily.
- A whetstone using water is more practical in camp than one using oil.
- **Whetstones are made to provide a grinding surface. Fine stones are for knives while coarse stones are for axes.**

## POCKET KNIFE SAFETY CIRCLE

A pocket knife safety circle is similar to an axe yard only smaller and on an individual level. To establish a safety circle, grasp a CLOSED pocket knife in your hand, extend your arm and with the closed knife straight in front of you, rotate body to either side while continuing to extend the closed knife arm. No one or thing should be within this imaginary circle you have created. Also check your overhead clearance, as this is part of your safety circle.

## A TYPICAL KNIFE

A pocketknife should have a good stout blade at least 3  $\frac{1}{2}$ " long. Here is a close up view of a typical knife:



## EASY CARVING/ WHITTILING

An easy way to teach boys to carve is by carving soap into a simple design. Fresh soap, especially Ivory soap which is ideal, may be too soft and crumble. To prevent crumbling open the soap up and let in air for about 5 - 10 minutes. These could be done will you explain the rules of using a knife to the boys. *See, also, hint under "Whittlin' Chit" in Den and Pack Activities. CD*

## Webelos Outdoorsman Activity Badge

Whittle away from you (until you are an expert)! Be sure that nothing (your leg, another camper, branches etc) are in the way of the sweep of your knife.

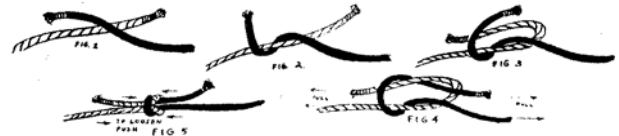
## KNOTS

Knots are a very important part of Scouting. Begin now to learn them. Its lots of fun and you can make a display of those you have done. Put them on a wooden board, name them and frame the board for a permanent display.

*These knot pictures may be better if you copy and enlarge them.*

## SQUARE KNOTS

This knot is used for joining two ends of a rope or string of approximately the same size or thickness. Use it to tie up a bundle or a bandage, to mend a shoestring, or to make a long rope from several small pieces.



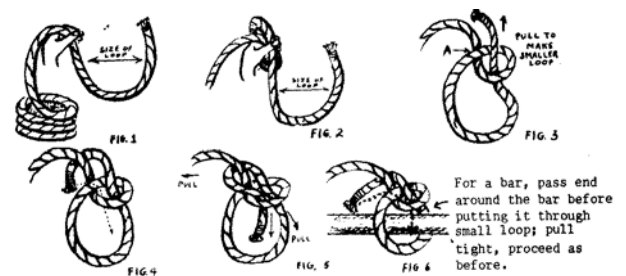
## SHEET BEND

When you have two ropes that are not of the same thickness, a square knot will not hold them, but if you will give the square knot an extra twist, it will become a sheet bend, and will hold. This is one of several ways to make a sheet bend knot.



## BOWLINE

Use this when you want a loop in the end of a rope. This loop will not pull tight, but will remain the size you made it. Use it to slip over a peg, or hook, or make the knot itself around a post or pole. It's sometimes called the rescue knot.



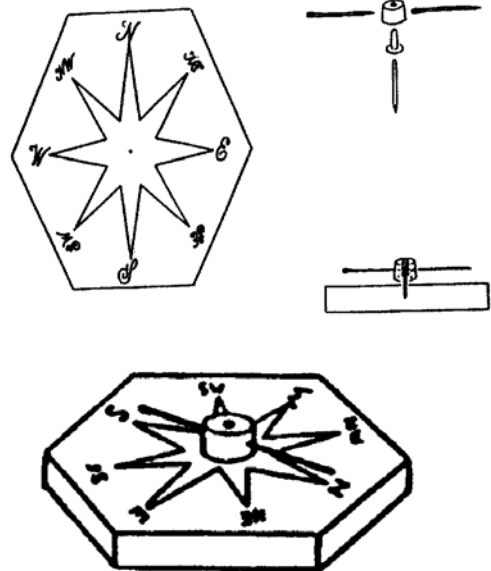
## MAKE A COMPASS

The face of the compass may be cut from  $\frac{1}{4}$ " plywood,  $\frac{1}{2}$ " plywood, or  $\frac{1}{2}$ " pine. The markings for the dial may then be applied with dark crayon, paint, or wood burning.

The needle for the compass consists of two  $1\frac{1}{2}$ " darning needles which have been magnetized by drawing a magnet over them in ONE DIRECTION ONLY from eye to point. The two darning needles are then inserted in opposite sides of a piece of cork  $\frac{1}{4}$ " high and  $\frac{1}{2}$ " in diameter, as illustrated.

The needle assembly is suspended by means of a lower portion of a leather rivet, which is inserted in the bottom of the cork disk as illustrated in drawing. Leather rivets of this type can be purchased inexpensively at most hardware or variety stores. A small nail that will not bend when inserted in the rivet is placed in the center of the compass dial, and the head is clipped off so that the nail extends approximately  $\frac{3}{8}$ " above the wood surface. The protruding end of the nail should be rounded with a metal file to permit the needle assembly to swing freely.

After the wood block has been given a finishing coat of shellac or clear varnish and has dried thoroughly, the needle may be mounted on the nail. The compass needle will point North. Then carefully turn the block until the needle is in line with the point on the compass dial marked "N".



## SOME SAFETY RULES FOR OUTDOOR ACTIVITIES

Always have a first aid kit handy. If possible, have an adult trained in first aid and CPR attend pack functions.

Remember that adequate leadership and supervision help prevent accidents. Encourage boys to pair up in buddies to be aware of each other's whereabouts at all times.

Have a plan for personal or natural emergencies (such as lightning storms, high winds etc.), which may occur during an outdoor activity. Know where emergency care can be obtained quickly. If possible, check out the location in advance for hazards.

Avoid such dangers as buildings in disrepair or under construction, fire hazards, stinging insects, poison plants, too-rough sports or games for age and size of boys. Accidents can be prevented.

Select a well-identified gathering place in the event the group is separated.

Always supervise when Cub Scouts are building fires and cooking. If the den is using a ground fire, clear a space 10 feet in diameter of all burnable materials. Stay away from low hanging branches. Use of chemical or liquid must be limited to adults.

## HAND WASHING

If running tap water is not available a simple hand-washing unit can be made from a plastic jug and a wooden dowel or twig. Make a small hole near the bottom of the jug. Use the twig or dowel to plug up the hole once you've filled the jug with water (a golf tee works very well). Place a bar of biodegradable soap in an old pantyhose leg and tie this to the handle of the jug. Now hang one of these hand-washing units near the kitchen. For better water flow, remove the cap from the jug



# Webelos Artist Activity Badge

## Mental Skills Group

Artists have all kinds of talent - and some they don't even realize. They've used paints, crayons, pencils, and clay - all tools of the artist. They mix colors, make designs and make mobiles and sculptures. Webelos Scouts can learn to be artists and have fun while they do it.

### IDEAS FOR DEN ACTIVITIES

- -Let the Webelos Scouts realize that they are artists most of the time. Let them try some new things that perhaps they haven't tried before.
- -Invite a local artist or an illustrator to come speak at your den meeting to talk about their career as an artist or illustrator.
- -Visit an art museum.
- -Have the boys sculpt with a material they may have never used before.
- -Have the boys study a color wheel and let them mix some colors.

### REMEMBER

The work of an artist is very individual; just like each Webelos Scout.

### DRAWING...

#### CREATING CRITTERS

Preparation: 8 or more players in small groups; scissors, construction paper, glue

Divide the players into small groups and give each group a pair of scissors, glue and a variety of colors of construction paper. Within a given time limit each group designs and constructs a new species of animal. They must decide on a name for their critter, where it lives and what it eats. When all groups are finished, a spokesman for each group introduces their critter to everyone.

#### PAPER AND CRAYON RELAY RACE

Each team of two players each is numbered off (#1 and #2) and given a crayon. On signal, all #1 players run to the leader, who whispers the name of an object they must draw and gives each artist a piece of paper. On signal, they run back to their team and immediately begin to draw the object with the crayon. When team members correctly guess the object, the artist runs back to the leader. First team to send the artist back earns a point. The #2 players become the artists and the game continues.

#### ART CONSEQUENCES

Give each Scout a pencil and paper and have him draw the head of a man, woman or child. After he draws the head, he folds the paper so that only the neck shows. Each paper is passed on to the next Scout, who draws the shoulders, folds the paper, and passes it on. This continues, with the other Scouts adding the waist, hips, legs and feet. When the drawings are finished, they are opened and passed around so all can see.

#### BEHIND-THE-BACK DRAWING

Give each boy a sheet of paper and pencil. Tell him to draw a simple object, for example, a snowman, a dog or a flower. The catch is they hold the paper behind their backs. NO PEEKING!

## **ACTION LINES**

To draw people in action, try using action lines. These are simple lines to show movement. Then start filling in the full figure.

## **SCULPTURE...**

### **SNACK FOOD SCULPTURES**

Sculpture materials: Bread sticks, pretzels, potato chips, corn chips, popcorn, crackers, cheese curls, etc.

Paste: Mix three 8-oz packages of softened cream cheese with 8-oz sour cream. Blend in a package of dried onion soup mix.

Each player should have a paper plate and a plastic knife. First lay out a framework for the sculpture. Bread sticks, pretzels, crackers and rippled potato chips are great for this.

You may want to stand bread sticks as a skeleton and add lighter food to it. When you finish your snack-food sculpture, give it a title and display it (briefly). Then the snack food sculptures can be eaten - artfully nibbled into nothingness.

### **ALUMINUM FOIL SCULPTURES**

Materials: Plenty of aluminum foil, clear tape, wire, long straight pins, acrylic paint and brushes or permanent markers, scraps of fabric, paper, yarn, glue, etc.

- -Crumple aluminum foil to form shapes of objects or creatures, or shape the foil around a wire frame.
- -Fasten clumps together with pins, wire or tape.
- -Use paint or markers to add color.
- -Glue on scraps of fabric, paper, etc to add details.

### **WIRE SCULPTURES**

(Be careful when using the wire. Wrap tape around sharp ends and use gloves if need be.)

wire, wire cutters

Optionally use a wood block, scraps of paper, metal or fabric to help shape your creation.

Twist wire around a pencil to make coils.

- -Choose a figure or plan a design for a sculpture.
- -Shape the wire until you are happy with the figure you have created.
- -If desired, add color, details or a new texture by using bits of other materials as part of your sculpture. Try wood scraps or snips of fabric.
- -Nail wire sculpture to wood if it needs a base for support or hang by itself or as part of a mobile.

## **COLOR**

### **COLOR WHEEL**

Demonstrate a color wheel. Using poster paint, start with the 3 primary colors of red, yellow and blue, mix a little blue with the red to make violet and gradually mix in more blue to make blue violet. Then do the same with yellow and red, and red and blue.

### **COLORED CONCOCTIONS**

Let the Webelos Scouts practice mixing colors using different flavors of Kool-aid in primary colors (add a drop or two of food coloring as needed). Have them make up names for their different "formulas," design a menu, and serve their concoctions at the pack meeting.

### COLOR CHART FOR BLENDING COLORS

Desired Color	Drops of Food Coloring			
	Red	Yellow	Green	Blue
Orange	1	3		
Coral	3	1		
Lime green		3	1	
Chartreuse	12	12	1	
Aqua			2	4
Turquoise			1	3
Orchid	5			1
Purple	3			1
Violet	1			2
Toast	3	4	1	

### AFTER IMAGES

Eye are funny things, sometimes they can fool you.

Get some pieces of brightly colored paper, cardboard or cloth. Be sure the colors are bright. Use red, green, blue, yellow, orange and violet. Cut 3 inch circles from the colored sheets. You'll need a sheet of black and a sheet of gray or cardboard too,

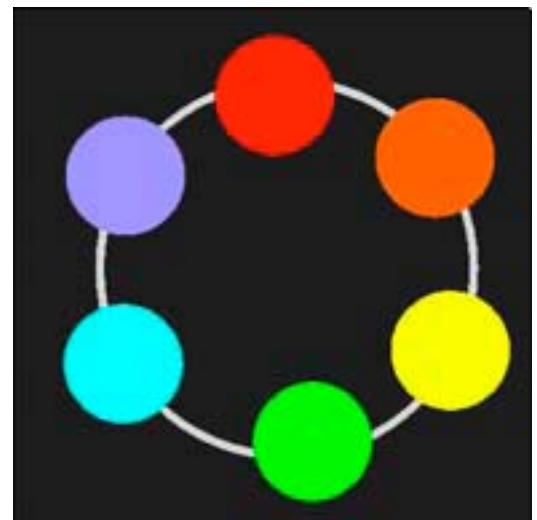
Go outdoors in the bright sun light or sit under a bright lamp indoors. Put the red circle on the black paper and look at It steadily for at least thirty seconds, be sure that you don't move your eyes.

Sometimes the experiment works better if you shut one eye. Now take the red circle away and continue looking steadily at the black background. You should see circle on it, but the color will be green, not red. Try the experiment again, with a gray instead of a black background. The gray will also appear green. Turning off the light or moving into shadow sometimes increases the effect.

Try again, using a green circle. The afterimage will be red. Use a blue circle and the afterimage will be orange. An orange circle will give a blue image. Yellow will give violet and violet will give yellow.

Opposites on the color wheel are called complementary colors. We can arrange them in a circle as shown. The order of the colors, starting from violet to blue is the same as in the rainbow. Many of the beautiful effects in paintings come from the action of afterimages.

The afterimages come from "retinal fatigue". The eye can get tired, just like your muscles can. It gets tired from looking at just red. And so, when you take the red away, the retina of the eye tries to see just the opposite, or it's complementary color. Look at the color wheel again and see if you can determine the afterimage or complementary color to red-orange. What about blue-green?



## More about the Artist Activity Badge

Cub scouts is for learning and experimenting. We have the opportunity to share the information we have gained from our experience. You may have a family member or a friend who has a talent they would like to share. Try something that you haven't tried.

## Webelos Artist Activity Badge

### OBJECTIVES

- ✓ To allow Webelos to experiment with different art media
- ✓ To give boys a sense of pride and accomplishment in their work
- ✓ To familiarize Webelos with the color wheel
- ✓ To introduce Webelos to various art mediums

### DEN ACTIVITIES

- ✓ Invite a school art instructor or an artist to your den meeting to discuss basic art and to answer any technical questions on the requirements, which may come up.
- ✓ Let the boys study the color wheel and practice combining paints making shades and tints with tempera or watercolor. <http://www.ficml.org/jemimap/style/color/wheel.html>
- ✓ Have modeling clay and material on hand for making models. See Webelos Scout book for instructions on modeling a head. <http://www.pioneerthinking.com/modelingclay.html>
- ✓ Make mobiles. [http://www.daniellesplace.com/html/paper\\_craft\\_2.html](http://www.daniellesplace.com/html/paper_craft_2.html)
- ✓ Make constructions - simple designs in space.
- ✓ Visit an art museum and look at the design ideas put into each display.
- ✓ Make drawings from nature - birds, animals, plants, flowers, etc., scribe in the pencil (with the original drawing under it). <http://drawsketch.about.com/>

### MODELING CLAY

#### RECIPE 1

Mix together:

2 1/2 cups flour

1-cup salt

1-cup water

Food coloring is optional.

Store in refrigerator.

#### RECIPE 2

Mix and cook over low heat until mixture thickens:

1-cup salt

1-cup flour

1-cup water

Food coloring is optional.

Cool before using

### Snack Food Sculptures

#### Ingredients

Bread sticks

pretzels

potato chips

Cheese curls

crackers

popcorn

#### *Other interestingly shaped foods*

Sour cream

cream cheese

onion soup

#### Directions

- ✓ Soften cream cheese
- ✓ Blend in the soup mix and enough sour cream to make a thick paste
- ✓ Use paste to glue the snack foods together into a unique creation



## Abstract Art

Tune: I'm Looking Over a Four Leaf Clover

I'm watching you painting an abstract painting,  
And wond'ring what it can be.

Could it be mountains or could it be trees?  
Could it be puppies or could it be me?

No use explaining, what you are painting  
'Cause even then I could not see

What you are painting in your abstract painting,  
It's all just a mess to me

For many people, art is the way they make their living. For others, it is a recreational activity which develops into a lifelong hobby. The Artist Activity Badge won't make an artist out of every Webelos Scout, but it should help each boy better understand how the artist works and what he's trying to express.

If you are not familiar with color charts, design, sculpture, mobiles, and constructions, you may wish to enlist the help of an experienced dad or mother or an art teacher. Beginner's books on art will also be helpful.

Webelos Scouts will learn to be more observant in this Activity Badge area as they learn to distinguish between colors, tints, and shades. They should appreciate and be more aware of design and color in nature as they learn about these elements of art. They will develop creativity as they practice design and work on sculptures, mobiles and constructions.

### Field Trips

- Attend an art exhibit or visit an art museum.
- Visit your community or village center and look at some of the sculptures, statues, and fountains.
- Keep an eye out for special art shows in the Sunday paper. Major art galleries and museums usually have an exhibit on display.
- Take walking tour of an art plaza in your area, to see excellent examples of sculpture in the statues you can find there.
- Visit the art department of a local college or an arts festival, and watch an artist at work.

### Speakers

- Art instructor
- Artist

### Pack Meeting

- Demonstrate a color wheel. Using poster paint, start with the 3 primary colors of red, yellow and blue, mix a little blue with the red to make violet and gradually mix in more blue to make blue violet. Then do the same with yellow and red, and red and blue.

### Den Activities

- Let the boys study a color wheel and practice combining paints making shades and tints with tempera or watercolor.
- Ask boys to make a profile of a family member and an original picture at home.
- Design is basic in all art. Have boys make two designs each of straight line, curved line, and a composite of both types of lines.
- Have each boy make a pencil sketch of a bottle, dish, or other still object.

## Webelos Artist Activity Badge

- Hold an "Art Can Be Fun" night for the Webelos den families.
- Have modeling clay and material on hand for making models.
- Start simple sculptures to be finished at home. (See Webelos Scout book)
- Make mobiles. Boys can bring some of materials for mobiles from home.
- Have boys make drawings during a nature hike of birds, animals, trees, insects, plants, etc.

### Kim's Game:

Arrange 20 objects in an orderly fashion.

Have the Webelos study the objects in silence for 20 seconds.

Then each player returns to his seat and writes the names of as many objects as he can remember.

The one who names the most correct objects wins.

### Artist's Quiz:

Match the answers on the right to the clues on the left.

- |   |                 |
|---|-----------------|
| 1. A primary paint color                | a. Violet       |
| 2. Genius Kit                           | b. Design       |
| 3. Arrangement of shapes or lines       | c. White        |
| 4. A secondary paint color              | d. Blue         |
| 5. Mixture of blue and yellow           | e. Construction |
| 6. Hanging shape                        | f. Green        |
| 7. Mixture of blue and red              | g. Orange       |
| 8. Add this color to make a lighter hue | h. Mobile       |

### Police Artist Drill:

Use an enlarged sheet of head sizes, hairstyles, eyes, mouths, noses and ears to trace an approximate likeness of a well-known person.

Let each boy take a sheet of tracing paper and move it around, selecting appropriate features for the likeness he is creating.

You might want to add this selection of features by tracing some hairstyles, mouths, or ears from magazines or newspaper ads.

The Artist Activity Badge is designed to help the boys have a better understanding of techniques and color. It will also help the boy learn to express himself in a manner that people appreciate and understand.

### SUGGESTED DEN ACTIVITIES:

- ✓ Invite an art teacher or artist to Den Meeting.
- ✓ Attend an Art Exhibit or visit a museum.
- ✓ Make mobiles.
- ✓ Explain and demonstrate with paints and color wheel.
- ✓ Make a simple sculpture.
- ✓ Ask boys to make a profile of a family member.
- ✓ Have modeling clay and materials on hand for making models.
- ✓ Make drawings on a nature hike.
- ✓ Do sand casting or spoon printing.

## WHICH COLOR HOLDS HEAT?

### Materials needed:

Four juice cans

Poster paint (white, black, green and red)

Hot water (close to boiling)

Four thermometers

Food Coloring

Paint each can a different color, and then fill each can with equal amounts of hot water.

Add food coloring to the hot water, mixing drops of all the colors together to get black.

Put a thermometer in each can, then record the temperature every three minutes until the water cools.

Make a graph showing your results.

Which color held the heat best?

## ART SHOW

Sponsor a den or pack art show that would encourage all boys to create something in various media for judging and display.

Invite parents to judge and be part of the fun.

Create **FUN** awards for the judges to give:

- MOST KALEIDOSCOPIIC - using all or at least many different colors.
- MOST TRANQUIL - anything that looks restful.
- MOST AUTOMOVISTIC - relating to cars, hot rods, trucks, etc.
- MOST ACHROMATISTIC - meaning free from color, black and white picture.
- MOST CAPTIVATING - catches your eye.
- MOST SYMBOLIC - representation of a symbol or emblem.
- MOST DUPLICITIC - a double, in pairs, using two as part of the design.
- MOST NATURALISTIC - anything to do with nature; trees, flowers, animals, etc.

Webelos Scouts could work on the Art Academic Belt Loop and Pin in conjunction with this activity badge.

Along this idea, Circle Ten Council suggests using all the boys projects and having an Art Fair at your next Pack meeting. This will help them to qualify for the ART ACADEMIC Belt Loop. See the Art booklet for further details.

## TRIP IDEAS

Visit an Art Festival - Is there a weekend Art Festival coming up in your area where you can take the boys and see what people are making and painting??

Let the boys use their imaginations for the Artist Activity badge, and then visit the museum at the end of the month to see what famous artists have done with the same materials.

Here are some ideas from Circle Ten Council that use displays at the Dallas Museum of Fine Arts. While planning your activities for this month, visit your local museum of art and see what ideas you get!!

- ◆ Cut ten blocks of wood for each boy, plus a larger block of wood for the base. "Three-quarter inch square molding" from a lumberyard is excellent for this purpose. Have the boys make sculptures by gluing blocks together—stacked, angled corner to surface, edge to edge, whatever. Then go to the Dallas Museum of Fine Arts and see what David Smith, a famous American sculptor, did with ten blocks of stainless steel and a welding torch.
- ◆ Let each boy make a large tissue paper collage, using the colors of his choice. The base for the collage can be 4 or 9 sheets of typing paper masked taped together. Then go to the DMFA and see what Henri Matisse, a famous French artist did with this same idea.

## Webelos Artist Activity Badge

- ◆ Have boys make mobiles, following instructions in Webelos Scout Book. Then go to DMFA and see what Alexander Calder, originator of the mobile did.
- ◆ Have boys make free form sculpture of clay. Then go to DMFA and see Henry Moore's interpretation of Woman, Jacques Lipchitz's bather, Constantin Brancusi's Egg, Barbara Hepworth's Contrapuntal Forms, and Jean Arp's Sculpture Classique, to name only a few.
- ◆ An "original painting" need not be an uninspired photographic reproduction of reality. At the DMFA, study the original painting by Piet Mondrian, Victor Vasarely, Ben Nicholson, Franz Kline, and Jackson Pollock, among others.
- ◆ Supply the boys with white glue, burlap, acrylic paint in several colors and black and white, small wood scraps, wire, and a wooden base board 12" x 12". Then go see what Louise Nevelson, Bontecou, and other did with similar materials.

## Homemade Paints

Here are some homemade paint recipes that you can use for the Art activity badge. They are thick concoctions that can add texture to artistic creations. For added interest, try squeezing them out of a bottle, or from a zip-style sandwich bag with a corner snipped off.

**Soap Flake Paint:** Slowly add  $\frac{1}{2}$  cup soap flakes to  $\frac{1}{2}$  cup water, beating with an eggbeater as you go. Beat until the mixture is blended evenly. Food coloring or tempura paint may be added for color.

**Faux Oil Paint:** Mix 1 tablespoon powdered tempura paint and 1 tablespoon dishwashing liquid. Blend evenly. It feels like real oil paint.

**Sparkle Paint:** Blend together  $\frac{1}{4}$  cup flour,  $\frac{1}{4}$  cup salt,  $\frac{1}{4}$  cup water, and 2 tablespoons tempura paint. When dry, the salt makes the picture sparkle.

## MAKE A SILHOUETTE

Silhouettes of each den member make the meeting place take on new meaning. To make silhouettes, place Webelos on chair or stool in front of wall. Place a lamp or light, with light directed toward Webelos if possible, on the opposite side of the Cub from the wall. Hang paper, cardboard, or thin plywood on the wall, and trace the Cub's shadow. Cut it out, paint it black and mount (if desired) and hang. Changing the distance of the light from the subject can regulate the size of the shadow.



## GAMES

### SQUIGGLE DRAWINGS

Give each den member a sheet of paper and have them make a wavy or zigzag line on the paper. Then have them exchange paper with another boy, who must turn the squiggle into a picture.

### DRAWING CHARADES

Group is divided into two teams. Each has a large sheet of paper. Teams line up in relay fashion. On signal, the first boy in each line runs to a leader who gives him an object to draw. The boys go to the paper and draw his object. When the team recognizes what he has drawn, they tell the leader. If the answer is correct they get a point. The game continues until all members of each team has and a chance to draw.

### TAG TEAM ART

Line den members up in relay fashion. Have a large piece of paper for each team taped on the wall or hung on an easel. Have the first boy begin drawing an object or design on the paper, without talking to anyone about what

## Webelos Artist Activity Badge

he is to draw. Allow him 30 seconds, then signal for the next boy. This boy adds to the original picture or design. Each boy has thirty seconds to draw. When each boy has had a turn or two (depending on how the picture is taking shape), signal; a stop. The den members should not confer about the drawing. When the signal is given to stop and all have "admired" their handiwork, have the first boy relate what the original object was to be and see what the finished project exactly looks like.

### The Color Wheel

Fill in the colors on this color wheel as indicated.

Primary colors go in every other pie section.

They are: \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_.

Secondary Colors are created by mixing two Primary colors.

Mix two primary colors together and

find that they are: \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_.

Fill in the remaining pie sections with the appropriate secondary colors.

What are three neutral colors? \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_

#### Complementary Colors

Complementary colors are those that are opposite each other on the color wheel.

Write down three pairs of complimentary colors.

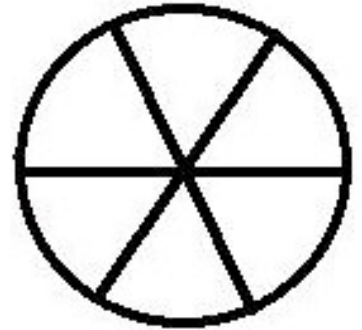
\_\_\_\_\_ and \_\_\_\_\_

\_\_\_\_\_ and \_\_\_\_\_

\_\_\_\_\_ and \_\_\_\_\_

Can two primary colors be complementary to each other? \_\_\_\_\_

Can two secondary colors be complementary to each other? \_\_\_\_\_



# Webelos Traveler Activity Badge

## Mental Skills Group

A traveler is someone who has great adventures. Travelers plan their trips by using maps and timetables. Travelers know what needs to go in their suitcase. Travelers show good manners in whatever form of transportation they are riding in - car, plane, train or boat.

### IDEAS FOR DEN ACTIVITIES

- Invite a travel agent to explain to your den about planning for a trip.
- Invite a parent or other resource person to tell of an unusual vacation he/she has taken.
- Take a short trip on public transportation, perhaps a bus or train. Plan an itinerary.
- Ask the boys to bring in some vacation pictures for everyone to look at. Ask them to point out on the map where they went, tell how they traveled, and where they stayed.
- Make games to take in the car for long trips.
- Make a first aid kit for the car.
- Learn how to pack a suitcase and practice at the den meeting.
- Learn the shapes and meaning of road signs. Learn how to read a road map.

### GAMES AND ACTIVITIES

#### **ALLITERATIVE TRAVELERS**

The leader announces that everyone is going on a trip. They can go to any place they choose, but when they tell what they are going to do there, they may use only words beginning with the first letter of the place to which they are going. The leader says to some player: "Traveler, where are you going?" That person answers, "California." "What are you going to do there? .... Can corn, cucumbers, and carrots," or, "Capture caged circus cats." If the answer is "Boston", it could be "Borrow big boots," or "Bring back Boston baked beans."

#### **CITY TO CITY**

You need a road map, dice, and, for each player, a small marker. Choose two cities several hundred miles apart on the map. Each player rolls the dice in turn and moves his marker from the starting city toward tile finishing city by an appropriate number of towns on the map. Players may take any route they wish toward the destination city. First to arrive there wins.

#### **WHERE IS IT?**

Show the boys a road map of your community. Give brief instruction in map reading and point out where they are now. Then divide the den into two teams.

In turn, a member of each team is asked to locate a community landmark on the map. Example: City park, police headquarters, high school, football field, a bakery, post office, their home.

If you want to keep score, you can give them point for each correct location.

## More on the Traveler Activity Badge

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. Earning the Traveler Activity Badge will help boys prepare for traveling experiences and it will enable them to get the most out of trips and learn about our country. Working on the achievements for this Badge will help them learn how to read maps and timetables for different transportation methods, compare costs, plan trips, and pack suitcases.

## OBJECTIVES:

- To introduce WEBELOS to the excitement of traveling to See new places and meet new people.
- To show Scouts some of the practical *skills that* are needed to get "there" successfully and efficiently so that when "there", they can have a rewarding experience.
- To have the Scouts practice planning in a fun way.

## DEN ACTIVITIES

- Visit a traffic operations center. It can either be one run by a local, county or state government or by a local TV station. It seems the big new thing on all the news shows is their traffic centers. Let the boys learn how our roads are monitored and how traffic is controlled.
- Take a ride on public transportation. Is there a light rail system near you that would be good for a Den Trip?? How many of your Cubs have ever been on public transportation (other than school buses). Be sure to have enough adults along. I met a group one time on a Sunday in Washington, DC, attempting to set some record for number of trains ridden because on Sunday in DC you can ride and transfer all day on one ticket. Look up the links for your local transit authority and see what can be done.
- Put on a skit about traveling (See "What Did You Say Your Name Was?" in the Skit section for an idea)

### **Hello, My Name Is Alberta:**

Have the boys stand or sit in a circle. Each person has to say a name, a place and a product that all begin with the same letter. The first player says, "My name is Alberta, and I came from Alabama with a load of artichokes." (*Any names would be all right as long as they begin with A.*)

The second player must repeat the sentence using B words, such as "My name is Bruce, and I came from Belgium with a load of bats."

Go all the way through to Z.

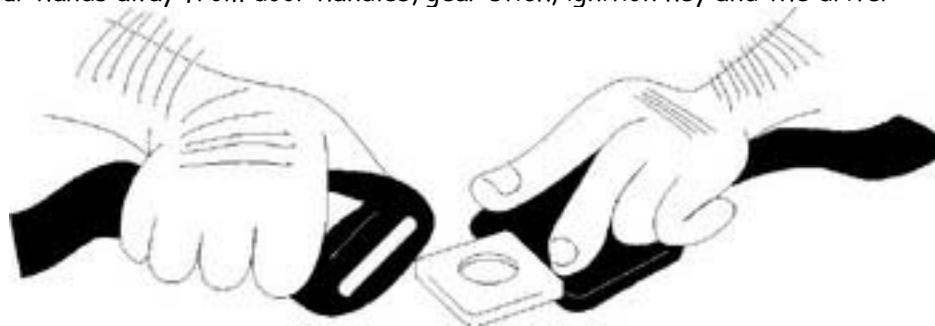
*This was one of my family's favorite car games when we would travel to Ohio to see Grandma. CD*

### **Car Passenger Code**

This code provides hints on how car passengers can help make each trip a safe and pleasant one.

#### **Help yourself by:**

- Always wearing your seat belt, and (if 12 or younger) 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



#### **Help the driver by:**

- Sitting down, so that you don't distract him
- Looking out for road signs
- Keeping the noise down

## Webelos Traveler Activity Badge

### 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

### Help others on the road by:

- Staying in the car - if you put your arms and head out of the window, you could lose them - while you are moving.
- Not throwing things out the window
- Getting out of the car on the side away from the traffic

### Safe Driving Tips for Families

- Allow enough time to avoid feeling rushed.
- On long trips, allow for frequent stops.
- Have your car checked before you leave - tires, brakes, lights, turn signals, and windshield wipers - to ensure proper functioning.
- Use seat belts. They help save lives.
- Be alert to hazards - adjust your driving speed accordingly.
- Use courtesy abundantly - everywhere - at intersection, while being passed or passing, at night with headlights.
- Follow the rules of the road - signals, signs and road markings, for a safe enjoyable trip.

Planning travel to faraway places can be lots of fun for your Webelos Scouts. As a Den leader, you can help your boys prepare for the "navigator" status they will assume on the family trips they will take to qualify for this Activity Badge. They can plan anything from a family outing to the movies to an international trip if you show them how to develop a checklist for each required activity in advance. While it is outside the scope of the requirements, planning a trip to another planet can be fun, too! As is true for all Activity Badge instruction, remember that the boys want to hear from "experts" and anybody but you is an expert! Bring in resource people if possible.

### Den Activities:

- Visit a county, state or national park with your den families.
- Visit an historic site nearby in your city.
- Take a bus or train trip.
- Visit a travel agency or automobile club office, and find out what they do.
- Make a map of your neighborhood area w/ a key and have a den member follow it.
- Calculate cost and speed of a plane trip.
- Prepare a first aid kit for the family car, with each boy furnishing his own supplies
- Visit a train depot, bus terminal or airport, to see inside operations.
- Discuss timetables and how to read them.
- Have a speed contest of locating specific destination and how to get there, using maps and timetables.
- Teach proper packing of suitcase, Afterwards, have speed contest, stressing neatness as well as speed.
- Locate points of interest on city and state highway maps.
- Prepare a list of travel agencies and transportation media available in your area.
- Have the boys develop a set of rules for family travel (subject to parents approval) including such things as using seat belts, behavior, responsibilities., etc.
- Be sure to let boys report on family trips ... and get their ideas how the trip could be changed or improved next time.
- **Field Trips:** travel agencies, railroad stations, bus terminals



## Pack Activities

### Exhibit:

- Family car first aid kits,
- Enlarged map of area showing points of interest,
- Timetables,
- Snapshots from trips,
- Travel log books,
- Travel posters,
- Literature on exotic places.

### Demonstration:

- Demonstrate proper packing of a suit case; how to pack a suitcase for a trip;
- How to determine comparative travel costs;
- Show slides or movies taken on your den trip, with commentary furnished by denner or give an oral report on trip.

## Traveler Family Activities

This Activity Badge is a good opportunity to involve parents who sit on the sidelines, and do not often participate in Den activities. If they are involved in the planning of a family trip to take place in the next month, however short, they will be contributing to your program. A pack family campout is a good way to combine the trip planning, suitcase packing, first aid kit preparation, and navigating skills into one trip. Again, asking parents to be sure to attend a meeting with their son prior to the trip gives you the opportunity to show what the boys have learned, and to pass out a Den newsletter with the Traveler checklists attached.

Encourage the boy and his parents or guardian to use the checklists, and to make a record of the trip in the form of a journal or photos or both. Be sure to include maps, timetable, and any other aid used in travel planning. Also, ask the boy to be prepared to tell the Den about his trip at the next den meeting.

While the parents are attending, review the importance of safety in trips. Seat belt use can be emphasized along with information about how to prepare for the unexpected (running out of gas, car trouble on the road, changing a tire, and preparing a simple car repair/maintenance kit).

## Games

### Fifty States

Material needed: Paper and pencil for each boy. Work alone or in pairs.

Instructions: Make a list of as many of the 50 states that you can think of. Score extra points if you also know the correct capital of the state.

### Road Map Alphabet

Give each boy a map. On the signal "go", each boy finds a city on the map for as many letters of the alphabet as they can find in five minutes.

The boy with the most number of cities found on the map wins.

### Words

On a piece of paper write the name of an airline (i.e., United, Delta, or American). Give each of the boys a piece of paper and a pencil. Have them see how many new words they can form out of the name of the airline. Set a time limit. The one with the most words at the end of the time limit is the winner.

## Webelos Traveler Activity Badge

### Air Route

Players are seated in a circle. Each one is given the name of some city or airport. One player has no chair. He stands inside the circle and calls "All aboard for the plane from Baltimore to Pittsburgh." The two players representing these cities must change seats. The caller tries to get a seat during the scramble. The player left without a seat becomes the caller. This is fun when the caller names a city that has not been assigned to anyone, thus causing confusion and excitement.

### Map Symbols Relay

On separate 3 x 5 inch cards, paste road map symbols taken from a standard road map. (Or enlarge them by copying.) On smaller cards, write the proper meanings. Divide the den into two teams, which race separately. Make a jumbled pile of all cards and meanings some distance from the first team.

On signal, the first boy on the first team races to the pile and matches any symbol card with the proper meaning card. (Record his starting time.) He then runs back and touches the second boy, who repeats the action. Continue until the team has finished with all symbols and meanings properly matched. Record the team's elapsed time.

The second team then does the same. Deduct one second for every improperly matched set. The winning team is the one with the faster corrected time.

### GEOGRAPHY

Players are seated in a circle. First player names a geographical term- city, river, country, mountain, etc. Second person must give a place: River-Mississippi, Mountain-Everest, etc. Continue around the circle. The same word is not to be given twice. This could also be made into a relay race.

*We used to play this by having the next person name something that started with the last letter of the place named by the person ahead of him. (e.g. Alabama, Alaska, Albuquerque, Ecuador, Rhode Island, Denver, Rocky Mountains, ...)*

### PLOTTING YOUR ROUTE

Give each boy a state map. Tell them you are leaving this city and going to \_\_\_\_\_ (another city in the state), and have each boy plot the route. The object is to be the first to plot the most direct route to that point. After several attempts, have them plot an entire trip, with several designated stopovers.

### International Sign Quiz

Give the meaning of each of the International Road Symbols

## Webelos Traveler Activity Badge



*The following answer list is in the same order as the picture. Be sure to scramble the list before giving it to boys to match picture to meaning.*

- |                 |                       |
|-----------------|-----------------------|
| 1. No U-turn    | 11. Red Cross         |
| 2. No bicycles  | 12. Animal Crossing   |
| 3. Tent site    | 13. Handicap Access   |
| 4. Hotel, motel | 14. Wildlife Refuge   |
| 5. Boat ramp    | 15. Magnetics         |
| 6. Forest       | 16. Shower            |
| 7. Restrooms    | 17. Information       |
| 8. Wet floor    | 18. Campsite          |
| 9. Trash can    | 19. Child Crossing    |
| 10. First Aid   | 20. Fasten Seat Belts |

## I PACK MY SUITCASE

One boy starts the game by saying, "I'm going on a trip. I packed my suitcase, and I put in a \_\_\_\_\_." The next player says the same thing but first must repeat what the first boy said and then add his item. Each boy in turn repeats the entire thing and adds an item. If a boy is not able to repeat all previous items correctly he is out of the game. The game ends when only one boy is left.

## ALPHABET EYE-SPY

This is another touring game. When you reach the town or city limits start looking for objects. Start with the letters of the town name. Boys call them out. If the town is Lincoln, a boy might say, "Eye-spy a library for the first letter or a Ice rink for the second letter and so on. This can be played at a den meeting with objects that can be seen in the room.

This activity badge is to introduce Webelos to the excitement of traveling to see new places and meet new people. To show the Scouts some of the practical skills that are needed to get "there" successfully and

## Webelos Traveler Activity Badge

efficiently so that when "there", they can have a rewarding experience. To have the Scouts practice planning in a fun way.

### **SUGGESTED DEN ACTIVITIES**

- Invite a travel agent to explain to your den about planning for a trip and the use of computers in making reservations.
- Hang travel posters around the den meeting place and discuss ways to travel to these places.
- As a den visit the control tower of an airport.
- Invite a parent or other resource person to tell of an unusual vacation he/she has taken.
- Take a den trip to a travel agency.
- Take a short trip on public transportation, perhaps a bus or train. Plan an itinerary.
- Ask the boys to bring in some vacation pictures for everyone to look at. Ask them to point out on the map where they went, tell how they traveled, and where they stayed.
- Make games to take in the car for long trips. Make a first aid kit for the car.
- Learn how to pack a suitcase and practice at the den meeting.
- Learn the shapes and meaning of road signs. Learn how to read a road map.

### **MAP STUDY**

Each boy is given the same state or regional map. They are then given the names of two cities which are located fairly far apart on the map. Using a highlighter, the boys try to trace as many different routes as possible that connect the two cities without duplicating a road in any of the routes. Teams could play this. You can use the same map to teach the boys map symbols, how to calculate mileage and other map skills.

Another version is to divide the den into small groups. Give each group a different state map. Ask them to find: state capital, a state park, two county seats, an airport, three state highways, three towns beginning with H, name of a town, park or site of interest in a certain area, the mileage scale used on their map. Make up your own questions to ask the boys.

# Webelos Handyman Activity Badge

## Technology Group

A handyman knows about home, bicycle and automobile repairs and maintenance. In learning to be a handyman, Webelos Scouts can learn responsibility to take care of the things that their family has now and the things that they may own in the future.

### IDEAS FOR DEN ACTIVITIES

- Teach your den the safe way to change a tire, a light bulb and to check the oil on a car.
- Check the garage or storage shed in your house to see if the tools or implements are properly and safely stored.
- Register your bicycle if your city registers bicycles.
- Have a bike inspection.
- Go to a bike shop and have an expert demonstrate different types of bikes and show how to take care of a bike.
- Have a nail driving contest.
- Have a handyman relay.

### REMEMBER

Teach the importance of safety as we maintain and repair homes, automobiles, bicycles and tools. That is one of the reasons we maintain equipment - for safety. Many of the things that these Webelos Scouts will need to learn to do will need to be done with an adult.

### ACTIVITIES

#### GOOD TURN – CAR WASH DAY

Have a den family car wash day. Invite parents from the den or pack to bring their cars by for a free car wash for the Webelos Scouts to practice their skills.

#### WHAT'S IN THE BAG?

Equipment: Eight bags, eight different tools that will fit in bags (be careful with anything sharp), pencil and paper for each Webelos Scout.

Place eight objects in the eight bags and label the bags with the letters H, A, N, D, Y, M, A, N. Fasten the bags shut.

Give each boy a paper and pencil, let each feel the bags and try to guess by feeling what tool is in each bag.

The boy with the most right guesses is the winner.

#### HANDYMAN RELAY

Have other adults help you with the different stations for this relay. Time the boys, but emphasize that safety counts more than speed.

#1 Check oil level in a car. Place clean rag on car hood, have boys open hood, check oil, close hood, tell the result, and place rag in box.

#2 Check tire pressure. Have the boy open the front car door, take pressure gauge out of glove box, find correct pressure on tire or car door, close door, take tire pressure, tell result, open car door, replace gauge in glove box, close door.

#3 Adjust seat on bicycle. Have bike seat too high. Have Scout choose from three different tools the one he needs to loosen the saddle clamp bolt. Have him wiggle saddle until it is at a proper height for him. Then he tightens the clamp bolt and returns the stool. (Adult will have to quickly set the seat too high for the next boy.)

## Webelos Handyman Activity Badge

#4 Replace a light bulb in a lamp. Have a lamp set up at a station with an old burned-out light bulb. Have boy unplug lamp, screw out bulb, place bulb gently in paper sack, look at lamp socket for proper wattage, choose correct wattage bulb from assorted new bulbs, screw new bulb into socket, plug in lamp, turn on lamp, and turn off lamp. (Adult will have to put the burned-out bulb back in for the next Scout.)

#5 Mark and properly store hand tools. Have a peg board, tool box, or piece of poster board with the outlines of the tools drawn on it. Set out several hand tools in a pile. Have boys use some red plastic tape to wrap around handle of a tool that hasn't been marked yet. Then he sorts the tools and places them neatly in their proper storage place.

## BICYCLE SAFETY AND MAINTENANCE HINTS:

### Frame

Watch for cracking of paint, which usually indicates a break in the metal frame. If a crack is apparent, have it brazed, welded, or repaired immediately.

### Chain

Keep it clean by washing it occasionally and removing grit and dirt. Oil and adjust properly to prevent it from coming off the sprockets. Light oil is best for lubricating.

### Wheel Bearings

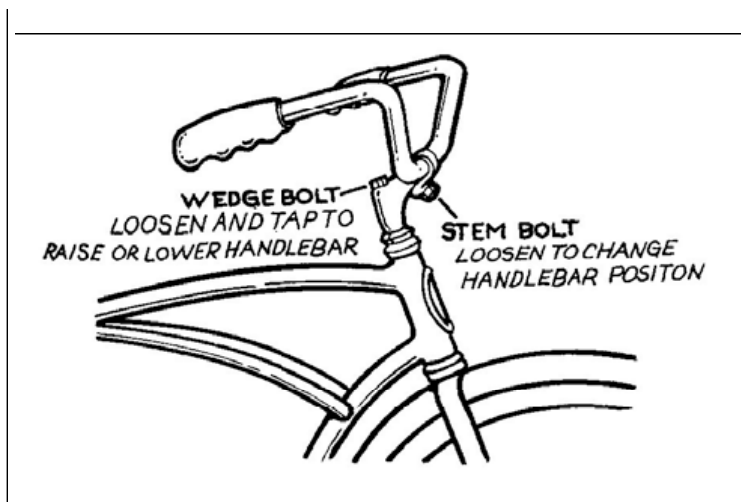
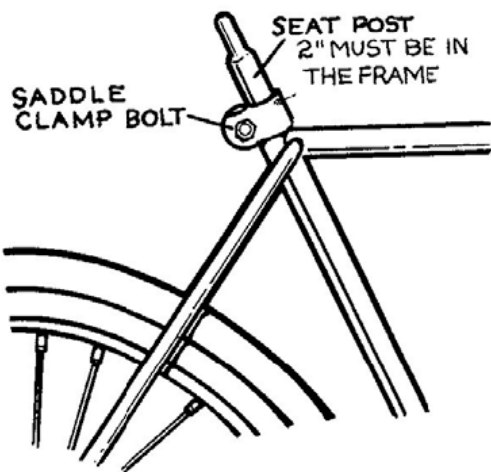
To clean, loosen the cones and wash carefully with cleaning solvent, rolling them in the liquid until clean. Dry thoroughly, re-adjust the cones, and re-park with bearing grease.

### Handle Grips

Handle grips could cause you to take a "nose dive" if not fastened tightly. If necessary, glue them on to avoid slipping.

### Headlights and Reflectors

Keep these clean and, if you must ride at night, lighted. Motorists depend on you to have and use this equipment.



## BUILDING A STOOL

Materials: Three pieces of 5/8" wood and two pieces 3/4" wood

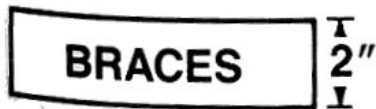
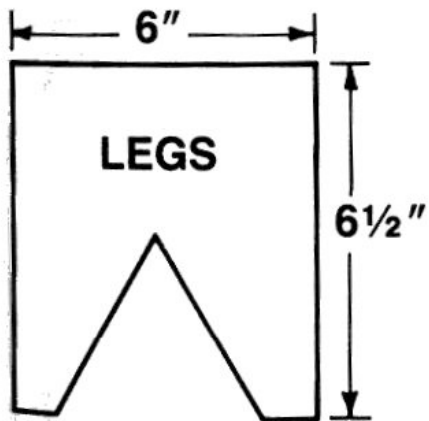
Cut the top of the stool from 5/8" wood. For the legs, clamp two pieces of 3/4" wood together and saw them out. This will make the legs exactly the same, so the stool won't wobble.

Cut the braces from 5/8" wood. Nail the stool together with finishing nails. Measure carefully before you drive the top nails into the legs to make sure they go into the legs.

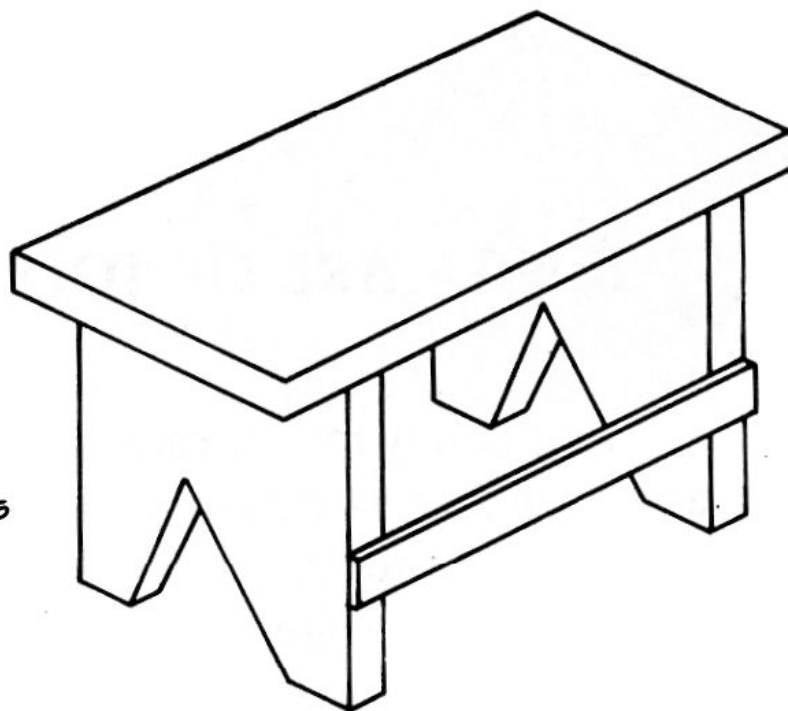
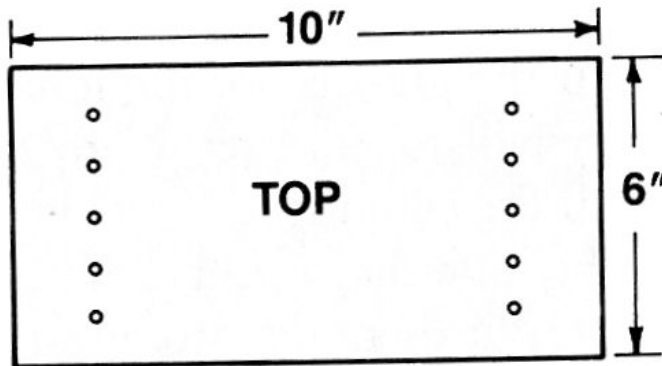
Countersink the top nails by using another nail to tap them just below the surface. Fill the nail holes with wood putty.

Sand the stool all over, and paint it a color you like.

Legs are nailed,  
to top, 2" in  
from each end.



Cut braces to fit after legs  
are nailed to top. They will  
be about 6" long.



## More on the Handyman Activity Badge

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

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

## Den Activities:

- At a hardware store, visit the repair shop, and acquaint the Scouts with a few specific and varied sections in the store, like electrical supplies and hand tools.
- Arrange a presentation at a well equipped home workshop.
- Build a sawhorse.
- Arrange for a local mechanic to visit your den or visit his garage, perhaps he can show your den the safe way to change a tire, light bulb and to check the oil and transmission fluid.
- Put on a bicycle rodeo for your pack or den.
- Check with the local fire marshal or poison control center to find out how to store household cleaners and materials that will be safe from small children.
- Check the garage or storage shed in your house to ascertain the tools or implements are properly and safely stored.
- Have a clinic on the care and repair of bicycles. Set it up like a shop and have each boy bring his bike and do repairs, etc.
- Have Webelos bring tools to a den meeting and demonstrate different ways to mark them.
- Hold a nail hammering contest. See who can hammer a nail in the fewest number of strokes.
- Have a family car inspection.

## Speakers

Carpenter, electrician, plumber, car mechanic

## Field Trips:

- Visit a local bicycle shop and talk with the mechanic to see if he will show you how to do a safety check upon your bike and perform minor adjustments.
- Visit an auto dealership.
- Arrange a visit to a service station, auto repair shop or your local tire store, Have the attendant explain the use of different types of equipment Hijack torque wrench, etc. If possible have the attendant show them how to check oil level, check fluids and belts, check tire pressure, and change light bulbs. Organize a pack bicycle rodeo. See Cub Scout sports Bicycling Manual for details.
- Visit a lumber yard, hardware store, or bicycle shop.

## Activities

### **How to Fix a Leaking Faucet**

1. A leaking faucet is usually due to a defective washer and is a problem that can easily and quickly be resolved.
2. Shut off the water! If there isn't a valve under or near the sink, turn off the main supply valve.
3. Unscrew cap nut of faucet.
4. Using a flat wrench, unscrew nut on faucet and pull out stem assembly. (Cloth or cardboard under wrench jaws prevents scratching.) Remove screw on stem assembly, pry out old, worn washer, wipe out grime and put in same size new washer.
5. Replace screw and reassemble faucet. Turn water on.

### **Clean a Drain Trap**

A drain trap is a U shaped piece of pipe in a sink drain that gives a low spot to hold water. Drain traps keep gas from the sewer from coming into the house. Sometimes it clogs up and it must be taken off and cleaned out.

To clean a trap, first put down plastic sheeting or newspaper below the trap. The trap is full of water, so protect the area beneath the sink from spills. Use a pan to catch the water. Use a large pipe wrench to loosen



## Webelos Handyman Activity Badge

the two screw collars that hold the trap. They have right-hand threads, which means that you turn them clockwise (the way a clock's hands move) to tighten them. You will need to turn them the other way (counterclockwise) to unscrew them. They may be tight to start with, so you will need help from an adult with this job. After each collar has been unscrewed two or three turns with the wrench, you can probably unscrew them the rest of the way by hand.

When both collars are loosened, you can lift out the trap. Be careful; it is full of water, soap scum, and other trapped things that you won't want to spill. First, unscrew one collar and hold the trap with one hand while you unscrew the second collar by hand, so it won't fall off when the collar loosens.

Carefully place the trap in the pan so it won't spill. Carry it to where you can to dump it. The water can be poured into another drain, but the sludge and solid waste should go in the trash. Flush the trap outdoors with a hose.

Reverse the steps to replace the trap. Turn both collars at least two turns by hand to make sure the threads are matched up, then make them as tight as you can with the pipe wrench. An adult should do the final tightening job to make the joints as leak-proof as possible. Run some water in the sink to check for leaks. If you see any drips, tighten the screw collars more, or remove the trap and replace the rubber seals before putting it back.

## Take Care of Your Bicycle

Create a checklist you review every time you before you begin to ride, Items to always check include:

brakes _____	chain _____
pedals _____	reflectors _____
spokes _____	tires _____
seat _____	lights _____

Make sure you keep your chain well-lubricated and the tires inflated properly.

Visit a bicycle shop. Learn about the different kinds of bikes. Ask about bike maintenance. At your den meeting, take apart an old bike then put it back together.

## Changing a Light Bulb

Make sure you do not have power going to the light fixture, by unplugging a plug or make sure the wall switch is turned off. Replace the bulb with the correct wattage for the fixture or the bulb will burn out quicker.

## Handyman Day

Have all the boys wash parents' cars and with the help of an adult, check the oil and any other fluids in the car. Have the boys check their bicycles.

## SUGGESTED PATROL ACTIVITIES

The Handyman Activity Badge is designed to help teach the Webelos about home and automobile repairs and maintenance. This is a good opportunity to instill responsibility on how to care for their most expensive future purchases.

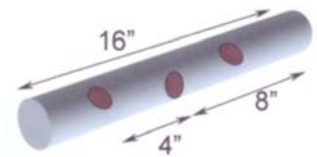
1. With proper adult supervision, wash a car.
2. Help an adult change a tire on a car.
3. Replace a bulb in the taillight, turn signal, parking light, or headlight on a car.
4. Visit a bike repair shop and learn how to repair a bike tire. Make a repair to a bicycle, such as tightening the chain, fixing a flat tire, or adjusting the saddle or handlebars.
5. Properly lubricate the chain and crank on a bicycle.
6. Properly inflate the tires on a bicycle.
7. Visit a lawnmower repair shop and see how engines are repaired.

## Webelos Handyman Activity Badge

8. Arrange a storage area for household cleaners and materials, safe for small children.
9. Mow a lawn and properly rake and dispose of the grass clippings.
10. Arrange a storage area for hand tools or lawn and garden tools.
11. Build a sawhorse or stool to be used around the home.
12. Visit an auto repair shop. Learn about tread indicators on tires.
13. Insulate each home's water heater.
14. Check with your church to see if there is an elderly or disabled person in the area. Do a service project for this person, by mowing and trimming their yard.

### SIMPLE THREE-LEGGED STOOL

Three-legged stools have the ability to stand without wobbling regardless of how unevenly the legs are cut. For this project, with permission, obtain a 4" diameter oak limb. Perhaps the ranger at your Scout camp has some limbs from forestry work being done at camp or a neighbor has had some tree work done. Saw it to 16" lengths. Strip the bark and branches. Buy a four foot length of 1" diameter doweling or a similar rounded piece of wood like a broomstick, and cut this stick into three 16" sections. With a drill bit the same diameter as the sticks, drill a 2"-deep hole in the exact middle of the side of the limb (be sure to drill toward the center of the limb). Now turn the limb a quarter turn, and drill two more holes, each 4 inches on either side of the middle of the limb. Coat each hole with wood glue and hammer the three sticks into the holes. Stand the stool on its new legs and let the glue dry.



### TOOL BOARD

Screw a 18" x 20" pegboard to a 20" x 24" piece of  $\frac{1}{2}$ " plywood using  $\frac{3}{8}$ " spacers between to create a 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 garage wall.

### For nails, nuts, bolts, etc

Place each in separate small jars. For each jar, put two hooks in pegboard on either side of the jar. Stretch a rubber band between the hooks and slip the jar between the rubber band. (or buy jar and lids that have hooks attached)

### DRILL BIT HOLDER

Use a 7" piece of 2" x 4" wood. Drill two rows of holes, about one inch apart, for a total of twelve holes. Insert drill bits upright in the holes.

### BICYCLE HANDYMAN IDEAS

Have the boys bring their bikes to a patrol meeting at a local park. Do requirements 5, 6, and 7. Then go for a bike ride to help earn the Bicycling Belt Loop.

- Have the boys help plan a mini bike rodeo for a park meeting where all the Cub Scouts are invited to bring their own bikes. Webelos Scouts can set up a "safety station," where they check the condition of safety equipment on the bikes and go over safety tips with the younger boys. Ask a local bike dealer if someone can come and help with the safety check. Contact the police department to see if someone can come to register bikes in case of theft. In some areas, the police department will run a bike rodeo and safety program for you if the entire pack is involved.
- Ride to the neighborhood park and have a picnic.
- Go to a bike shop and have an expert demonstrate different bike types and show how to take care of them.

## HANDYMAN HINTS

- Place Dad's old sock over shoes when painting.
- For plugged drains, mix 1-cup salt and 1-cup baking soda and pour down drain. Follow with kettle of boiling water.
- To seal a tiny leak in a plastic garden hose, touch the hole lightly with the tip of a Phillips head screwdriver that has been heated over a flame. The plastic will melt enough to plug the hole.
- Weeding is less tedious with the right tool. A claw hammer will pull out weeds by the clump. An apple corer is also an excellent weeder - it doesn't disturb the roots of adjacent plants

## TOOL CADDY

A neat carrier for garden tools is an old golf bag. It's got pockets for tools, even a place to hang a towel, and you can whisk it along on its built-in wheels. Just roll it in the garage until you need it again.

## GARDEN TOOL FIRST AID

Garden tools stow quickly and stay dry in a pail filled with sand. Mix sand with a little oil to keep the tools from rusting and to keep their edges sharp. If garden tools have rusted, clean them with a cork dipped in scouring cleaner.

## STICK WITH WICKETS

Thread your garden hose through croquet wickets to keep it from running over your flowers.

## IN THE BAG

An easy yard clean-up carrier is an old TV tray table. Remove the tray, and then hang a plastic garbage bag on the open framework between the legs.

## OFF THE WALL

Prune shrubbery and trees to keep them from touching the house. The leaves retain moisture, which causes the paint to blister and peel.

## FLOWER BOX SPLATTER CONTROL

Keep rain from splattering dirt out of your window box onto your window by placing a layer of gravel on top. The gravel will also keep the soil from drying out.

## UNDER COVER

Paint the under side of your metal garbage can lid with rustproof paint so condensation from wet garbage won't damage the paint on the lid.

## STORAGE BOX

Paint a design on a discarded mailbox. Use it to store barbecue supplies, paper cups, and plastic utensils

## Games

### HANDYMAN KIM's GAME

Divide the patrol into two teams. Have two laundry bags of household items at the front of the teams. Place an empty grocery sack at the end. Begin by having the first boy pull out one item and pass it on. When the item is deposited into the grocery sack, the end boy yells, "Next." Continue until all items are passed. Let the boys think that the object of the game is to be the first to empty their laundry bag and fill the grocery sack.

## Webelos Handyman Activity Badge

Take the bags away and give each boy a piece of paper. They have two minutes to write down what objects they remember passing.

### NAIL HAMMERING CONTEST

Divide into teams, each with a similar log, and hand each boy a nail. As a relay, the first team to complete hammering their nails into their log wins.

## Songs

### POUND, POUND, POUND THAT NAIL

*Tune: Row, Row, Row Your Boat*

Pound, pound, pound your nail  
Pound it right on through!  
If you miss and pound your thumb,  
Then it will turn bright blue.

### TOOLBOX SONG

*Tune: I'm a Little Teapot*

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 C-clamp; tell you what I do,  
I eat board sandwiches filled with glue.

#### CHORUS

I'm a handy wood plane, give me a try.  
I can help you out if your door's too high

#### CHORUS

# Webelos Aquanaut Activity Badge

## Physical Skills Group

Aquanauts are people who are at home in and around the water. They know they are safe in and on the water. Swimming, floating, snorkeling, water rescue and boating are all skills of aquanauts. Aquanauts know that water can be dangerous. They never take foolish chances or break safety rules. They know that rules protect everyone. Aquanauts develop water skills. The better they become, the more fun they have.

**REMEMBER:** Each boy is an individual in his ability to swim. Some boys will be unable to swim or will be afraid of the water. The purpose of these requirements is for each boy to learn and to do his best, no matter what his swimming ability.

### IDEAS FOR DEN ACTIVITIES

- Teach rescue skills (Reach and Throw) at a den meeting and at a pool.
- Discuss the importance of always having a buddy. Make a buddy tag board.
- Go to the swimming pool and plan to swim. Make sure you follow all guidelines in the *Guide to Safe Scouting* and the Safe Swim precautions as listed in the *Webelos Leader Guide*.
- Play some water games to get boys used to being in the water.
- Have a diving instructor come and teach the boys proper diving and the proper equipment for snorkeling.
- Have a member of the Coast Guard come and speak about their duties in Texas and around the world.
- Make a simple buddy board and have buddy tags for all the boys and insist that they be used each time they go swimming. Each boy is responsible for his buddy.
- Have someone, perhaps a Den Chief who knows how, demonstrate the use of mask, fins, and snorkel. Boys participating in snorkeling must be Swimmers. Have boys take turns using the equipment or have them use their own. Start off with the fins and show them the difference in speed with and without them. Have them practice seeing into water with masks and learning to breathe. Next, the boys try the snorkel in shallow water before venturing out into deep water. The instructor should know how to clear the snorkel and mask of water in case it gets inside while underwater

### **BASIC WATER RESCUE METHODS**

Simple rescue procedures an adult can carry out or a boy can use to save a person in trouble when no one else is around. The order of methods to choose is:

Reach, Throw, Row and Go - (as Webelos Scouts cannot be in a boat at the den or pack level, only "reach" and "throw" are detailed here)

1. REACH with whatever is available or at hand. Stay onshore and reach out with a branch, a stick, or a pole. Then pull the victim to shore.
2. THROW a line, a buoy, a floating object to provide support. Takeoff your shirt, kneel down, hold one sleeve and throw out the other sleeve. Or take off your pants and tie one leg to a sleeve if you need a longer "line."

## ACTIVITIES

### **MAKE A BUDDY BOARD**

Materials:

- One 3/4" pine board, press-board or plywood. Size about 40" x 16".
- Buddy tags, about 2" diameter.
- 24 L-hook screws 1/2" long. Big enough for holes drilled in circle centers.

Have enough buddy tags for the boys in your den.

All the circles will be in the "IN" position until the boys enter the water. When the boys enter the water, they will take the buddy tag hung in their skill level and place it in the "OUT" position below, and put on the sweat wrist band of their skill level color that is hanging on the "OUT" hook.

### **FLOATING EXERCISES**

Some boys may not be able to swim yet. Floating exercises can help overcome fear or unfamiliarity with water.

#### **TURTLE FLOAT**

In waist-deep water, take a deep breath. Reach down and wrap arms around knees. Hold the knees. Your body will bob to the surface and float.

#### **JELLYFISH FLOAT**

In waist-deep water, take a deep breath, reach down and grab ankles. Hold ankles. Your body will bob to the surface and float.

#### **PRONE FLOAT**

After doing the turtle float, extend arms and legs. The next step is to add a swimming kick to move through the water.

## WATER GAMES

### **POOL BALLOON RACE**

Each player has a partner. Partners stand opposite each other on each side of the pool. Partners on one side are given an inflated balloon. At the "go" signal, those with balloons jump feet first into the water. They must move the balloon ahead of them by blowing them across the pool. They are not allowed to use their hands. As each gets his balloon across the pool to his partner, the partner jumps in and repeats the process returning to the other side of the pool.

### **TOWEL RELAY**

Equipment: Two towels that can get wet.

Play in shoulder-deep to waist-deep water. Split into two equal teams. Start with all boys on one side of the pool except for one from each team. The two boys on the opposite side of the pool each get a towel. On signal, these boys swim to the other side of the pool and then they must tow one other Scout across the pool using the towel. Then the boy just towed does the same until all are towed across.

### **WATER RELAY RACE**

One small can with holes (see description) per team and two buckets per team

Transport water from a full bucket to another bucket, while holding the small water can above their heads. Everyone on the team takes equal turns carrying water. Each carrying can has many small nail holes in the

## Webelos Aquanaut Activity Badge

bottom edge, resulting in a shower effect on the carrier. After 5 minutes, the team that has the most water in the bucket they're carrying it to wins.

### WATER FUN AND SAFETY QUIZ

#### Water Safety

For each statement, circle the correct answer, either DO or DON'T.

- DO    DON'T    1. Show off in the water.  
DO    DON'T    2. Dive into strange or shallow waters.  
DO    DON'T    3. Go in swimming right after eating.  
DO    DON'T    4. Have your family physician give you a physical before starting a swimming course.

#### Swimming and Rescue Safety

Using words from the list below, fill in the correct letter for each description.

- \_\_\_\_\_ Rescue method where you extend something for the victim to grab onto.  
\_\_\_\_\_ This stroke is done on either your left or your right side.  
\_\_\_\_\_ This is the name for swimming with another person.  
\_\_\_\_\_ This rescue method involves providing a floating device to the victim.

- A. REACH  
B. SIDESTROKE  
C. BUDDY SYSTEM  
D. THROW

### **More About the Aquanaut Activity Badge**

Most boys stall when it comes time to get wet in a bathtub. However, at the slightest hint of swimming or boating, be prepared to move to safety-out of the line of the stampede. The aquanaut badge will help Webelos Scouts learn to feel at home in the water while developing respect for the dangers that water holds.

Swimming is one of the best sports that a boy can be involved in. It is one of the few sports in which every muscle in the body is exercised. As Webelos leaders we have the responsibility to develop self-confidence in every boy in our Den. Through learning to swim, each boy will gain a sense of achievement, as well as gaining a skill that may save his life some day.

The Aquanaut requirements are simple. They represent the most important of all Webelos requirements because life depends on them. Swimming is one of the skills that once learned, lasts a lifetime and provides excellent exercise. Some of your boys may know how to swim and others will need help in learning how. Read the pages on this activity in the Webelos Scout Book, then get your boys into the water as often as possible.

To help your boys feel at home in the water, get them to play some water games. If they have any fear of water, obtain the advice of a swimming instructor. The familiarity with water will normally lead to greater proficiency in water sports which is the aim of the requirements for this badge.

The Aquanaut badge is designed for Webelos Scouts that are good swimmers. Any Webelos Scout that is not a good swimmer deserves special attention by someone who can teach beginners. Before attempting to do any games for this badge, it is important that all boys be aware of the safety rules regarding swimming and boating. They should swim in a well-supervised area with permission from their parents.

## Webelos Aquanaut Activity Badge

One of the main points of this badge is to teach safety rules. These rules will be found at every Scout waterfront. The rules may not particularly impress a Webelos Scout this year at the pool where he swims daily, but next year at summer camp, their value will become apparent to him.

To use swimming pools in the cooler, off-season months, check with local YMCAs, YWCAs, and community schools.

### Aquanaut Den Activities

Even though Aquanaut implies wet, there are a number of Den activities that can be done in a home or yard, and several requirements that can be accomplished "dry." Of course most of Aquanaut will have to be done in a pool or lake setting, so you should plan on doing it during the summer months, possibly combining it with a Webelos family campout, or a pool party.

- Basic water rescue methods REACH and THROW can be demonstrated in your own yard. Teach the boys all of the basic water rescue methods demonstrating REACH and THROW in your yard and ROW and GO later at a lake or pool.
- Have an experienced boater, or member of the Red Cross explain the rules of small boat safety at an indoor Den meeting or show a film.
- At the pool do the ROW and GO portions of basic water rescue? Best bet for the ROW is an inflatable raft. All underwater requirements are best left to the pool, because of underwater visibility and readily defined boundaries. If it is permissible, water volleyball is a very good game to play in a pool. Ball tag, on the other hand, should be avoided
- by Scouts because of the temptation to run and slip, as well as retrieving over the fence balls.
- At a lake do ROW and GO portions of basic water rescue. You can use a boat here for ROW, and can more readily demonstrate rowing at handling using a real rowboat and dock. You will have to set up a safe swimming area in a lake, using the safe swim defense. Boys should be rated in ability and given buddies of equal ability if possible.
- Make a simple buddy board and have buddy tags for all the boys and insist that they be used each time they go swimming. Each boy is responsible for his buddy.
- Have someone, perhaps a Den Chief who knows how; demonstrate the use of mask, fins, and snorkel. Have boys take turns using the equipment or have them use their own. Start off with the fins and show them the difference in speed with and without them. Have them practice seeing into water with masks and learning to breathe. Next, the boys try the snorkel in shallow water before venturing out into deep water. The instructor should know how to clear the snorkel and mask of water in case it gets inside while underwater.

### Pack Meeting

Webelos Demonstrations: Demonstrate basic water rescue methods with props, demonstrate small boat safety with inflatable raft, rescue breathing on a practice dummy.

### Aquanaut Games

**Life Preserver Throws** (use in the yard): Throw a weight attached to a rope. Points are awarded for both distance and accuracy

**Rowboat Relay** (pool only): Row or paddle across a pool, using an inflatable raft. The only rule is that the boy must be "on" the raft to make progress.

**Pool Volleyball** (pool only): Stretch a rope across the pool and play volleyball. Use a large beach ball, which slows the game down, allowing players more time to reach the ball.

**Rowboat Slalom** (lake only): Lay out a slalom course in knee to waist deep water, using homemade floats. The race can be run as a relay, or best time for each boy.

**Bobbing for Apples** (Pool): Surely you've tried this at Halloween, but it's much more fun in the pool. The only difference is that the boy must grab onto the apple from underneath the water.



## Webelos Aquanaut Activity Badge

**Horse and Rider** (pool): Pair the boys off. Have the larger boys be the horses and the smaller boys be the riders. While in the pool, the boys that are the riders try to push and pull the others off the backs of their "horses." This can be played in teams.

### Field Trips

- ✓ Scuba demonstrations can be arranged at a local dive shops and outfitters.
- ✓ Attend a show featuring a Rescue and Recovery Unit.

### Cub Scout Sports

Participation for Swimming For requirement 7, the Webelos Scout must earn the Swimming belt loop **while he is a Webelos**. If a boy has earned the belt loop earlier as a Wolf or Bear, he must earn it again as a Webelos to meet this requirement.

#### Basic Water Rescue Methods

Simple rescue procedures an adult can carry out or a boy can use to save a person in trouble when no one else is around. The order of methods to choose is:

#### Reach - Throw - Row - Go

1. REACH with whatever is available or at hand. Stay onshore and reach out with a branch, a stick, or a pole. Then pull the victim to shore.
2. THROW a line, a buoy, a floating object to provide support. Takeoff your shirt, kneel down, hold one sleeve and throw out the other sleeve. Or take off your pants and tie one leg to a sleeve if you need a longer "line"
3. ROW when the victim is further out, use a boat to save him. In a rowboat, approach the victim with the stern of the boat. In a canoe, pull up so that he can grasp the side. (Kneel in the canoe).
4. GO if the first 3 steps can't be used as a last resort swim to the victim. Keeping your eyes on the victim, kick off your shoes and disrobe. Jump; do not dive, into the water. Carry your shirt or towel in your teeth. Keep your eyes on the victim. Swim out near enough to extend your towel or shirt to him and tow him in by it. If you have nothing to extend to him, approach him from behind and tow him to safety by his hair.
5. Don't allow the victim to latch onto you. Don't attempt a rescue beyond your swimming ability.

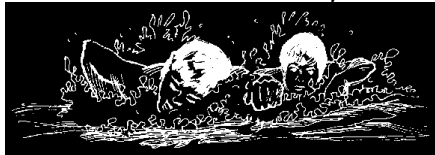
### *Let's make every Webelos Scout a swimmer!*

#### PREVENTING ACCIDENTAL HOME POOL DROWNINGS

1. FORMULATE AN EMERGENCY PLAN - Base the plan on your home surrounding and then practice various emergency situations.
2. PROVIDE ADEQUATE FENCING WITH A LATCHING GATE AROUND THE POOL AREA - Fence should be at least 5 feet. high with vertical or solid segments close enough so that children cannot climb over it.
3. THE GATE SHOULD BE SECURELY LOCKED WHEN POOL IS NOT IN USE!
4. AN ALARM SYSTEM IN THE POOL SHOULD BE CONSIDERED - Alarm sounds when someone falls in—remember to check the batteries on a regular basis.
5. TAKE A COURSE IN CPR AND WORK ON IMPROVING YOUR AQUATIC SKILLS
6. RESCUE EQUIPMENT SHOULD BE VISIBLY DISPLAYED ON THE POOL DECK - Keep basic equipment in good condition
7. POST EMERGENCY INSTRUCTIONS AND PHONE NUMBERS NEAR THE TELEPHONE - Be prepared when calling 911: Who? When? Where? How? Have victim's medical records handy if possible Know your family physician's name and phone number Post parent's work addresses and phone numbers
8. APPOINT AN EMERGENCY COVER-DOWN PERSON TO CARE FOR OTHER CHILDREN (two deep leadership)
9. REVIEW YOUR LIABILITY INSURANCE

## Webelos Aquanaut Activity Badge

Swimming is one of the best sports that a boy can be involved in. It is one of the few sports in which every muscle in our body is exercised. As Webelos leaders, we have the responsibility to develop self-confidence in every boy in our den or patrol. Through learning to swim, each boy will gain a sense of self-achievement, as well as gaining a skill that may save his life or other lives some day. Learning to swim at this age, well enough to pass the BSA swim test, will make his eventual advancement to the Boy Scout's First Class Rank much easier.



### **RULES FOR A SAFE SWIM - NEVER SWIM ALONE**

1. Check health condition of participants.
2. Secure safe facilities.
3. Use qualified supervision.
4. Have lifeguards and lookouts.
5. Identify swimming ability groups.
6. Teach the Buddy System.
7. Maintain good discipline.
8. Follow pool rules.
9. Teach rescue methods.

### **SUGGESTED PATROL ACTIVITIES**

1. Make a simple buddy board and make buddy tags for all the boys. One tag per boy with his name on it, and color the tag blue for swimmers, red for novice swimmers, and white for non-swimmers. Insist they place their tag on the board, on the same hook as their buddy's tag, when they are in a swimming or boating area.
2. Visit a SCUBA dive shop and teach boys how to use a mask, fins, and snorkel.
3. Teach basic rescue methods such as "reach, throw, row and tow."
4. Visit a high school swim meet or water polo match.
5. Instruct the boys how to use their clothes for floatation purposes.
6. Work on the Swimming Belt Loop or Sports Pin.

### **FLOATING AND TREADING WATER**

Some boys may not be able to swim yet. Floating and treading water exercises can help overcome fear or unfamiliarity with water.

#### **TURTLE FLOAT**

In waist-deep water, take a deep breath. Reach down and wrap arms around knees. Hold the knees. Your body will bob to the surface and float. Grab quick breaths and float again.

#### **JELLYFISH FLOAT**

In waist-deep water, take a deep breath, reach down and grab ankles. Hold ankles. Your body will bob to the surface and float. Grab quick breaths and float again.

## TREADING WATER

In shoulder-deep water with supervision, teach methods for treading water by efficiently kicking, and making calm sweeping hand motions. Teach them to float whenever they get tired.

## WATER GAMES FOR SWIMMERS AND NON-SWIMMERS

### TOWEL RELAY

Play in shoulder-deep to waist-deep water. Split into two equal teams; start with all boys on one side of the pool except for one from each team. The two boys on the opposite side of the pool each get a towel. On signal, these boys swim to the other side of the pool and then they must tow one other Scout back across the pool using the towel. Then the boy just towed does the same until all are towed across.

### ADD THE NUMBERS GAME

Cut up an old hose into 2" lengths, and write a number on each (a few with much larger numbers). Scatter them in waist deep water. Players try to retrieve as many as they can within a specific time (or they're all found). Add the numbers on all of the hose pieces that each collects, and that is their score. If it's a pack event, do this in age groups, for safety purposes. Scatter at least five hose pieces per boy in the game. Try the same game with numbered corks or as teams.

### POOL OBSTACLE COURSE

Time the boys successfully going through an obstacle course in the pool. Place in the pool a series of hoops that the boys must swim through one at a time. Pool noodles and hula hoops are examples of hoops that can float, or cut 6'-8' lengths of an old hose and duct tape the ends to make water-tight, hollow hoops. Have a few hoops floating on top of the water, but have most floating up-right underwater. To make the hoops stand upright underwater, duct-tape a weight onto one side. The heavier the weight, the deeper the hoop will sink. Place the hoops in their proper place for every boy's attempt.

### NIGHTSHIRT RELAY

Divide the patrol into two teams. Give each team an old-fashioned nightshirt (or large pajama top or sweatshirt). On signal, the first player on each team puts on the nightshirt and swims to the other end of the pool. When he takes off, the next player puts it on and swims his lap. The team who finishes first wins. Let them find the best way to switch shirts, by racing twice.

### SAILBOAT OR POOL REGATTA RACES

Have the boys build similar wooden sailboats (like rain gutter regatta boats). For a race, have them line up 5 yards from the bank and blow their sailboats back to shore by plowing through straws. No touching them during the race!

### More Activities

- ✓ Invite a member of a scuba diving team to come to your meeting and bring equipment to demonstrate.
- ✓ Go to see a swim meet or diving competition at the high school or college. Talk to the coach.
- ✓ Invite several Boy Scouts to come to your meeting and talk about earning water merit badges. Ask them to tell about the summer camp waterfront activities they have enjoyed.
- ✓ Visit your local police station and talk to the water search and rescue team. How often are they called out? What are some of the circumstances? What equipment do they take along?
- ✓ Discuss the importance of the buddy swimming system.

## Webelos Aquanaut Activity Badge

- ✓ Have a demonstration of mask, fins, and snorkel by an expert.
- ✓ Take the den swimming. Let them try to pass the 100-foot requirements, and surface dive and snorkel optional requirements.
- ✓ If a rowboat is available, have boat safety methods and rowing techniques demonstrated by an expert. Give boys a chance to practice the methods. Invite parents to come along.
- ✓ Teach the four basic rescue methods. Let boys' practice reaching and throwing a lifeline for rescue.
- ✓ Practice rescue breathing on a dummy.
- ✓ Go to a swim meet or diving exhibition.
- ✓ Go to a canoe or sailboat race.
- ✓ Invite an expert to explain how to handle emergencies in the water. (Contact a swim instructor, the YMCA or Coast Guard)
- ✓ 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 games that the whole family will enjoy playing.
- ✓ Scuba demonstrations can be arranged at a local dive shops and outfitters.
- ✓ Attend a show featuring a Rescue and Recovery Unit.
- ✓ Have a splash party for your WEBELOS and allow them to bring their friends (a good recruiting idea). Alternately, have a parent and scout swim coupled with swim tests and instruction in using fins, mask and snorkel
- ✓ Demonstrate boat safety and practice at a local body of water. Watch the sun set from offshore.
- ✓ Invite a scuba diving expert to a den meeting to tell about his equipment and activities.
- ✓ Ask Boy Scouts to demonstrate and teach water rescue techniques.

This activity pin teaches safety precautions on, in or near the water. It will increase the boys' swimming skills and endurance. It will introduce Webelos to snorkeling.

### Places To Go, Things To Do:

- ✓ Invite a member of a scuba team to come to your meeting and bring equipment to demonstrate.
- ✓ Invite several Boy Scouts to come to your meeting and talk about earning water merit badges.
- ✓ Invite a marine photographer to visit your den.
- ✓ Visit a fish hatchery.
- ✓ Visit the YMCA
- ✓ Visit the Coast Guard.
- ✓ Have an EMT explain his gear
- ✓ Invite a lifeguard or water rescue team to come and explain what they do
- ✓ Have a splash party.
- ✓ Learn how to use fins, mask and snorkel.
- ✓ Practice water rescues.
- ✓ Discuss water pollution

### Rescuing Methods

The three basic rules: DON'T PANIC, THINK, SAVE YOUR STRENGTH. Tell what to do for cramps, currents, undertows, weeds, how to disrobe in the water, using clothing for flotation, and use survival floating techniques.

**CAUTION:** *A person not trained in life guarding techniques should not attempt a swimming rescue because the victim may drown the rescuer.*

Here are 3 good non-swim methods to rescue a drowning victim after the rescuer has established his own safety.

**A Ring Buoy:** Since most drowning occur within 15-20 feet of safety, the victims may be able to grab a ring buoy tossed to them. Toss the ring buoy beyond the victim and pull it so that their arms or hands hit it as they extend their arms.

**Extension Pole:** Place the extension pole where the victims' arms will contact it - - not straight into their chests which will push the victims away.

**Other Rescue Devices:** If a buoy or a pole is not available, use a throw bag, stick, or rolled towel or something else that the victims can grab onto and be pulled to safety.

### Drown proofing (learn to float)

The following technique for staying afloat indefinitely may give confidence to boys who fear the water and don't believe they can float.

1. Relax completely. Be lazy. With the lungs full of air, float facedown, with the back of neck on the surface. Rest for 3 seconds. This isn't a test to see how long you can hold your breath underwater.
2. Get ready to raise your face above the water surface. Extend your arms forward slowly. Get ready to thrust downward with your arms and legs.
3. As you raise your head to the surface, exhale through your nose and mouth. Your shoulders should stay underwater.

Where Can Lifeguards Be Found?	Where Can You Swim?
Yourself - take a life guard course	Aquatic facilities
Boy Scout Troops	Motel Pools
Girl Scout Troops	YMCA
Swimming Clubs	Municipal Pools
YMCA	College & University Pools
College and Universities	Homeowner Association Pools
High School Swim Teams	Homeowner Pools
Water Parks	Apartment Complex Pools
Homeowner Association Pools	Country Clubs
Pool Management Companies	Health Clubs
Municipal Pools	Waterfront Facilities Camps

### GENERAL POOL RULES

- Always swim with a buddy.
- Stay out of the water when you're very tired, very cold or overheated.
- If you can't see the bottom of the pool in the deep end or if the water is cloudy, don't swim there.
- Avoid swimming at night in unlighted areas. Get out of the water if you see lightning or hear thunder.

## Webelos Aquanaut Activity Badge

- Never swim near a dam or boat ramp.
- Avoid swimming in river currents.
- Swimming is allowed only when a lifeguard is on duty.
- Horseplay, such as running, splashing, shoving or dunking, is not allowed.
- Swimming is allowed only in designated areas.
- Diving is allowed only in designated areas (pool depth at least 9 feet deep).
- Glass containers are not allowed in the facility.
- Throwing objects in not allowed.
- Swimming is not allowed in the diving area.
- One person at a time on a ladder.
- Do not sit or hang on lifelines.
- Emergency equipment is to be used by lifeguards only.
- No eating or chewing gum allowed while swimming.
- Look before diving or jumping to make sure no one is in the way.
- Persons with rashes or open sores are not allowed.
- Use the rest room and not the pool.
- Obey the lifeguard.
- Always walk.

## Games

The following are some good beginner's games:

- Catching ball in shallow water.
- Passing water ball while standing in water.
- Tunnel ball - passing a ball back and forth between the legs.
- Cat and Mouse - cat outside circle, mouse inside.
- Spoon and ping-pong ball relay.
- Kick board race for 10 to 25 yards.
- Relay race in shallow water, running and gliding on stomach.

Have a swimming spell down for the swimmers. Leader calls out a stunt, swimmers who perform it remain in the game - others are eliminated as in a spelling match.

- Swim with one arm out of water (side stroke).
- Swim on back with both arms out.
- Steamboat (arms forward and feet do crawl kick).
- Duck dive (surface dive).
- Log roll (arms and feet extended, roll the body).
- Front somersault.
- Pendulum float.

## **Carps and Cranes**

1. Lay out a rectangular playing area with a lane line dividing the center. End lines should be clearly marked because they serve as the bases.
2. Two equally numbered teams are assembled. Each team lines up along the lane line facing each other with their end line behind them. One team is called carps, the other, cranes.
3. The leader calls out "carps" or "cranes", and each team attempts to capture opposing team members before they reach the safety of their end lines.
4. Captured players join the other team.
5. The team with the most players at the end of the game wins.

## Webelos Aquanaut Activity Badge

### Cork Scramble

You need corks, ping-pong balls, tennis balls, small rubber balls, life jackets, etc.

1. Players turn their backs to the playing area and do not watch as the leader throws numerous floating objects into the water.
2. At the start command, players turn around, enter the water in a predetermined fashion and gather as many floating objects as possible.
3. When all objects are collected, they are then counted. The player with the most objects wins.

### Forty Ways to Get There

1. Players line up at one end of the swimming course.
2. The first player swims across the course in a manner of his own choice.
3. The second player then swims across the course in a manner different from the first player.
4. Each player takes a turn swimming across the course without copying any of the prior strokes or methods used to go across the area.
5. Player positions change with each new round.

### Octopus

1. Eight or more players form a circle. Each holds onto the next player's foot with one hand. A ball is tossed into the center of the circle.
2. Players must try to grab the ball with their free hand.
3. Each time there is a winner, he gets out of the circle and the circle becomes smaller.

### Your Boat is Sinking (on land)

To simulate the difficulty encountered in trying to find a PFD (Personal Flotation Device), and put it on while in a sinking boat.

**Materials Needed:** 3 PFD's of different types, 3 chairs, a watch or clock with second hand.

1. Line the three chairs up like seats in a boat. Place a PFD under each seat, since this is where many people store them.
2. Ask a volunteer to sit in each seat.
3. At your signal, the "boat" will start to sink and each person will have one minute to find the PFD and put it on correctly. (It usually takes only one minute for a non-swimmer struggling to stay afloat to drown.)
4. After one minute, see which ones were able to save themselves and which "drowned".
5. Emphasize the importance of spending that one minute putting on a PFD before getting into a boat. It could save a life.

### Shark Tag

- ✓ Play in water waist deep to chest deep.
- ✓ Boys line up on one side of the pool or swimming area.
- ✓ "It" is 20 feet in front of them.
- ✓ When he yells "Shark" all players swim or walk to the other end while "It" tries to tag them.
- ✓ Those who are tagged join "It" in trying to tag the others. Last player tagged is the winner.

### Leapfrog

- ✓ Play in waist deep water.
- ✓ Divide the den into 2 groups.

## Webelos Aquanaut Activity Badge

- ✓ Teams line up single file, with about 4 feet between members.
- ✓ On signal, the last player on each team leapfrogs over the boy ahead,
- ✓ Then he dives and swims between the legs of the next.
- ✓ He continues leaping and diving until he reaches the head of the line. This is the signal for the boy now last in line to begin racing.
- ✓ Continue until the team is back into its original lineup.

## Find the Number Game

### Materials:

- 20 large flat rocks
- Permanent marker

### Directions:

1. Mark numbers ranging from one to five on both sides of each rock with marker.
2. Throw these rocks into the water ranging from two to six feet deep, depending on the swimming ability of your group.
3. On a signal, everybody dunks to try to bring back as many numbered rocks as possible to his station on shore.
4. Only one rock may be carried at a time.
5. The player who collects the highest total when the numbers on his rocks are added up is the winner.

## Do's and Don't In and Around Water

Fill in the blank with Do or Don't for each statement.

1. \_\_\_\_\_ learn how to swim from qualified instructor.
2. \_\_\_\_\_ check with your buddy to see if he knows how to swim.
3. \_\_\_\_\_ be a "show off" or bother others.
4. \_\_\_\_\_ swim with a buddy.
5. \_\_\_\_\_ dive into water without knowing its depth.
6. \_\_\_\_\_ get out of the water when you are tired or cold.
7. \_\_\_\_\_ swim alone.
8. \_\_\_\_\_ beware of sunburn. Cover up and use sun screen.
9. \_\_\_\_\_ dive into water without knowing what is under the water's surface.

Answers: 1-do, 2-do, 3-don't, 4-do, 5-don't, 6-do, 7-don't, 8-do, 9-don'



# Webelos Geologist Activity Badge

## Outdoor Group

Geologists study the history of the earth. Geologists use rocks and where they are found to study earth's history. Volcanoes, geysers, earthquakes and fossils also teach geologists about the earth. Webelos Scouts can learn things that a geologist must know.

### IDEAS FOR DEN ACTIVITIES

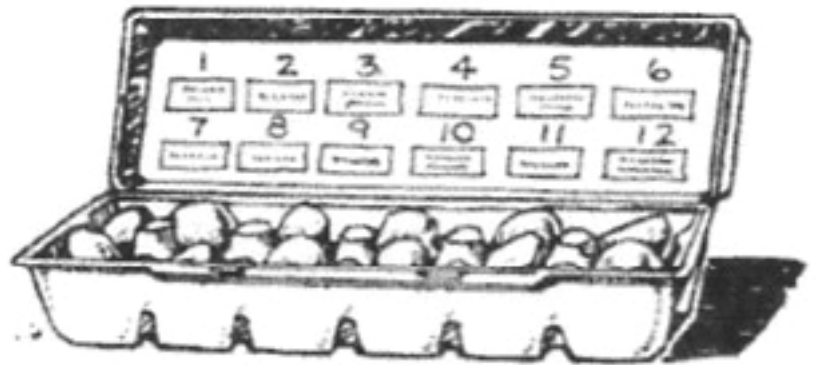
- Go on a treasure hunt for rocks and minerals and start a rock collection.
- Make a volcano.
- Visit a cemetery (especially if rocks are hard to find in your area).
- Visit a geology exhibit, museum or collection.
- Visit an industry that uses geological materials.
- Visit a jewelry shop.
- Invite a geologist to come to den meeting and talk to the den about what he does and also why he became a geologist.
- Invite a contractor come to talk to boys about minerals used in home building.

### ACTIVITIES

#### **ROCKS AND MINERALS**

A good place to find rock specimens is in roadbeds,, riverbeds, roads under construction, and building excavations (where allowable). Choose rock and mineral specimens carefully. Don't pick up just anything. Wrap each in a piece of newspaper with a card to show where you found it.

Rocks can be chiseled to standard size (such as 2 by 3 inches) with a geologist's hammer or a regular hammer and a cold chisel. (Be sure to wear protective glasses when chiseling). Label rocks by attaching a small label to the underside with transparent



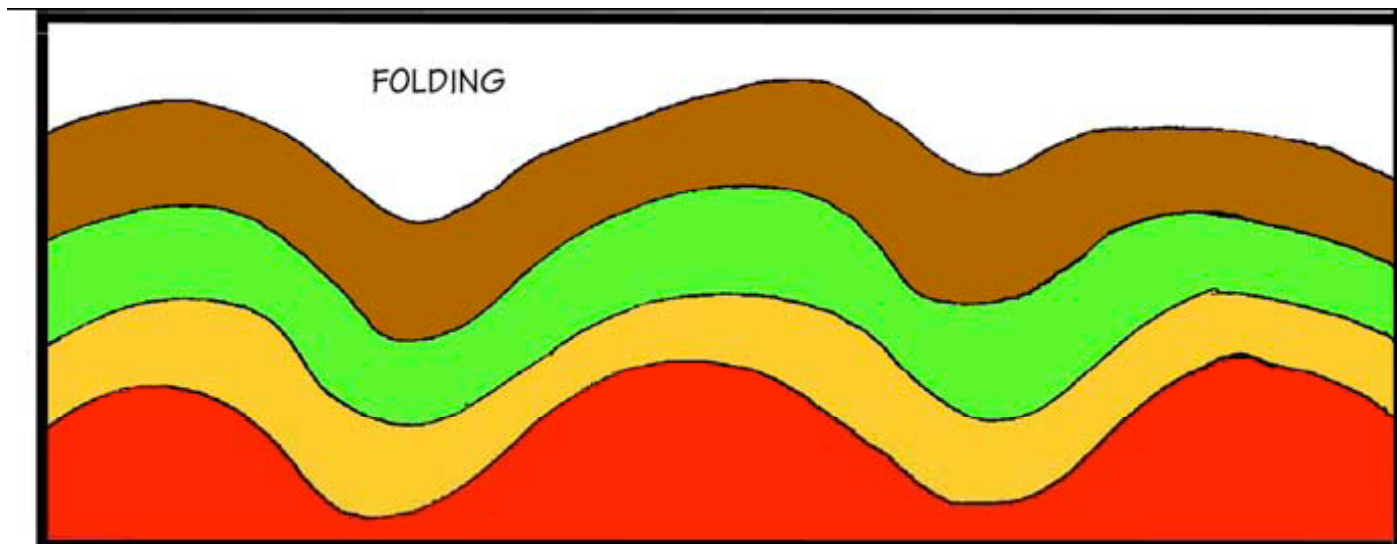
tape or by painting a small white spot, on which you can write the identification. Show the types of rock, where it was found, and the date. Small rocks can be kept in pill bottles. Larger rocks may be kept in sectioned boxes or egg cartons.

#### **GEOLOGIC FORCES: USING MODELING CLAY**

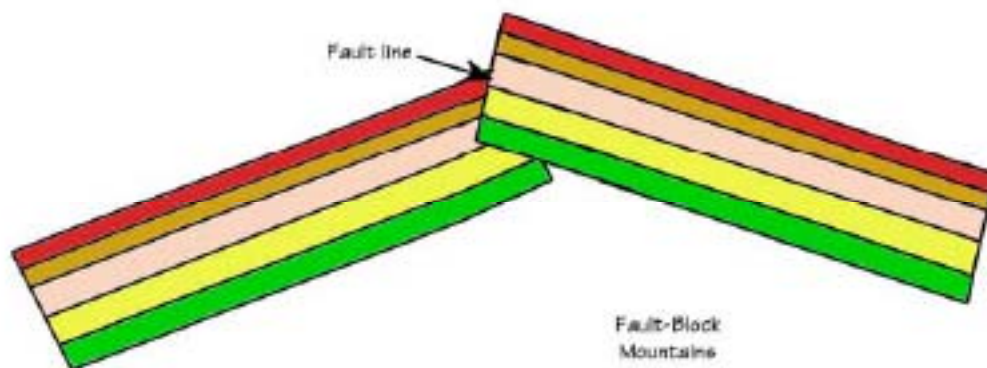
Modeling Clay can help Webelos Scouts understand many of the forces of nature that create hills and form valleys. First, take several different colors of clay and roll them out into flat pancakes. Lay these pancakes on top of the other and use a knife to cut out several 3"x 6" rectangles, so that the layers can be seen from all sides.

Take one of the rectangles that you made and push from opposite ends of the clay. Notice that the layers begin to look wavy. This is an example of **FOLDING**. You may also see some fissures forming.

Take two of your rectangles and slide them together. Push harder and where the two rectangles meet, you should be able to observe the effects of **FAULTING** as they slip at the crack.



Lay a clay rectangle over a small stone and notice an effect like DOME BUILDING, which would in nature be done by an upwelling of underground magma.



## EROSION

Erosion can be modeled by using a pitcher to slowly pour a stream of water over the hills that you formed. Notice small valleys forming and how they don't always form straight lines.

## MAKING YOUR OWN VOLCANO

### Materials:

- Plywood for volcano base
- Salt dough, plaster or papier-mâché
- Empty 2-liter bottle
- Paint, sealant (if you want to reuse this volcano)
- Liquid dishwashing soap
- Baking Soda
- Red food coloring
- White vinegar
- Teaspoon
- 1/4 cup measure

1. Use a sheet of plywood at least 8 inches wider and longer than your planned volcano to make the base, to prevent the lava from staining surfaces during eruptions

## Webelos Geologist Activity Badge

2. Use salt dough, plaster or papier-mâché to form a mountain around an empty 2-liter bottle placed upright at the center of the plywood base. Be sure to leave the lid off.
3. Form the model volcano's open top tightly around the mouth of the bottle.
4. Make ridges and channels beginning at the volcano's top and ending at the base of the volcano for the lava to flow through.
5. Let the volcano dry completely, then paint it with acrylics or spray paint. Plastic aquarium plants can be clipped and glued to the volcano for trees.
6. Spray the volcano and plywood with a clear sealant after the paint has dried
7. Mix 1 tbsp liquid dish washing soap, 1 tbsp baking soda and a few drops of red food coloring in a cup
8. Pour the mixture carefully into the bottle.
9. Set the volcano in an open area, preferably outside.
10. Pour (let an adult do this)  $\frac{1}{4}$  cup white vinegar into the bottle and stand back to watch your volcano erupt!

### Tips:

- -Use wadded-up newspaper balls around the bottle to give the volcano its shape under a layer of plaster or papier-mâché paste, but make sure the surface layer of the volcano is solid, so that it can be sealed for re-use.
- -If the lava is too thick, add 1 tbsp. water to the soap mix.
- -To re-use the volcano, simply clean it off with a damp rag.
- -Do not attempt to seal the bottle once the vinegar is added to the baking soda mixture--the resulting pressure could cause the bottle to explode.

## More on the Geologist Activity Badge

Discover the world of volcanoes and learn why there are earthquakes.

Find out what minerals are used in our everyday lives.

At first thought, geology may seem too specialized a science for Webelos to study. But since Scouting is essentially an outdoor program, knowledge of basic geology is valuable to the Scout. Just about everything on earth, including living things, have a relationship to geology in one-way or another. The Geologist activity badge is designed to increase the boys' awareness in the outdoors.

Geologist is another easy badge if you work only on the minimum requirements. It provides an opportunity to bring in an expert. The expert can be a person or a video. For this badge use illustrations. Use paper to show mountains uplifting or baking soda and vinegar to make a volcano. This is one of the badges that seems to be oriented toward increasing the boys' awareness of the outdoors. While working on this badge, the boys will learn how the earth is formed, how rocks and minerals are used and how a geologist works. The Webelos Scout book contains information on volcanoes, geysers and the formation of mountains so that the boys will acquire a fairly good knowledge with only a little assistance. To most ten-year-old boys, the study of geology will not sound too exciting. Rocks, for most boys of this age, are for throwing. But the fact is, geology can be fun. Most boys have a rock collection. This natural curiosity about rocks can make this a natural starting point for the Geologist activity badge. 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 study of rocks and minerals.

### Weather Rocks

Collect a quantity of "weather" rocks to pass out to every family at the pack meeting. Photocopy the following directions and sandwich between layers of clear contact paper. Give one with each rock. Make a big deal out of this wonderful present your den is giving away.

## Webelos Geologist Activity Badge

### *The directions are:*

For best results, place your weather rock outside:

If your rock is wet...it's raining.

If your rock is white...it's snowing.

If your rock is moving...it's really windy.

If your rock is stiff...it's freezing.

If your rock is gone...sorry, you've been ripped off!

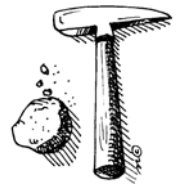
## SUGGESTED PATROL ACTIVITIES

1. Make a rock collection
2. Take a field trip to the central Texas area and hike on the limestone formations. Notice the folding a you drive through cuts in hills along side the road.
3. Construct a geyser to see how it works
4. Invite a housing contractor to come to your patrol meeting. Ask them to bring building materials such as slate, brick, limestone, marble, cement, etc. Where do they purchase these supplies? Where do they come from originally?
5. Start a collection of geologic materials used in home construction. Make a display for pack meeting.
6. Visit a geology exhibit, department, museum or collection. The Houston Museum of Natural Science has several good collections.
7. Visit a rock collectors club meeting. View the rocks on display. How did the people get interested in this hobby?

## CALIFORNIA ROCKS, MINERALS AND GEMS

Create a California Rock collection, of the types of rocks, minerals and gems that are possible to find in California. Quartz, granite, gneiss, flint, schist, feldspar and limestone are common stones in the Llano area of central California. Gold and silver ore are found in the Sierra Nevada. Petrified wood is common near Houston. Rock salt, from salt domes is a common underground formation, and salt domes can be a place that holds crude oil or natural gas. In limestone, try to find small fossils, like ammonite shells.

The US Geodetic Survey lists the following as some of the minerals produced in California: Clay, Granite, Limestone, Gypsum, Sand, Perlite, Sulfur, Salt and Talc. Limestone is used in the manufacture of the cement, and it is combined with sand and other rocks to make the concrete for house foundations. Gypsum is the rock in the sheetrock that covers the walls in most houses.



## MAKE YOUR OWN FOSSILS

### **Materials:**

Clay Small waterproof containers

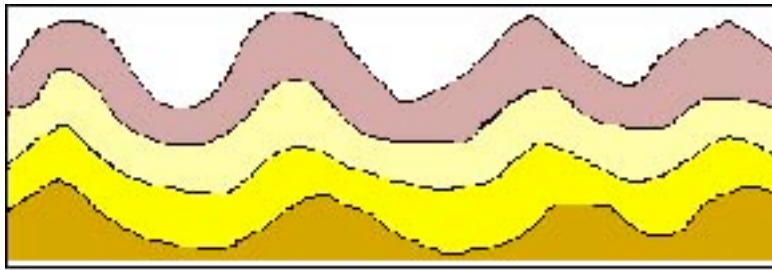
Leaves Small shells

Small dry bones

### **Ideas:**

Fossils are found in sedimentary rocks that are formed by having layers of sand or mudslides covering objects and then solidifying. To model this, mix clay and water so that it is gooey. Cover the bottom of the containers and let dry for 3 days. Lay a few objects on top of that layer and pour another layer to dry. Continue layering and drying. Have the boys discover how to find the clay "fossil" imprints.

## Webelos Geologist Activity Badge



### MAKE A MODEL "SHIELD VOLCANO"

Shield volcanoes are formed when molten rock is forced to the surface through cracks in the earth, and lava emerges. As it flows and cools, the lava builds up slowly. On a sunny day, make a small hole in the ground to form a crater. Show how a shield volcano grows by pouring thick mud into the center of the crater, and as mud flows out, it simulates lava flows out of a shield volcano like Hawaii's Kilauea. Watch the mud dry in the sun, and this is much like lava cooling.

### MAKE A GEYSER

Geysers, real and model, can be very dangerous, since they involve boiling hot water and steam. Steam can be invisible, and can cause serious burns. One of the safest ways to demonstrate a geyser is when you are putting out a campfire. Find a hole in a hot log and pour water into it. The resulting steam plume shooting out of the hole is very much like the steam expelled by a real geyser after water comes into contact with superheated rocks below the surface of the earth.



### FOSSIL SNACK

Before your meeting, unscrew a stack of Oreo cookies, and make imprints with an assortment of (very clean) small plastic bugs or shells. Put them back together so that they look normal. During snack-time, have the boys twist off the Oreos carefully to discover and compare their "fossils".

## Geologists

Our knowledge of past geological ages is gained from records written in rock. The formidable mountain ranges of antiquity did not vanish into nothingness. After they had been ground down and washed down, their pulverized fragments helped build layer upon layer of sediment in the sea. The quantities of eroded debris are so vast that their total thickness, adding up all separate layers from different periods, exceeds sixty miles. Although the deep sea has been probed with modern coring instruments, no instrument in use today can haul up a sediment column hundreds or thousands of feet long. Perhaps future delving will provide the long-awaited information. But the record beyond the shelves has so far been quite inaccessible.

Geologists do not always have to drill holes into a mountain to study the sequence of events. Like the folds of a bed sheet with which they are often compared, the folds of mountains have a tendency to flop over on their sides. Layers that once were stacked on top of one another are rearranged so that they slant upward or are even lined up on edge - a series of stony ribbons, each of which was molded during another age. Dozens of those ribbons next to each other form a graphic picture of the geological events during periods lasting 10, 20, or 50 million years.

Interestingly enough, all records, regardless of their age, reveal almost identical developments. Immediately after a geological revolution, when the mountains are young and high, rainwater tears large pieces from their flanks. After the mountains are leveled, rivers carry chiefly mud and silt. There is, in the record of sedimentary rocks, an almost monotonous repetition of coarse material followed by finely ground materials.

## Webelos Geologist Activity Badge

To most ten year old boys, the study of geology will not sound too exciting. Rocks, for most boys of this age, are for throwing. But the fact is, geology can be fun. Here's another opportunity for the Webelos leader to present the subject in such a way that the boys will find it not only fun, but they'll learn a good deal, also. This is one of the badges that is oriented toward increasing the boys' awareness of the outdoors. While working on this badge, the boys will learn how the earth is formed, how rocks and minerals are used, and how a geologist works.

### Places To Go, Things To Do:

- Talk about how mountains are formed.
- Make and label a volcano diagram.
- Start or add to your rock collection.
- Go on a minerals scavenger hunt.
- Teach boys to recognize common rock specimens.
- Invite a geologist to come and talk with your den.
- Collect rock specimens.
- Visit a science museum.
- Visit an earthquake demonstration.
- Build a working volcano.
- Polish rocks.

### Types of Geology

There are two major areas in the study of geology - physical geology and historical geology.

**PHYSICAL GEOLOGY** deals with the earth's composition, its structure, and the geologic processes by which the earth's surface is, or has been changed. This includes: -

- Mineralogy - the study of minerals
- Petrology - the study of rocks
- Structural geology - the study of the arrangement of rocks on the earth
- Geomorphology - the study of the origin of surface features
- Economic geology - the study of the earth's economic products and their commercial and industrial uses.

**HISTORICAL GEOLOGY** is the study of the origin of the earth and its inhabitants.

- Stratigraphy - the origin, composition, proper sequence and correlation of rock strata.
- Paleontology - the study of ancient organism and fossils.

### 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.

The 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 shall. Our economy couldn't exist as it presently does without a good supply of fuel.

**Mining** - Many metallic and non-metallic ores such are iron, copper, zinc, aluminum, lead, sulfur, borax and others really are rocklike. Without these ores, manufacturing as we know it would be impossible. We all know

## Webelos Geologist Activity Badge

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.

### Let's Go Rock Collecting

Wear the type of clothes you would wear hiking or hunting. Old clothes that are comfortable and serviceable are best. Ankle high hiking shoes will help prevent bruises from contact with sharp stones. A knapsack type of collecting bag is ideal. Use one with pockets to hold maps, notebooks, small tools, and labels.

Use lunch size brown paper bags or plastic sandwich bags to hold specimens. Take along newspaper to wrap the rocks in first. As you collect each specimens, give it a number. Put the number on the rock before you wrap it up. In a small notebook, list the number, location, and the date. Later at home you can enter the information in your permanent records.

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 pin a "natural" for most boys. You'll find that the Webelos Scout handbook contains enough information on volcanoes, geysers, and mountains for the boys to acquire a fairly good understanding.

The charts below should be of some advantage in identifying rocks

### Hardness Mineral Scratch Test Uses, Importance, Etc.

1. TALC - Easily 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.
2. GYPSUM - Barely 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 fine-grained, massive variety of gypsum that is cut and polished for ornamental purposes. Most commonly found as a sedimentary rock.
3. CALCITE - Barely with 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 to calcite. Limestone is used in the manufacture of cement and mortar, also used as a building stone.
4. FLUORITE - Easily with 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 fluorescence was first observed in fluorite and takes its name from this mineral. Commonly found with metallic ore minerals.
5. APATITE - Barely with 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 apathy and rock phosphate are treated with sulfuric acid to make superphosphate, for in this form they are much more soluble in the diluted acid of the soil.
6. 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 a source of aluminum in glass.
7. 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

## Webelos Geologist Activity Badge

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 control of radio frequency. Varieties: crystal, amethyst, agate, onyx, bloodstone, jasper, flint.

8. **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.
9. **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.
10. **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 same composition as charcoal, but does not burn readily. Highly prized as gemstone. Only 20% of diamonds are gemstones ..the other flawed stones have industrial uses, drills, saws, cutting glass, etc.

## Identifying Rocks By Luster

**This is identification by the appearance of the surface, independent of the color, due to the way light is reflected)**

**Metallic:** The luster of a metallic surface like steel, tin, lead, copper, gold, etc. Luster not called metallic unless the mineral is quite opaque, so that no light passes through even very thin edges.

**Submetallic:** The luster of some minerals is said to be submetallic when it lacks the full luster of the metals.

**Adamantine:** The luster of the Diamond - the brilliant, almost oily luster shown by some very hard minerals, like Diamond and Corundum - refract light strongly (have a high "refractive index").

**Vitreous:** Glassy luster. That of a piece of broken glass - this is the luster of most quartz and a large part of the non-metallic minerals.

**Resinous:** Waxy, the luster of a piece of resin, as shown by most kinds of sphalerite.

**Greasy:** Nearly resinous, but often quite distinct, shown by some specimens of milky quartz and nepheline.

**Pearly:** Luster of Mother of Pearl - common when a mineral has very perfect cleavage and has practically separated into thin plates.

**Silky:** The luster of a skein of silk or a piece of satin - characteristic of some minerals in fibrous aggregates, such as Satin Spar gypsum and most asbestos.

Some common examples of three main types of rocks are:

**Igneous** - Granite pegmatite, granite, diorite, gabbro, felsite, basalt, obsidian, pumice

**Metamorphic** - Slate, phyllite, mica schist, gneiss, marble, quartzite

**Sedimentary** - Mudstone, and shale, sandstone, conglomerate, gypsum, rock salt, limestone, chalk, coal

## Activities:

### Mineral Matching

1. \_\_\_\_\_ Metallic element resembling magnesium, used in making galvanized iron, alloys, and as an element in voltaic cells.
2. \_\_\_\_\_ A ductile, malleable, silver-white metallic element used for making machinery, tools.
3. \_\_\_\_\_ Precious yellow metallic element, used in coins, decorations, etc.
4. \_\_\_\_\_ Metallic element, light, reddish-brown color used as an electrical conductor or in alloys such as brass and bronze.
5. \_\_\_\_\_ Steel gray, hard, light metallic element used in coppers - in springs.
6. \_\_\_\_\_ White, ductile metallic element used in coins, ornaments, table utensils.
7. \_\_\_\_\_ A heavy, malleable, bluish gray metal used in bullets .



## Webelos Geologist Activity Badge

Choose one of the following:

- A. Gold
- B. Silver
- C. Zinc
- D. Iron
- E. Lead
- F. Copper
- G. Beryllium

*Answers: 1-c, 2-d, 3-a, 4-f, 5-g, 6-b, 7-e*

# Webelos Naturalist Activity Badge

## Outdoor Group

A naturalist is a person who enjoys and studies nature. Naturalists respect the wildlife and the plants that live in the out-of-doors. A naturalist shows respect by learning about the wildlife and knowing what to do so that that plant life and wildlife can be there as long as it can be. Naturalists want to be able to share the outdoors and their appreciation of the outdoors with others.

### IDEAS FOR DEN ACTIVITIES

- Learn the Outdoor Code.
- Earn the Leave No Trace Awareness Award.
- Learn to identify poisonous plants, insects and reptiles.
- Learn to identify birds in your area.
- Identify poisonous plants and animals in your areas.
- Make a water scope.
- Look for animal tracks and make a print of one.
- Identify insects and know what they eat.
- Make bird feeders.
- Visit a nature center and talk to a naturalist that works there.
- Visit a zoo or museum of natural history.
- Invite a naturalist to come to your den or Pack meeting.
- Earn the Wildlife Conservation Belt Loop and Pin.

### OUTDOOR CODE

As an American, I will do my best to -

Be clean in my outdoor manners.

I will treat the outdoors as a heritage

I will take care of it for myself and others

I will keep my trash and garbage out of lakes, streams, fields, woods, and roadways.

Be careful with fire.

I will prevent wildfire.

I will build my fires only where they are appropriate.

When I have finished using a fire, I will make sure it is cold out.

I will leave a clean fire ring, or remove all evidence of my fire.

Be considerate in the outdoors.

I will treat public and private property with respect.

I will use low-impact methods of hiking and camping.

And Be conservation minded.

I will learn how to practice good conservation of soil, waters, forests, minerals, grasslands, wildlife, and energy.

I will urge others to do the same.

## ACTIVITIES AND GAMES

### SQUARE FOOT CLAIM

Each Webelos Scout stakes a "claim" on a square foot of land for the month. This should be away from where others usually play. Each Scout will then need to each carefully see what their one square foot contains - grass, weeds, adult insects, larvae, worms, etc. They should record everything they see so that they can later report on it. Throughout the month, they should also make sketches of those things that are in that square foot. These could then be displayed at pack meeting.

### OUTDOORS OBSERVATION

Following is a list of things you can ask boys on a hike or at an outdoor meeting.

1. What is the farthest thing you can see from here?
2. Find a seed that floats in the breeze.
3. Find a seed with wings.
4. Find a seed that sticks to you.
5. Find three things made by man.
6. Listen! Do you hear a bird? Is it a cricket? Is it a distant car? What do you hear?
7. Can you find two things that are white or any color besides green and brown?
8. Look at moss through a magnifying glass.
9. Find a picture in the clouds.
10. How many different shapes of leaves can you find? (Oval, long, heart-shaped, smooth edged, etc).

### MIXER NATURE GAME

Have a list of familiar birds, animals, trees or insects and write the name of each on a card. Each week pin a card from one of these groups to the back of each Webelos Scout as he enters the meeting. Each boy must guess who he is by asking questions that can be answered with a yes or no. When he has successfully guessed, the card is then pinned to the front of his chest.

### CATCHING INSECTS

The boys won't have any trouble finding insects in either city or country, but if they want a particular kind, you may be able to suggest where to look for it and how to catch it.

Beetles and Crickets: Sink a small jar or can in the ground so that the rim is level with the surface. Pour in about an inch of mixture of two parts molasses and one part water, or some other very sweet mixture. This goey mess will attract hordes of insects which will promptly tumble in and be trapped. They will drown in a short time, so check the trap frequently to avoid killing the insects that are attracted. Clean up when you are done.

Butterflies, Moths and Other flying insects: A sweet slightly fermented pulp of fruits (peaches or apricots) painted on a tree trunk will trap flying insects. Or you can catch them with a net in an empty lot, open field or public park.

Earthworms can often be found in a handful of soil. Clear away any surface debris from a small patch of ground. Force a soup can deep into the earth, scooping up as much soil as you can, then empty it onto a sheet of paper (white is best). See how many earthworms and insects have been captured.



## FEEDING INSECTS

Webelos Scouts should be reminded that insects need food and water to stay alive. Once the study is completed, the insects should be released near where they were found.

- A praying mantis will eat a bit of fresh liver from your fingers or from a toothpick. They will drink from a spoon. They like milk or watermelon juice. They also need live food, like grasshoppers, flies and beetles to eat.
- Earthworms will eat small pieces of carrots and lettuce, grass cuttings, corn meal, and leaf mold.
- Field crickets will eat bits of bread soaked in water, lettuce and even peanut butter.
- Grasshoppers and walking sticks will eat the grass sod in the bottom of their cage.
- Caterpillars should be fed the same kind of leaves as those you found them on.
- Spiders can be fed flies, inchworms, or other small insects. Food must be alive.

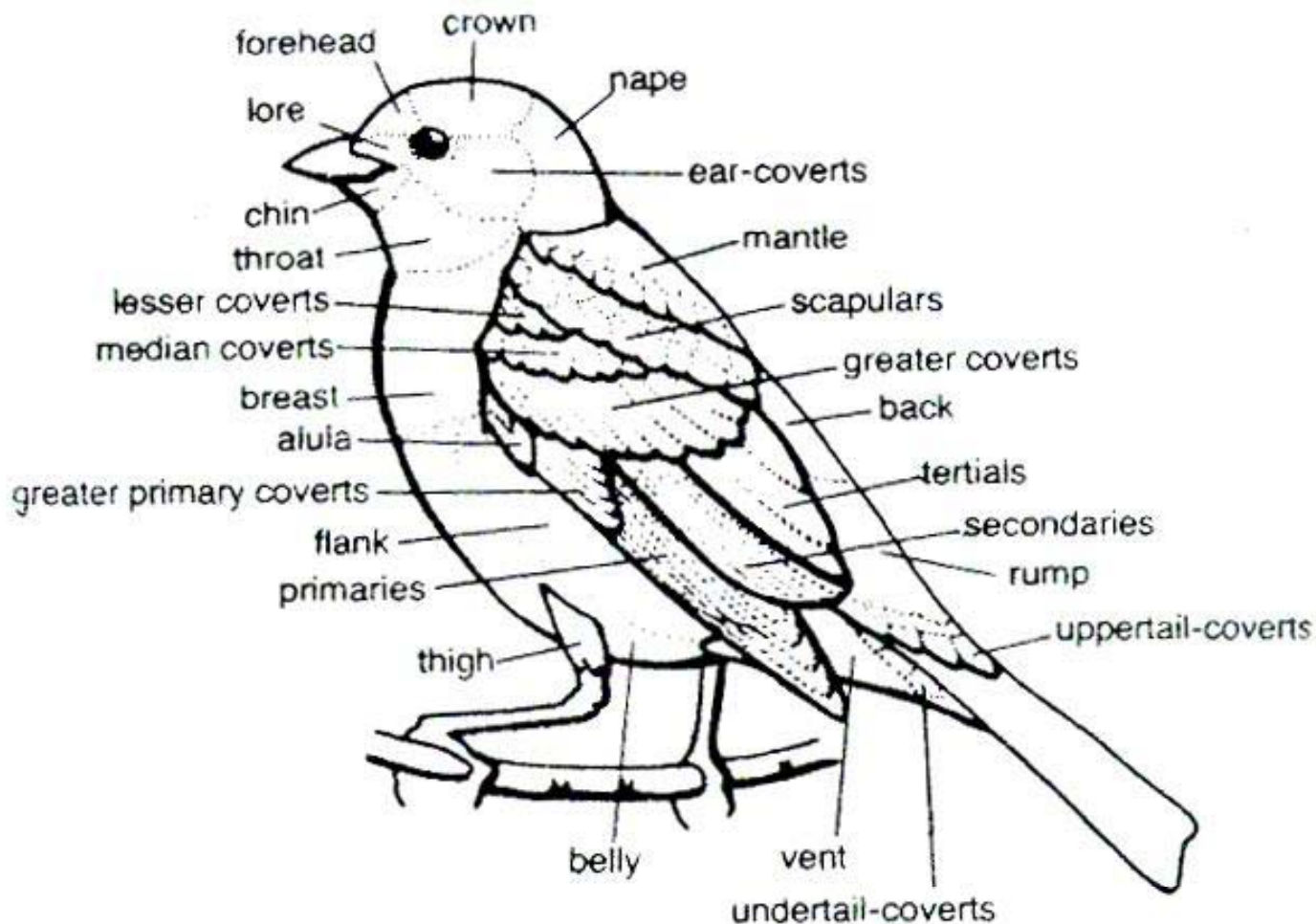


## WATCHING BIRDS...

Put out a bird feeder and the birds will come. You must be still and quiet

Get out a field guide for your area and a set of binoculars so that you can get a really close view.

Parts of a bird are good to know as you look at a field guide and want to know - what's that bird I just saw?



## PINECONE BIRD FEEDER

### Materials:

- 1/2 cup peanut butter
- 1/2 cup shortening
- 1-2 cups bird seed
- large pinecone
- thick twine
- paper bag

Twist twine around the pinecone and tie it securely. Mix the peanut butter and shortening together. Spread the mixture between the petals of the pinecone, filling in as much as you can. Put the pinecone along with the birdseed in the paper bag. Close the bag and shake, coating the pinecone with birdseed. Hang the feeder on a tree where you can watch the birds enjoy it.

Keep your birdfeeders away from where cats can easily get at them. Keep them up high and don't put them above a shrub where cats can hide. Squirrels can scare birds away, but they won't harm them. Hawks may also come to your feeder - after another bird. Don't worry. Cooper's and sharp-shinned hawks eat birds and play an important role in the natural community. Feel fortunate that you saw a hawk in your backyard.

Birds also like to drink water so if you have a bird bath make sure it's full and clean.

These are just a few birds you may see in your backyard...some you will only see at specific times of year.

## Webelos Naturalist Activity Badge

Northern Cardinal  
Blue Jay  
American Crow  
Red Bellied Woodpecker  
Downy Woodpecker  
Pileated Woodpecker  
Ruby Throated Hummingbird  
Purple Martin  
Barn Swallow  
Carolina Chickadee  
Tufted Titmouse  
Carolina Wren

Northern Mockingbird  
European Starling  
Cedar Waxwing  
American Robin  
Red-winged Blackbird  
American Goldfinch  
Indigo Bunting  
House Sparrow  
Snowy Egret  
Great Blue Heron  
Wood Duck  
Belted Kingfisher

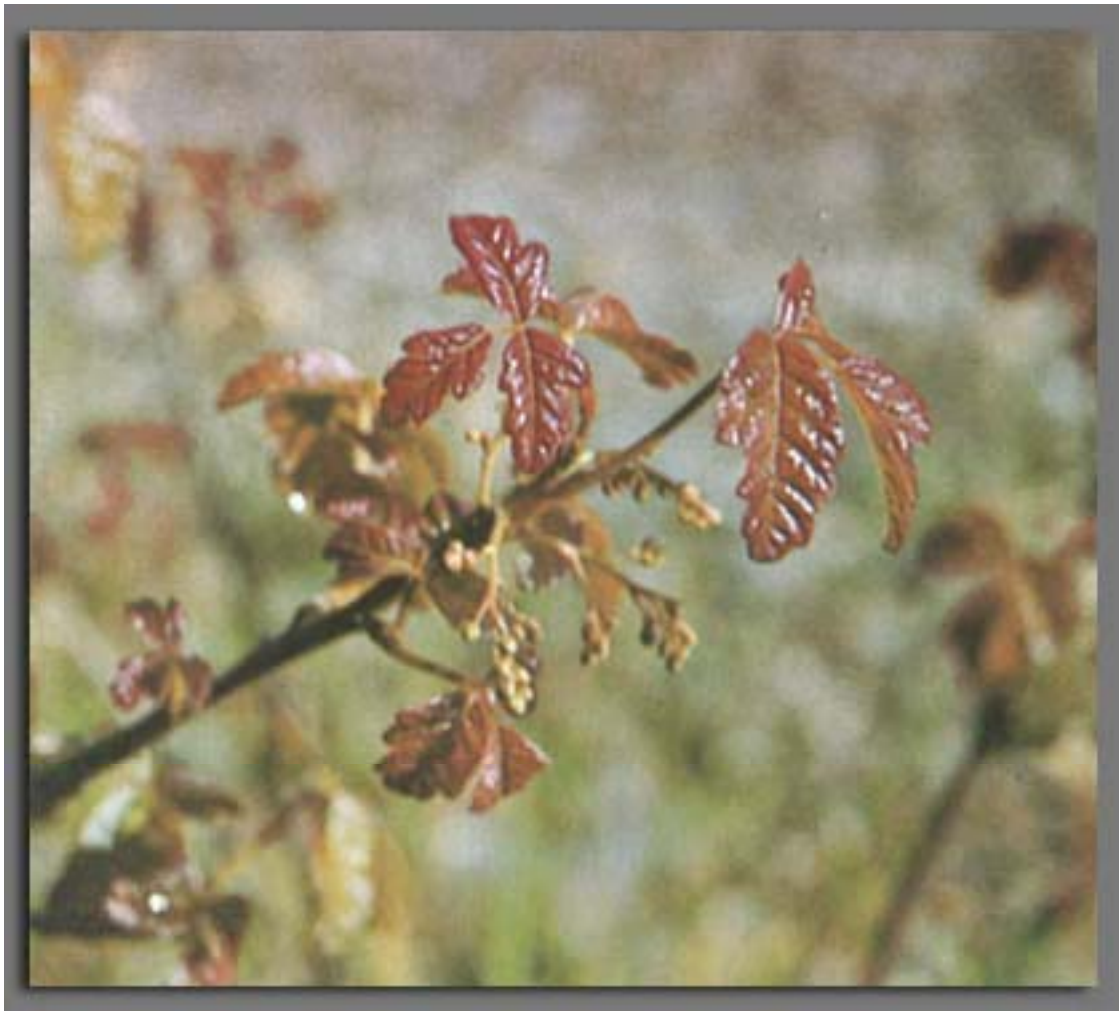
### EASY WATER SCOPE

Materials: Empty juice can (large), can opener/crimper, waterproof tape (duct tape), rubber band, clear plastic food wrap

1. Remove both ends of the juice can with a can opener.
2. Carefully tape over the sharp edges of the can.
3. Tightly put plastic wrap over one end of the can.
4. Secure the plastic wrap with a rubber band.
5. Tape edges of the plastic to the can.
6. Now you are ready to watch some water bugs. Remember to only submerge the end of the can with the clear plastic.

### Poison Oak

Poison oak is a widespread deciduous shrub throughout mountains and valleys of California, generally below 5,000 feet elevation. In shady canyons and riparian habitats it commonly grows as a climbing vine with aerial (adventitious) roots that adhere to the trunks of oaks and sycamores. Poison oak also forms dense thickets in chaparral and coastal sage scrub, particularly in central and northern California. It regenerates readily after disturbances such as fire and the clearing of land. Rocky Mountain poison oak (*Toxicodendron rydbergii*) occurs in canyons throughout the western United States and Canada. Because the two species of western poison oak often exhibit a viny growth form, they are listed as subspecies of eastern poison ivy by some authors.



## POISON IVY

(*Toxicodendron radicans*)

Poison Ivy can be a climbing or trailing vine, a shrub or even a small tree. The leaf edges can be smooth, toothed or deeply notched. New leaves are red in spring and dying leaves are yellow.

Fall leaves are yellow, orange and red. The plant produces small, greenish-white clusters of flowers in spring and white, waxy, berry-like fruits in fall.

Poison ivy grows almost everywhere in almost any type of environment. Several variations of the old adage 'Leaves of three, let it be' proclaims the warning -- typical 3-leaf clusters on a single stem identify it.

The symptoms of poison ivy contact begin to appear between 12 and 36 hours after exposure. They include an itchy, burning rash followed by small blisters and in severe cases, large blisters and swelling. All parts of the plant are toxic in all seasons. Burning leaves of poison ivy is particularly dangerous because t



## POISON SUMAC

(Toxicodendron vernix)

Poison sumac acts very much like Poison ivy, but it looks very different. It is also usually only found in very wet, wooded regions of Texas, typically in the east. It can be a tall shrub or small tree.

The leaves are arranged in pairs of 3 to 6 with a single leaf at the terminal end of the stem. The fruits of the poison sumac are a whitish green hanging fruit. There are non-poisonous varieties of sumac, which appear similar yet their fruits are red and upright.



## More on the Naturalist Activity Badge

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 the many found in nature. The Naturalist activity badge is concerned mainly with plants or animals. This badge helps the Webelos Scouts learn about the world of nature and develop an appreciation for it.

A naturalist stands like Columbus on the prow of his ship with a vast continent before him except that the naturalist's world can be at his feet...a world to be discovered. It could

be in the boy's backyard, a nearby park, the woods, fields or even a country roadside. It is inhabited with many kinds of insects, birds, plants, animals, trees, and other forms of life.

A boy's interest in this badge may lead him into a hobby or vocation. It will help him prepare for the new adventures in the world of nature which he will find in the Scout troop.

## Pack and Den Ideas

- Make an insect study laboratory
- Make bird feeders of houses and observe the birds who use them
- Make terrariums
- Start a nature collection
- Invite a conservationist to visit den meeting and talk about some phase of nature
- Make a leaf collection... and some leaf prints
- Learn to identify poisonous plant and reptiles
- Take a bird watcher's hike. Identify birds. Make note about location, species, etc.
- Make a bird migration map
- Study wildlife homes
- Collect tadpoles; keep in aquarium and watch them grow
- Make a list of all plants in a given area
- Take a nature hike and look for animal tracks. Make plaster casts of the tracks
- Make a net and go insect hunting for an insect zoo
- Visit the zoo.
- Observe fish at night. Put a flashlight in a plastic bag and seal it. Attach a string and place in a stream or lake. Watch the fish that are attracted to it.



## Skits

### Hiking with Bugs

**Personnel:** 6 Cubs (Cub 2 should be the smallest).

**Equipment:**

A tent set up as in the out of doors,  
2 small flashlights.

**Setting:** 4 very tired and dirty Cubs, are scratching and examining their bites

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

**CUB 2:** The mosquitoes must have called up all of their relatives and told them we were coming. I've been eaten alive.

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

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

**CUB 1:** Bugs! Bugs everywhere. I wouldn't mind if they didn't itch so much.

**CUB 3:** The blisters don't hurt as much as the itch itches.

**CUB 4:** Those insects hadn't seen human being in years. Here put some of this on all the spots. (Boys pass around a first aid ointment. Little lights start flashing in the dark, use 2 boys waving small flashlights)

**CUB 2:** We'd better get inside our tent now! The bugs are out looking for us with flashlights.

## Games

### Animals

You will need:

Drawing paper/chalkboard,  
Markers/chalk, and  
Prepared list of animals

- ✓ Divide the Den into two teams, which line up relay fashion.
- ✓ In front of each team is a large sheet of blank paper.
- ✓ On signal, the first boy on each team runs to a leader who whispers the name of an animal.
- ✓ The boy goes to the paper and draws his subject.
- ✓ When his team members recognize the animal he draws, the next player runs to tell the leader.
- ✓ If correct, that next player is given the name of another animal to draw.
- ✓ If not, the first boy continues his drawing until his team guesses right.
- ✓ Continue until all players have had a chance to draw.

### Ani-mammal Conference-

**Equipment:** Construction paper; scissors

**Formation:** Pairs

Each person is given a cut-out piece of construction paper with the name of an animal (e.g. mouse; long tail).

The group is then put into pairs so that, for example, a rooster and a giraffe are together.

Each pair tries to figure out a name of their animammal (e.g. Giroosteraffe).

Pairs can then set out to try and guess the names of other ani-mammals in the group.

## Tadpoles

**Equipment:** 1 ball, whistle

- The Group divides into two teams.
- Team A stands in a circle with one Scout in the center, holding the ball.
- Team B stands in line, like the tadpole's tail, coming from the middle.
- When the leader calls 'GO', the Cub in the center of the circle starts to throw the ball to his team, one by one. Meantime, the Scouts in Team B in turn run around the circle and back to their places.
- When the last Scout in Team B is back in his place, the leader blows the whistle and Team A stops.
- Team A says how many throws the Scout in the center has made and when the teams change places,
- Team B tries to beat Team A's score.

## Crafts

### Insect Zoo

In addition to the insects listed with the requirement in the Webelos Scout book, beetles, caterpillars, and termites may also be used. When setting up your "insect zoo" you should keep the following things in mind:

1. Make sure when collecting any of the suggested insects, that you collect and keep them during the months when there is plenty of food for them. During the winter months, it is difficult to keep them alive because of the unavailability of natural food.
2. Care should be taken not to allow the "zoo" to become contaminated with uneaten food and waste materials.
3. If soil is used, it should be kept moist not wet- by sprinkling or spraying many times a day.
4. Make sure you do not overcrowd. Make a Terrarium- An old fish tank makes a great terrarium. It doesn't matter if it leaks because you are not going to fill it with water. If you use an old fish tank, place a sheet of glass on top over rubber washers to allow air space between top and sides.

You can also make your own terrarium from window panes. Tape the panes together as a glass-sided box. Place this on a board and mark the outline of the glass sides. Cut  $\frac{1}{4}$ " groove in the board in which to set the sides. Tape a glass lid to the top on one side so that you can raise or lower it. Painting a scene on the back of the terrarium adds much to its appearance. You could cut appropriate scenes from a magazine and paste them on. Paint or paste scenes on the outside of the terrarium so that your pet will not scratch it off and ruin it.

### Plants

Mosses are good plants to collect for terrariums.

Make sure you put enough water in the terrarium to prevent the moss from drying out.

It is every bit as important, that you do not put too much water in the terrarium or the plants will die from being rotted by molds and other fungal organisms.

Many kinds of grasses can be used in terrariums. Many times, the unusual or larger kinds of wild plants do not survive in a terrarium because the root may be injured during transplanting, or too much water, too rich soil, or too warm of temperature.

### Animals

Frogs, toads, salamanders, and lizards are easy animals to keep in a terrarium (Toads do exude an offensive odor). Common insects can be placed in the terrarium with these animals for food.

## Activities

### Bug Match

- Have someone cut out a bunch of different insect pictures and mount them on paper to hang around the Pack Meeting room. (Make sure you know the names of the different bugs.)
- Label the pictures with letters or numbers.
- Hand out sheets of paper with the names of the different bugs listed in a mixed up order.
- Ask people to match the pictures with the names.
- After the opening ceremony, read off the answers and ask everyone how they did.
- Give an appropriate cheer/applause to the one(s) who got the most matches.

### Rare Bird Facts

Fill in the correct answer(s).

1. What is the fastest flying bird?

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2. How high can birds fly?

---

3. What is the California State Bird?

---

4. What bird has become extinct in the last 75 years?

---

5. Why do all birds build nests?

---

6. Name three "major league" birds.

---

7. Which birds can fly backwards?

---

8. What bird is known for its famous deliveries?

---

9. What is the largest bird in North America?

---

10. What is the smallest bird in the world?

---

11. List three birds that cannot fly.

---

12. What color is a bluebird?

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### Answers - Rare Bird Facts

1. Swifts have been timed at 200 mph.
2. A vulture has been seen flying at 25,000 feet, but most birds rarely fly above 3,000 feet.
3. Passenger Pigeon
4. Birds build nests to "house" their eggs while they incubate
5. Blue Jay, Cardinal and Oriole
6. Hummingbirds or any bird using fluttering flight
7. Stork
8. Trumpet Swan
9. Bee Hummingbird of Cuba - 2.25" long

## Webelos Naturalist Activity Badge

10. Kiwi, Penguin, Ostrich, Emu
11. It appears blue because of reflection and diffraction of light due to the structure of feathers

Naturalist is spending time with nature. Take some time to explore nature's world around you along with your boys. Don't know the name of a particular kind of bird? Make one up and see if you can identify it later. The main thing is don't be afraid just have fun.

### Hidden Nature Items

In the following sentences you will find hidden the 15 words listed below. They may be contained within one word or parts of several words. Circle each one as you find it. Example: The **grass**hopper jumped high.

grass	bee	tree	flower
fly	bug	leaf	carrot
lizard	garden	plant	
frog	acorn	leaves	
ant	worm	bush	

1. The antics of the clown made everyone laugh.
2. Lindbergh was a famous flyer.
3. Liz Arden was pale after being sick.
4. He didn't plan to leave so fast.
5. If Roger goes to the park I'll go also.
6. The camp lantern does not work.
7. The car rotates badly when driving through slippery mud.
8. Be easy on yourself, relax for a while.
9. The dune buggy went fast.
10. A corny joke can be so unfunny that it's funny.
11. The best reeds were picked for basket making.
12. When Mr. Van Gard entered the room everybody looked his way.
13. A light dew or mist helps water the greenery in the park.
14. He picked a bushel of apples from the orchard.
15. The lava flow erupted from the volcano.

### Nature Theme Riddles

- When is a baseball player like a spider? (When he catches a fly.)
- How do bees dispose of their honey? (They cell-it.)
- Which insect eats the least? (The moth. It eats holes.)
- Why is a frog never thirsty? (Because in an instant, he can make a spring.)
- What kind of bird is present at every meal? (A swallow.)
- Why is the letter A like a sweet flower? (Because a B (bee) is always after it.)

### Wildlife As Pets

Keeping an animal is a tremendous responsibility. You are responsible for that animal's health and happiness. Not meeting those requirements for the animal can have tragic consequences. Be sure you have the time, the patience, and the resources to keep that animal healthy and happy before you take it home.

Generally speaking, wild animals do not make good pets. There are enough kinds of domestic animals to choose the right kind for your household. But you can learn a lot about animals by watching them as they eat and live. So, a good plan would be to keep them for a short time and then turn them loose so that they can go about

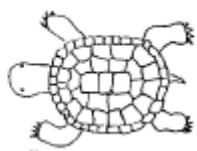
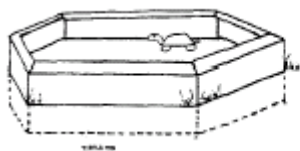
## Webelos Naturalist Activity Badge

the business of being wild animals taking part in the web of life. Now here are some animals that you could keep long enough to learn about them.

Just remember, they do not like to go without food or water any more than you do, and that they will be happier in a clean cage or aquarium. Also, be sure that they have a place to hide and feel safe.

### Turtles

Nearly everyone finds turtles around their home each year. If you put scraps out in the same place every day, the turtle will show up for breakfast almost every morning during the summer. If you decide to keep one for a while, make sure that they have a place to sun, and a place to get out of the sun. A water dish sunk into the ground so that they can crawl in and sit in it is a good idea. A pen in the yard is usually the best place. Turtles love vegetables and fruit, tomatoes and melon rinds. They also need protein. Canned dog food should be fed to them first, with the vegetables for dessert. Do not keep them. FOR MORE THAN A MONTH WITHOUT THE ADVICE OF A VET?



### Bird Bakery

A simple bird feeder can be made out of two jar lids, a long nail and a donut. Find two lids about the same size as a donut. They can be either metal or plastic. Use a nail with a large head, and pound it into the center of each lid. You may have to work it a bit to get it through. (Be sure pounding is done on a thick board or on the ground.) To put the bird bakery together, stick the nail through one lid, through the donut hole, then through the second lid. Using pliers, bend the point of the nail as flat against the bottom of the lower lid as you can get it. This will hold everything in place, and also prevent injury to the birds that will use it. You might want to put a strip of filament tape across the sharp point of the nail. If the nail is too thick to bend, wrap tape around the end several times or tap the nail into a small piece of wood. Tie a string to the head of the nail and the feeder is ready to hang. Then check every few days to see if the donut needs replacing. You can use another donut, a bagel, dry dinner roll or even an apple.

### Wormy Experiment

Try this experiment to show your den how worms work. Put four to five inches of rich soil in a large glass jar with a half-dozen earthworms. On top of the soil, put an inch of light sand. Sprinkle corn meal on the sand. Wrap black paper around the jar to shut out light. At your next den meeting, take off the paper and see what has happened. The worms will have moved dark soil up into the sand and sand down into the soil. You will see tunnels along the glass marking their travels. Explain that the worm's tunnels bring oxygen and nitrogen to nurture life and that the tunnels help the soil hold water.

## More Outdoor Observation

Following is a list of things you can ask boys at an outdoor meeting. Or maybe you would like to use one or more of these questions or activities in a short den opening or closing at each den meeting this month.

1. What is the farthest thing you can see from here?
2. Find a seed that floats in the breeze.
3. Find a seed with wings.
4. Find a seed that sticks to you.
5. Find 3 things made by man.
6. Listen! Do you hear -

## Webelos Naturalist Activity Badge

- a. a bird
  - b. a cricket
  - c. distant car
  - d. Anything?
7. Can you find 2 things that are white or any color besides green?
  8. Look at moss through a magnifying glass.
  9. Find a picture in the clouds.
  10. How many different shapes of leaves can you find? Round, oval, long, heart shaped smooth edges, toothed edge, etc.

## Nature Lore Trail

Make up your nature lore trail using the features of your site. The trail outlined here could be laid out in a park, picnic area, or wooded area. Before you begin, - tell the boys this is not a speed contest. Give each boy a score card, listing each station. The den leader at each station marks the boy's score card. Although the stations are numbered, they need not visit them in order, as long as an adult is there to mark the score.

**Station 1:** "Be quiet for 2 minutes. Listen to all the sounds of nature. Write them on a piece of paper and give it to the leader when the time is up. (Boys should hear such things as buzzing insects, wind in the trees, bird songs, etc.)

Scores 1 point for each valid noise.

**Station 2:** The Cubmaster has not slept for 3 days. His doctor says that he needs a sleeping potion made up of the following: 10 dandelion seeds, a bird feather, a fly, an oak leaf, 2 caterpillars, a maple twig, 5 pine needles, etc. (List about 10 items in your area within 20- 30 paces)

Scores 1 point for each valid item seen.

**Station 3:** Within 15 paces, you will find some items of an unnatural nature. For example, leaves on trees that don't belong there, oak leaves on tulip tree, pine cones on an oak, etc.

Score 1 point for each freak discovered.

**Station 4:** Within 10 paces of this spot is an insect home. Find it, and tell what the insects are.

Score 5 points for discovery.

**Station 5:** Pick up a leaf or bit of grass and toss it in the air. What is the wind direction?

Score 2 points for correct answer.

## Nature Demonstration

### 1. Nature is Beautiful.

Show the beauty of the leaf; it's shape, its veins and symmetry.

### 2. Nature is Useful.

Have several small sticks of wood. Tell how wood has many times saved men's lives by either providing warmth, fire for cooking or shelter.

### 3. Nature has Mystery.

Show the mystery of a bird's nest. Why do different birds build different nests?

### 4. Nature has Magic.

Cut into an apple crosswise and show the "star" shape that holds the apple seeds. Hold up a seed and explain the magic that this small seed can grow into a large apple tree and bear fruit we can eat.

### 5. Nature is a Teacher.

Prepare a model of a kite. Explain Ben Franklin's experience when he discovered electricity with his kite and key.

### 6. Nature has History.

Secure a stone with a fossil in it and talk about how this happens.



## Webelos Naturalist Activity Badge

### 7. Nature is Fun.

Show a fishing pole. Tell a 'Whopper' of a fish story.

### 8. Nature is Life itself.

Very simply and without much flourish, drink a glass of water.

### 9. Nature is the Future of Mankind.

Prepare 2 cardboard boxes in advance: s One box has soil in it, the other has a piece of healthy sod it. Using the box which had only soil, tilt it up and pour water into it, showing that the water will run off and leave gullies in the dirt. Using the other box to demonstrate that the water does not runoff the sod retains the water.

All mankind is separated from oblivion  
by 3 inches of top soil.

## Bees. Bugs and Butterflies

Have you ever walked through a park or meadow on a bright sunny day feeling like you are the only one around. Well, when we are outdoors, we are never alone.

There are thousands of tiny animals, called insects, surrounding us at all times.

There are more than 800,000 types of insects with more being discovered all the time. Butterflies, bees and ladybugs are only a few of the more commonly known insects.

All adult insects have three main parts to their bodies the head, thorax and abdomen. All insects have antennae, also. Most of them have one or more sets of wings. But, one way to tell an insect from any other type of animal is to count it's legs. Adult insects always have six legs, no more and no less. This way we know that spiders are not insects because they have eight legs.

Insects make good pets. They do not require much space and are easy to care for you will find insects almost anywhere. Look in f lowers, on leaves of trees and plants, under bark, stones or logs, and in under ground burrows.

Make an insect cage and catch an insect to observe. Here are a few feeding tips.

**Ants** - drops of honey or bits of raw meat, apples, and bananas

**Grasshoppers** - fruit and vegetables

**Praying Mantis** - aphids and fruit flies

**Lady Bugs and Beetles** - aphids, fruits and boiled potato

**Crickets** - raw vegetables, fruit, dog biscuits and crackers

**Bees and Butterflies** - Should be set free to find flower nectar.

All insects need water. Place a few drops of water on a leaf, inside the cage, daily.

Insect cages can -be made from large glass jars and netting material. Oatmeal boxes, using a piece of nylon screen, also works well. Always place some grass, leaves or twigs inside your cage for the insects to climb on. In an insect cage, you can watch your insect's life cycle. Admire its beauty and see how it changes.

## Games

### Mother Nature's Housing Developments:

- People don't build homes in parks, but many creatures do. How many animal homes can your den find?
- Look for bird nests, cliff or barn swallows' nest, squirrel nests, cocoons, insect galls, spider webs, paper wasps nests, mud dauber wasps' nests, woodchuck burrow.
- It's fair to count the evidence of homes, too, such as the little mud casts made by earthworms and a long raised mound across a lawn made by a burrowing mole.
- A hollow tree might be the home of several animals: woodpeckers, owls, bats, or white footed mice.
- If your park has a pond, look for mud chimneys of crayfish built near the shore.

## Webelos Naturalist Activity Badge

- Award a prize to the one who finds the most animal homes.
- Caution the boys not to remove or destroy these homes.

### Mixer Nature Game:

Have a list of familiar birds, animals, trees or insects and write the name of each on a card. Each week pin a card from one of these groups to the back of each Webelos Scout as he enters the meeting. Each boy must guess who he is by asking questions that can be answered with a yes or no. When he has successfully guessed the card is then pinned to the front of his chest.

### Measuring Worm Race:

In this race all contestants line up at the starting line,  
On Go, they fall forward to start and rest their weight on their hands.  
Next they draw their legs up under them and then fall forward again on their hands,  
This method of movement continues until the winner reaches the finish line.

## DEN MEETING ACTIVITIES

- Make insect cages
- Make ant houses
- Learn how to identify outdoor hazards
- Take a nature hike
- Have boys keep a nature notebook, jotting down discoveries while on field trips
- Make charts showing life cycle of an insect
- Collect tadpoles and watch them grow
- Go on bird watching hike
- Make birdfeeders
- Make a leaf or nut collection
- Make a leaf print
- Invite a naturalist or conservationist to your den meeting to talk about nature

## PLACES TO GO

- Museum of Natural History
- Fish hatchery
- Zoo
- National Wildlife Refuge



## RESOURCES

There is a great magazine called Ranger Rick's NATURESCOPE. It is published by the National Wildlife Federation. It has wonder ideas for teaching and providing activities for school age children. You don't have to be an expert to teach, the activities are simple and easy to understand as well as FUN!

Books that are available from Ranger Rick include:

Incredible Insects	Digging into Dinosaurs
Wild About Weather	Birds, Birds, Birds
Discovering Deserts	Trees Are Terrific
Astronomy Adventures	Amazing Mammals 1& 2
Wading into Wetlands	Geology: The Active Earth
Endangered Species	Reptiles and Amphibians
Diving into Oceans	Wild and Crafty
Rain Forests	

Check them out at your local library for free or you can write for ordering and pricing information. Prices are subject to change, but at Pow Wow time in 2004 they were \$6.00 each -

NATIONAL WILDLIFE FEDERATION

1400 Sixteenth Street, N.W.

Washington, D.C. 20036-2266

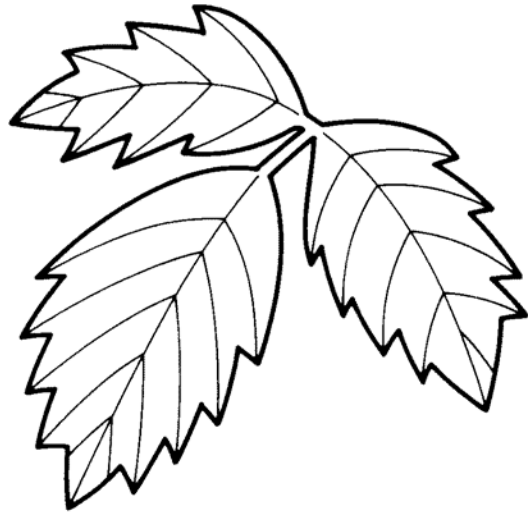
# Poison Ivy.. COLOR IT ITCHY!

**N**obody wants to get Poison Ivy. It makes your skin get red and break out in very, very itchy bumps.

What's the best way not to get Poison Ivy? By knowing what it looks like!

This is not always easy. Poison Ivy can have shiny leaves or dull leaves. It can grow close to the ground or up on trees and posts. Sometimes, it has tiny white flowers. Other times, it has pale green berries.

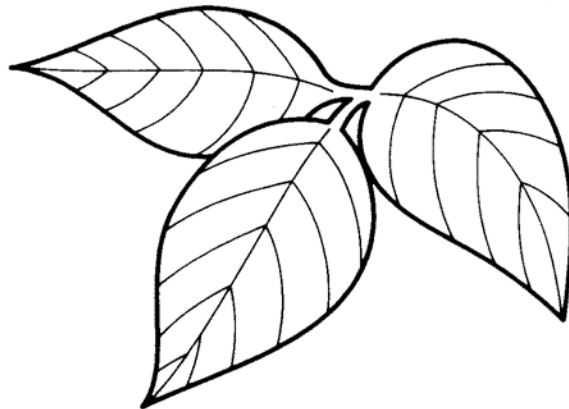
But one thing about Poison Ivy never changes. Its leaves always grow in groups of three!



Poison Ivy leaves can have edges with teeth on them. Color these leaves green.



In the spring, Poison Ivy leaves are small and young. Color these leaves red.



Or Poison Ivy leaves can have smooth edges. Color these green too.



In the summer, the leaves get bigger and turn green.



In the fall, Poison Ivy leaves can turn yellow, red, or orange.



In the winter, Poison Ivy loses its leaves, but not its hair! That's how you can tell the stems of Poison Ivy in the winter. But be careful, it's still poisonous! Color these stems brown.

# Webelos Forester Activity Badge

## Outdoor Group

Foresters know how to care for and grow trees. Foresters can identify trees and what sort of wood they make. They also know what important things trees need in order to be healthy and grow. Webelos Scouts will learn about the forests where they should be spending more time.

### IDEAS FOR DEN ACTIVITIES

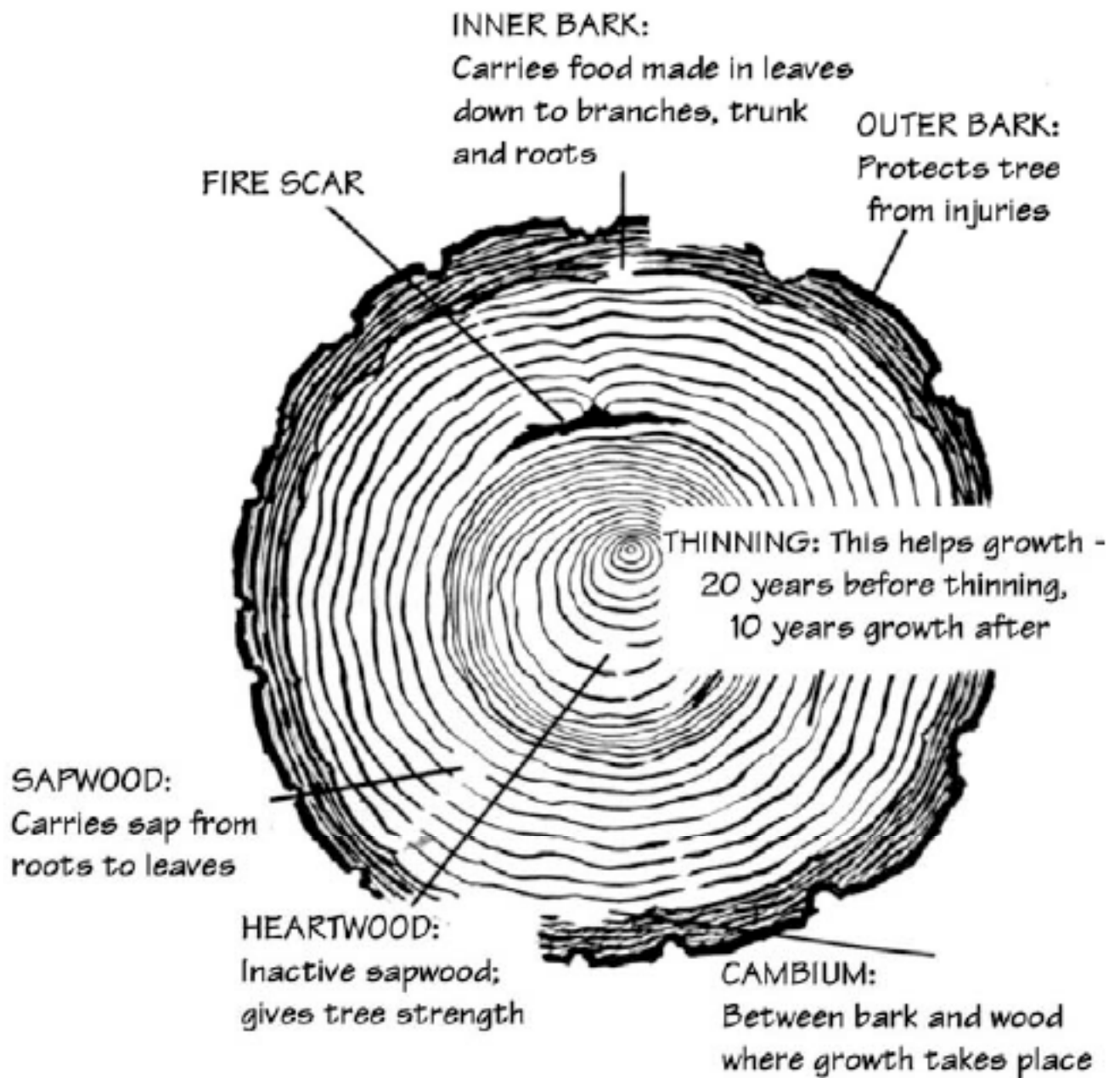
- -Go for a hike and focus on the trees that are native to your area.
- -Learn to identify and measure (height and diameter of) trees.
- -Collect leaves and identify the trees they come from.
- -Find a tree stump or section and count the rings. What can they tell you?
- -Learn the Outdoor Code.
- -Plant seedlings.
- -Plan a day hike to look at leaves.
- -Visit a forest ranger or invite one to visit your den.

### MEASURING TREES!

Foresters need to know how big trees are in order to determine how much wood they have. Two instruments are needed for these measurements. These instruments are called diameter tape and a cruising stick. Making these could be a den activity before going to the field. Diameter tape can be made by using a piece of ribbon that has marks every 3.14 inches and numbered consecutively. When wrapped around a tree (done at 4 1/2 feet above the ground) it will tell the diameter of the tree. A regular tape measure will work, divide by 3.14. The cruising stick is marked every 6.15 inches. Standing 66 feet away from the base of the tree, hold the stick 25 inches from your face and align the end of the stick with the bottom of the tree and see where the top of the tree falls on the cruising stick. Each 6.15 inch mark equals 16 feet. If the tree falls half way between the first and second mark, then the tree is about 24 feet tall.

### TREE RINGS

Trees grow not only in height each year, but also in girth, and you can actually count the years that have passed by counting the rings on the stump of a tree. The rings also offer clues to the conditions that affected the tree during its lifetime. Wide rings show years of strong growth; narrow rings suggest that the tree was subjected to adverse condition, such as drought, a hard winter, insect damage, fire, and even competition for sunlight and nutrients from neighboring trees.



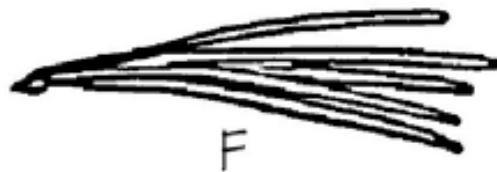
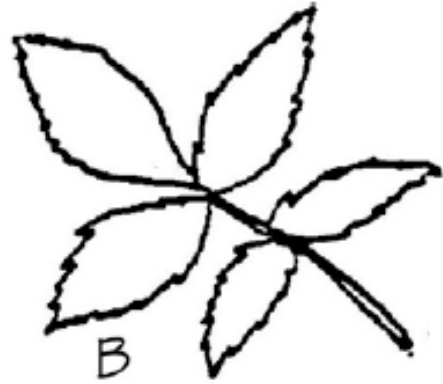
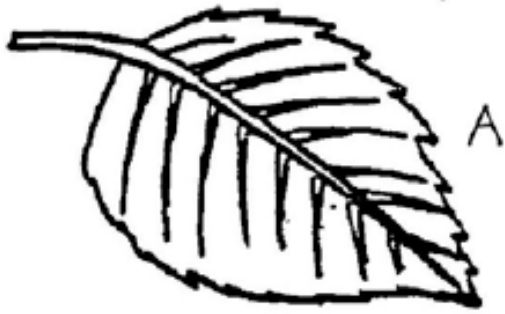
## IDENTIFY SOME TREES WITHOUT LEAVES

Trees have very distinctive silhouettes (with and without their leaves). Many guide books include tiny silhouettes to help you identify the trees. Trees come in all shapes and sizes, just like people! The bark also differs considerably from tree to tree, and from young to old. Again, like people the bark of young trees is smooth and even; older trees have rough and wrinkly looking bark.

Buds offer many clues, too. Before trees even lose their leaves in autumn, they are preparing for the new leaves that will clothe them the following spring. Each bud is protected by scaled covering, or fuzzy hairs. There is much variation from tree to tree.

# A LEAF QUIZ

Can You Identify These Leaves?



Using the drawings, match the leaves with the name of the tree...

1. White Oak \_\_\_\_\_
2. Maple \_\_\_\_\_
3. Elm \_\_\_\_\_

4. Sassafras \_\_\_\_\_

5. Hickory \_\_\_\_\_

6. Pine \_\_\_\_\_

Answers to "A Leaf Quiz" on previous page: 1.E 2.D 3.A 4.C 5.B 6.F

## TREE KEYS?

A Tree key is what many people, even botanists (people who study plants), use to help them figure out what kind of tree it is that they might not know.

Some keys are interactive and found online at the following links:

<http://www.dnr.state.wi.us/org/caer/ce/eeek/veg/treekey/index.htm>

<http://www.extension.iastate.edu/Pages/tree/key.html>

<http://www.arborday.org/trees/treeID.cfm>

<http://www.uwsp.edu/cnr/leaf/Treekey/tkframe.htm>

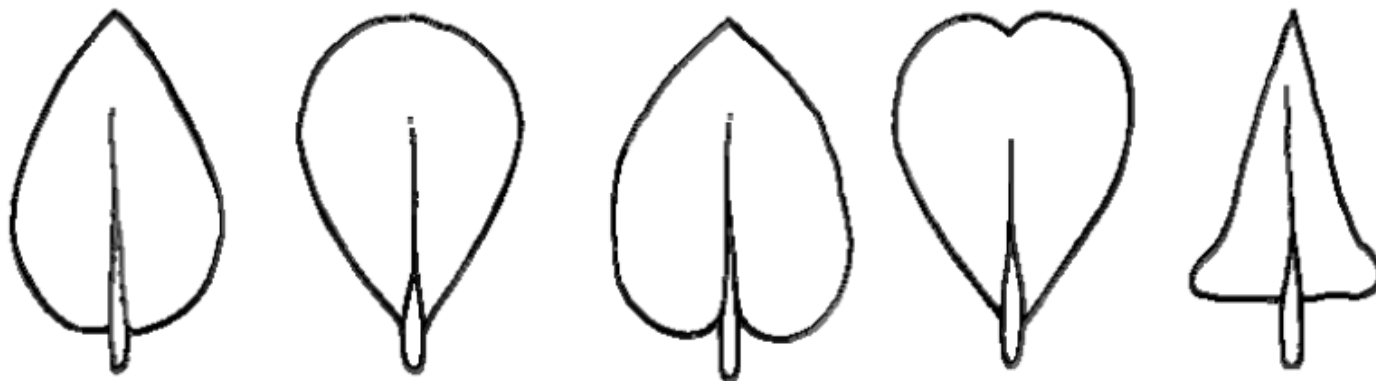
<http://www.cas.vanderbilt.edu/bioimages/tree-key/simple-leaf-trees.htm>

<http://www.oplin.org/tree/leaf/byleaf.html>

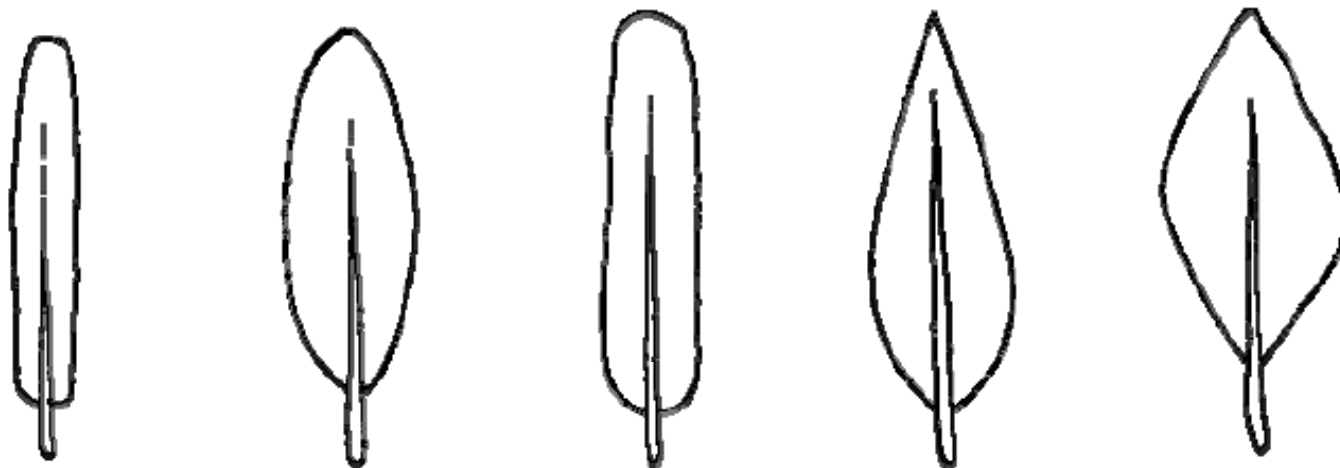
<http://www.fw.vt.edu/dendro/Forsite/Idtree.htm>

However, to use them, you sometimes need to know how to describe a leaf...

Some Leaf Shapes... do you know any leaves with these shapes?



Left to right: Ovate, Obovate, Cordate, Obcordate, Hastate



Left to Right: Linear, Elliptical, Oblong, Lanceolate, Rhomboid

Some leaves are really a group of leaflets. These are called compound leaves.

Left to Right, Pinnate, Palmate, Trifoliate, Bipinnate

A leaf margin is what the outside edge of the leaf looks like. Here are some examples of leaf margins:

Left to Right: Serrate, Dentate, Crenulate, Toothed, Lobed

## More on the Forester Activity Badge

The Forester Activity Badge is part of the Outdoor group. The Webelos Scouts will learn how to identify the trees around them, how trees grow, and how to prevent forest fires.

At one time, both the east and west coasts of the United States formed a continuous changing, forest of trees ranging from pines to palm. Then, in a period of 350 years these forests came down and in their place rose eroded hillsides, flooded plains, and dead animals. The small areas, of forested land left are in danger of being destroyed by the advent of asphalt, pollution and people. The purpose of the Forester badge is to teach the boys to respect one of the few things that serve people while they live and after they die...trees.

Unless you are an avid gardener or outdoorsman, you may need a little more information to prepare you for this badge. There are some excellent free resources out there. Here's just a few:

The United States Department of Agriculture, Forestry Division, will send you a publication called "A Guide to Your National Forests", showing all the national forests and national grasslands and other lands administered by the U. S. Forest Service. The back of the map is chock full of information about the forest service.

Write to them at the address below and request publication FS-418, "A Guide To Your National Forests":

U.S.D.A.-Forest Service  
201 14th St., SW  
P. O. Box 96090  
Washington, DC 20090-6090

The U. S. Forest also will send you these publications if you write to the address below and request them: "Keeping Trees Healthy" (no. A7800430), "Trees Are Valuable" (no. 7800429) and "Planting A Tree" (no. 7800428). Write to:

Forest Service, USDA  
P. O. Box 2417  
Washington, DC 20013

GLOBAL RELEAF is a program of the U.S.A.'s oldest nonprofit conservation organization, American Forests. Write and request their comprehensive information package:

GLOBAL RELEAF, P. O. Box 2000,  
Washington, DC 20013-2000

The NATIONAL ARBOR DAY FOUNDATION offers several publications and will send them to you if you write to them at this address:

The National Arbor Day Foundation  
100 Arbor Avenue  
Nebraska City, NE 68410

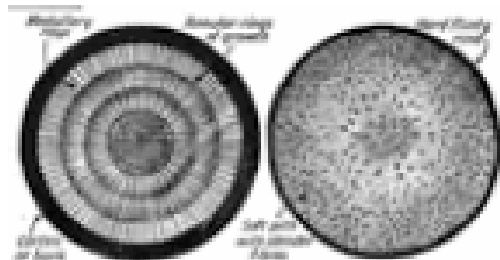
### Objectives:

- ✓ To make boys more observant and appreciative of trees.
- ✓ To instill the idea of conservation in WEBELOS Scouts.
- ✓ To teach boys the value and uses of trees.
- ✓ To make WEBELOS Scouts aware of devastation due to wildlife.

### Pack and Den Ideas

- ✓ Visit a lumber yard, a sawmill, or a tree farm.
- ✓ Spend a den meeting teaching WEBELOS Scouts how to measure tree heights (see Official Boy Scout Handbook).
- ✓ Contact a local tree service and see if you arrange to have the den watch a crew "in action".
- ✓ Plant saplings in the spring as a conservation project.
- ✓ Make a tree exhibit "from roots to fruit: for a pack meeting.
- ✓ Make a tree identification kit for your den from strips of bark, leaves or needles and cones or seeds.

- ✓ Plant a tree.
- ✓ 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?



### Ceremonies

**Suggested Props:** Leaf (real or made from paper, cardboard or cloth).

**Presentation:** Present boy with leaf award at the beginning of the meeting.

## Skits

### The Trees

- ✓ All the boys except one lined up in a row facing the audience, spaced at least three feet apart.
- ✓ The remaining boy is the narrator.
- ✓ An adult "volunteer" is selected; usually this is the Cubmaster.
- ✓ He/ She is instructed to stand off to the side until he hears the word spring. That is his cue to start running between the trees for a few minutes.
- ✓ The audience is first told the boys are trees during the summer.
- ✓ Their Branches are strong and sturdy, and they are full of leaves providing shade to the forest animals.
- ✓ While the narrator is talking, the "trees" raise their arms and mime what the narrator is saying.
- ✓ Next the audience is told about a tree in the fall and how it begins to lose its leaves. The "trees" should begin to sag their branches.
- ✓ Next the audience is told about a tree in the winter time and how the wind howls through their bare limbs. Someone can supply the sound effects if you desire, and the boys should be moving like their is a large gust of wind pushing them around.
- ✓ Finally, on cue as you say the word spring, have the volunteer move quickly between the trees several times.
- ✓ You will finish the skit by saying "..... And also in the
- ✓ springtime, notice how quickly the sap runs through the trees."
- ✓ This skit can be as long or as short as you want to make it. As each season is discussed in as much detail as you want.
- ✓ The trees should be mimicking what the narrator is saying. Make sure the narrator places emphasis on the word Sap, so the audience reacts quickly to the gag.

## Games

### Tree Trivia

See if you can guess what kind of tree it is with the clues provided.

1. This tree comes in twos (Pear)
2. This tree is nearest the sea (Beech)
3. This tree is a romantic evening for 2 (Date)
4. This tree keeps you warm (Fir)
5. This tree was an Egyptian plague (Locust)



6. The tree we offer when we shake hands(Palm)
7. This tree is used in kissing (tulip)
8. This tree is always crying (Weeping Willow)
9. This tree is a Colorado ski slope (Aspen)

## Tree Products

Match the products on the left to the appropriate tree on the right.

- |                                    |                 |
|------------------------------------|-----------------|
| 1. baseball bats, tool handles     | a. redwood      |
| 2. furniture, lumber, barrels      | b. black walnut |
| 3. paper, soft lumber (derby cars) | c. pines        |
| 4. gunstocks, cabinets             | d. maples       |
| 5. bowling alley lanes             | e. ashes        |
| 6. lumber for outdoor decks        | f. oaks         |

## Crafts

### Dry Leaf Collection

Put each leaf between a separate sheets of newspaper.

Put several folds of newspaper on top of and underneath the sheets you are using to press the leaves.

Put something heavy on top until the leaves are presses out and dry.

### Crayon Print

Lay a leaf on the table with vein side up.

Put a clean sheet of paper on top of it.

Hold the leaf in place with your hand and make parallel strokes back and forth over the leaf with your crayon until the print shows on your paper.

### Ink Pad Leaf Prints

Put a leaf, vein side down, on your ink pad.

Cover it with a piece of newspaper and rub your hand back and forth over it.

Then put the leaf, ink side down, on a clean sheet of paper. Put a newspaper over it again and rub.

Paraffin Coated Leaves

Melt paraffin in a double boiler.

When it is melted, turn off the heat.

Dip one leaf at a time into the melted wax.

Shake off the extra drops of wax into the pan.

Hold the leaf until the wax hardens, then lay it on waxed paper.

Using this method, you can get the leaves in their green color, or in the brilliant colors of autumn.

## Activities

### Forester -- Sung to "Rock-a-Bye Baby"

Out in the forest, under the trees,

See the Scouts trekking, finding species,

This tree is familiar, this one is not,

Don't touch that ivy, or you'll get some spots.

The trees are both useful, To wildlife and birds,

They give them a home and, food for the herd.

Santa Clara County Council

## Bark Rubbing

### Needed -

- A tree,
- A piece of construction paper,
- A piece of screening 7-1/2" by 12-1/2",
- Masking tape, and
- A crayon.

### Directions

1. Find an interesting patch of bark, and tape the construction paper over it.
2. Holding the crayon flat side against the tree, rub up and down over the paper, pressing firmly. Keep coloring until you get an interesting pattern.
3. Remove the tape and inspect your bark rubbing. Try different trees, and look at the different patterns you get.

### Activities:

1. **Hug A Tree** - When out on a hike, pair the boys and have one blindfold the other. The blindfolded boy is led to a tree and allowed to feel the tree for a minute or two so he will be able to later identify it. Once he is led back to the starting point, the blindfold is removed and he is free to find his tree. After identification takes place, the boys reverse roles.
2. **Match The Pairs** - Once a few trees have been identified, collect a leaf and a small branch from these trees (make sure you have permission to do this). Give the boys the opportunity to study the matched pairs and then mix them to see if they can match the limb with the leaf.
3. **Measuring The Tree** - It is important for a forester to know how big trees are so they know how much wood they contain and how much room it takes to drop them. Two instruments are needed for these measurements. This could be a den activity before going to the field. A piece of ribbon that has marks every 3.14 inches and numbered consecutively. When wrapped around a tree (done at 4 feet above the ground) it will tell the diameter of the tree. A regular tape measure will work, divide by 3.14. The other important tool a forester uses is called a cruising stick. The cruising stick is marked every 6.15 inches. Standing 66 feet away from the base of the tree, hold the stick 25 inches from your face and align the end of the stick with the bottom of the tree and see where the top of the tree falls on the cruising stick. Each 6.15 inch mark equals 16 feet. If the tree falls half way between the first and second mark, then the tree is about 24 feet tall.
4. **Leaf Hunt** - There are many terms for identifying trees - lobed, toothed, simple, alternating, etc. List the terms on a sheet of paper and have the boys scour the woods for samples of these different terms.
5. **Leaf Collection** - The leaf hunt activity can lead to an interesting collection for the boys. Leaves can be preserved in many ways. They can be placed in a book to be pressed and dried. A simple leaf press can be built out of two pieces of plywood with bolts and wing nuts. Cardboard or heavy paper should be placed between the leaves.
6. **Trace A Leaf** - Using a flat hard surface, like a clipboard, to place a piece of paper. Place the leaf under the paper and rub a crayon over the leaf. Hold the paper against the trunk of a tree to make an impression of the bark.
7. **Report** - Have each den member choose a different tree found in your area and write a short report. Sample of leaves, seeds, and bark rubbings could be included. Tell the boys they should include any uses the tree has, where the tree can be found besides here, how big the tree normally grows and any other information they would like to include.
8. **Field Trip** - Arrange a trip to a lumberyard or sawmill. This can be very informative. The boys should learn about different woods and their uses, how wood is processed, and possibly about the different characteristics of wood. Commercially available wood can be divided into two main classifications: Hard and

Soft. This can be confusing to the boys because these terms when used this way, do not mean the relative hardness or softness of the wood. Hardwoods come from deciduous trees (broadleaf) and softwoods come from conifers (evergreens). Balsa wood, which most boys are familiar with is a hardwood but is very soft and light. Yellow pine is a softwood, but is very hard and heavy.

## **JUNIOR FOREST RANGER QUIZ**

1. Campfire permits are required for: (a) indoor fireplaces; (b) outdoors 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, parks or zoo, you should: (a) pull his fur, (b) chase him with a stick; or (c) stay away from him. Do not feed or pet him. Bears are wild animals and considered dangerous at all times.
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) inside a rotten log or stump; (b) under a green tree; or (c) in a clear open space away from trees.
8. 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.
9. 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 come fight the fire.
10. 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 really fast.
11. Camp matches should be: (a) kept in a metal container, (b) stored near outboard motor fuel; or (c) placed in the hot sun.
12. The safest way for an adult to light A cigarette is: (a) use a cigarette lighter (b) strike match on a nearby rock; or (c) use paper book matches and throw into grass when finished.
13. 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.
14. Well-managed forests give us: (a) Smoky Bear; (b) wood, water, wildlife, grass and outdoor fun; or (c) just lumber, paper, and walnuts.
15. 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.
16. A windy day is a good time: (a) to burn trash; (b) to start a campfire; or (c) not to start a fire.
17. A trash burning incinerator should be: (a) well equipped with a good spark arrester; (b) placed under a tree for shade; or (c) used only on windy days.
18. Before lighting an open fire: (a) people should leave the neighborhood; (b) local fire laws should be checked and obeyed; or (c) help prevent forest fires.
19. Junior Forest Rangers: (a) put out forest fires; (b) start forest fires; or (c) help prevent forest fires.

### **Answers to Jr. Forest Ranger Quiz:**

1. b    4. b    7. a    10. a    13. c    16. c    19. c

2. c    5. c    8. a    11. a    14. b    17. a  
 3. c    6. b    9. b    12. a    15. c    18. b

17 - 19 correct - Official Jr. Forest Ranger  
 12 - 16 correct - Jr. Forest Ranger  
 8 - 11 correct - Jr. Ranger in Training  
 0 - 7 correct - need to study some more

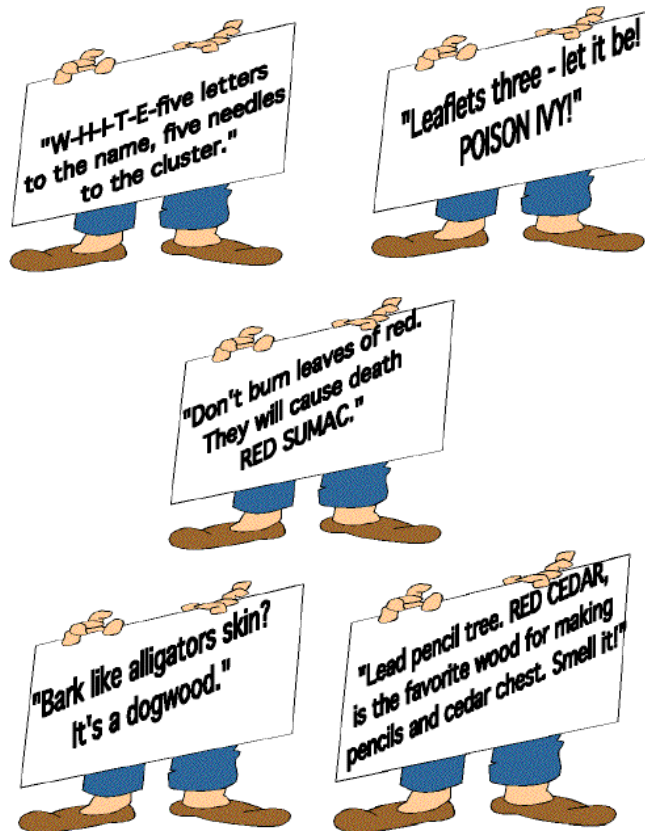


Find a smooth-cut stump or log end, and look closely at the pattern of growth rings. There is a layer of wood for each year of growth. Some tree kinds will show light spring wood and dark summer wood in year's growth. Count annual rings low on the trunk to find the tree's approximate age.



1. Drought years cause occasional narrow growth rings.
2. Crowding causes zones of narrow rings.
3. A leaning tree has rings narrower on one side than the other. A tree on a leaning edge may have similar uneven rings.

Look for branches deep within the wood-also for insect and disease damage. What kind of life has your tree had?



## NATURE TRAIL

A nature trail is an excellent learning device much better than books- because scouts can see, smell, and touch an object while they learn. Assuming that you will use it just for one weekend, the markers might be simply 3 x 5 cards taped to the object. Ask a leader who is an amateur naturalist or a nature merit badge counselor to choose the objects to be marked along the trail.

It is not necessary to identify every tree, plant and rock in the area. Your primary purpose should be to identify the most common objects of the natural community and to point to other things in the natural world.

For example, you might have a marker where deer have grazed vegetation, where a beaver has been at work, or where lichens have found a toehold in rock. Another might be a fallen rotting tree, which is a feeding and nesting ground for insects and reptiles.

Here are suggestions for writing trail signs. Write them on the spot because desk-written signs are apt to be formal. Here is an example of a good label:

After going over your trail, the Scout should have some knowledge of common trees and plants. Be sure to remove the trail signs at the end of the activity unless it is to become a permanent nature trail.

Arrange could be made with the Council office to have a day event at one of the Boy Scout Camp available in your area.

## TOUCH AND FEEL HIKE

Find a leaf. Is it Hairy or smooth? \_\_\_\_\_  
Do you know what kind of leaf you found? Name it

\_\_\_\_\_

Find a rock. Is it rough or smooth? \_\_\_\_\_  
Find something dry. Can you explain why it is dry?

\_\_\_\_\_

Where did you find your dry item? \_\_\_\_\_

\_\_\_\_\_

Find something bumpy. What is it? \_\_\_\_\_

\_\_\_\_\_

Why do you think it is bumpy? \_\_\_\_\_

\_\_\_\_\_

Find something that is cool to the touch. What did you find?

\_\_\_\_\_

Find something that is warm to the touch. What did you find?

Feel the air around you. Is it warm or cool? \_\_\_\_\_

What do you like best that you found on your hike?

\_\_\_\_\_

## NATURE SCAVENGER HUNT

Check off each as you find or complete it.

\_\_\_\_\_ Can you find an Ant hill? (Don't touch it)

\_\_\_\_\_ Can you find any wildflowers?

\_\_\_\_\_ Find the following insects

CRICKET \_\_\_\_\_

GRASSHOPPER \_\_\_\_\_

BEE \_\_\_\_\_

SPIDER \_\_\_\_\_

\_\_\_\_\_ Find the following animal homes

- BIRD NEST \_\_\_\_\_
- COCOON \_\_\_\_\_
- SPIDER WEB \_\_\_\_\_

\_\_\_\_\_ Locate an animal track.

- What kind of animal do you think it is?

\_\_\_\_\_

Find the following trees

- MESQUITE \_\_\_\_\_

*(Can you tell this list came from Texas?? Be sure to list trees that grow in your area!! CD)*

- OAK \_\_\_\_\_
- MAPLE \_\_\_\_\_
- TULIP \_\_\_\_\_

\_\_\_\_\_ Find the following colors on a bird

- BLACK \_\_\_\_\_
- WHITE \_\_\_\_\_
- RED \_\_\_\_\_
- BROWN \_\_\_\_\_
- BLUE \_\_\_\_\_

\_\_\_\_\_ Find a butterfly

## Sensory Bingo

Play this game while discovering the out-of-doors. As you complete each activity, cross out that square. Can you cross out five squares in a row? More than one row of five squares? The example given can be revised to meet the characteristics of the area you're in, the time of the year, etc. *GOAL:* To help boys explore the natural world using all their senses.

Find a tree that has changed to something else	Find a nest and two insects	Smell pine needles	FREE SPACE	Find an animal track
FREE SPACE	Find an ant	Collect seeds from a tree, plant some	Find a bird feather	Name 3 things a tree needs in order to grow
Find a fossil	Estimate the height and circumference of a tree taller than you	FREE SPACE	Touch moss	Find a place where erosion is going on
Do something to help a tree	Find examples of evidence of pollution	Find a frog but leave him with his mother	Find the youngest tree and the oldest tree	FREE SPACE
Examine tree scars to find a sign that the tree was injured	FREE SPACE	Pick up one piece of litter	Identify a wild flower	Find a tree shaped by nature

# Webelos Citizen Activity Badge

## Community Group

Citizens have responsibilities and duties to their country. In the Cub Scout Promise, Webelos Scouts say they will do their duty to their country. Good citizens learn about their community, show respect for their flag, and show respect for the rights of other people.

The Citizen Activity Badge is intended for two consecutive months of Den Meetings.

### IDEAS FOR DEN ACTIVITIES

- -Pretend that your den is starting a new government.
- -Have the boys make their own flag.
- -Learn more about your community.
- -Teach the Wolf and Bear dens how to do a flag ceremony.
- -Plan and make a display on citizenship for Pack meeting.
- -Invite a highway patrolman or policeman to come to your den and talk about being good citizens.
- -Invite a new American citizen to come and talk to the den about his or her experiences in becoming a United States' citizen.

### GAMES AND ACTIVITIES

#### **UNITED STATES GAME**

Have the boys make a list of as many states as they can remember. After 5 minutes the one with the longest list wins.

#### **GEOGRAPHY GAME**

Divide into teams. One team picks out a place on the US map. They call out the name and challenge the other team to find it in 2 minutes. If the other team finds the location in the time limit, that team gets a point. If they do not find the location, then the team that chose the location gets the point. The game ends when one team has 5 points (or as many points as you want to play to).

#### **SCOUT LAW STUDY GAME**

Materials: Scout Law written out (on paper, chalkboard, white board, etc), a current newspaper copy (one per team), scissors

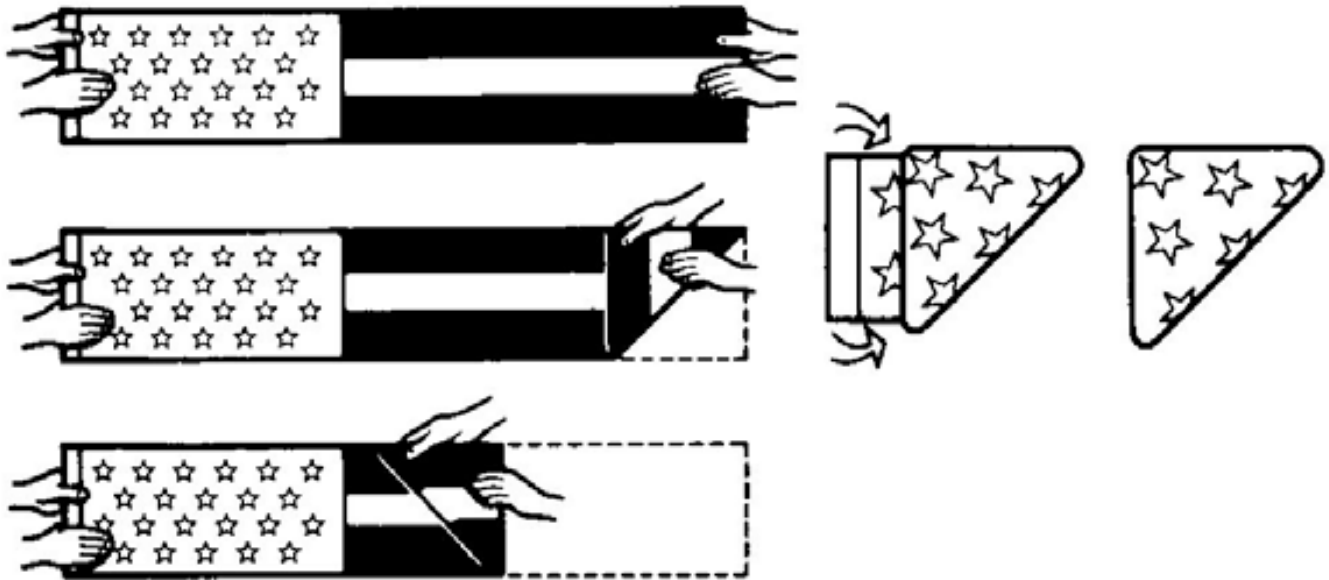
Divide the Webelos Scouts into teams, each with the same days issue of a newspaper. On the signal, the teams start a search for news items that illustrate the twelve points of the Scout Law [A Scout is Trustworthy, Loyal, Helpful, Friendly, Courteous, Kind, Obedient, Cheerful, Thrifty, Brave, Clean and Reverent.]. The Scouts then cut out the articles. The team with the most clipped articles wins. Then, have a spokesman from each team discuss why they chose the articles they did and how those articles do illustrate the Scout Law.

#### **FLAG FOLDING RELAY**

Divide the boys into two teams. Give each team a 3-by-5-foot flag. On a signal, the first boy hands the star side of the flag to the boy behind him and folds the flag. When it is folded, the second boy unfolds the flag and hands the star side of the flag to the boy behind him while he now folds the flag. Play continues until each boy has folded the flag.



## Webelos Citizen Activity Badge



### UNITED STATES PRESIDENT GAME

This game is much like the United States Game, but instead of naming states they are naming United States Presidents. After 5 minutes (or 2 or 3 minutes), the one with the longest list wins.

### CITIZEN SCAVENGER HUNT

Most government buildings have some form of a tour. You might be able to combine the tour with your scavenger hunt. Divide the den into two or three teams and give the boys a reasonable time limit. Have them locate answers to questions as well as inexpensive available items.

Examples for these would be:

- What is the middle initial in the full name of our town's mayor? What does the initial stand for?
- Bring back a piece of stationery showing our town's logo or crest.
- Draw a picture of our state flag.
- Where does the City Council meet?
- What is the full name of the governor of the state?
- Get a brochure or find out some information about trash pick up service?

### A NEW GOVERNMENT - IN 3 DEN MEETINGS

#### Den Meeting 1

Tell your Webelos that a new large island has been found near Hawaii. You and your Webelos Scouts have been asked to settle this island and form a new government. Each Webelos Scout will establish his own city within his own territory. Before den meeting, create a simple map of the island (include contour lines if possible). Show the boys the map and let each boy pick out his own territory. Start having the boys to determine the name of their island country and the names of each territory.

Send home with each of your Webelos Scouts, an 18" by 18" piece of white linen material and some heavy wire. The material is for making their territorial flag. Boys could begin on designing their flags with markers, paints, etc.

Each Webelos Scout should also have a list of the following types of government (you can add more if you'd like):

- Monarchy

## Webelos Citizen Activity Badge

- Dictatorship
- Democracy

They should return the following meeting with definitions of each of these.

### Den Meeting 2

Have the Webelos Scouts put their flags on display when they first arrive (a clothes line across the room is great). Discuss with the Scouts the government they want for their country (hopefully they have a name now). Try to encourage the different forms of government... Voting is a fun part. You could suggest that only people who drive Ford cars can vote.

After your Webelos Scouts have decided who gets to vote, then they need to decide if it will be an open or closed ballot. Once they do that, they've made their first two laws.

Next they can vote for two flags. Tally the votes and the winning flag just determined the location of your capitol.

### Den Meeting 3

The Webelos Scouts will get hungry, so you'll need to talk about what foods are growing on our island. Coconuts? Sugar cane? Will anything else grow there? Are there animals there?

Citizen Page 3 *Cubology: The Science of Cub Scout Fun 2007 SHAC Cub Scout Leader Pow Wow*

## Webelos Citizen Activity Badge

If we're trading with other countries, perhaps we'll need to establish a foreign policy. We'll need a Commerce Department to work out the transportation of our sugar cane and coconuts. Maybe we could trade with Japan from some Toyota trucks.

We can't trade coconuts for trucks, so we'll need a monetary system. We'll call that the Treasury Department. What will our currency be called?

All these things and more can be discussed and decided by the Webelos Scouts... and be presented in Pack Meeting, too!

## STUFF TO DO AND MAKE

### DRAWINGS OF THE U.S. FLAG

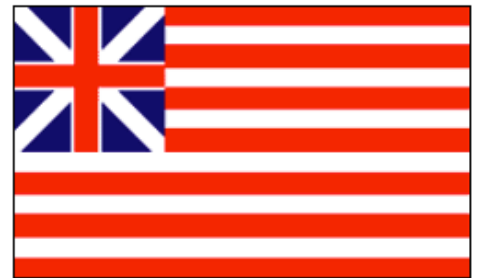
Show the boys how to draw historic U.S. flags. (Show them a picture and see if they can draw it). While they draw and color, you can tell the story behind each flag.

### HISTORY OF THE U.S. FLAG

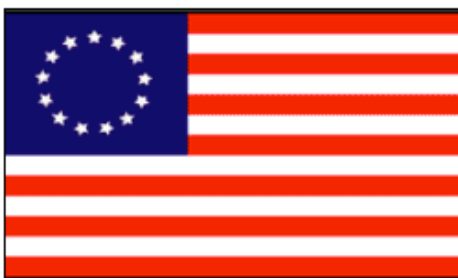
Many different flags have represented the United States at one time or another. But all the flags, and what they represent led up to the current flag, which was adopted in 1960 with the addition of a star representing the state of Hawaii, the nation's 50th state.

The Grand Union Flag (also known as the Continental flag) was the first flag chosen by George Washington to be flown at the commemoration of the Continental Army on New Year's Day, 1776. It is a combination of the British King's Colors and the thirteen stripes signifying colonial unity.

**GRAND UNION FLAG (1775)**



**BETSY ROSS FLAG (1776)**



Betsy Ross, a seamstress from Pennsylvania, has been credited with creating the first Stars and Bars, though some people question whether she did or not. As the legend goes, George Washington appeared on Mrs. Ross' doorstep in June of 1776 with two representatives of Congress.

They asked that she make a flag according to a rough drawing they carried with them. At Mrs. Ross' suggestion, Washington redrew the flag design in pencil in her back parlor to employ the stars of five points instead of six

points.

Since there was no official flag during the first year of the United States, there were a great number of designs. The Betsy Ross Flag is the most well known of those, but the United States did not choose its first official flag until June 14, 1777 with the passing of the first Flag Act.

This 13-Star flag became the Official United States Flag on June 14, 1777 - which is why we celebrate Flag Day

**THE FIRST OFFICIAL U.S. FLAG (1777)**



## Webelos Citizen Activity Badge

as June 14th every year. The only president to serve under this flag was George Washington. It was our official flag for 18 years.

Each star and stripe represented the 13 Colonies, which were united in 1776 by the Declaration of Independence.

When Vermont (the 14th State in 1791) and Kentucky (the 15th State in 1792) joined the United States, a new flag was needed. Two stars and two stripes were added and the Star

**STAR SPANGLED BANNER (1795)**



Spangled Banner became the new Official United States Flag in 1795. It had 15 stars and 15 stripes - the only flag to have more than 15 stripes. It was flying in 1814 over Fort McHenry when Francis Scott Key wrote our National Anthem.

each state. This is the standard that is still used to

By July 4, 1912, the United States flag had 48 stars. President Taft, established proportions for the flag and provided for arrangement of the stars in six horizontal rows of eight each - with a single point to be upward.

**OLD GLORY, 48 STARS (1912)**



### CUT A 5-POINTED STAR IN ONE SNIP

According to the story, George Washington's original pencil sketch for the flag indicated 6-pointed stars, a form he apparently preferred. Betsy Ross, however, recommended a 5-pointed star. When the committee protested that it was too difficult to make, she took a piece of paper, folded it deftly, and with a single snip of her scissors, produced a symmetrical five-pointed star. This feat of magic so impressed her audience that they readily agreed to her suggestion.

Materials: 8 1/2" x 10" piece of paper (not 8 1/2" x 11" - it will work, but it won't be "perfect" star!), scissors

Step 1 - Fold an 8 1/2" x 10" piece of paper in half lengthwise.

Step 2 - Fold and unfold in half both ways to form creased center lines. (Note: be sure paper is still folded in half.)

Step 3 - Bring corner (1) right to meet the center line. Be sure to fold from the vertical crease line.

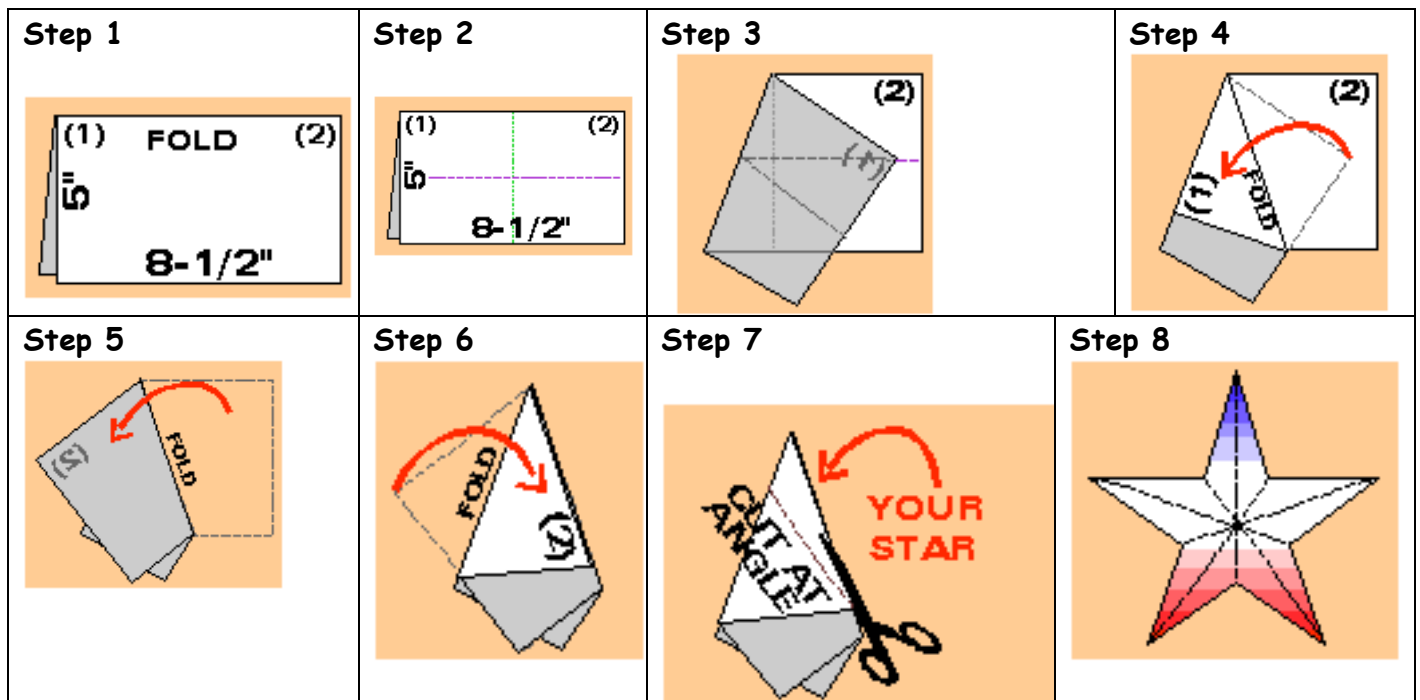
Step 4 - Bring corner (1) left till edges coincide, then make the fold.

Step 5 - Bring corner (2) left and fold.

Step 6 - Bring corner (2) right until edges coincide. Then fold.

Step 7 - Cut on the angle as shown in the picture. Then unfold the small piece.

Step 8 - Marvel at your perfect (we hope!) 5-pointed star! If your star is not perfect, take a fresh piece of paper (8 1/2" x 10" - not 8 1/2" x 11") and return to Step 1.



## More on the Citizen Activity Badge

This is a good badge to start the boy on when he joins the Den. The written requirements and readings may be done at home with parents. This continues the importance of parents involvement in the Webelos Den.

This badge is also of interest to the leader, because he can learn much about his boys from their writings on what is meant by "all men are created equal" and on the Star Spangled Banner. The leader should keep in mind that all boys are different, so they will have different ideas and opinions on this badge. Each boy's "BEST" should be judged individually.

A lot will depend on how well informed and enthusiastic the Webelos leader is, and how he presents the badge to the boys. This badge can be fun, or it can be just "another piece of paper to write." It's up to you.

One of the purposes of Cub Scouting is "Developing habits and attitudes of good citizenship". A Scout promises to do his duty to his country. The Citizen Activity Badge helps the WEBELOS understand what a good citizen is and teaches him the history of our flag. Citizen Activity Badge is in the Community group.

### OBJECTIVES

- To foster citizenship in WEBELOS Scouts.
- 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 basics of American history.
- To convince boys that laws are beneficial.
- To encourage WEBELOS Scouts to become community volunteers.

### 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 clean-up, making litter bags, etc.
- Discuss the various organizations in your 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.
- 

### 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. Your duties as a citizen are:

- ✓ Obey the laws
  - ✓ Respect the rights of others
  - ✓ Keep informed on issues of National and local government
  - ✓ To vote in elections
  - ✓ To assist the agencies of law enforcement
  - ✓ To practice and teach good citizenship in your home
- Some qualities of a good citizen:

## Webelos Citizen Activity Badge

- ✓ 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 about leaders of nation, state, community
- ✓ Practices rules of health and safety
- ✓ Is honest and dependable
- ✓ Is patriotic and loyal
- ✓ Practices thrift
- ✓ Respects authority

## Great Documents Quiz

How much do you know about two of the greatest documents ever written: the Declaration of Independence and the Constitution of the United States?

- 1) The first words of the Declaration of Independence are:
  - a) "We hold these truths to be self evident..."
  - b) "We, the People of the United States..."
  - c) "When in the course of human events..."
  - d) "Four score and seven years ago..."
- 2) The first draft of the Declaration of Independence was written by:
  - a) John Hancock
  - b) Button Gwinnett
  - c) George Washington
  - d) Thomas Jefferson
- 3) The Constitution of the United States was signed in What year?
  - a) 1776
  - b) 1492
  - c) 1787
  - d) 1620
- 4) What is the minimum age for a President of the United States, and in what document is this stated'?
- 5) Which amendment to the Constitution provided for the abolition of slavery'?
  - a) Tenth Amendment
  - b) Thirteenth Amendment
  - c) Third Amendment
  - d) Sixteenth Amendment
- 6) A Senator serves a term of:
  - a) Six years
  - b) Four years
  - c) Two years
  - d) Light years
- 7) What is the maximum number of years a President may serve?
- 8) Which amendment to the Constitution guarantees freedom of speech:
  - a) Fourteenth Amendment
  - b) First Amendment
  - c) Twenty-ninth Amendment
  - d) Fifth Amendment

## Webelos Citizen Activity Badge

9) What legislative body has the sole power to impeach a President?

### Answers:

1-c, 2-d, 3-c, 4-Age 35. as stated in the Constitution, 5-b, 6-a, 7-Ten years (two terms plus the remainder of a predecessor's term if 2 years or less), 8-b, 9-House of Representatives

## On Your Mark

Mark the best ending for each sentence.

1. If you meet the president, you call him:
  - a) your highness
  - b) your Excellency
  - c) Mr. President
2. The president and his family live in:
  - a) Blair House
  - b) the White House
  - c) the suburbs
3. The first president to live in the White House was:
  - a) John Adams
  - b) George Washington
  - c) "Thomas Jefferson
4. We celebrate the birthdays of two presidents in February they are:
  - a) Washington and Lincoln
  - b) Jefferson and Adams
  - c) T. Roosevelt and F. D. Roosevelt
5. During the War of 1812, when Madison was President, a famous song was written. It is called:
  - a)The Battle Hymn of the Republic
  - b) God Bless America
  - c) The Star Spangled Banner
6. The only man to be elected president four times was:
  - a) Abraham Lincoln
  - b) Franklin Delano Roosevelt
  - c) Ulysses S. Grant
7. The two big political parties today are called:
  - a) the Republicans and the Democrats
  - b) the Federalists and Whigs
  - c) the Conservatives and the Liberals
8. The law says Presidential elections must be held on:
  - a) the first Monday in October
  - b) the first Tuesday in November
  - c) Halloween
9. The parties pick their presidential candidates in:
  - a) presidential primaries
  - b) national nominating convention
  - c) by secret vote
10. If a president dies in office the next president is:
  - a) the vice president
  - b) elected by the people
  - c) the oldest senator
11. Presidential elections are held every:



## Webelos Citizen Activity Badge

- a) two years
  - b) four years
  - c) six years
12. If you want to run for president you should:
- a) go jogging
  - b) take a nap
  - c) make speeches
13. The United States is made up of:
- a) 50 states
  - b) 48 states
  - c) 46 states
14. Twenty-seven presidents have studied:
- a) flying
  - b) the stars
  - c) the law
15. The president's wife is called:
- a) the queen
  - b) the first lady
  - c) Mrs. President

### Answers:

1-c, 2-b, 3-a, 4-a, 5-c, 6-b, 7-a, 8-b, 9-b, 10-a, 11-b, 12-c, 13-a, 14-c, 15-b

## Newspaper Study

Equipment: One current newspaper per team. Put teams in corners, each with the same day's issue of a newspaper. On signal, teams begin a search for news items that definitely illustrate the Scout Law. Items are cut out and numbered according to the point of the Law. Team with most clippings wins. (Team leaders distribute pages among his team members)

## Patriotic Wall Plaque

Using a copy of the Declaration of Independence, Bill of Rights or the Gettysburg Address; make a wall plaque by mounting one of these on 1/4" plywood shaped into the design of a scroll. Make your scroll slightly larger than your copy. Finish plywood by sanding, staining a natural color and varnishing or leave the wood grain and color show through by eliminating stain and just varnish.

## Where to go and what to do

- Invite a guest speaker from a local board to explain his duties and tell the WEBELOS Scouts why he volunteers his time.
- Buy a packet of used U.S. commemorative stamps. Distribute several to the WEBELOS Scouts and challenge them to discover the "story behind the stamp". At the following meeting allow each boy ample time to describe his stamps and their significance.
- Attend a local city council meeting.
- Do a Good Turn by conducting a litter pickup campaign
- Have each WEBELOS Scout write a letter to his Senator or Congressman to express an opinion on an issue. It would be especially interesting if two WEBELOS Scouts wrote an opinion about opposite sides of the same issue. See what responses you receive.
- Encourage WEBELOS Scouts to fly a flag at home particularly on appropriate flag holidays.

## Webelos Citizen Activity Badge

- Arrange for the WEBELOS den to do a community service project.

### Good turn ideas

- Give some of the toys the WEBELOS Scouts may have made as part of the Craftsman badge to needy children. Use Craftsman skills to repair and refurbish toys for the same purpose.
- Give a holiday party for children or adults in a residential situation. Plan games, songs, small gifts, party favors, and treats
- Participate in the Food Drive in the fall to stock good pantries for needy families
- Collect toilet articles and used clothing for the homeless
- Salvage used books to be sold at the public library or to be used to set up libraries for children or adults in a residential situation
- Read to someone who cannot see.
- Provide snow shoveling, yard care, errand service, or other aid to an elderly person or couple in your neighborhood.

## NEWSPAPER STUDY GAME for dens or small groups

**Equipment:** One current newspaper per den

Teams gather in groups, each with the same day's issue of a newspaper. On signal, teams start a search for news items that definitely illustrate the 12 points of the Scout Law. Items are cut out and numbered according to the point of the law. Team with the most clippings in a given time wins.

*Strategy Tip: Team leaders should distribute pages among his team members instead of everyone grabbing for papers.*

## CITIZEN SCAVENGER HUNT By Barb Stephens

Most government buildings offer a tour of some sort and you might be able to combine the tour with the following scavenger hunt. Divide the den into two or three teams and give the boys a reasonable time limit. Have them locate answers to questions like these:

1. What is the mayor's middle initial and what does the initial stand for?
2. Bring back a piece of stationery showing our town's logo or crest.
3. Draw a picture of our state flag.
4. On what floor of City Hall can you find \_\_\_\_\_?
5. Who runs the Water Works Department and what does that department do?
6. Where does the City Council meet?
7. What's on the top floor of the City Hall building?
8. What is the full name of the governor of the state?
9. Get a brochure about trash pick up service.
10. Who takes care of snow removal/tree removal from city streets and what is their budget?

## DO YOU KNOW YOUR FLAG?

When the Stars and Stripes first became our national flag, no one was sure just what the design of the flag should be. Since the time of that first flag, official descriptions of the national colors have been very careful and clear. Not only is the design of the flag carefully described today, but there are many special rules for displaying it. The following questions are based on the universal flag code of the United States. See how many you and your WEBELOS den can answer correctly. Some of these questions are tricky.

1. The flag is raised (a) slowly; (b) briskly; (c) at any speed that is comfortable.

## Webelos Citizen Activity Badge

2. If you carry the flag in a parade and passed 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 daylight 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 both sides of the flag.
7. If you are a Cub Scout, WEBELOS Scout, Boy Scout, or Explorer, you always give the Cub Scout, or Explorer salute to the flag even when you are not in uniform. True or False?
8. When you carry the flag in a parade with other flags, the U. S. flag must go on the left of and in line with the other flags. True or False?

Answers:

1. (b) briskly - it's a happy occasion!
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 both sides of the flag.
7. False. When you are in civilian clothes, you remove your hat and place your hand over your heart when the flag passes
8. False. It is carried at the right of the other flags or at the front and center of a line of other flags.

## Den Activities

One way to make this activity badge come alive is to get involved. A good citizen gets involved where he lives. Your involvement can start at any age and it can be almost any useful act. Now is a good time to plan a citizenship project for your Webelos den.

### **Clothing Drive**

Often after a fire, flood, or other disaster many people will be without sufficient clothing. Generally, local authorities coordinate a campaign to get used clothing in serviceable condition for distribution to the victims. Councils and districts should cooperate with local authorities and not attempt to set up an independent project.

### **Get-Out-The-Vote Campaign**

A natural follow-up to registration campaign is an effort to get every eligible voter to vote. This calls for an educational and promotional campaign aimed at reminding citizens of their right and duty to vote. The campaign must be non-partisan. Before the election distribute get-out-the-vote materials. On election day, Scouts may be stationed outside polling places to "baby-sit" young children, hold packages, assist elderly or handicapped people, and provide "I have voted" badges to voters, leaving them as a reminder to others.

### **Mark Homes for Disabled Persons**

In cooperation with fire departments, install amber reflectors (or other distinctive devices) over the front doors of homes where handicapped persons live. Then if a fire breaks out, the firefighters will know immediately that a handicapped person lives there. A similar device may be placed on the door of the person's bedroom to help firefighters find it in an emergency. Fire departments generally provide the insignia, usually placed on the front downstairs window near the door or on the glass of the front door. A similar device is placed

## Webelos Citizen Activity Badge

on the window of the invalid's room. Caution: Be sure you have approval of everyone living in that home before you place markers.

### Collect Christmas Toys

In many communities, new and used but still usable toys are collected for distribution to needy children at Christmas. Units may assist by making pickups of toys, making posters to advertise the campaign, helping to stockpile toys, cleaning and repairing used toys, and delivering toys to the agencies that distribute them to poor children. Each youth member may also be asked to contribute one usable toy.

### Flying Flags

Buy a bulk of small plastic flags. Divide them up to all the den members during the closing ceremony. Tell them to carry the flags around this week and give them to people who are being "Good Citizens," explaining why.

## Citizen

*(Tune: Row, Row, Row Your Boat)*

Fly, fly, fly your flag,  
On our holidays,  
Be a loyal citizen,  
In this and other ways.

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

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

## Duties & Rights

By Barb Stephens

**Every Citizen has ...**

Complete each statement by inserting duty or right in the blank.

1. The \_\_\_\_\_ to obey all laws.
2. The \_\_\_\_\_ to equal protection of laws and equal justice in the courts.
3. The \_\_\_\_\_ to respect the rights of others.
4. The \_\_\_\_\_ to inform yourself on issues of government.
5. The \_\_\_\_\_ to be free of arbitrary search and seizure.
6. The \_\_\_\_\_ to equal education and economic opportunity.
7. The \_\_\_\_\_ to serve on a jury if called.
8. The \_\_\_\_\_ to vote.
9. The \_\_\_\_\_ to own property.
10. The \_\_\_\_\_ to vote in elections.
11. The \_\_\_\_\_ to serve and defend your country.
12. The \_\_\_\_\_ to free speech, press, and assembly.
13. The \_\_\_\_\_ to assist agencies of law enforcement.
14. The \_\_\_\_\_ to a lawyer of your choice and a prompt trial if accused of a crime.

## Webelos Citizen Activity Badge

15. The \_\_\_\_\_ to practice and teach the principle of good citizenship in your home.

### Answers

1. Duty, 2. Right, 3. Duty, 4. Duty, 5. Right, 6. Right, 7. Duty, 8. Right, 9. Right, 10. Duty, 11. Duty, 12. right, 13. Duty, 14. Right, 15. Duty

### Patriotic Wall Plaque

Using a copy of the Declaration of Independence, Bill of Rights or the Gettysburg Address make a wall plaque by mounting one of these on 1/48 plywood shaped into the design of a scroll. Make your scroll slightly larger than your copy. Finish plywood by sanding, staining a natural color and varnishing -- or leave the wood grain and color show through by eliminating stain and just finishing with varnish.

## Even More on the Citizen Activity Badge

One of the purposes of Cub Scouting is developing habits and attitudes of good citizenship". A Scout promises to do his duty to his country. The Citizen Activity Badge helps the Webelos understand what a good citizen is and teaches him the history of our flag. Citizen Activity Badge is in the Community group.

The Citizen activity badge relates directly to developing responsible citizens, one of the prime purposes of the BSA. The appeal of this badge will be determined in a large part by the method used by the Webelos Leader in presenting it. It can be fun and exciting, or it can just be some more reports to write. Do your best in planning the program. The Webelos leader should plan carefully so that boys get a feeling for the real meaning of citizenship without spending a lot of time in study. There are various ways to do this. You might give them the opportunity to get a close look at government by planning a field trip to a local government agency or court. One of the best ways to stress the meaning of good citizenship is by practicing the good turn. This should be a "must" for every boy. Working on this badge can be exciting, fun and informative, or it can be just more reports to write.

Good citizenship is emphasized throughout Scouting. Being a good citizen means helping other people, knowing the history of our country, appreciating the contributions and sacrifices of others who have made our country better, knowing our public officials, understanding how our government works, obeying the laws, and doing things that will benefit the community.

The Citizen activity badge is important since the work involved relates directly to developing responsible citizens, one of the primary aims of the Boy Scouts of America. The Citizen activity badge is a requirement for the Arrow of Light Award. It is the first of several citizenship requirements on the trail to Eagle Scout. By completing this activity badge, all of the requirements for the Boy Scout Citizenship skill award can also be met.

Webelos Scouts get a feeling for the real meaning of citizenship in two ways. First by getting a closer look at local government by going to see it in action. Second, and most effective, by practicing good citizenship through Good Turns. The Good Turn is one of the optional requirements for the activity badge, but it should be a way of life for all Scouts.

### Objectives:

- ✓ To foster citizenship in Webelos Scouts, 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 basics of American history,
- ✓ To convince boys that laws are beneficial
- ✓ To encourage Webelos Scouts to become community volunteers.

## Pack and Den Ideas

- Discuss the various organizations in your community which help people. How are they financed and run? Do they use volunteer help? Visit one of these organizations.

## Webelos Citizen Activity Badge

- Buy a pack of U.S. commemorative stamps. Pass out several to each Webelos and challenge them to discover the story behind the stamp.
- Visit a historic site in or near your community, learn your state's bird, tree, flower and flag, or take part in a Veteran's Day ceremony in your community. Take photos and prepare a report for the pack meeting.
- Make a pack meeting display of magazine pictures of places of historical interest or great beauty in America.
- Discuss requirement of Badge with a community leader
- 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 clean up, making litterbags, a fight against pollution, and collecting items for recycling.
- Discuss the various organizations in the community, which help people. How are they financed and run? Do they use volunteer help?
- Observe the voting process.
- Remind people to fly the flag.
- Discuss difference between the rights and duties of a citizen.
- Select a Good Turn for school, church, or community and carry it out.
- Plan a special Good Turn for the next pack meeting, such as setting up chairs, acting as welcoming committee, ushering, cleaning up.
- Make logbooks to record work on the activity badge.
- Learn flag courtesy. (See the booklet, Your Flag.) Use the flag courtesy kit described later in this section to learn proper procedures. Then demonstrate to a group of younger Cub Scouts.
- Plan an anti-litter campaign. This could include making and displaying posters, picking up litter, making litter bags, etc.
- Discuss the community organizations that help people. How are they run and financed? Do they use volunteer help?
- Invite a new US citizen to speak to the den on what becoming an American means to him or her.
- Discuss the rights and the responsibilities of good citizens.
- Invite a local public official to talk with the den about government. This might be a city council member or clerk.
- Invite a guest speaker from a local community board to explain his/her duties and tell the Scouts why he/she volunteers time.
- Fly a flag at home, particularly on appropriate occasions.
- Learn more about your community. Your local historical society can help with this.
- Make and hand out small posters showing how to raise and lower the flag; give a demonstration on folding the flag.
- Make "GET OUT AND VOTE" door hangers and help the pack place them on every door in your neighborhood. Remember - DO NOT put them in the mailbox. It is against the law!

# Wanted!

Name: \_\_\_\_\_

Hair: \_\_\_\_\_

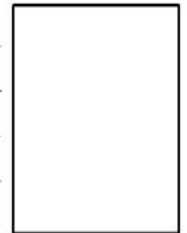
Eyes: \_\_\_\_\_

Last Seen Wearing: \_\_\_\_\_

Likes to \_\_\_\_\_

Can often be found \_\_\_\_\_

Special talents \_\_\_\_\_



## Ceremonies

Have two Webelos hold the U.S. flag.

**Narrator:** The 13 stripes of alternating red and white remind us of the original 13 founding colonies and of the brave people who have courageously risked their lives - and sometimes lost them - to make the United States of America a democracy of the people, by the people, and for the people.

Each of the 50 stars represents one of our sovereign states and the opportunity and freedom we enjoy. Let us join now in singing "God Bless America." (Song leader leads song.)

## Skit

### **The Greatest President-**

**Scene:** First boy is sitting on stage looking sad and thinking very hard. Other boys come on stage talking to each other. They walk over to the first boy.

**Cub # 1:** You look upset. What's the matter?

**Cub # 2:** I've got a problem. I'm supposed to write a report on the greatest President that the United States has ever had, but I don't know who that is. Do you guys know?

**Cub # 3:** I think George Washington was the greatest President we have ever had. After all, he became our leader after the Revolutionary War and helped mold the United States into a great nation.

**Cub # 4:** Oh, no! Abe Lincoln was our greatest President. He was President during the Civil War and fought to free the slaves and re-unite all the states.

**Cub # 5:** I think John Kennedy has to be the greatest. Look how well he handled the Russians when they were installing missiles in Cuba.

**Cub # 6:** Don't forget Harry Truman. It was his decision that won World War II for us.

**Cub # 7:** You're all wrong! I know who the greatest President is. You hear on the radio and TV and see it in the newspaper all the time.

**Others:** Yeah? Who?

**Cub #7:** The man who wants to be elected the NEXT president!

## Games

### **American Heritage-**

Find pictures of well-known buildings, symbols or people and tape each one onto construction paper. (Example: White House, Uncle Sam, President Clinton, Eagle, plus some harder ones like the Presidential Seal or your state Governor.)

- ✓ Number each picture and then hang on the wall.
- ✓ Give each boy a paper and pencil and have them list numbers down the side.
- ✓ Set a time limit, ask the boys to circulate, look at the pictures and write down the names.
- ✓ The den historian is the person who has the most written down correctly at the end of time.
- ✓ Be sure to review all the answers out loud so all can hear the correct answers.

### **Flying Flags-**

Buy a bunch of small plastic flags.

Divide them up to all the den members during the closing ceremony.

Tell them to carry the flags around this week and give them to people who are being "Good Citizens," explaining why.

## Webelos Citizen Activity Badge

### Citizen Test-

Divide den into two teams.

They line up facing each other with a wide space between them.

The leader asks each player a question (Questions should be made up from the requirements for the Citizen Activity Award)

A correct answer entitles that whole team to take one step forward.

An incorrect answer passes to the other team.

The members of first team to cross the other's starting line are the Good Citizens for the Day.

### Heads Of Government Game-

Material needed: Pictures of government officials from newspapers or magazines, nametags with the officials' names written on them.

- Have Webelos match the correct name with each official.
- You may wish to try this at the local, state and federal government levels.

### Newspaper Study

**Material needed:** One current newspaper per team.

Divide boys into teams.

- On signal, each team starts a search for news items that illustrate good citizenship.
- Team with the most clippings in a given time period is the winner.

### Build A Flag-

Materials needed: For each team, 1 set of the five US flags shown in Citizen section of the Webelos handbook. Each flag is to be on a standard letter size sheet of cover stock or paper. This can be done with a color printer, copier or by hand drawing a set of the flags for each team. When the copies are ready, cut each flag picture into 2 pieces, the stripes and the field of stars. Prepare cards with the name of each flag and year of each flag. A corkboard and pushpins are needed. Divide Webelos into two teams. First boy from each team runs to his team's pile of pieces, grabs a stripe piece and a push pin and pins it to the corkboard. He runs back and touches off the second boy, who pins up the star field piece that matches the striping. Next team member matches appropriate flag name and fourth member pins up the year of the flag. Continue to rotate until all five flags have been properly constructed, named, and dated.

## Crafts

Wanted: Good Citizen Poster Project-

Imagine the type of citizen you would want to be part of your community.

How would that person act?

What would that person look like?

Design a WANTED poster of the ideal citizen.

Cut and paste a picture or photo on a sheet of paper of the citizen you are wanting. It can be a picture or photo of someone you cut from a magazine or you can draw a picture of a real or pretend person.

Then, describe the person physically and also describe his/her personality traits.

Example:

WANTED person with good humor, a concern for others and ability to get along with others. Then, complete the following statements on your poster:

This person was last seen in \_\_\_\_\_.



## Webelos Citizen Activity Badge

He/she was, once again \_\_\_\_\_ showing himself/herself as an active and responsible citizen. If you have seen or have any information about this person, please contact \_\_\_\_\_. This person is an ideal citizen because \_\_\_\_\_.

Good Turns- Patriotic Wall Plaque- Using a copy of the Declaration of Independence, Bill of Rights or the Gettysburg Address make a wall plaque by mounting one of these on  $\frac{1}{4}$  inch plywood shaped into the design of a scroll.

Make your scroll slightly larger than your copy.

Finish plywood by sanding, staining a natural color and varnishing -- or leave the wood grain and color show through by eliminating stain and just finishing with varnish.

## Activities

Plan a special Good Turn to do at the next pack meeting.

Perhaps setting up chairs, cleaning up, bringing food or drinks...

Offer to help the school or church with the overflowing Lost and Found.

If items have not been recovered at the end of the school year, sort and wash them and take them to Goodwill or another organization.

Arrange for a tour while you're there, to see how their organization helps other people.

Get ideas for what else you can do...

Go around your neighborhood and remind people to fly their flags on the next holiday...

Ask at city hall what a den of Webelos could do to help the city with a job...

### **Scavenger Hunt-**

Arrange a tour of a local government building.

Make up a scavenger hunt based on the example below.

Contact the public relations department if you need help or visit the building yourself to make up the game.

Upon arrival at the building, divide the Webelos into teams.

Set a time limit and place to meet to compare answers.

1. What is the town mayor's name?
2. Draw a fast picture of the state flag.
3. What is the name of the room where the city council meets?
4. What are the office hours of the Water Department?
5. What is the phone number of the building?
6. Find out what job one person does in the building?

## **Citizen**

Sung to "Row, Row, Row Your Boat"

Fly, fly, fly your flag,

On our holidays,

Be a loyal citizen,

In this and other ways.

We're good citizens,

From a land that's free,

We should all be proud to serve,

So patriotically.

Be good citizens,

Webelos like me,

I'll be loyal, honest, true,

## Webelos Citizen Activity Badge

And keep my country free.

***Note** - It may seem very tempting for a First Year Webelos leader to jump in and do Citizen, which is a specifically required activity badge, versus the recommended Communicator or maybe Outdoorsman (If your council has a Fall Webelos weekend) but please don't do this. Your new Webelos need to start with a few fun badges until they get the hang of the Webelos program. I have seen many Leaders and boys who did Citizen for their first badge discouraged by the time they finished. By next Fall both the boys and you will understand Webelos better and be ready to earn this badge.*

The Webelos Leader must plan so the boys get feeling for the real meaning of citizenship without spending a lot of time in study. One of the best ways to stress the meaning of citizenship is by practicing the good turn.

The appeal of this badge to the boys will be determined in large part by the method used by the Webelos Leader in presenting it. It can be exciting, fun and informative; or it can be just some more reports to write. Because of its importance, the leader is encouraged to make a special effort in planning it.

Exactly what is citizenship? What does it mean? Where does the word come from? Citizenship comes from the Latin word civitas which means citizens united in a community. Citizenship means full membership of a nation, state, or community and full membership means taking part in every aspect of the community or nation that is possible.

The following is a partial list of the qualities of a citizen and some of the rights and duties of a citizen. Our Constitution says that we have these rights and guarantees them to us.

### **Your Rights As A Citizen:**

- The right to equal protection under the law and equal justice in court.
- The right to be free from arbitrary arrest or search.
- The right to equal education and economic opportunity.
- The right to select public offices in free elections.
- The right to own property.
- The right to free speech, press, and assembly.
- The right of religious freedom.
- The right to have a lawyer and a speedy court trial if accused of a crime.

### **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 that you must take care of. Your duties as a citizen are:

- Obey the laws.
- Respect the rights of others.
- Keep informed on issues of National and local government.
- To vote in elections.
- To serve and defend your country.
- To assist the agencies of law enforcement.
- To practice and teach good citizenship in your home.

## Webelos Citizen Activity Badge

### Citizenship Pledge:

"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 be good members of the Scouting team".

### Den Activities:

- While working on this badge is a good time to teach the history of the flag, how to display it, how to respect it, and the care and handling of it. If you should need to know more information about the flag you could use as your source a good encyclopedia. The Marines have a pamphlet out about our flag and also have posters.
- Discuss requirements of Badge with boys. Decide on a good turn for the school, church or community and plan how to carry it out. Perhaps the den will want to involve the whole pack in their good turn, so that all the boys will be included in the excitement and rewarding feeling of doing something for others.
- Make log books for boys to record their work on the badge.
- Plan a special good turn for the next pack meeting, such as setting up chairs, ushering, cleanup, etc.
- Visit a local city government agency. Find out how it works, what services it provides, how it affects you and your family.
- 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 clean-up, making litter bags, a fight against pollution, collecting items for recycling.
- Discuss the various organizations in the community which help people. How are they financed and run? Do they use volunteer help?
- Attend a naturalization ceremony.
- Observe the voting process.
- Visit a city council meeting or school board meeting.
- Remind people to fly the flag.
- Invite a new citizen to speak to your den on what becoming an American citizen means to him.
- Visit a court. Ask the judge to speak to the boys about citizenship. Acquaint boys with the court procedure.
- Visit police and/or fire department.
- Learn more about your community from the Chamber of Commerce.
- Discuss difference between the rights and duties of a citizen.

### Games

**Scrambled Presidents** - Scramble up the letters in the names of various presidents of the United States. Let your Webelos Scouts unscramble them.

**Name The Office - You Name The Man** -

You say the word "President", Webelos Scout Says "Bush", "Governor" "Schwartzenegger" (CA) - "Mayor" (*will vary*), etc.

**Flag Quiz** - After your Webelos have studied flag history in the Scout Handbook, give them a quiz.

### Gathering Activity:

**Great Documents Quiz** How much do you know about two of the greatest documents ever written...the Declaration of Independence and the Constitution of the United States?

1. The first words of the Declaration of Independence are:

"We hold these truths to be self-evident..."

## Webelos Citizen Activity Badge

"We, the People of the United States..."

"When in the course of human events..."

"Four score and seven years ago..."

2. The first draft of the Declaration of Independence was written by:  
John Hancock  
Button Gwinnett  
George Washington  
Thomas Jefferson
3. The Constitution of the United States was signed in what year?  
1776  
1492  
1787  
1620
4. What is the minimum age for a President of the United States, and in what document is this stated?
5. Which amendment to the Constitution provided for the abolition of slavery?  
Tenth Amendment  
Thirteenth Amendment  
Third Amendment  
Sixteenth Amendment
6. A senator serves a term of:  
Six years  
Two years  
Four years  
Eight years
7. What is the maximum number of years a President may serve?
8. Which amendment to the Constitution guarantees freedom of speech?  
Fourteenth Amendment  
First Amendment  
Twenty-ninth Amendment  
Fifth Amendment
9. What legislative body has the sole power to impeach a President?
10. Who takes over in the event of death of the President?

### Answers:

1. "When in the course of human events..."
2. Thomas Jefferson
3. 1787
4. Age 35, as stated in the Constitution
5. Thirteenth
6. Six years
7. Ten years (two terms plus the remainder of a predecessor's term if 2 years or less)
8. First Amendment
9. House of Representatives
10. Vice President

## Do You Know Your Flag?

*(This quiz 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 in salute to the President as you walk 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 daylight hours anywhere in the world. True or False?
5. When the flag is carried in parades or 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, Scout, or Explorer, you always give the Cub Scout, Scout, or Explorer salute to the flag whether or not you are in uniform. True or False?
8. When you carry the flag in a parade with other flags, the U.S. flag must go on the left of and in line with the other flags. True or False?
9. When the flag is hung against the wall, the stars are placed in the upper left corner (as you look at it) when the stripes are horizontal, but in the upper right corner when the stripes are vertical. True or False?
10. The only time a flag is flown upside down is as a signal for help. True or False?

Answers:

1. (b) briskly. It is a happy occasion.
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 with illumination.
5. True.
6. On either side of the flag.
7. False. When you are in civilian clothes, you remove your hat and place your right hand over your heart when the flag passes.
8. False. It is carried on the right of the other flags or at the front of the center of the line of other flags.
9. False. The stars should be in the upper left corner as you look at it (the flag's right) regardless of whether the stripes are horizontal or vertical.
10. True.

## More on the History of the US Flag

This is an excellent history of our American Flag.

Slowly, as a result of wars and purchases, the United Kingdom became the ruler of what was to become the thirteen colonies. The British Red Ensign was the flag that flew over the colonies in the New World from 1634 to the start of the War for Independence in 1775. The Red Ensign was a red flag with the Crosses of St. Andrew and George on a blue ensign.



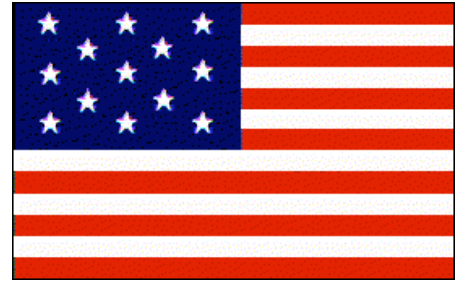
### **"The United Colonies of America"**

After fighting the early months of the war under flag of communities, militia group, and individuals, George Washington proposed that we have a flag of our own. He suggested that we overlay six white stripes on the red of the Red Ensign. It became the Flag of the "United Colonies of

America". It was carried on the Flagship "Alfred" by Lt. John Paul Jones on December 3, 1775. And was hoisted at the encampment on Prospect Hill in Cambridge Massachusetts on January 2, 1776 when General George Washington took command of the Continental army.

### "Stars and Stripes"

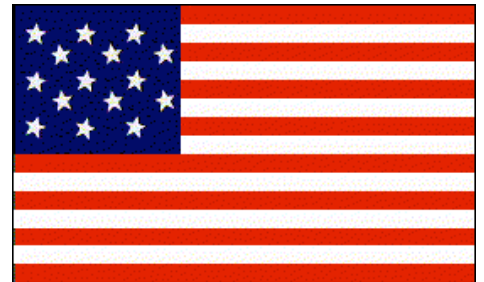
This 13-Star Flag became the Official Flag of The United States on June 14, 1777 as the result of congressional action that took place on that date. The Continental Congress meeting in Philadelphia decided that the new nation should have a distinctive flag. It resolved "That the flag of the thirteen United States be 13 stripes, alternately red and white -- That the union be 13 stars, white on a blue field, representing a new constellation."



Francis Hopkinson was a delegate from New Jersey to the Congress, a signer of the Declaration of Independence, a member of the Maritime Committee. It was one of the Maritime Committee's assignment to recommend designs for a new flag for the United States of America. After the war, Mr. Hopkinson submitted a bill to Congress for the designs of currency, the Great Seal of the United States, a treasury seal, and for a flag. His flag design had thirteen alternating red and white stripes and a blue field containing thirteen white stars in the same configuration of the Rhode Island Flag (3-2-3-2-3). Many vexillologists believe Mr. Hopkinson's flag was the First Official Flag of the United States of America. Because of its colors and stars and stripes, it was known as "The Red, White, and Blue" and "The Stars and Strips".

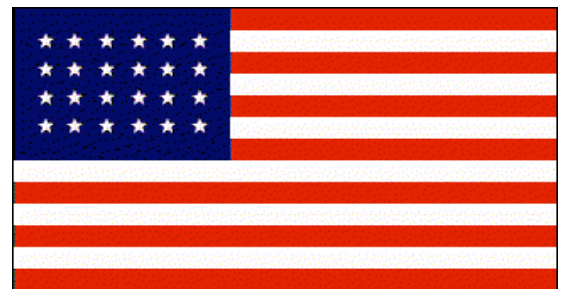
### "The Star Spangled Banner"

On January 13, 1794, the thirteen stars and stripe flag was replaced with a flag of fifteen stars and stripes. The two additional stars and stripes were added to represent the new states of Vermont and Kentucky. It was this flag that flew over Fort McHenry during the British bombardment on September 13th and 14th in 1814. It inspired a young Washington lawyer named Francis Scott Key to write the poem that became our National Anthem as a result our flag had another name "The Star Spangled Banner".



### "Old Glory"

On July 4, 1822, the 24-star flag became the sixth "Stars and Stripes" to fly over the United States of America. "Old Glory", at first was a single flag the bore the name now familiar to us all. The flag belonged to Sea Captain William Driver. He received the flag in 1824. At that time he was about to sail from his homeport of Salem Massachusetts, on one of the trips that took him around the world. From that date on, the flag went with him on his ship "Charles Doggett" whenever he went.



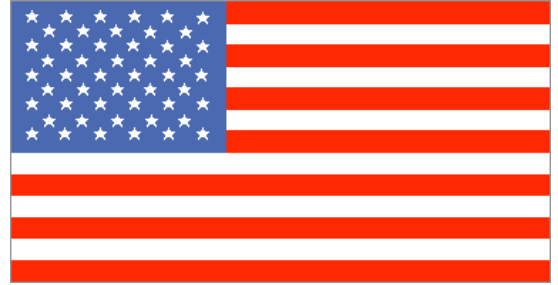
In 1837, after countless voyages, Captain Driver retired from the sea and went to live Nashville Tennessee. Of course, he took his flag with him and displayed it on holidays and on St. Patrick's Day (March 17th, his birthday as well). He and his flag became well known in Nashville.

When to Civil War broke out those who hoisted American Flags in Nashville were attacked by Southern sympathizers. Confederate soldiers searched Driver's home on several occasions for his flag, but never found it. When Union forces entered the city, Driver ripped open a bedspread and revealed his flag that had escaped any harm. Seeing it float from the top of the Capitol building in Nashville, Driver declared "I am ready to meet my forefathers knowing 'Old Glory' and Tennessee have been saved for the Union".

After the war, the story of Captain Driver's flag and its name spread by word of mouth and in books and newspapers. Although there is doubt about whatever happened to Old Glory, its name lives in the hearts of Americans.

## **"Our Flag"**

Today, whatever you choose to call it, it has 50 stars one for each state of the Union. It is the 27th Official Flag of the United States of America -- Our Flag.



### **About The Author**

Donald R. (Don) Bohnwagner Sr. is an Active Member of the North America Vexillological Association and New England Vexillological Association, a Standard Bearer of the National Flag Foundation, and a Patron Member of the Flag Research Center.

His interest in flags dates back to the spring of 1952, when his sixth grade teacher gave him a copy of a textbook that was being discontinued by the school system. The book was "The Story Of The American Flag" by Wayne Whipple. The book along with the fact that Don was born on June 14 1940, Flag Day, sparked an interest in the history of "Old Glory".

This spark smoldered until it became rekindled as a Boy Scout Leader in 1974. At that time one of the requirements for boy to become a Tenderfoot Scout was to "Describe and give a short history of the American Flag". As a visual aid to help boys better understand this requirement, Don purchased reproductions of the five flags -- The Queen Anne, Grand Union, Betsy Ross, Star Spangled Banner, and The Flag of 1818. From that point, his collection grew to include many reproductions of historic flags. Those of the Early Explorers of the "New World", the Revolutionary War, and the Civil War.

Because of his knowledge and collection, Don has been invited to speak before Scouting groups and other civic organizations. From those speaking opportunities, he has developed a series of multi-media presentations called "Flags Over America".

## **"Call Me What You May ... I Am Your Flag"**

*Don Bohnwagner, Sr.*

Since its birth on June 14, 1777, our Flag has been called by many names. Whether you call it "The Red, White, and Blue", "The Stars and Stripes", "The Star Spangled Banner", or "Old Glory", it is the symbol of our country and of all that the United States of America has been, is, and will always be. It is Our Flag -- God Bless America.



# Webelos Communicator Activity Badge

## Community Group

Everyone is a communicator. Every time we tell or show what we know, how we feel and what we think we are being a communicator. We also communicate when we smile, frown or even yawn. Drawing pictures or symbols and writing words and codes are also ways that we communicate. There is much in our world today that has to do with communicating better.

### IDEAS FOR DEN ACTIVITIES

- -Play some games that demonstrate how important good communication is everyday.
- -Learn to say several phrases in sign language.
- -Have the boys write their own newspaper.
- -Have fun with blindfolds and giving directions.
- -Find a book in Braille and share with the boys.
- -Learn a new code and have the boys send an important message to each other, to another den or home. Have the boys teach someone how to decode their message.
- -Invite a ham radio operator to come and talk about what he does.
- -Invite someone who makes commercials or advertisements come and discuss why communicating is important in his work.

### GAMES AND ACTIVITIES

#### **WIN, LOSE OR DRAW**

Materials: A one minute timer, drawing marker, a pad of newsprint on an easel (easel pad), box with object cards. You could also use chalk and a chalkboard or a white board and markers.

Divide into two teams. One member of a team chooses an object card and tries to draw it on the board. The drawing must be in picture form with no written words as part of the drawing. His team tries to guess what he is drawing within one minute. If the team guesses the object, they receive 3 points. If the team is unsuccessful, the drawing is passed to the other team to guess within 30 seconds. An accurate guess is worth 2 points. If neither team is successful by themselves, then the guessing is opened up to both teams for another 30 seconds, and then an accurate guess is only worth 1 point. Play continues when the second team chooses an object card and draws it. The winner is the team with the most points after a designated period of time. Charades are not allowed for hints.

Possible object cards: US flag, Cub Scout, neckerchief slide, day camp, parents, campfire, arrow of light, pinewood derby, skit, uniform, Webelos, Raingutter Regatta

#### **PANTOMIMES**

A fun way to start this activity is to have the Webelos Scouts stand in a circle. The leader makes an action, and the players exaggerate their version. Here are some suggestions to start with...then make up your own and have fun!

- -Say with your hand, "Stop."
- -Say with your head, "Stop."
- -Say with your shoulder, "I bumped the door."
- -Say with your foot, "I'm waiting."
- -Say with your ear, "I hear something."



## Webelos Communicator Activity Badge

- -Say with your waist, "I'm dancing."
- -Say with your jaw, "I'm surprised!"
- -Say with your tongue, "Yum, this tastes good."
- -Say with your finger, "Come here!"
- -Say with your fingers, "This is hot!"
- -Say with your nose, "I smell fresh pie."

## BODY LANGUAGE

To play this game, give your den members a piece of paper and a pencil. Ask them to think about feelings they can show by body language only - without making a sound. Have them make a list of at least five feelings they can show. Den members take turns showing one of their feelings. The others try to guess what the feelings are. The den leader or den chief can be referee and decide whether the body language really shows the feeling. If a den member guesses correctly, he gets one point. If nobody guesses correctly, the boy who performed the body language gets one point. The final winner is the boy with the most points.

## "HEAR, HEAR!" GAME

This is a game identifying sounds. The Webelos den leader or den chief produces sounds from behind a screen while the Webelos Scouts listen. As each sound is produced, tell the boys to write down what sounds they heard. Have the boys write their guesses as specific as possible. Examples of sounds are:

Sandpaper rubbed on wood

Deck of cards being shuffled

Manual egg beater in water

Golf ball bouncing on wood floor

Cutting into an apple

Removing groceries from plastic bag

Opening an envelope

Opening a can of soda

Harmonica

Adding machine

Vary the objects, sounds, and duration of the sound. Boys may also be blindfolded instead.

## RAIL FENCE CODE

Suppose you want to send the message LOUIS LIKES BEAN SOUP. In the rail fence code, you encode by dropping every other letter down:

L U S I E B A S U

O I L K S E N O P

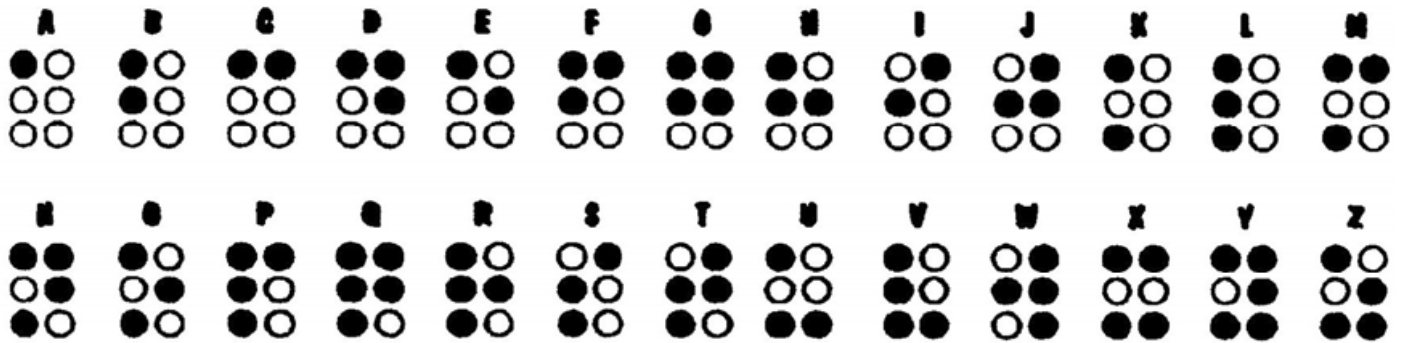
Then, take the bottom line of letters and put them next to the top line of letters. You'll come up with the coded message LUSIEBASUOILKSENOP. When your friend wants to decode the message, he just counts the number of letters in the message, divides it by two, and places the last half below and between the first half.

## BRaille CARDS

In the Braille alphabet, a pattern of raised dots represents each letter of the alphabet. A person can "read" through his fingertips by feeling the raised letters. Here is an alphabet written in Braille. The colored dots represent the raised dots. If you poke a pinpoint through the back of each of the colored dots, you can "raise" the letters. Try feeling the pattern with your fingers. Now try to write your own coded message in the Braille alphabet.

## Webelos Communicator Activity Badge

Have the boys glue seeds or lentil beans onto index cards. Write the letter on the back for reference. Use the cards to make messages. Try it blindfolded.



## SECRET CODE WHEEL

Print wheels on cardstock or paste them on cardboard and cut out. Center the small wheel on top of the large wheel.

Make a small hole in the center of both wheels and secure with a brass fastener. Use to encode and decode messages. The receiver must have the same kind of wheel as the sender.

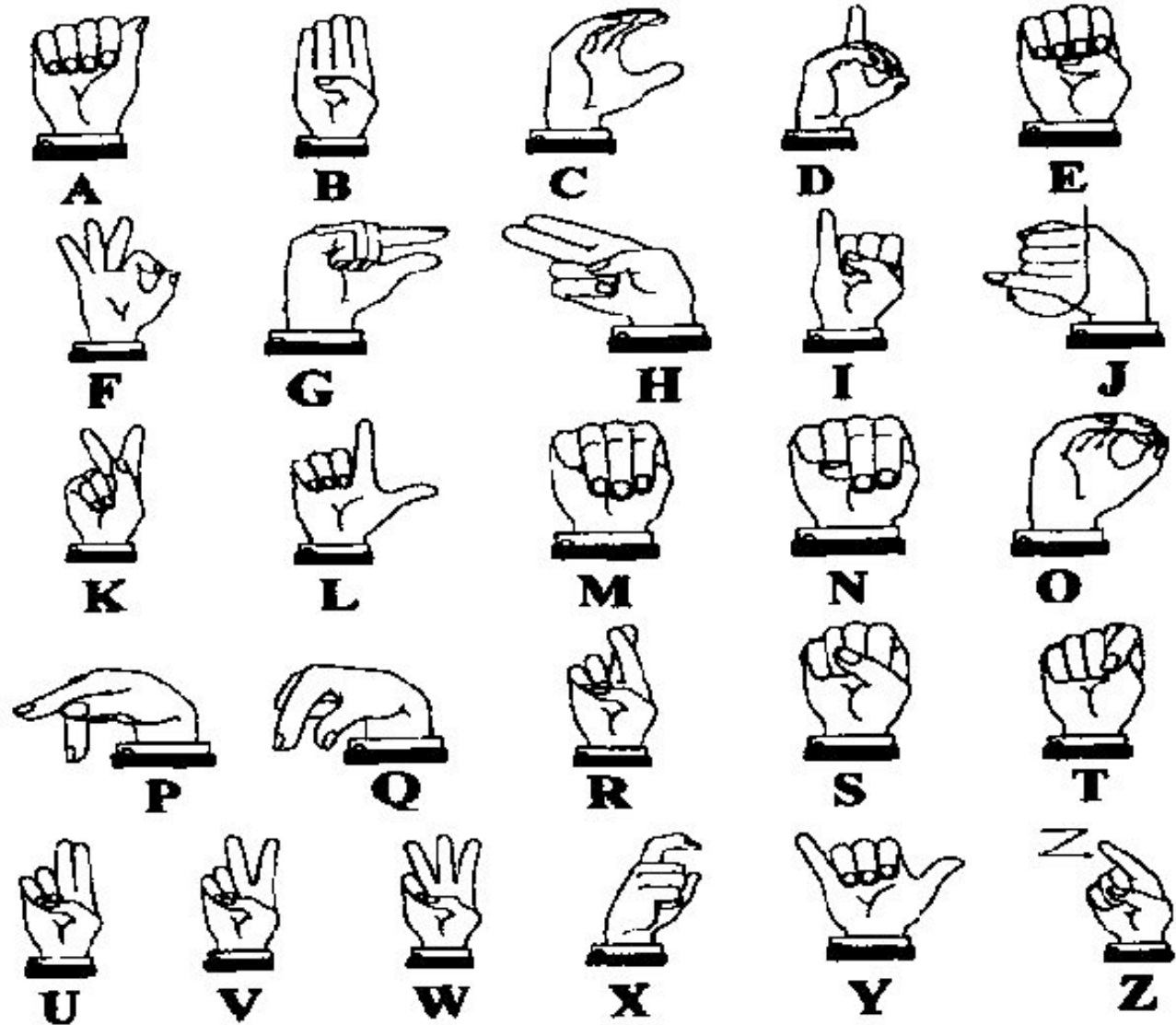
To encode, the sender must keep his wheel in the same position for the entire message. He must tell the receiver how to position his wheel by writing something like A->Z. The first letter is the outer wheel. The second letter is where you position the inner wheel. For example, line up A (outside) with Z (inside) and secure in place with a paper clip.

When composing a message, find the letters on the inner wheel and write down the letter from the outer wheel. When decoding, find the letters in the message on the outer wheel. The letter on the inner wheel is the one you write down to translate the message.



## SIGN LANGUAGE

The manual Alphabet or Signing is a means of communication used by people who have a hearing impairment. Make up a code and see if the Webelos Scouts can determine what it is you're saying.



## More on the Communicator Activity Badge

Communication is one of the most important skills that the Webelos Scout will use during his life. He will communicate every day with other human beings, and possibly with animals. We often consider communication as the expression of our thoughts or feelings through speech, gesture, print, and electronic devices. Communication, however, really is comprised of both the transmission of the message, and decoding by the receiver. In other words, communication does not exist unless the message is both sent and received. When the intended recipient of the communication understands the message, then the communication is effective. Learning to communicate effectively will help us all now and in the future.

## Objectives

- To learn about various forms of communication problems that other people may have.
- To become aware of different way that people can communicate.

### **WHERE TO GO AND WHAT TO DO**

- Visit a local newspaper office, radio station, or cable TV station.
- Have a visually impaired, hearing impaired, or speech impaired person or a teacher for those with these impairments explain their compensatory forms of communication.
- At the local library, find books about secret codes and various forms of communications
- Visit the base of a ham radio operator.
- Have a parent who uses a computer in his/her job explain its function.
- Visit a travel agent to see how a computer is used to book a flight. This could also be used as part of the Traveler Activity Badge, as you determine cost per mile of various modes of travel.
- Learn the Cub Scout Promise or Boy Scout Oath in sign language.
- 

**We are what we repeatedly do.  
Excellence then, is not an act,  
but a habit.  
Aristotle**

## Den Activities for Communicator

### **Message Coding**

Use the Morse code table found in the Webelos Scout Handbook, Communicator Section to encode a short message. Each boy should keep his message short, one sentence of 5 to 8 words, and not let the other boys see it. After each boy has created his own message, let the other den members try to figure out the message.

### **NEWSLETTER**

Have the boys use their knowledge of communications to set up a den newsletter with a calendar of upcoming events, a listing of supplies needed at future den meetings, a reporting of den activities, and acknowledgments of people who have helped with recent den programming.

### **SCOUT MOTTO**

Have the Webelos learn the Scout Motto in Sign Language.

## Webelos Communicator Activity Badge

### Ideas For Object Cards:

Blue and Gold, U.S. Flag, Cub Scout, Neckerchief Slide, Award, Cub master, Table Decorations, Parents, Den, Summer Activity Award, Bobcat, Campfire, Pack Flag, Council Patch, Bear, Pinewood Derby, Wolf, Tiger, Arrow of Light, Skit, Applause, Webelos Activity Badge, Uniform, Webelos.

### Pantomimes

This amusing way for expressing actions and moods will cause boys and parents more fun than you can imagine. A fun way to start is to have boys in a circle. The leader makes an action and players exaggerate their version. Then make up your own mime and have fun!

1. Say with your hand, "Stop"
2. Say with your head, "Stop"
3. Say with your shoulder, "I bumped the door"
4. Say with your foot, "I'm waiting"
5. Say with your ear, " I hear something"
6. Say with your waist, "I'm dancing"
7. Say with your jaw, "I'm surprised!"
8. Say with your tongue, "Yum, this taste good"
9. Say with your finger, "Come here"
10. Say with your fingers, " This is hot!"
11. Say with your nose, "I smell fresh pie"
12. Make up your own gestures.

### Skits

Here are some skits your Webelos could do at the pack meeting that make a point about communications. Remember, in September your new Scouts probably do not have the hang of Pack Meetings yet, so a good skit by the Webelos could help your year get off on the right foot. CD

### Know To Whom You're Speaking

**Cast:** Ship's captain and signalman, Lighthouse keeper

**Set Up:** - *Be sure not to use the word lighthouse until the very end.* Put Captain and signalman on one side of stage and LH Keeper and signalman on the other side.

**Captain:** (looks through binoculars or telescope) and sees the lights of another ship heading toward him. (LH keeper shining flashlight) "Signalman contact the approaching ship. Have them change course 10 degrees to the south"

*(Have Scout pretend to signal using flashing lights or semaphore flag. Have the other signalman signal back.*

**Captain:** What did he say?

**Signalman:** "The reply was, Change YOUR course 10 degrees to the north."

**Captain:** "Tell them, 'I am a captain, so you change YOUR course 10 degrees to the south.' "

*(Have Scout pretend to signal using flashing lights or semaphore flags. Have the other signalman signal back.*

**Captain:** What did he say?

## Webelos Communicator Activity Badge

**Signalman:** "The reply was, "I am a seaman first class - change YOUR course 10 degrees to the north."

**Captain (infuriated):** "Signal back, "This is a battleship - change YOUR course 10 degrees to the south."

**Have Scout pretend to signal using flashing lights or semaphore flags. Have the other signalman signal back**

**Captain:** What did he say?

**Signalman:** "The reply was, "This is a lighthouse. Change YOUR course 10 degrees to the north!"

## Round Robin Skit

Arrange the boys in a large circle. Give each one a communications transmitter of some kind, such as a flashlight for Morse code, the string and can telephone, a boy's hands for sign language, or a tom-tom for drumbeat.

Give the first boy a message to transmit, written on a piece of paper. Each boy in turn apparently relays this message to the next boy in line using his signaling device. (Remember your boys are just simulating this, not really doing it.)

The last boy writes down the message and comes up to stand beside you. You read your message, which is "Mr. Watson, come here I need you". The boy is then asked to read his message, which is "The number you have reached is out of service. Please hang up and try again. If you think you have reached this recording by mistake..." About halfway through this speech, put your arm on the boy's back and begin guiding him off stage, shaking your head.

## Cub Scout Alphabet Soup

Using the letter of the alphabet displayed, fill in the answer for each clue. The first one has been done for you.

The "Jungle Book" name of an important Cub Scout Leader is **Akela**.

When they are old enough, Cub Scouts can join a patrol of **B**\_\_\_\_\_.

The title of the leader of the Pack is **C**\_\_\_\_\_.

The title of the Cub Scout who is the number one den helper is the **D**\_\_\_\_\_.

One Cub Scout elective activity, which could include wiring a doorbell, is **E**\_\_\_\_\_.

Every Cub Scout shows respect to this patriotic item that is used in opening ceremonies, the **F**\_\_\_\_\_.

The Webelos activity badge that includes the study of rocks, minerals, and mountains is **G**\_\_\_\_\_.

A physical journey that Scouts big and small enjoy in the outdoors is a **H**\_\_\_\_\_.

This is found in instruments we write with: **I**\_\_\_\_\_.

Kids like to see how far or how high they can do this physical action: **J**\_\_\_\_\_.

One way to move the ball in football or soccer is to **K**\_\_\_\_\_ it.

This is the noise we make when something is funny or we are happy: **L**\_\_\_\_\_.

This is made by voices or by instruments: **M**\_\_\_\_\_.

A familiar information source that contains many articles and is often recycled is a **N**\_\_\_\_\_.

People from many nations around the world take part in the **O**\_\_\_\_\_ events every four years.

These play characters are fun to make and are used in some skits: **P**\_\_\_\_\_.

The Cubmaster expects **Q**\_\_\_\_\_ when he gives the Cub Scout sign.

During races or relays we move our legs quickly and this called **R**\_\_\_\_\_.

The act of making musical sound with words is another word for **S**\_\_\_\_\_.

When the Cub Scout sign is given, we must stop **T**\_\_\_\_\_.

A shirt, neckerchief and slide are part of the Cub Scout **U**\_\_\_\_\_.

In the summer, we often take a family **V**\_\_\_\_\_.

When a Cub Scout is 10 years old, and in the 4<sup>th</sup> or 5<sup>th</sup> grade, he can earn the Cub Scout rank of **W**\_\_\_\_\_.

The musical instrument, a **X**\_\_\_\_\_, sort of resembles a piano.

## Webelos Communicator Activity Badge

Today is Y \_\_\_\_\_ tomorrow.

A Z \_\_\_\_\_ is where lots of wild animals are kept for visitors to view.

Learning to effectively communicate is fun and entertaining through the Communicator activity badge. Webelos will experience varying methods of transmitting information, which will serve them well later in life.

### What Is a Code?

A code is a way of writing a whole word as a secret word. Many codes are really ciphers. A cipher is a code in which every letter of a word is written in a secret way. The Morse code is a cipher kind of code.

Codes are used all over the world. A telegram or cable is a kind of code that is written in a short way to keep costs down.

Codes are an important way of sending secrets during wartime. Brands marked on cattle and markings on planes and ships are also kinds of codes. Codes usually have two parts. The first part is for making the code. This is known as encoding the message. You need to know how to make your message a secret one.

The second part is called decoding the message. This will tell the person who gets the code how to read and understand the code. Then the person will know exactly what the message means. The more you know about codes, the more fun they are. Many people like secret codes, and so will your Webelos Scouts. Some of the easiest codes use numbers for letters.

### Number Codes

Draw lines on paper or use lined paper. Print the letter of the alphabet on the paper. Then start with the number one and write the numbers in order below the letters.

A	B	C	D	E	F	G	H	I
1	2	3	4	5	6	7	8	9
J	K	L	M	N	O	P	Q	R
10	11	12	13	14	15	16	17	18
S	T	U	V	W	X	Y	Z	
19	20	21	22	23	24	25	26	

### Communicator Game

This is a game that can be played in any Den setting, and is instructive for both the boys playing the game and for the rest of the Den watching.

Cut identical sets of geometric shapes (triangles, square, rectangles, octagons, etc.) out of different colors of construction paper. Give one set to each pair of boys, and sit them so they are facing away from each other at two tables, or on the floor.

The first boy is told to arrange his shapes in whatever fashion he chooses. When he has done so, he must tell the second boy how to arrange his set of shapes in the same arrangement. The second boy cannot ask questions, or otherwise communicate with the first boy. Observe the results with no communication.

The next time, the roles are reversed, with the second boy arranging his shapes any way he wishes. The difference now is that the first boy may ask questions, and the second boy may answer them.

A discussion can ensue about the value of questions and answers in effective communication.

### The Shopping List

This appears to be a boring grocery list. But to your friend, it's an important message. The number before each word tells which letter to use. The first letter in mop is "M", so that is the only letter that needs to be  
Santa Clara County Council

## Webelos Communicator Activity Badge

saved. Continue down the list. The third letter in bread is "E", and so on. Now the grocery list has a new meaning.

1. Mop
  2. Peaches
  3. Bread
  4. Butter
  5. Cream cheese
  6. Dozen eggs
  7. Fruit bars
  8. Bag of potato chips
  9. Watermelon
  10. Package of noodles
  11. One can of green beans
- Your message: Meet me at one.

## Back Drawing

Before the meeting, the Den leader draws symbols on poster board. Split the Den into two teams. Have them sit in a straight line facing forward. Give the Scout at the front of the line a piece of paper and pencil.

**Rules:** Everyone closes his eyes, except the Scout at the back end of the line. Only this Scout may see the image that the Den leader has drawn. Then this Scout draws the image he is shown on the back of the Scout in front of him. He may erase once, and then redraw the image. After the image is drawn on the Scout's back, he opens his eyes, then draws his image on the Scout's back in front of him. The image will finally reach the first Scout, and he will draw the image that he feels being drawn on his back on the paper. After both teams are finished, show everyone the original image and see whose drawing is most accurate.

**Purpose:** This game is used to show Scouts that you need all your senses to be an effective communicator and that a breakdown in communication can change the story.

## Den Activities

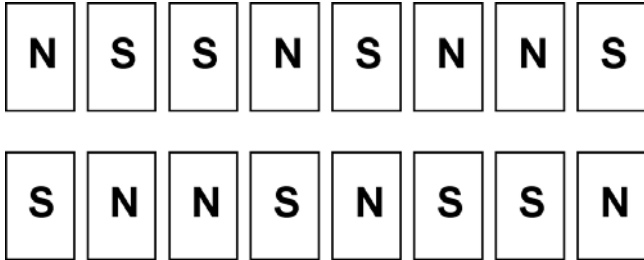
- ✓ Demonstrate and teach the Webelos Scouts the Boy Scout Motto using sign language.
- ✓ Have a deaf, blind or mute person visit the Den and describe special problems they have communicating.
- ✓ Instruct Scouts how to address a group.
- ✓ Have four Scouts take part, each reading in full, one point of the Scout Law.
- ✓ Visit an amateur radio operator, and have him explain the use and rules of amateur band radio. Let the Scouts examine equipment and talk with someone over the amateur radio.
- ✓ Instruct Scouts in the use of secret codes. Then let several Scouts invent and use their own code.
- ✓ Get a copy of CB ten codes and have the Scouts use them.
- ✓ If you cannot visit a radio or television newsroom, invite a newscaster to your meeting to talk to the Scouts about their jobs.
- ✓ Invite a high school or middle school speech teacher to your meeting, and have them talk about communications.



## BITS and BYTES

Where does the information go when you delete things on your computer?

Computer hard disk drives have an arm that moves back and forth over a spinning disk. At the end is an electromagnet that is turned on and off. That can flip the molecules of the disk - a magnetic material. It arranges the molecules. The arrangement can be read later by scanning the disk with the same arm. Each bunch of molecules is called a BIT. Groups of them are called BYTES. This drawing is an 8-bit byte. As the molecules flip over, they represent a 1 or a 0. The north magnetic pole is 1, the south is 0. Digital storage always involves just 2 values; 1's and 0's, or on and off. Our drawing is the number 10010110. If we use a special number system called binary numbers, these 8 bits store the number as 140.



Stuff stored in digital code makes up files or documents. They are stored in little zones or sectors on a hard disk. Most of the time files are too big to fit in just one continuous line of sectors, so the files get spilt up. The first part of a file is called the header. In the header are things like the name and date of the file and also the size of the file, and a really important piece of information - which sectors the file is stored in. That information tells the arm where to scan for the data. Without the header the data is left in chunks all over the disk. When you delete a file what you're really doing is just erasing the header. The file's data is still there. It just doesn't have an address anymore. Eventually it will be written over by new data

Information on a computer is not stored as matter or energy; it's stored by arranging matter. The computer uses energy to make the arrangement, to read the arrangement or to delete the arrangement. That energy is converted into heat, which is why there are fans in computers.

## Names and Communication

One way we communicate is to mark something in a certain way to show ownership or a relationship. Your last name indicates that you are part of a family and related to others with the same name. Even names are "codes" of a sort. The blacksmith sometimes became known as SMITH and his son would be SMITHSON. Take a phone book and see if you can guess how a name may have come about.

## COMMUNICATOR ROUND ROBIN SKIT

Arrange boys in a large circle. Give each one a communications transmitter of some kind, such as a flashlight for Morse code, the string and can telephone a boy's hands for sign language or a tom-tom for drumbeat.

Give the first boy a message to transmit, written on a piece of paper. Each boy in turn tries to relay this message to the next boy in line using his signaling device. (Remember your boys are just simulating this, not really doing it.)

The last boy writes down the message and comes up to stand beside you. You read your message, which is "Mr. Watson, come here I need you". The boy is then asked to read his message, which is "The number you have reached is out of service or you have not used the correct area code. Please hang up and try again. If you think you have reached this recording by mistake...." About halfway through this speech. Put you arm on the scouts back and begin guiding him off stage, shaking your head

## INTERNATIONAL SYMBOLS

Have the boys write what each sign means



- |                     |                     |                    |                       |
|---------------------|---------------------|--------------------|-----------------------|
| 1. No U-turn        | 2. No bicycles      | 3. Tent site       | 4. Hotel, motel       |
| 5. Boat ramp        | 6. Forest           | 7. Restrooms       | 8. Wet floor          |
| 9. Trash can        | 10. First Aid       | 11. Red Cross      | 12. Animal Crossing   |
| 13. Handicap Access | 14. Wildlife Refuge | 15. Magnetics      | 16. Shower            |
| 17. Information     | 18. Campsite        | 19. Child Crossing | 20. Fasten Seat Belts |

## Message Coding

Use the Morse code table found in the Webelos Scout Book, Communicator section to encode a short message. Each boy should keep his message short, one sentence of 5 - 8 words, and not let other boys see it. Then let them trade messages and try to decipher them.

## FIELD TRIPS

- Newspaper office
- Radio Station
- TV Station
- Telephone Office
- Commuter Center

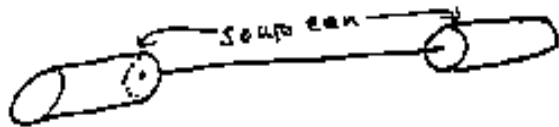
**Word of caution:**

***Most of these communication centers are very security conscious, so do not be surprised or disappointed if they tell you they do not allow groups to tour.***

## DEN ACTIVITIES

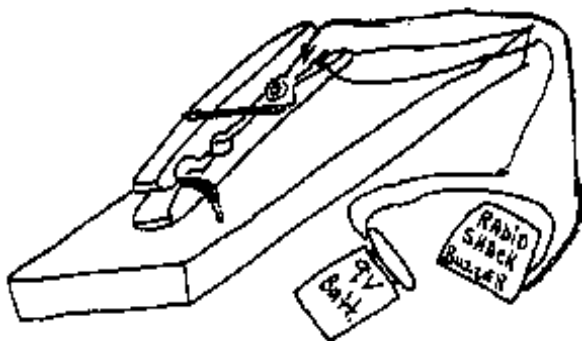
- Trace the history of communication in a chronological order, starting with the early communication, method of sign language.
- Demonstrate the spoken word by having boys hold their hands over their larynx to feel the vibration, and make an old fashion can and string telephone. Be sure to keep the string taut and not touching anything.

## Webelos Communicator Activity Badge



Use thick twine 10 - 20 feet. Make a hole through the middle of each can with a medium size nail. Wash can thoroughly. Pull the string through each nail hole. Tie a large knot in string on each end. To use simply hold can by its side, keeping string taut. Put to mouth to talk, to ear to listen.

- A telegraph key will demonstrate Morse code. Use the key to open and close a circuit made up of a tone buzzer and a battery. You can make the key or "bug" out of a spring clothespin if you wish.



- 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 communications is given
- Ask a member of the local amateur radio organization to visit your den or allow the den to visit his or her base station to see how communications is arrived using the International Morse Code.
- Listen to a CB radio or find an active Citizen Band Radio

Club in your area to tell your den how the radio can help.

- Visit the local library or your school library to find out how the books are indexed to locate them 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.
- Communications can be carried out in many forms. Try to locate the 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.
- Find out if one of the parents would be willing to show each of the boys how it a computer works and allow them to access the computer base.
- To find out the many job opportunities in the communication field, check with the local Chamber of Commerce to locate companies that use communication as a basis for employment in your area.

## KIM'S GAME IN THE DARK

Out of sight of the immediate area, attach a line zigzagging between trees or stationary objects. Tie objects to the line along the way. Ten items is a good number. Blindfold each Webelos Scout and lead him to the rope. Boys then proceed down the rope, holding on and remembering the objects they come across. No talking is allowed. When each boy reaches the end of the rope, the leader takes him out of sight of the course and removes his blindfold. Boys may work individually or as group to see how many objects they can identify and remember.

## Communication Codes

### SOUND EFFECTS GAME

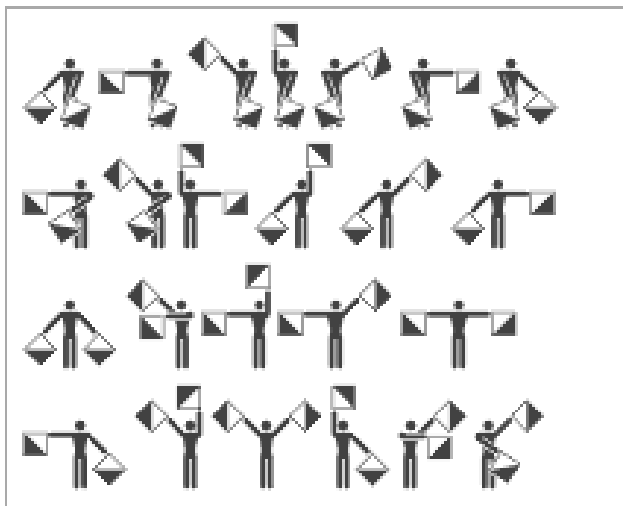
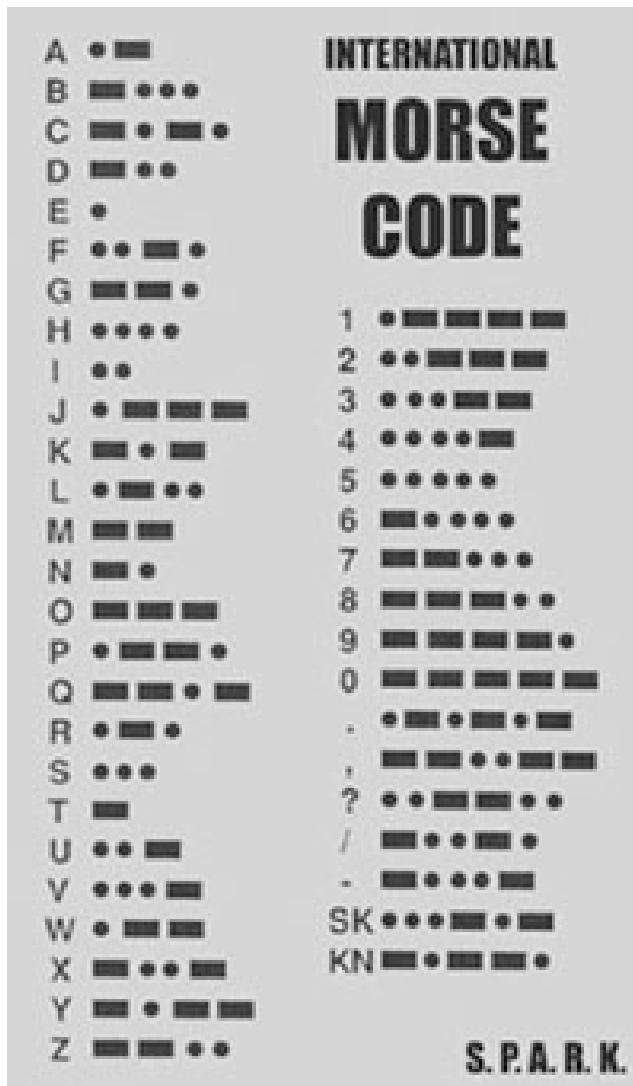
A Good pack meeting demonstration!

This game is identifying sounds. The den chief or den leader produces sounds from behind a screen or in another room, and the Webelos listen. Boys try to identify each sound.

Sample sounds met be -- ping pong ball bouncing on floor, sanding a piece of wood, shuffling a deck of cards, breaking a twig or stick in half; pushing buttons on telephone, sawing wood, etc.



Webelos Communicator Activity Badge



# Webelos Showman Activity Badge

## Mental Skills Group

A showman is an entertainer. A showman loves to put on a show. This might be a puppet show, a musical act or a skit or stunt for a campfire program. As in everything in Webelos Scouts, we will do our best. We will appreciate the talents of all of the members of our den.

### IDEAS FOR DEN ACTIVITIES

- Make a puppet and puppet stage.
- Write new words to a familiar song.
- Write a play or skit.
- Figure out sound effects and costumes for a play.
- Know what stage directions are.
- Learn how to conduct music.
- Invite an actor or actress to den meeting and have them tell why they like drama.
- Have a musician come to den meeting and teach them something about music.
- Use a tape recorder or MP3 player to record boys' voices so that they can hear how they sound when recorded.
- Attend a play or musical performance.

### ACTIVITIES

#### **WORK ON MAKING SOUND EFFECTS**

Thunder- Hold a piece of tin or galvanized steel 3' to 4' long and 1' wide. Shake it to produce rolling thunder. For a single crash of thunder strike the sheet with a rubber heeled shoe.

Lightning - Flash a white light off and on. A photo flash will work well.

Rain - Fill a tin can 1/3 full with dry beans. Rotate the can slowly.

Fire - Crumple a sheet of cellophane into a ball. When you release it in front of a microphone it crackles like fire.

Sawing wood - rub a piece of sandpaper across a 6" area on the rim of a large foil pin.

Horses - Clap two halves of coconut shells on a board using the rhythm of galloping or trotting horses.

#### **HINTS FOR BASIC MAKE UP**

Homemade make-up base is simple to make and easy to clean off. Use equal parts of liquid cleansing cream and powdered sugar. Combine the two. First sifting sugar to remove lumps, mix well. Use as is for white, for a clown face. Or add a few drops of food coloring for special effects. Green for monsters, purple for martians; red, green, yellow, blue for Indians. This is non-toxic and wipes off without easily leaving too much color on the face. Just remember to not overdo the drops of color or there may be more left than you want.

Lipstick can be used for lips and rouge.

Eyebrow pencils can be used to darken or change shape of eyebrows, to line the eyes to make freckles, mustaches, sideburns and wrinkles.

To age a person have the boys frown and wrinkle up his face, then add gray eyebrow pencil to the creases.

To age the hair, add cornstarch powdered to the hair. Hair usually begins to age at temples first and then in streaks.

Give a hollow look, use eye shadow under the eyes and on either side of the nose to change the look.

## Webelos Showman Activity Badge

### Tips:

- Apply makeup after character is in costume.
- Use a towel to protect costume.
- Keep plenty of tissues and cleansing cream on hand for removal.
- The more light used, the more makeup necessary.

## FACE FUZZ

A hairy disguise can turn Webelos Scouts into wild men of the woods. Use curtain fringe for heavy brows, cotton batting for a beard, and knotted yard for a mustache. All attach with adhesive tape.

## THINGS TO DO WITH SONGS

1. Add motions that will fit the words.
2. Divide the audience into two groups and have one group sing one line and the other sing the next line.
3. Sing familiar words of one song to the tune of another.
4. Add musical or rhythm instruments.
5. Sing in a round.

## CONDUCTING MUSIC

Every song can be written on a staff with symbols for notes, tempo, etc. One of these symbols on the staff is called the time signature. The time signature looks like two numbers piled on top of each other.

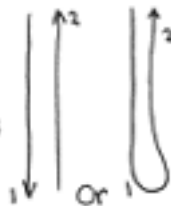
The top number tells us how many beats are in a measure... and that's what's important to know when we conduct music. If we have a song that has 3 beats to the measure, then we conduct the song using the second diagram.

It's just like making a triangle in the air. However, most Cub Scout songs have 2 beats or 4 beats per measure.

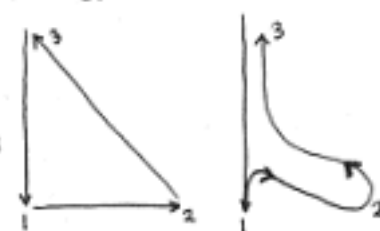
Try singing Jingle Bells. It has 4 beats per measure. Start singing on beat 1 as you come down with your hand, following the syllables you sing. At the end of "bells," you should be back up to the top of diagram 3.

Three Blind Mice also has 4 beats per measure. "Three" will always be sung on the down beat (the first beat of the measure). Get the rhythm going and stay steady with the beat and you can conduct a song!

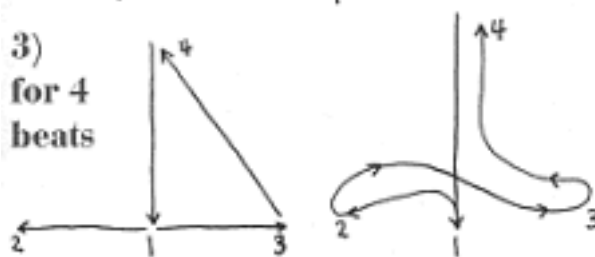
1)  
for 2  
beats



2)  
for 3  
beats



3)  
for 4  
beats



## DIFFERENT WAYS TO MAKE A PUPPET STAGE



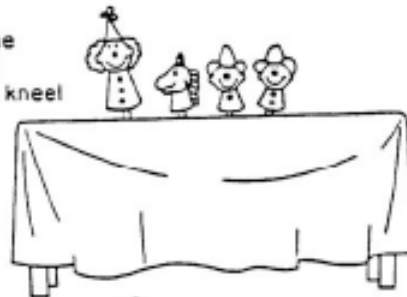
Place a child wearing a large open apron between two other children. The children on the ends can hold the edges of the apron and one puppet each. The child in the middle can hold two puppets.



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



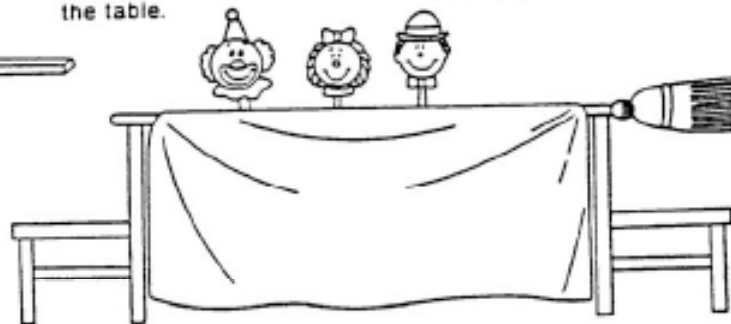
Hang a cloth over the back of one or more chairs. Children can kneel on the chair seats.



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



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

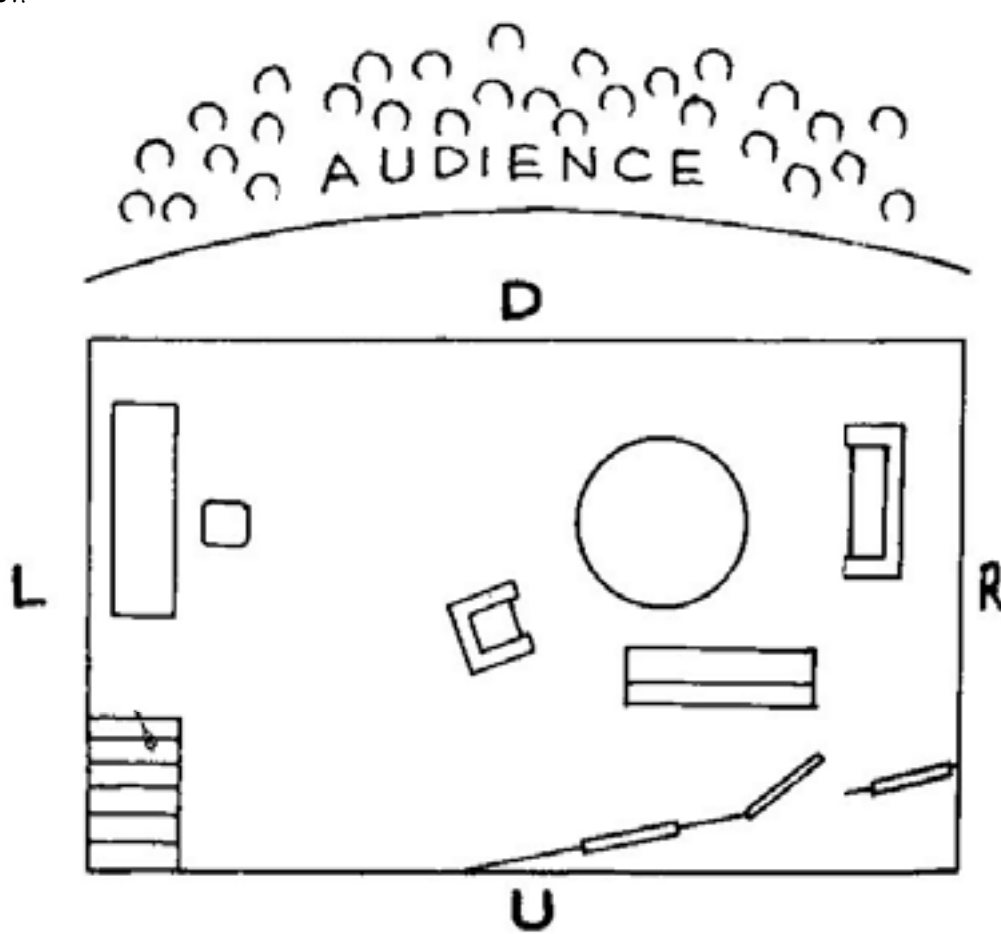


Balance a broomstick on top of two chairs. Drape a cloth over the broomstick. Children can kneel behind the cloth.



## STAGE DIRECTIONS AND WHAT THEY MEAN

- URC - Up right center
- UC - Up center
- ULC - Up left center
- RC - Right center
- C - Center
- LC - Left center
- DRC - Down right center
- DC - Down center
- DLC - Down left center
- Don't get lost!



## More on the Showman Activity Badge

The Showman Activity Badge offers a choice of puppetry, music, or drama. A WEBELOS can pick the area that suits him best. Showman Activity Badge is in the Mental Skills group.

The Showman activity badge has something for every Webelos scout. For the natural actor there is drama, for the shy boy there is puppetry, and for every boy there is music. The aim of the badge is not to produce skilled entertainers, but to expose boys to theater and to music arts, to help them build self-confidence, and of course, to have fun. Everyone loves a show and most all boys have a generous chunk of ham in them and want nothing better than a chance to let it out. If you don't give them a chance under controlled conditions, they will take it when you least expect they want it.

## Webelos Showman Activity Badge

The Showman activity badge gives them a chance to let out the hidden barely Shakespeare, Jerry Lewis, Leonard the Great or what ever happens to be their style. It allows them to express themselves musically be it kazoo or Steinway. Providing the entertainment for the pack meeting will be a challenge gladly met by Webelos Scout boys and the sillier the better! The badge covers most of the field of entertainment and acquaints the boys with ways of putting on various shows or skits. Making the props also can be used as part of the Craftsman badge. Skits and Songs are covered elsewhere in the Bugle. Every conscientious leader of boys is working to further develop the whole boy- physically, emotionally, spiritually, and mentally so he will be prepared to take his place as a well-adjusted member of his social group. The Showman badge offers the opportunity for a boy to develop his creativity and broaden his base of aptitudes.

### Objectives:

- To instill an appreciation of the fine arts.
- To expose boys to entertainment professions.
- To expand the imagination and creativity of WEBELOS.
- To increase boys' self-confidence in front of audiences.

### Pack and Den Ideas

- Junior and Senior high school plays.
- Make up a Webelos band to entertain at a pack meeting.
- Learn magic tricks to do as a skit. Or take your magic show on the road to a residential center for seniors or children.
- Make a video tape of a play the WEBELOS write and perform. Show it to parents or in a demonstration corner of a pack meeting.
- Invite an artist, and/or a musician to a den meeting to tell about their profession or hobby.
- Write and/or perform a skit complete with scenery and costumes.
- Attend a folk music festival. Learn to sing a folk song. Learn about the history of the song.
- Invite the boys to tell about the instruments that they play.
- Make an audio tape of a radio program the boys perform.
- Invite a drama teacher to speak
- Put on a program for the pack meeting
- Make puppets, write and put on a puppet show
- Visit a nursing home and perform music
- Make a stage and costumes for a play
- Make some homemade band instruments - try to play a tune on them.
- Scouts like silly or gross songs. (Songs about eating worms, etc. are great.)
- Invite an actor or drama teacher to explain stage directions.
- Ask a clown, actor, or make-up artist to show the den how to apply stage makeup.
- Learn how to make sound effects.
- Learn how to make other special effects, lighting.
- Videotape a short movie.
- Invite a high school drama teacher to explain and demonstrate make-up techniques.
- Attend a high school play or concert.
- Ask a Shriner clown to give a talk on clowning and give a demonstration.
- Write a puppet play and make the puppets to act it out.
- Put on an advancement ceremony for your Pack meeting.
- Talk about sound effects and let the boys try some of them.
- Use a tape recorder to tape the boy's voices and let them hear how they sound.
- Visit a TV or radio station and watch programming in action.

## Webelos Showman Activity Badge

- Have a story-telling 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 is an opportunity to emphasize the importance of good listening and the value of sharing ideas.

## Ceremonies

### Getting Started Opening Ceremony-

A dramatization using four Webelos, who stand in a diagonal line at one side, facing the audience, and the Webelos Leader, who is facing the Webelos and the audience on the other side.

**W.L.:** David, how would you set out to do a good turn?

*(David takes one step forward.)*

**W.A.:** John, how would you get started on a camp out?

*(John takes one step forward.)*

**W.L.:** Ray, how would you start on a hike?

*(Ray takes one step forward.)*

**W.A.:** Mike, how would you start out to achieve your first activity badge?

*(Mike takes one step forward.)*

**W.L.:** Yes, it is as simple as that to make a thousand mile journey, to run a race, to learn a trade, to meet new people, to climb a mountain, to create a masterpiece, to build sky-scrappers, to design a spaceship. Yes to do anything worthwhile, there is always a first step, and it is the most difficult one to take.

**WA:** If you are to progress in life, or in Tigers, Cubs, Webelos, or Boy Scouting, you must first face your goal and then get started with that all important first step!

*(On the words FIRST STEP, all the boys take one step forward again and then salute.)*

### The Athenian Oath Closing-

**Cub # 1:** We will never bring disgrace to this, our city, by any act of dishonesty or cowardice.

**Cub # 2:** We will fight for the ideals and sacred things of the city, both alone and with our companions.

**Cub # 3:** We will revere and obey the city's laws.

**Cub # 4:** We will try unceasingly to quicken the sense of civic duty in others.

**Cub # 5:** In every way, we will strive to pass the city on to our sons, greater and better than it was when our fathers passed it on to us.

## Skits

### Putting on a Skit

The Cub Scout literature has poems and stories that can be used for skits, but the public library has a lot more material. Ask your librarian for directions to the literature the theater sections of the library. The youth or juvenile sections of the library also has material that is more suited to the age of the Webelos Scout. A good skit is really a play in one act and can be more readily handled by 9 and 10- year-old boys. The Cub Scout How to Book contains some good ideas on how to write your own skit or one act play. Let the Cub's be creative. They can make the play up about anything they are interested in, sports, Scouting, a silly moment in the Den meeting, etc. Making costumes and putting on "stage makeup" makes the task more fun and enjoyable.

## Webelos Do Their Best

**Cast:** 7 Webelos Scouts, Leader

**Props:** Desk, 7 Chairs, 7 Sheets of paper, 7 pencils.

**Setting:** All are seated and leader stands before them, passing out paper and pencil.

**Leader:** Boys, before we begin, let's review. What is a 7-letter word with 3 "U's" in it?

## Webelos Showman Activity Badge

**Webelos #1:** Gee, I don't know, but it must be unusual! (*Puzzled look on face!*)

**Leader:** If April showers bring May Flowers, what do May flowers bring?

**Webelos #2:** Pilgrims.

**Leader:** Can anyone tell me what a comet is?

**Webelos #3:** Yes, a star with a tail.

**Leader:** Very Good!! Now, will someone name a comet?

**Webelos #3:** Er, Er, Lassie?

**Leader:** (*Shaking head in dismay*) Boys, you may begin on your papers.

**Webelos #4:** (*Whispering to Webelos #5*) I made 100 yesterday at school. (*Webelos #5 looks surprised*) 30 on math, 30 on reading and 40 on spelling!!

**Leader:** (*To Webelos #5*) Did you look at his paper? (*Points to #4*)

**Webelos #5:** Why??

**Leader:** The first 4 answers are the same but on the 5<sup>th</sup> answer he put "I don't know" and you put "Me neither."  
(*To Webelos #6*) Why did you make such a low grade on this?

**Webelos #6:** It must have been the room temperature.

**Leader:** Did you find the questions hard?

**Webelos #7:** Oh No!! Just the answers were hard!

**Leader:** After having observed the den and looking at your papers, I think you have done your best. I would like to award the Showman badge at the next pack meeting. You've written a terrific skit.

## Crafts

### Face Paint-

#### Materials:

- 6 Tbsp cornstarch
- 3 Tbsp water
- 3 Tbsp cold cream,
- Food coloring
- 6 c muffin tin

#### Directions:

In each cup of a muffin tin, put 1 teaspoon of cornstarch, 1/2 teaspoon each of cold cream and water. Add a different color food coloring to each cup.

### Glove Finger Puppet--"Three Little Pigs"-

#### Materials:

- hot glue gun (used by leaders),
- scissors
- garden gloves
- small pom-poms (pink, gray & black),
- large pom-poms (same colors)
- pink and gray felt
- googly eyes

#### Directions:

- Hot glue large pom poms to finger tips-palm side of glove.
- Glue on small pom poms for noses.
- Then glue on ears and eyes.
- Glue hat (cut from felt) on wolf and

## Webelos Showman Activity Badge

Dot nostrils on each pig with a black permanent marker.

*Use your creativity to create other glove-finger puppets, like Goldilocks and the Three Bears, Jack and the Beanstalk, etc.*

### Soda Straw Harmonica-

Cut a strip of corrugated cardboard with large corrugations, 8" long and 1 1/2" wide.

Cut 8 straws into the following lengths: 8 1/2", 7 3/4", 6 3/4", 6" 5 1/4", 4 1/2" 4 1/4"

Push the straws between the sections of the cardboard beginning about 1/2" from one end and leaving four empty corrugations between straws.

The shorter the vibrations, the higher the pitch.

To play, blow over the straws.

### Tin Masks-

#### Materials:

Scissors

Sharp nail

Aluminum pie pans (9" or larger and 4" pot-pie size),

Brass fasteners (various sizes)

#### Directions:

1. Using the 9" size pan as the base for the mask, have the Scouts imagine all the facial features that might appear on the mask. Have them draw out a design for their special creation.
2. If any embossed design is used, place the pan on a stack of newspaper for support. Using the nail or a ball-point pen, use firm, even pressure to draw the design on the plate. Enough force should be used to bend the plate out on the other side, but be careful not to puncture to pan.
3. Cut shapes for added features from other pans. The pot-pie size is great for this part. The shapes can be cut from paper first to be used as a guide for cutting the tin.
4. Use small brass fasteners to connect the shapes to the base of the mask. Make small nail holes in the pieces of the pan where they are to be connected. Push the fastener through both pans to make the connection.
5. Larger brass fasteners can be used for additional decoration. Foil wrap or tinsel may also be used for details.
6. Tape a tab ring pull from a soft drink can to the back to use as a hanger for the mask.

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The Showman activity badge has something for every boy. For the natural actor, there's drama; for the shy boy, there's puppetry; and for almost every boy, there's music. To earn this badge, the boys need to complete 4 requirements in one of the three areas. The aim of the badge is not to produce skilled entertainers, but to expose the boys to theater and music arts, to help them build self-confidence, and of course to have fun. This badge offers boys the chance to develop their natural abilities. This badge is a natural outlet for becoming comfortable with performing skits for others at den and pack meetings.

## Games

### Movie Star Walk

This is best done in a large building with many obstacles. Divide the group into teams of six to eight people and tie them together at the wrist to form a "chain." Use long balls of colored string or yarn to layout a course. Have each team follow their colored yarn wherever it goes without breaking their chain or the yarn. The first team with their yarn completely rolled up and their chain not unbroken wins.

### Acting

After discussing how things feel, everyone pantomimes an emotional reaction to feeling something and the others try to guess what he is feeling. Examples: Holding a snake, picking a prickly plant, hot sand on bare feet, something sticky.

### Show Biz Buzz

Choose a number that the players cannot say aloud. For example choose number 5. Start off counting around the circle. When the counting reaches any number that includes a 5 or a multiple of 5, that player must name a television show instead of the number. Counting should be rapid. When a boy can't think of a show, he is out. No show can be repeated. Start off with an easy number like 5. When they become good at it choose other numbers. You may want to change categories as well. How about movies, musical stars, musical instruments?

## Den Meeting Activities:

- Invite a drama coach to discuss stage directions and what they mean
- Invite a clown or makeup artist to demonstrate makeup for the boys
- Learn how to make sound effects for plays and skits
- Tape record the boys to show how different they sound on tape from what they are used to
- Let the boys create their own skits to perform in the den or at a pack meeting
- Video tape a play that the boys create, act in, and make costume for
- Design a puppet stage out of cardboard boxes
- Let them try their hand at making different types of puppets for plays
- Set up a shadow puppet screen for a play
- Ask the band director to show the boys the different instruments in the band
- Make homemade instruments for a den "band"

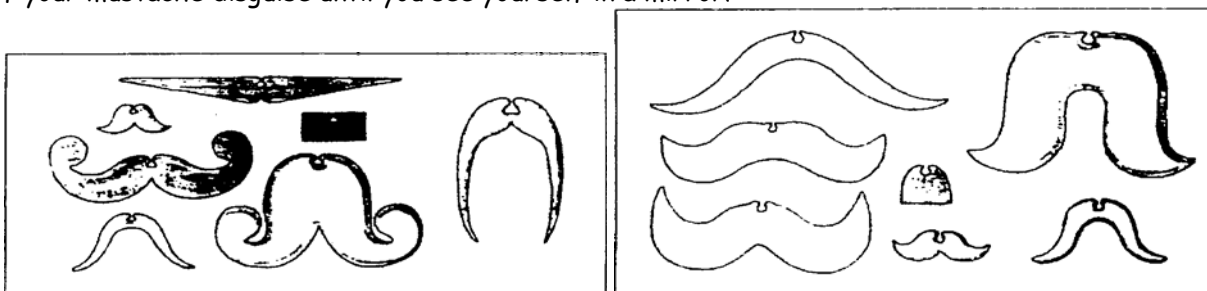
## Webelos Showman Activity Badge

- Have a den meeting where the boys bring in their favorite music to listen to
- Perform a song with the den "band"
- Go to a play, recital, or concert
- Visit a rehearsal of a local play
- Visit a TV station or a recording studio

## Costumes

### Mustaches

There is probably no other disguise that can change a person's appearance so quickly as a fine mustache. Behind a mustache you can be anybody- politician, detective, television star, or even the bearded circus lady. Dressing up is great fun, and every child should have a special drawer or box of old shoes, out-of-style hats, dresses, jewelry-and mustaches. Actually, a mustache can be the whole costume, as most of the time you really don't need an elaborate disguise. Still, if you think that the mustache alone isn't convincing, a large bath towel and a few safety pins can help round out your image. It's so fun to imitate life-being the "baddy" with a pencil-thin mustache curled up at the end, or maybe the "goody" with a big floppy mustache. You won't really feel the magic of your mustache disguise until you see yourself in a mirror!

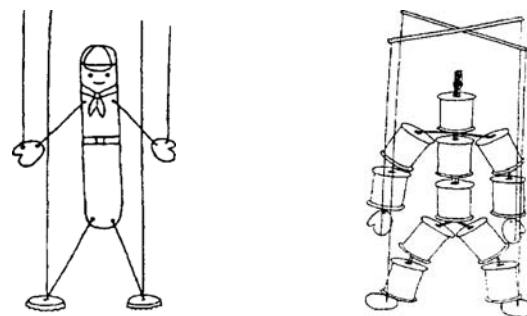


### Constructions

Use heavy paper to make your mustache. If you want, you can glue yarn, fuzzy fabric, etc to your paper mustache. The mustaches shown here are examples. You can copy them or make up your own. It's easy to invent a mustache. Draw the mustache pattern on a sheet of heavy paper like posterboard or file folder. Cut out the mustache, and try it on for size. Be sure to make the two little hook cutouts that attach to your nose. Experiment until you get the hooks just right so the mustache will stay in place. That's all there is to it. Now why not have a mustache party or maybe a mustache day?

### Marionettes

In America, puppets brought theater to many folks. If they lived too far from the theater, they could take advantage of the puppet show. Help your boys recall the theater, and express themselves by making puppets. They can be made from empty spools, craft sticks, string, or whatever you have handy.



## Thaumatrope By Barb Stephens

A thaumatrope is a card with different designs on each side which, when the card is twirled, blend into one. Create one or both of these nature thaumatropes. Enlarge graphics to desired size.

Cut out a pair of pictures. You can make them square or circular.

If you cut out square shapes, glue them both right-side-up on opposite sides of a pencil or straw. Place the pencil between your palms and rub your palms in opposite directions, back and forth.

If you cut out circular shapes, place one upside-down behind the other. Then poke a tiny hole on the sides of both papers and tie a string (about 6" each) into each hole. Now twirl the string so it gets cork-screwed. Then alternately relax the pull and tighten the pull on the string so it rotate

## Shoulder Strap Stage

### Materials:

- Corrugated cardboard
- Velvet to cover cardboard
- Velvet or other material for straps
- Cover cardboard with velvet.

Attach straps to cardboard and adjust size to fit person. Curtain may be hung in front of velvet cover box if desired. Puppets are manipulated through the holes. Shape cardboard to desired size according to illustration. Cut holes in cardboard for arms.

### Make Up

#### Homemade Make-Up Recipes

### White Greasepaint-

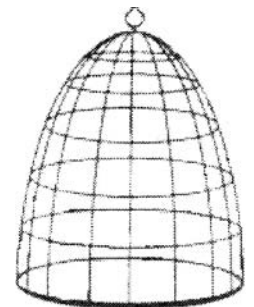
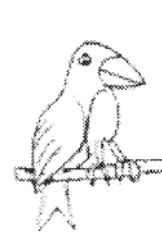
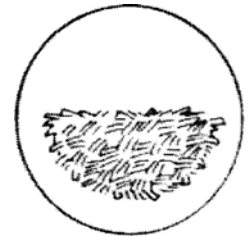
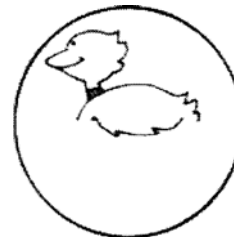
- 2 tsp. of white shortening
- 5 tsp. of corn starch
- 1 tsp. of white flour
- A few drops of glycerin

The ingredients can be mixed easily with a spatula. Store in a tightly covered container. To apply, start by cleansing face with cold cream or another cream cleanser. Then start spreading grease paint on face with finger tips. You want it thick enough to color the face but not so thick that the greasepaint cracks when you move the facial muscles. If it seems too dry to spread evenly, add a few drops of glycerin and mix well.

### Brown Greasepaint -

- 1 tsp. of white shortening
- 24 tsp. of unsweetened Cocoa
- 5 tsp. of corn starch
- 1 tsp. of white flour
- A few drops of glycerin

Mix the same as for white greasepaint, You may need a little extra glycerin in this greasepaint because of the added ingredient. Remove with baby oil.





### **Translucent Colored Make-Up -**

In a small container, mix some liquid cleanser with powdered sugar, till desired thickness. Add food coloring to desired color. Make-up should be about the consistency of cold cream, so add powdered sugar till then. This make-up can be applied with the fingers, but a more even coverage is achieved by using a small make-up sponge. This make-up allows the natural skin tones to be tinted, rather than totally covered up. It will wipe right off with tissues, or can be removed with baby oil, as most make-ups are. Again... this make-up, as well as most others, works best when applied to a thoroughly cleansed face that has been tissue dry.

### **White Face -**

Thoroughly cleanse face, then apply a thin layer of cleansing lotion or cold cream over areas to be made up. Dab a clean cotton ball into white cake eye shadow and pat on face. Try to cover face as evenly as possible with as many layers of powder as you need to get the desired effect.

### **Black Outlines -**

Black cake eyeliner works the best for most striking black details and dramatic outlining. Especially for clown make-up, large mouth areas and other details should be outlined in black first, and then colored in with the desired colors.

### **Indian Faces -**

Rather than using the very dark greasepaint for Indians, use a cosmetic cream or cake foundation just darker than natural skin color. Leave areas to be colored free of foundation, so the colors will show up better.

## **Sound Effects**

Sound can include three separate things: voice, sound effects and music. The primary concern is that the audience is able to hear the show clearly. For beginners a narrator can stand in front of the stage and "tell" the story to the audience. Have the boys speak their lines loudly and project their voices past the stage area. This takes practice.

Both sound effects and special effects will add another dimension to the play. Be creative, but keep effect subtle. Do not overuse any one effect. Match the appropriate sound to your needs and situation. Timing is important.

- Whistles, horns, clocks rattles and musical instruments add interesting sounds to a puppet show. You can also use a record player, or tape recorder.
- You can make lots of sounds with a kazoo.
- Make bubbling sounds by blowing through a straw into a cup of water.
- To make a tremendous crash, drop a pan full of metal lids.
- Hit 2 cups on a tabletop to make sounds like a horse.
- Use a cap gun for a loud bang.
- Rolling dried peas in a pan can sound like rain.
- Slam 2 books together to make the sound of a door closing.
- Shake and squeeze a plastic bottle of baby powder to make a puff of smoke.
- In a dark room, use a flashlight to make lightening.

# Webelos Craftsman Activity Badge

## Technology Group

A craftsman can be talented in many areas of work. Webelos Scouts will learn more about working with wood and other materials such as leather and tin. A craftsman also knows how to safely work with the tools needed for each type of material. Working with wood and leather is fun, but only if we are safe first. These Webelos craftsmen can develop confidence in their abilities, and these talents and skills they develop may be a hobby for them someday.

### IDEAS FOR DEN ACTIVITIES

- -Discuss finishing methods for wood projects - sanding, filling holes and scratches, finishing, etc.
- -Have a nail driving contest.
- -Make a tool chest or bench horse for sawing.
- -Build mid-way games for your pack.
- -Visit a building supply store. While there, look at the tools and materials required for different projects.
- -Visit a furniture factory, lumber mill, saw mill or cabinetry shop.
- -Visit a tanner or leather goods manufacturer.
- -Invite someone to give a demonstration on the proper care and use of tools.
- -Have a demonstration of leather craft and leather tools.

### GAMES

#### HOW BIG?

Equipment: Two sets of objects or boards of the same length, two tape measures

Object: For each boy to measure an object and add these figures to the one before him so as to come up with a total team length

- -Divide into two teams.
- -On the word "Go" the first Webelos Scout runs up, picks up an object, measures it, lays the object down in a different location, and then returns to tag the next boy.
- -This second boy also runs up, measures an object, lays it beside the first, but then he must add his length to the first boy's length, before the third team member can come up.
- -This continues until each boy has measured and added their objects together for a team total.
- -The leader should know what the total of the objects added together will be - as the winning team will be the one that is the nearest to the correct total.

#### NAIL DRIVING CONTEST

Have Webelos Scouts drive nails into a 4x4. Individual or relay races can be held. The fewest number of strokes wins, not the fastest, as this is much safer.

#### TOOL BOX SORT

Using an egg carton for the toolbox, have an assortment of nuts, bolts, screws, etc to be sorted into the toolbox. The first Webelos Scout to sort by size in the proper place in the "toolbox" wins. To make the game more challenging, blindfold the Webelos Scouts and let them sort the items by touch.

## PROJECTS

### TIN CAN LANTERNS

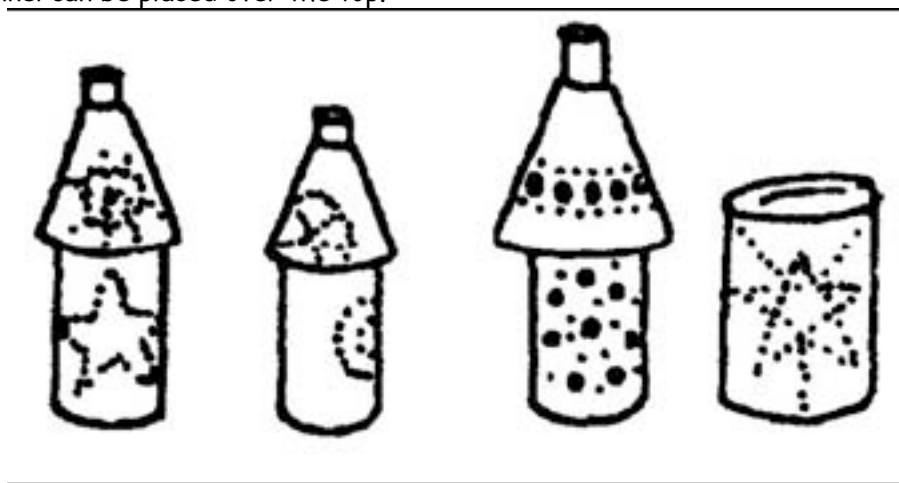
Materials: A tin can with frozen water in it (this makes the holes easier to punch), hammer, nails, paper, pencil or pen, scissors, masking tape, and old towel and a small candle and candleholder.

In Mexico, people often light their houses at Christmas with simple tin lanterns. They are decorated with lacy patterns of punched holes. Candlelight glowing through the holes creates dozens of flickering "stars".

Make a paper pattern that will fit around the can. Draw designs on that paper that you can follow as you punch the holes in the can. Cut your pattern out. Wrap the pattern around the can and tape the pattern down with masking tape. Lay the can of frozen water on the towel. Hammer evenly spaced holes through the lines of your pattern.

When the holes are all made, place a small candle holder and candle into each can. Votive candles work well.

An aluminum funnel can be placed over the top.

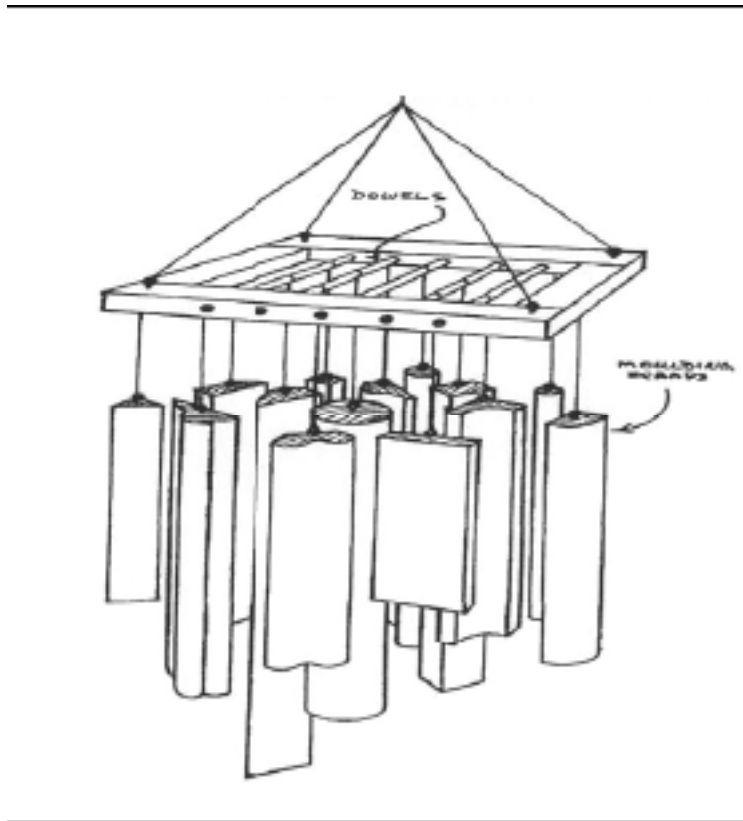


### WOODEN WIND CHIMES

Create your own open-air concert with an orchestra of lattice, screen, rounds, half rounds, quarter rounds, dowels, squares, base caps, coves and stops, all clustered together to form a melodious wind chime. The tones will vary according to the weight, length and patterns of wood molding you choose.

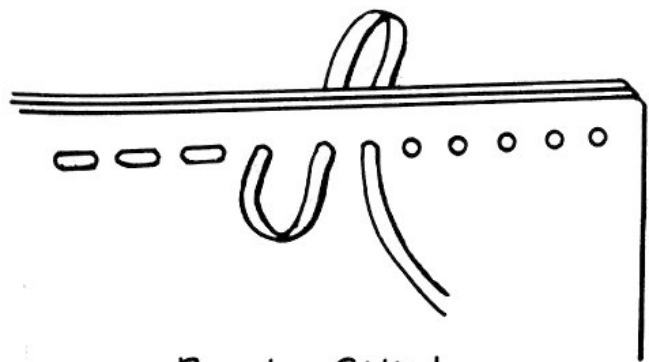
After you've made your selection, attach small eye hooks at the end and suspend them from a frame of squares with dowel cross pieces. The distance between them should be far enough apart to swing freely, but close enough to touch in a gentle breeze.

Stain or oil as you desire, then hang it from your porch or a nearby tree and await the first musical selection.

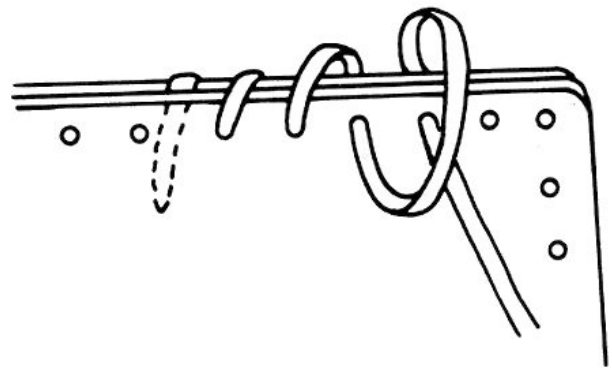


### LEATHER EYEGLASS CASE

Measure eyeglasses and cut leather (a piece approximately 6" x 6") so glasses fit easily when case is folded. Use leather stamps to decorate the case. Fold leather and punch holes for lacing using the running stitch or a whipping stitch.



Running Stitch



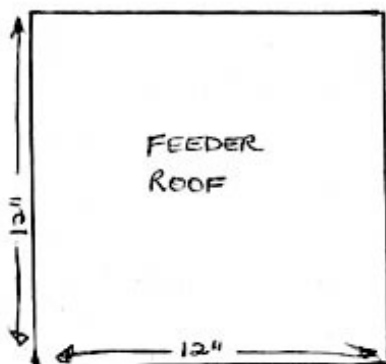
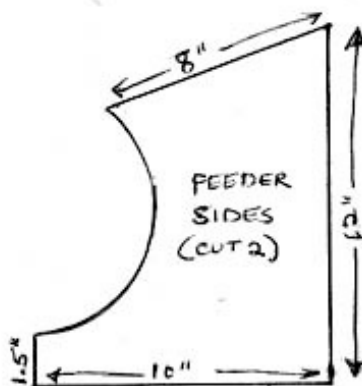
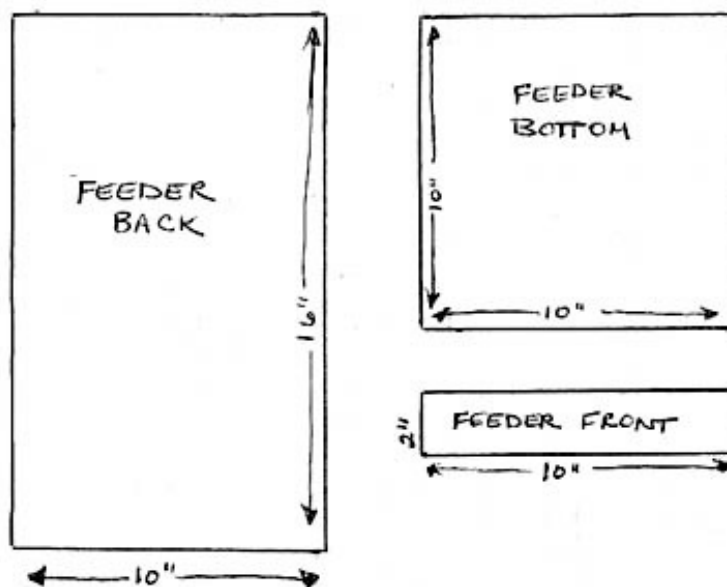
Whipping Stitch

## SIMPLE BIRDFEEDER

- 1 Back 16" x 10"
- 1 Front 2" x 10"
- 1 Roof 12" x 12"
- 2 Sides 12" x 10"
- 1 Bottom 10" x 10"

Materials needed:

Wood cut to the dimensions shown above, wood glue, finishing nails or wood screws



## Webelos Craftsman Activity Badge

### Directions:

Cut the wood to the dimensions in the drawings. You can have the lumber yard cut the pieces if you want.

For the feeder sides, just make sure the back height is 12" and the bottom length is 10". Measure up 1.5" for the bottom front. From the top back corner, measure down 8" with about a 70 degree angle. This is NOT an exact angle, just get it approximately 70 degrees. This will slope the roof. Find something round and use it to trace around from the end of the 8" to the top of the 1.5" at the front.

Attach the back to the bottom of the feeder, using wood glue and either wood screws or nails.

Attach the sides to the bottom and back pieces, using wood glue and either wood screws or nails.

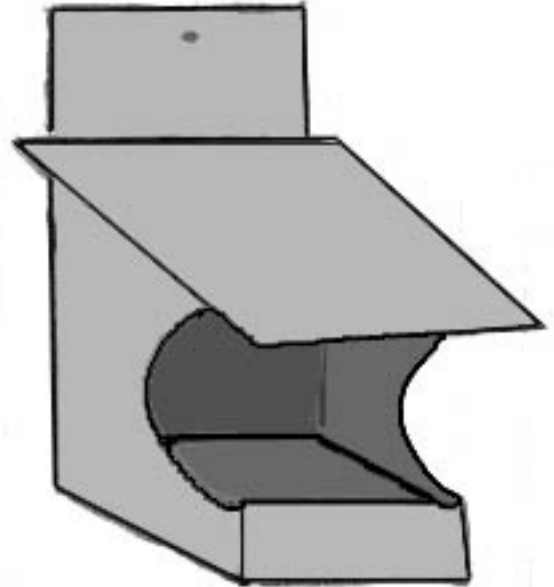
Attach the front to the sides and bottom pieces, using wood glue and either wood screws or nails.

Attach the roof to the back and side pieces, using wood glue and either wood screws or nails. You may miter the back of the roof piece to make it fit flush against the back. If you do not miter the back of the roof piece, use silicone caulk to keep the rain from dripping into the feeder.

Drill a hole in the center of the back, near the top.

Stain, paint or put a finish on the outside of the feeder if desired

Hang your feeder and fill it with food.



## WOODPECKER SUET FEEDER

Materials: Thick branch or thin log about 18" long, 3" - 8" thick, 1 large eye bolt, leather strip, chain, or rope for hanging

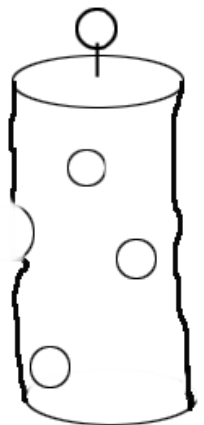
Cut a thick branch or a piece of a log that is around 18" in length. The thickness of the branch or log can be from 3" - 8". Try to use one that is fairly straight.

Drill holes 1" - 1 1/2" in diameter all the way through the log. Suet will be packed in these holes.

Perches are not necessary. If you wish to have perches, drill small holes just below the larger suet holes and insert small dowels into these holes, using wood glue to secure them.

Screw a large eye bolt into one end of the log.

Hang using sturdy rope or chain. Stuff the holes with meat suet or peanut butter suet.



## More about the Craftsman Activity Badge

**Purpose:** Learn how to work with tools

**Challenges:** Wide range of abilities, obtaining adequate supervision, making a mess, inexpensive materials,

**Solutions:** This badge will be a favorite, but requires a lot of preparation. Some projects, like leather work and cardboard, can be held at your regular meeting place. Others, like woodworking, should be held in a shop or garage where the sawdust can be contained easier. Because every Cub wants to do something, you'll need a large supply of hammers or set up cutting, sanding, nailing, and gluing stations. Have small groups rotate around as the work progresses. If everybody is starting fresh, you may need a second project to keep all boys busy. An adult helper or guide with each group or an adult supervisor at each station are both good methods. Remember, everyone is included in the clean-up.

**Resources:** Collection of materials will be a challenge. Check with local companies for wood scraps. Plywood is usable for most projects, but solid lumber such as pine is better for some cutouts. Hardwoods like oak, ash, and walnut are too hard for most Cubs to cut and shape; they may get frustrated. When hardwoods are needed, precut and rough sand them in advance, leaving the finishing work to the Cub.

For leather crafts, check with companies for scraps that the boys can cut and tool. 6" square or round pieces of Masonite make good work surfaces for cutting and stamping operations.

First projects should be simple. Key chains are easy and make good gifts.

Clay projects are good for gifts and puppet heads that can be used for work in the Showman badge.

Try a ceramic shop for advice and possible help with glazing and firing.

**Planning:** The Craftsman is a multi-meeting project, and the Cubs may also do a lot of work at home. The Cubs require a lot of supervision and help on most projects. Plan one adult for every two or three Cubs. Remember that tools used correctly are safe, but the incorrect use of tools can have serious consequences!

### **Activities:**

The activities included in the Craftsman section of the Webelos book help the boys grasp a basic understanding of using hand tools while building something from scratch. As a Webelos den leader this leaves you with a lot of flexibility in helping the kids come up with ideas for FUN projects to build.

The key word here is FUN. If the project is not fun the kids will not participate and you will likely never finish, and remember these kids are 4th and 5th graders and do not yet have the skill level or attention span necessary to build a work of art.

They will require a lot of one on one attention during these activities. The best advice for you is to BE PREPARED for each den meeting and have a lot of help. If you decide to build these projects during the den meeting I suggest that you have everything set up and ready before the boys show up. Most project will take a minimum of 1 hour to complete.

The Webelos Scout Helps set a side both November and December for the Craftsman activity badge. Your best friends during this time are the boys' parents. Who can resist a trip down to the local hardware store to get just the right tool for the job. Remember also that these projects are just in time for Christmas.

There are a lot of suggestions in the Webelos book for easy to medium hard projects. Experience has shown that boys this age are very eager to start cutting, hammering and gluing but don't know how to use the tools properly. Most of these young men have never used a coping saw or hammer before. Begin by explaining how to safely use the tools that you will need to do the project. Next demonstrate on a scrap piece of wood or plastic how to properly use each one. You will be very surprised to see how hard it really is to use a coping saw, if not properly done. This demonstration will save you a lot of time later on when the boys begin cutting on their projects. Let each boy try it on the scrap wood.

## Building Tools -- An Opening or Closing Ceremony

1. We are the future builders of America. This is how we will shape tomorrow.
2. We will hammer out justice. (Hammer)
3. We will help cut out crime. (Saw)
4. We will pinch out poverty. (Pliers)
5. We will wrench out discrimination. (Wrench)
6. We will live by the Golden Rule. (Ruler)
7. We will plunge out hatred. (Plunger)
8. We will drill love deep into our hearts. (Drill)

## 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.
- Discuss finishing methods for wood projects: The importance of sanding, filling holes and scratches, 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 horse for sawing.
- Have a birdhouse building contest.
- Build midway games for your Pack.

## **Working With Leather**

Leather crafting is a hobby that many boys may carry into adulthood. It is best to start with simple projects like key chains and coasters and let the boys work their way up to more difficult items such as wallets or belts.

Look in the yellow pages for leather crafting supply stores near you. Here are some tips to help you get started:

Dampen leather with a sponge for ease of tooling, but don't have it dripping wet.

Have the boys draw a design on paper before starting. Then trace the design onto their leather piece with an awl.

Let the boys practice with their tools on scrap leather first.

Leather stains or acrylic paints will give projects added dimension. Put a wood board under each boy's leather piece while he is working.



## Webelos Craftsman Activity Badge

### Bow Drill

This drill may be used to start a fire or to drill holes.

#### Materials:

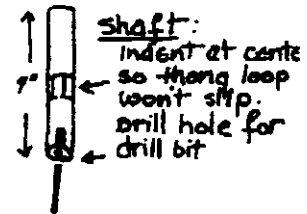
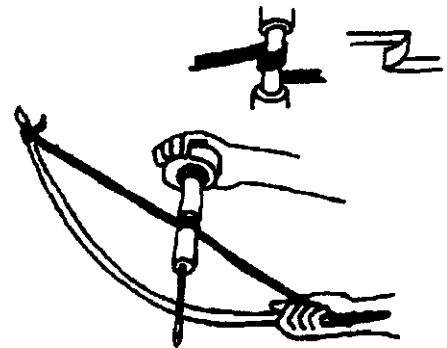
- A green twig for the bow
- Stone or block of wood for palm piece  
(needs indentation, to hold shaft)
- A 4" x 3/4" straight branch or dowel for shaft
- Thong or gut string long enough to hold bow bent
- Bit of flint or sharpened steel rod

#### Instructions for Shaft:

Indent at center so thong loop won't slip. Drill hole for drill bit

#### To Operate:

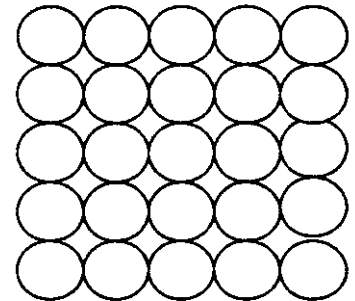
1. Tie thong to bend bow.
2. Loop thong around shaft indentation.
3. Bear down on palm piece with left hand (if you're right handed).  
This may require some adult assistance.
4. Saw the bow back and forth to rotate drill shaft.
5. Keep tension in the thong to prevent it from slipping on the shaft.



### Wooden Trivet

#### Materials:

- 1 dowel - 4' x 1"
- Table saw
- Sandpaper
- Waxed paper
- Carpenter's glue
- Felt, 6"X6"



Cut the dowel into slices about 1 1/2" thick using table saw. Sand any rough edges. Lay a piece of waxed paper on the working surface. *It can be easily removed from the trivet after the glue has dried.* Begin gluing the slices together as shown in the picture. When glue has dried, pull away waxed paper. Cut the felt piece to fit the back of the trivet. Glue in place.

## Webelos Craftsman Activity Badge

### Weather Vane

#### Supplies:

- 20" Curtain Rod,
- Wire coat hanger,
- Glue
- Tin or Aluminum
- Broomstick or dowel
- Bolts, washers, screws Enamel Paint

#### Construction:

1. Using patterns enlarged from above illustration, cut arrowhead, Webelos insignia and compass point initials from tin.
2. Roll edges so they will not be sharp and dangerous.
3. Paint with enamel.
4. Bolt arrowhead and Webelos insignia to ends to curtain rod.
5. Drill small holes in 4 sides of broomstick.
6. Solder initials to wire. Glue ends of wire in holes of broomstick.
7. Punch hole in middle of curtain rod.
8. Screw curtain rod to top of broomstick, using washers, so arrow will swing freely when the wind blows.
9. When installing vane, be sure that the stationary compass directional initials point correctly, i.e., N, due North, etc.

### More Activities

- Visit furniture factory, lumber mill or lumberyard.
- Some local home centers offer special weekend classes for Webelos age children.
- Invite someone to give a demonstration on the safe use of tools.
- Visit a construction site or find out about helping with a Habitat for Humanity project.
- Visit a tannery or leather goods manufacturer.
- Invite someone to give a demonstration of leather craft and explain how to use leather tools.
- Invite someone to give a demonstration of metal work, using tin snips and a vise.
- Have a nail driving contest.
- Build a bridge for pack crossover ceremonies; tie it into the Engineering pin.
- Tie in with the Scholar pin and discuss how education helps when doing crafts and working in the technology field.

### Pedro Doorstop

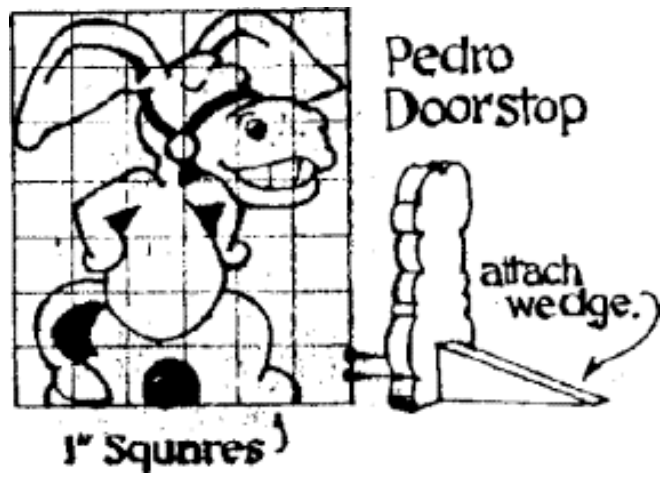
Use grid method to enlarge Pedro pattern to about 7-by-6 inches.

Trace on 1/2 inch plywood or scrap and

Cut with coping saw.

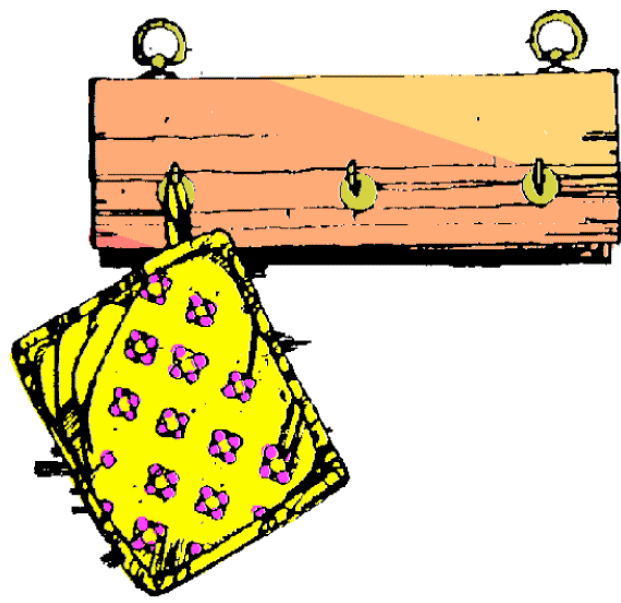
Paint as desired.

Webelos Craftsman Activity Badge

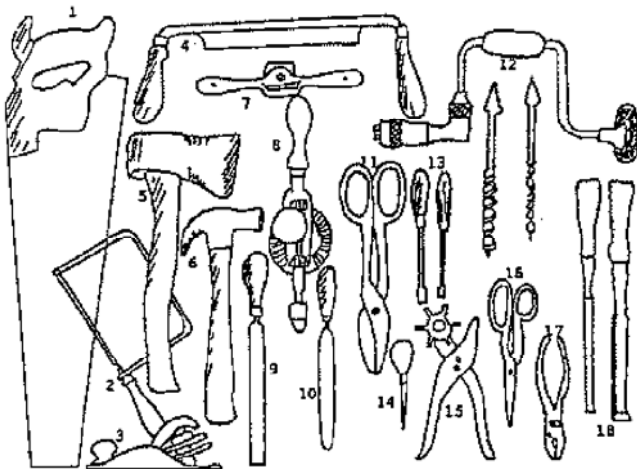


Potholder Hanger

Use scrap wood about 1-by-4-by-12 inches, L-shaped cup hooks, and picture hooks.



Name that Tool



Pictured above are some basic tools Webelos Scouts may use when working with wood, leather, or tin. Place the appropriate number next to the named tool.

- |                           |                       |
|---------------------------|-----------------------|
| _____ Awl                 | _____ Ax (hand)       |
| _____ Brace & Bits        | _____ Chisels         |
| _____ Coping Saw          | _____ Drawknife       |
| _____ File                | _____ Half-round File |
| _____ Hammer (claw)       | _____ Hand Drill      |
| _____ Leather Punch       | _____ Plane           |
| _____ Pliers (slip-joint) | _____ Saw             |
| _____ Screwdrivers        | _____ Shears          |
| _____ Spokeshave          | _____ Tin Snips       |

**Closing Thought**

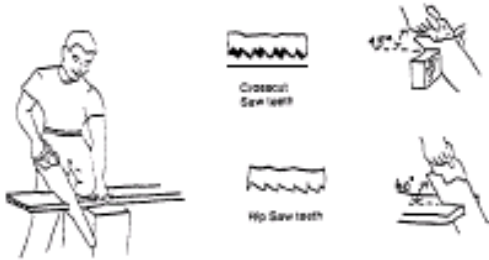
"I hold in my hand a pocket knife. This is a valuable tool because it can be used for many useful things. It is a dependable tool as long as the blade is kept sharp and free from rust, and the working parts are in good condition. If it is neglected and becomes dull and rusty, it will become dangerous.

"The same principle applies to us, as well. We have a body, which must be kept in good condition in order to work well. If we fail to take care of ourselves, we become rusty and dull just like a neglected knife. Do your best to keep fit and healthy this week."

**Even More about the Craftsman Activity Badge**

The Craftsman activity pin will not be an easy one for some of the boys to complete. Encourage the boys to put forth their best effort. Give praise when praise is deserved, and give encouragement in other areas. Do not encourage competition while working on Craftsman, this can cause boys to get careless in their attempts to "win" and could cause injuries to occur.

## Handsaws



Handsaws have come a long way since the earliest Stone Age man made his by chipping notches in a piece of stone or flint. Today's saws are made of steel, with handles designed for a firm grip and with two different types of teeth. These two very important saws in a wood worker's tool kit are a rip and a crosscut saw. While both saws look alike in size and shape, a close examination of the teeth will disclose several differences - the shape and spacing of the teeth, and the way the teeth are filed. Rip-saw teeth are designed to cut with the grain of the wood and so are straight-filed, each tooth cutting as a small chisel. Crosscut saw teeth are designed to cut across the grain and so are bevel-filed, each tooth cutting the wood fibers like a sharp knife. Both saws have a "set" in the teeth ... that is, alternate teeth are bent outward slightly, so the saw kerf will be slightly wider than the thickness of the blade to provide clearance and make cutting easier.

High quality saws are taper-ground for the same reason. The most popular size of rip and crosscut saws is 26 inches, with five or five and one-half teeth (point to the inch for rip saws and eight or ten teeth to the inch for crosscut saws.)

To rip a board, hold at 45 to 60-degree angle. Take long, easy strokes. Don't force saw. To start a cut, use thumb as a guide for blade. Extending your forefinger on handle, helps to steer saw in straight line. For crosscutting, hold the saw at an angle of 45 degrees. Steady the board so it does not vibrate.

## Working with Plastics

Acrylic sheets are used for plastic projects. Almost any plastic supplier has scrap acrylics which you can purchase from them for a minimal price. (They may offer to donate the pieces.) You can also find sheets of acrylic in many home improvement stores. You will need fairly thin acrylic (1/8" thickness is plenty) for these projects. You can use clear or colored sheets, depending on the project you choose.

It is important that you plan ahead. You will have to do some of the work yourself. For example, an adult should oversee the use of ovens or appliances. For simple thermoforming, a kitchen oven, electric hot plate, heat gun, hair dryer or strip heater can be used. There are many variables involved in heating and forming plastics, so experiment in advance with scrap pieces so you'll know what to expect at the meeting.

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 heated. When heating in an oven, set the temperature at 350 degrees.

### **General Procedures:**

1. Before you heat 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, as the plastic cools quickly.

## Working with Leather

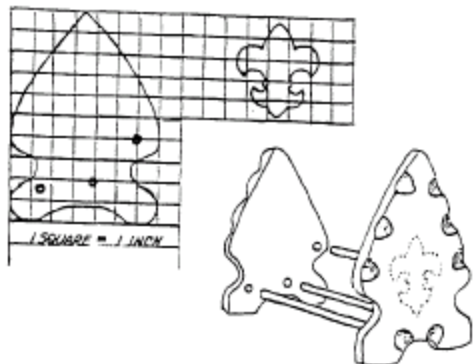
Leather crafting is a fun hobby that many boys may carry into adulthood with them. It is best to start with simple projects like key chains and coasters. Then let the boys work their way up to more difficult items such as wallets or belts.

### Leather Tooling Tips

- Dampen leather for ease of tooling, but don't leave it dripping wet.
- Have the boys draw a design on paper before starting. Then they can trace the design onto their piece of leather with an awl.
- Let the boys practice with their tools on scarp leather first.
- Leather stains or acrylic paints can give your projects an added dimension.
- Put a scrap of wood under each boy's project.

## Projects

### Book Rack:



Keeping your Scouting books, and other books that you are reading, in this rack will help you find just the book you want quickly.

It also helps to keep your room in order. Making this book rack is not difficult and is a good woodworking project. The end boards of the rack are cut out in the shape of a huge Indian arrowhead. See template for pattern. These are cut from one-half inch hardwood.

Sandpaper the edges off smooth and "chip" the edges with a half-round file. The chip grooves are made on the outside of the end boards only. The inside surface is left smooth. Three, one-half inch dowels are used for the spreaders. They are 12 inches long, and the ends are glued into holes made in the end boards. These holes must stop short of going through. The proper location of these holes can be determined from the pattern. When boring the holes, be sure to make the ends right hand and left hand. Otherwise, you will be in trouble.

A thin piece of plywood about 1/8 inch thick is used for the Scout emblem. Make one for each end and glue them in place as indicated in the illustration. The rack can be finished any way you desire. It can be stained and lacquered, or finished natural. If you like bright colors, it can be painted with enamel. The emblem should be a contrasting color.

**Webelos Craftsman Activity Badge**

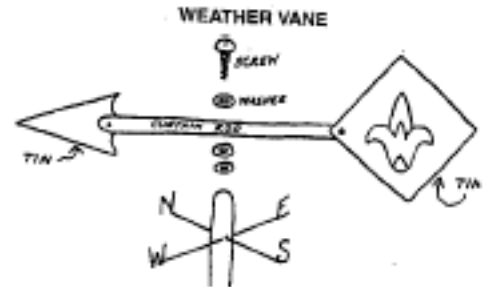
**Weather Vane**

**Materials:**

- 20" Curtain Rod
- Coathanger Wire
- Tin or Aluminum
- Broomstick or dowel
- Bolts, washers, screws
- Glue
- Enamel Paint

**Construction:**

1. Using patterns enlarged from the above illustrations, cut arrowhead, Webelos insignia and compass point initials from tin. Roll edges so they will not be sharp and dangerous.
2. Paint with enamel.
3. Bolt arrowhead and Webelos insignia ends to curtain rod.
4. Drill small holes in 4 sides of broomstick.
5. Solder initials to wire. Glue ends of wire in holes of broomstick.
6. Punch hole in middle of curtain rod.
7. Screw curtain rod to top of broomstick, using washers, so arrow will swing freely when the wind blows.
8. When installing vane, be sure that the stationery compass directional initials point correctly, i.e. N is due North, etc.



**Drafting Word Search:**

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

- |          |         |        |
|----------|---------|--------|
| Accuracy | Acetate | Arcs   |
| Artist   | Bars    | Beam   |
| Blade    | Block   | Board  |
| Brush    | Caliper | Case   |
| Chalk    | Clip    | Copy   |
| Curve    | Desk    | Draft  |
| Easel    | Edge    | File   |
| Graphics | Inks    | Linear |
| Matte    | Paper   | Pencil |
| Plan     | Render  | rule   |
| Sheet    | Stand   | Stylus |
| Tools    | Trace   |        |

# Webelos Readyman Activity Badge

## Community Group

A readyman sounds like someone who is always on the "ready" - or more appropriately, he is a person who follows the Boy Scout motto, "Be prepared". He is prepared to help an injured person - or to help himself. A readyman is confident enough in his skills to not be afraid to help. It takes courage to be strong, be calm, be clear and be careful.

### IDEAS FOR DEN ACTIVITIES

- Make a pack first aid kit or individual first aid kits.
- Participate in a first aid meet with other Webelos Scout dens.
- Have a mock disaster - could be done with a patrol from a nearby troop.
- Plan a fire escape from your den meeting place or from your home.
- Have a nurse or doctor come and visit your den to tell you how important it is to know first aid and use it.
- Visit a hospital or a fire station with an EMS unit.

### **FIRST AID**

First Aid is immediate help right after an injury. First aid isn't playing doctor. It's doing the things that must be done before expert help arrives. How will you act in an emergency? Would you know what to do? If you do, you'll be cool and calm, because you know you can help. Your confidence will show and it will help the injured as you ease their pain and worry.

### **TOP TEN ACCIDENTS AT HOME**

Drowning (the number one home accident!)  
Fire  
Burns from pots, grease, irons etc.  
Head injuries  
Falls  
Poisoning  
Electrocution  
Shooting  
Broken bones  
Suffocation

### ACTIVITIES

#### **WRIST WRAP RELAY**

Divide the boys into two teams. Have a compression bandage for each team. Start by wrapping the first boy's wrist. What the first boy will do after you say "go" is take the bandage off and hurry up and wrap the next boy's wrist. The next boy takes off the bandage and wraps the next boy's and soon all the boys have had their wrist wrapped. The last boy must unwrap his wrist and then roll up the bandage. When this is done the game is over. Time this game for fun only.

#### **WHO DO YOU CALL?**

Label four areas of a room with 911, Police Department (non-emergency), Poison Control, and Fire Department (non-emergency). Prepare cards with situations (some emergency and some not). Give boys 3 seconds to decide which corner to go to. Give a point for each correct decision.



## Webelos Readyman Activity Badge

### Example Situations:

- Your brother drinks dish soap.
- Your den would like a paramedic to teach basic first aid.
- Your uncle collapses at a family gathering.
- Your friend falls from his bike and cannot move his leg.
- Your den would like a tour of the local police station.
- Flames are coming from your neighbor's garage.
- A car in front of your house hits a young child.
- Your baby sister eats a bottle of aspirin.

## FIRST AID KIM'S GAME

Equipment: Blanket or tarp; collection of 10 or more first aid items: gauze pads, bandages, splints, etc. Also 10 or more items not used in first aid: penny, photo, shoe, etc.

Spread all items on the floor and cover with blanket or tarp. Group teams around blanket, then remove cover for exactly 1 minute. Afterward, teams huddle separately and write down all first aid items they remember.

Scoring: Team with most complete list wins. Subtract 1 point for each non-first aid or absent item listed.

## TWO-MAN CARRY RELAY

Scouts line up facing a post located 30 feet from the starting line.

Scouts on each team shall be numbered from 1 to 8.

On signal, Scouts #1 and #2 will carry Scout #3 with a four-hand seat carry (for conscious patient) up to and around the turn-around post and back to the starting line.

Scout #3 will then join with #4 to carry #5 around the course.

Then #5 will join #6 to carry #7 around, and finally #7 will join with #8 and carry #1 around.

If at any time a victim touches the ground, the Scouts transporting this victim must stop, re-form their carry, and continue.

The first team to make the full circuit with the four victims is the winner

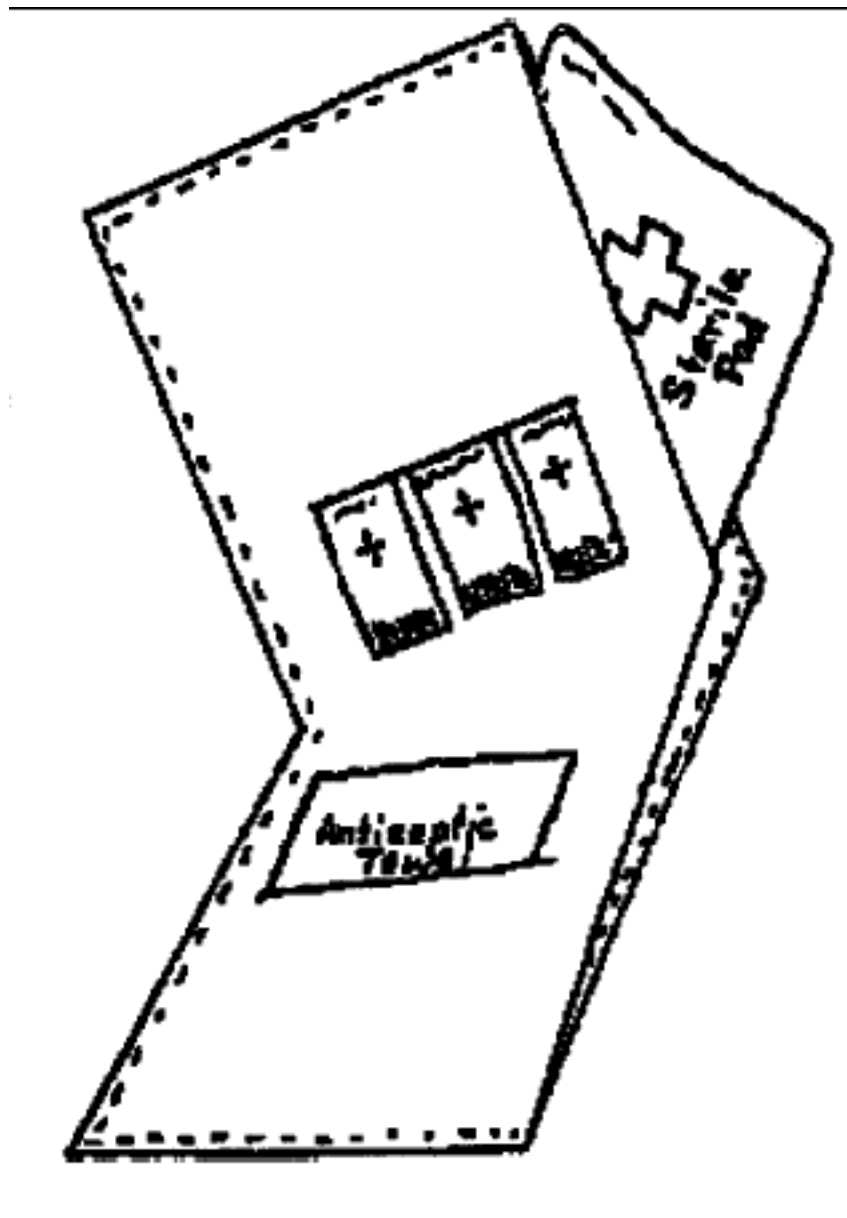
## WHAT'S WRONG WITH ME?

Write down several different accidents or afflictions. (example: a broken leg, a nose bleed, choking, shock, etc...) Place these in a hat and have the boys draw them out one at a time. The boy that drew will have to act out that particular problem. The first boy to identify the problem must show how to treat it, he now gets to pick and act out an accident.

## WALLET FIRST AID KIT

Use a nylon wallet

- With a red marker draw on the wallet a red cross.
- Put in the wallet Band-Aids (different sizes), gauze pad (2" x 2"), antiseptic swabs, safety pins, for example.
- Cut a credit-card shaped piece out of stiff paper. On it write your name, address, emergency contact number, and personal information like your birth date, allergies and blood type.
- On the back, tape 35 cents for an emergency phone call. (You do not have to pay for a 9-1-1 call.)



## More on the Readyman Activity Badge

The Boy Scout motto is "Be Prepared". It means that the Scout is always ready in mind and body to do his duty and to face danger, if necessary, to help other people. He learns first aid. He learns how to swim safely and how to ride his bicycle without danger to himself or others. He also learns how to make his home safer and the safety rules for passengers in the car. In earning the Readyman Activity Badge, you will get a faster start on being prepared as a Scout. Many of the things you learn help you advance as a Boy Scout.

### Den Activities

- Visit your local ambulance service or fire department rescue squad.
- Ask a member of the local Red Cross or emergency trauma team to visit your den and show you how to save lives by learning: Hurry cases, shock, other minor emergencies.
- Learn how to get help from the local authorities such as the police, fire department, ambulance, or hospital, contact the police department to find out how to report or summon help in these situations.
- Consult with the local fire marshal, emergency services team, or police department to find out how to plan

## Webelos Readyman Activity Badge

an emergency escape route, or find where most home accidents are likely to occur.

- Invite a member of the local Red Cross or a qualified swimming instructor who is a Water safety Instructor to show your den how to have a safe and fun time at the beach or the local pool.
- Build a buddy tag board and use it on an outing that involves water sports.
- Attend a Boy Scout first-aid demo.

## General Directions for Giving First Aid - American Red Cross

- Keep the injured person lying down.
- Do not give liquids to an unconscious person.
- Restart breathing with mouth-to-mouth artificial respiration.
- Control bleeding by pressing on the wound.
- Dilute swallowed poisons and call the poison Control Center.
- Keep broken bones from moving.
- Cover burns with thick layers of cloth.
- Keep heart-attack cases quiet and give cardiopulmonary resuscitation (CPR) if it is necessary and if you have been trained.
- Keep a fainting victim lying flat.
- For eye injuries, pad and bandage both eyes.
- **ALWAYS CALL A DOCTOR.**

## Fire Prevention

### Kitchen Fire Extinguisher

#### Materials:

- Glass bottle
- Red and black construction paper
- Funnel (optional)
- Baking soda
- Black marker, scissors, glue

#### Directions:

Wash and dry the bottle.

Cover the outside with red paper; glue ends.

Draw extinguisher shape on front of bottle.

Write the words with black marker.

Fill the jar with baking soda (the funnel helps, if you have one).

Place next to kitchen stove.

If there should ever be a stove fire, pour the baking soda on the flames to put them out.

### Possible Kit (It's possible that what you forgot is here.)

35 mm film canister	Rubber bands
Masking tape	thumb tacks
paper clips	Band-Aids
piece of chalk	straight pins
Book matches	Fishing line and fishhook
2 safety pins	1 quarter and 1 dime
2 kitchen matches	2 stamps
1 pencil stub	1 piece of string

#### Directions:

## Webelos Readyman Activity Badge

Wrap masking tape and rubber bands around the outside of the film canister and carefully put all other items into the canister.

And it's just possible that what you forgot is in there.

You will survive a little longer.

## Make Your Own First Aid Kit

### What to Include:

For open wounds, cuts, skinned knees, and scratches

- 1 box 12 adhesive compresses
- 3 sizes sterile bandages
- 3 sterile gauze squares
- a small bottle antiseptic

For blisters

- - Adhesive compresses or gauze squares
- - narrow adhesive

For sprains

- - 1 triangular bandage
- - small scissors

For burns, sunburn

- - tube burn ointment - 5%

For splinters

- - small tweezers
- - needle
- - matches to sterilize

For fainting

- - small bottle aromatic spirits of ammonia

For bites or stings

- - small box bicarbonate of soda

For toothache

- - small bottle oil of cloves

For plant poisoning

- - small bar yellow soap

Ideas for containers to use:

- - A cigar box, a tin cracker or candy box - paint and decorate. Put a list of what-to-do inside the lid.
- - Make a cloth case with a strap.
- - A cloth kit with pockets. Fold over the top, roll up, and tie.

At your first meeting you will want the boys to explain what first aid is. FIRST AID is immediate help right after an injury. First aid isn't playing doctor. It's doing the things that must be done before expert help arrives. How will you act in an emergency? Would you know what to do? If you do, you'll be cool and calm, because you know you can help. Your confidence will show and it will help the injured as you ease their pain and worry.

## Activities

- Ask a First Aid Merit Badge Counselor from a Scout Troop in your area to attend the meeting and explain the items in a first aid kit, or have him show what to do for "hurry cases."
- Invite a Scout Troop to your meeting to show first aid for cuts and scratches, burns and scalds, and choking.
- Invite a police officer to speak on bicycle safety.

## Webelos Readyman Activity Badge

- Have a swim instructor go over the safe swim defense plan.
- Visit a fire station with an E.M.S. Unit.
- Visit a hospital E.R. or an Emergency Clinic.
- Put together a first aid kit for you Pack to take on outings.
- Stage a mock disaster involving injuries and have the boys treat the injuries. This could be done in conjunction with a Patrol from a nearby Troop. With the Scouts demonstrating more complicated skills and acting the part of the injured.
- Attend A First aid Rally in your area
- Visit the local Red Cross office and learn about how the teach First Aid
- Plan a fire escape plan for your home.

## First Aid Actions

Severe Bleeding - Do not take any objects out that may have caused the bleeding and do not try to wash the wound. With one hand take a gauze pad and apply pressure with your hand. With the opposite hand wrap the wound. Continue to add pressure. If the wound continues to bleed apply pressure to an artery and seek medical attention. While doing all of the above elevate the wound above the heart to help reduce bleeding.

Stopped Breath - It is not necessary to determine if the victim has a pulse or not. In the event that the victim has a pulse, one would begin doing rescue breathing which is a process of blowing air into the lungs every 5 seconds in a effort to try to get them to breathe on their own. In the vent that the victim has no pulse one would begin CPR which is a process of blowing air into the lungs and pumping the heart at the same time. It is best that you do not give rescue breathing or CPR if you have not been trained. The best thing for you to do is seek medical attention as soon as possible. The brain can only go without oxygen for 4 - 6 minutes without damage.

Internal Poisoning - Poisons can be swallowed, inhaled, absorbed or injected into ones system. It is important that you call the Poison Control Center and get instructions on how to handle the emergency. Dial 911.

Heart Attack - Seek medical attention as soon as possible. It may be necessary to apply CPR.

Shock - Shock is a normal reaction to many emergencies and is the process of the body shutting down the normal flow of blood on a temporary basis. To treat, ask the victim to line down on their back and elevate their feet slightly. If they are conscious, get them to take some deep breaths and give them some water to sip. If they suffer from chills, offer them a blanket. If shock continues, seek medical attention.

Cuts and Scratches - Wash with clear water and bandage. Watch and treat for infection.

Burns and Scalds - Burns can be obtained by heat, chemicals, and electricity or radiation. Rinse all burns with dear water and wrap with dean and dry bandages. All burns except some first degree burns needs to have medical attention.

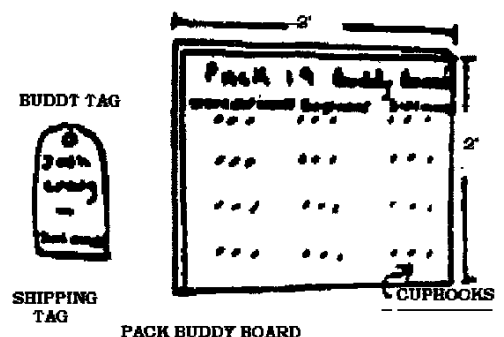
Choking - As long as a victim can speak, breath, or cough, encourage them to continue coughing. If the victim shows signs of troubled breathing, apply abdominal thrusts until the object is dislodged.

## Things to Make

Buddy Board and Tags: One of the eight parts of the Safe Swim Defense is the use of the buddy system. In this everyone pairs off BUDDY TAGS with another person of his own swimming ability. Buddies check in and out of the swim area together.

The swim supervisor issues everyone a buddy tag so that he knows at all times that certain Scouts are paired with certain others. No one swims without a buddy tag displayed in the proper spot.

Simple badge tags make good buddy tags. So do wooden tongue depressors stuck into the ground or sand beach near the swim area. Both may be marked in pencil or waterproof marker with the



## Webelos Readyman Activity Badge

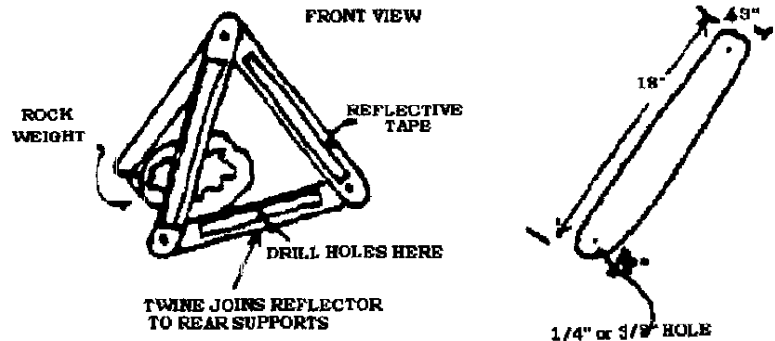
swimmers name and his classification: non-swimmer, beginner, or swimmer.

Display the buddy tags by hanging them on inverted cup hooks screwed into a rectangle of plywood. Buddies hang their tags on the same hook. Have Scouts make a buddy board. Cut the wood, drill holes as show, and mark off the areas of equal dimensions. Shellac or varnish the whole works. Your Scouts may also make buddy tags for your pack.

### Car Breakdown Marker

#### Equipment Needed:

- 5 Wooden paddles cut from 1/4" thick plywood/ wooden crate or similar
- ROCK WEIGHT
- 3 large brass paper fasteners or 1/4" x 1" threaded stock,
- long bolts with wing nuts,
- Self-adhesive reflective tape, and
- Some strong twine.



Cut paddles as shown. Cover one side of 3 paddles with reflective tape. Drill 1/4 or 3/8 inch holes as shown. In actual use, bolt or fasten the paddles together into a triangle shape as Illustrated. Fasten rear supports by tying with twine. Place the warning marker about 100' behind the disabled car parked on the shoulder of the road. Reflective tape faces oncoming traffic. Weigh down the bottom rear support with a large rock or something similar.

## GAMES

### Pressure Pad Relay:

Equipment - Each boy using his own neckerchief.

One boy lies about 30 feet in front of the team with arterial bleeding" of the left wrist.

There is one judge for each victim.

On signal, the first boy from each team runs up and applies a pressure pad over the simulated wound.

When correct, the judge yells "off", the boy removes the pad and runs back to the team, tags off the next boy who repeats the operation.

### Bandage Demonstration:

Equipment - As needed. One member of a den is the patient; the rest are first-aiders.

On "go" Number 1 runs to the patient and ties a head bandage and runs back;

Number 2 ties cross chest;

Number 3, thigh;

Number 4, ankle bandage;

Number 5, sling for arm; then

Numbers 6 and 7 go up and be chair carry transport for the patient back to the starting point. NO TIME ELEMENT (Note: In case of a small den, one or more boys may go up twice, until the project is completed).

### What's Wrong With Me?

Write down several different accidents or afflictions. (example: A broken legs A nose bleed, Choking, Shock, etc...) Place these in a hat and have the boys draw them out one at a time. The boy that drew will have to act out that particular problem. The first boy to identify the problem must show how to treat it, he now gets to pick and act out an accident.

## Fire

Seat Webelos Scouts in a circle with one in the center.

The one in the center calls out one of the following and points to one of the seated players: "Earth", "Air", "Water", or "Fire". (If there are more than four players, the names may be repeated.)

As he points, he begins counting slowly to 10.

The player to whom he points must answer as follows:

"Earth" must name four animals,

"Air" must name four birds or flying insects,

"Water" must name four fish or sea creatures.

If "Fire" is called, he remains silent.

If the player succeeds before the count of 10, another seated player gets a turn, and the Webelos in the center remains there.

If the player fails, he becomes the new leader and the old leader takes his place in the circle.

### **Douse That Fire:**

Each team has a pail with a candle stub in a holder on the bottom. Fill the bucket to two inches below the candle wick and light the candle. Divide the den into two teams and give each team a cup and a jar of water. On signal, the first player on each team fills his cup, runs to the bucket, and empties the water into it. He then runs back with his cup and the next player repeats the action. Continue until one team has doused its fire by filling the bucket to candlewick level. A team is disqualified if a player pours water on the candle flame.

### **Fire Hazard Hunt:**

Prepare for this game by creating some fire hazards in and around your meeting place -- matches left carelessly within reach of children; outside door blocked by a chair, oily rags in a pile in the garage; grease spilled near stove burner, newspaper piled near furnace; fireplace screen away from fireplace; frayed electric cord, etc. Ask boys to find and list on paper as many hazards as they can find. At the end of the game, check findings and explain the hazards. Urge Webelos to check their own home.

### **Fireman. Save My Child**

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

### **The Search For Bigfoot Game**

This is a series of tests for each den leading to the discovery of Bigfoot. It can be adapted to either indoors or outdoors, but if you have a choice, make it outdoors. The object of the hunt is to complete the tests and find Bigfoot in the shortest time.

#### Station #1: Climbing the Mountain -

Build a string trail, with the string leading high and low between tree trunks, branches, etc. The den is blindfolded and each member follows the trail by sliding one hand along the string. (If indoors, run the string from chair to table to side of the room and back again.)

Station #2: One member of the den is lost and presumably injured in the mountains. That Cub Scout is sent some distance away and left lying on the ground. The other den members must find him, apply some simple-first aid, and bring him back to the stretcher made from two poles and a blanket.

## Webelos Readyman Activity Badge

Station #3: Finding Shelter - One the way up the mountain, a fierce storm stops the den. The boy must build a shelter with a blanket and a few poles that all den members can get under.

Station #4: After the storm, the den finds Bigfoot's footprints near the camp. (The footprints are huge cardboard cutouts of an ape's print and lead toward a wooded area or, toward another room.)

Station #5: As the den follows the footprints, the boys see Bigfoot (a leader in a fur coat and mask) scurrying off into the woods (or other room). Start dens at four or five minute intervals. Time each start. The winning den is the one which tags Bigfoot in the shortest time.



# Webelos Scientist Activity Badge

## Technology Group

A scientist tries to find out the laws of nature about the things that they study. Scientists spend much their time experimenting, asking questions and finding out the answers.

### IDEAS FOR DEN ACTIVITIES

- Visit a weather station.
- Visit a chemistry or scientific department at your local college.
- Visit an emergency weather center.

### EXPERIMENTS AND ACTIVITIES

#### **BIGGEST BALLOON**

Materials: Pop bottle, balloon, vinegar, baking soda

Instructions: Into each pop bottle put three tablespoons of vinegar, and into each balloon put two tablespoons of baking soda. At the word "go", have each boy put his balloon on his pop bottle. When the soda mixes with the vinegar the balloon will expand. Have the boys tie off the balloons to see which is the largest. Do this outside!

(Vinegar combined with baking soda produces carbon dioxide gas.)

#### **STATIC ELECTRICITY**

Charge a plastic comb by rubbing it with wool, nylon or fur. Dip it into some crispy rice cereal. They will be attracted to the comb. But watch closely - one by one the bits will shoot off, as if shot from a gun. The same molecules that attracted one another are now opposing each other.

#### **AIR PRESSURE EXPERIMENT**

Materials: Two drinking straws, small bottle filled with water

Have a boy put both straws in his mouth, with one straw in the water and the other straw outside of the bottle. Now ask him to suck water out of the bottle. He can't - because the air pressure in his mouth is equalized by the air coming in through the outside straw.

#### **AIR PRESSURE EXPERIMENT #2**

Materials: a strip of paper (4" x  $\frac{1}{2}$ "), a piece of tape, a large bottle

Place the bottle approximately 2-4" from the edge of a table. Fold the paper  $\frac{1}{2}$ " from the end and tape the folded end to the table about 3" behind the bottle. Blow directly at the bottle and watch what happens to the paper. Try varying how hard you blow. What does the paper do?

If you blow just hard enough, the paper will flutter... even though it is hidden behind the bottle! Moving air does not follow a straight line (like light waves) and will bend around curved surfaces. Your breath is deflected by the bottle by some of the air bends around the bottle hitting the paper.

#### **INERTIA DEMONSTRATION**

Materials: Glass jar, wooden hoop, coin, see comments for other suggestions

Procedure: Balance the hoop over the mouth of the jar. Balance the coin on top of the hoop. Now, sharply strike the side of the hoop, the coin will fall into the jar.

## Webelos Scientist Activity Badge

Hints: An embroidery hoop works well for this demonstration. Hit the hoop on the side far away from you exactly  $\frac{1}{2}$  way from top to bottom. A narrow mouth jar works best because there is less "lift" to the coin as the hoop is knocked out.

Comments: If the hoop is knocked out quickly the inertia of the coin prevents lateral motion. This is very dramatic when dropping a dime into the neck of a 2 liter bottle off of a 10" hoop. (This can be done if you fill the bottle  $\frac{3}{4}$  full of water so the inertia of the water keeps the bottle steady and the coin is exactly on top of the hoop.) Try hitting the hoop with a ruler for better control. It probably won't make it every time, but practice makes better!

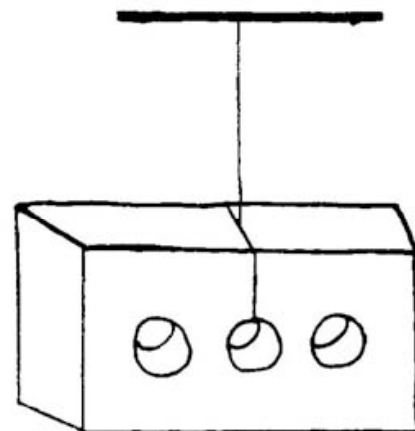
### INERTIA DEMONSTRATION #2

Materials: Brick, stick, string (about 2 feet)

Procedure: Tie one end of the string around the middle of the stick for a handle. Tie the other end of the string to the brick. Slowly raise the brick. Now, repeat pulling the string fast enough to break the string.

Hints: Using a handle to pull string will prevent string cuts to the hand. Use a very weak string or even sewing thread to prevent flying bricks. String should be just long enough to reach from the floor to just below the shoulder height of the puller.

Comments: On a slow pull, the inertia of the brick is overcome gradually and the string won't break. On a fast pull, greater force is applied to the string and it breaks. Acceleration is greater when you pull faster.



### INERTIA DEMONSTRATION #3

Swing a pail of water back and forth at arm's length. After a few times, swing it over your head in a full circle. What happened? Why?

### PASCAL'S LAW DEMONSTRATION

Materials: 2 liter plastic bottle with screw on cap, medicine dropper, water

Fill 2 liter bottle level full with water. Fill medicine dropper nearly full with water and put medicine dropper in the bottle. Tightly close the cap of the bottle. When you squeeze the bottle, the dropper will sink, release the bottle and the dropper will rise.

Comments: The tricky part of this is getting just the correct amount of water in the medicine dropper. You can check it before putting it in the bottle by floating it in a pan of water. It must just barely float. If it floats too high, add more water to the dropper. If it sinks, take some water out of the dropper. There must always be some air in the rubber cap for it to work so if you use a plastic dropper you may have to put a few BBs in the dropper for "ballast." Glass droppers are usually heavy enough without adding BBs. The higher the dropper floats, the harder you have to squeeze to make it sink. When the dropper is added to the full bottle, some water will overflow; it is important that the only air in the bottle is in the rubber cap of the dropper. If you tip the bottle upside down, the air bubble will escape from the dropper and it will permanently sink. If this happens, just start over.

### BERNOULLI'S PRINCIPLE

Materials: 3" x 5" index card

Slightly bend the card lengthways (so that it forms an arc) and lay it on a table. Try to overturn the card by blowing underneath it. No matter how hard you blow, the card will not rise from the table.

## Webelos Scientist Activity Badge

The pressure of a gas (in this case, air) is lower at higher speed. By blowing under the card, you create a lower pressure underneath so that the normal air pressure on top of the card actually presses the card to the table! The harder you blow, the more the air pressure on top presses down! This is a principle used in flying airplanes.

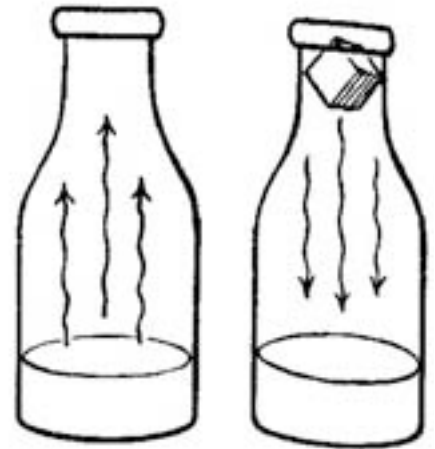
### FOG

Materials: hot water, bottle, ice cube

Fill a bottle with hot water. Then pour out most of the water. Leave about 1" of water in the bottom of the bottle.

Hold the bottle to the light. Notice the streams of vapor rising from the bottle.

Put an ice cube in the bottle opening. Hold the bottle toward the light. Notice the thin streams of vapor moving down into the bottle. This is fog.



### BALANCE - SPLASH

When a boat is over loaded, it will turn over and everyone gets wet. Make and play this game, but you won't get wet.

Materials: small box that pudding or gelatin comes in, long pencil, several pennies or dimes per boy

1. Close the emptied box and tape the ends shut.
2. Cut off one of the large sides of the box. (See figure 1).
3. Take the large side just cut off and cut it as in figure 2 so that it can fit inside the rest of the box as in figure 3.
4. Cut out on the narrow sides two notches as shown in figure 4.
5. Tape the cut out large side to the pencil. (See figure 5). Turn the pencil over and place in the notches of the box. (See figure 6).
6. You're ready to play.

Have each player take turns in putting a penny (or dimes – they're lighter) on the deck. Keep the pennies close to the pencil. When the deck spills the pennies into the box, the game is over. Another way to play is to have each player put his pennies on one at a time and then the winner would be the one who balances the most pennies. Do not use the other hand.

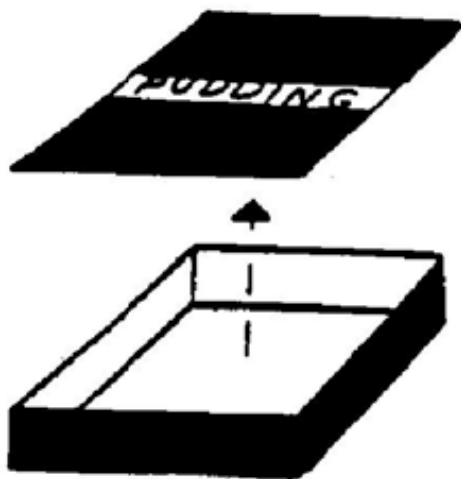


Figure 1



Figure 2



Figure 3

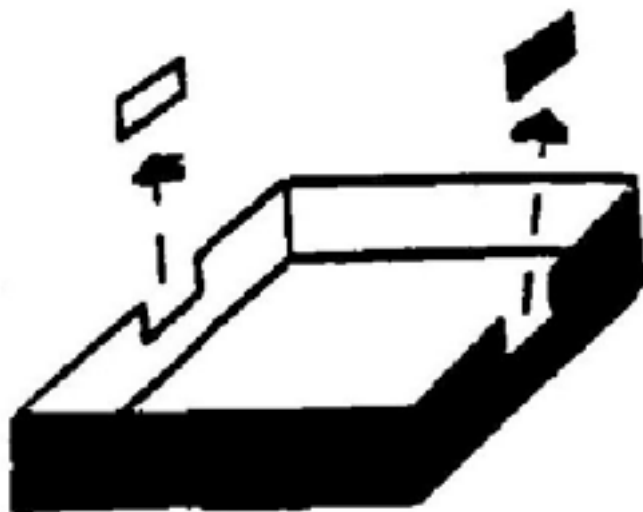


Figure 4

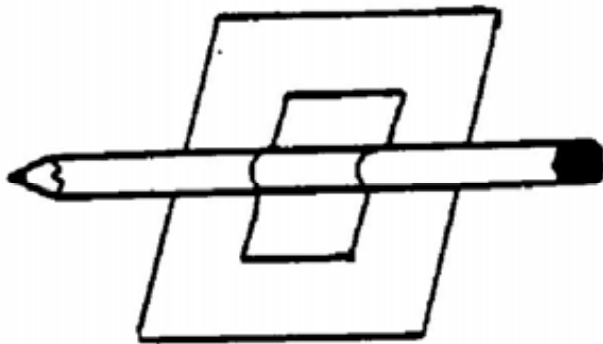


Figure 5

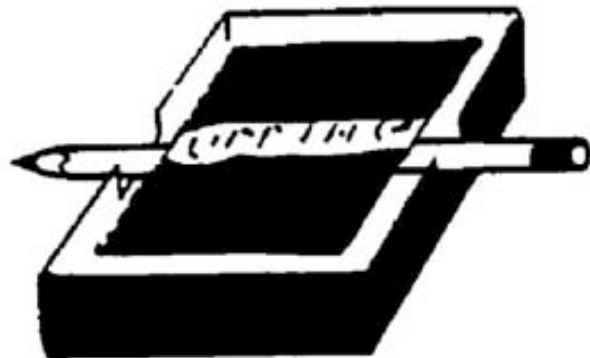


Figure 6

## More on the Scientist Activity Badge

Remember the Scientist Activity Badge is a "doing" badge, not a "watching" badge.

For best results, follow this procedure:

1. Demonstrate the experiment.
2. Explain the experiment.
3. Ask questions to test understanding.
4. Allow Webelos to do tile experiment.
5. Have each boy log the experiment.
6. Have each boy explain tile experiment.
7. Ask again for questions

## What does a scientist do?

A scientist studies things to learn how they behave and why.

Scientists try to find out the laws of nature about the things they study. People can use these rules or laws in making things.

While working on this activity badge, you will learn a few of the main ideas in physics. Physics is a science with several branches.

One of these branches will be weather. You can learn a little about weather in these activity badge requirements.

Another branch of physics is called optics. You will have a chance to learn something about sight and find out how your eyes work.

Scientists learn a lot by experimenting or trying things out. Try things for yourself.

Scientists take nothing for granted.

They may be sure an idea is true, but they always test it, if possible, to make certain they are right.

## Scientists And Engineers

Aren't they the same thing? Not quite. Though they use many of the same ideas and methods, scientists and engineers are somewhat different.

What do scientists want? Scientists want to know how the universe works. They may see it as an enormous jigsaw puzzle to solve for its own sake. Some things they find are useful right away, others not (though much of what scientists have found in the past has turned out to be useful in some way). Though they certainly want to help people, their major goal is understanding, not usefulness.

What about engineers? Engineers try to use the facts of science and math to do things that are useful to people. Many engineers are designers -- designing the many products that we use in the world, from computers to cars to camera lenses.

What do they have in common? Quite a few things, actually. Scientists and engineers both use the facts and methods of science, and both often use MATH and COMPUTERS in their work.

## Activities

### **PENDULUM PHENOMENON: An Optical Illusion**

Fasten a white disc, 3/4-in diameter on a 3 foot piece of white thread. Have someone hold the thread so the disc can swing like a pendulum. Start the disc swinging in a perfectly straight line and view it from a distance of three feet against a plain wall. Notice how the disc swings in a line like a pendulum. Hold a sunglass lens over one eye. Observe the path of the swinging object again. The movement will no longer be in line but in a circle. If you switch the lens to the other eye, the movement will appear to be in the opposite direction.

Principle demonstrated: Shows how important it is for the eyes to receive similar images.

### **HYDROMETER**

This measures the density of a liquid. An object can float in a liquid only if it is less dense than the liquid. Prove this by placing a fresh egg in a glass of water. The egg will sink. Then add 1 tablespoon of salt to the water and the egg will float. Try sticking a thumbtack into a pencil eraser and place the pencil in water, point up. Mark the waterline on the pencil. Add salt to the water. The pencil will ride higher in the water. WHY? BECAUSE SALT WATER IS MORE DENSE!

## PASCAL'S LAW

"The pressure of a liquid or a gas like air is the same in every direction if the liquid is in a closed container. If you put more pressure on the top of the liquid or gas, the increased pressure will spread all over the container."

A good experiment to demonstrate air pressure is to take two plumber's force cups (plumber's friend) and force them firmly against each other so that some of the air is forced out from between them. Then have the boys try to pull them apart.

When you drink something with a straw, do you suck up the liquid? No! What happens is that the air pressure inside the straw is reduced, so that the air outside the straw forces the liquid up the straw. To prove this fill a pop bottle with water, put a straw into the bottle, then seal the top of the bottle with clay, taking care that the straw is not bent or crimped. Then let one of the boys try to suck the water out of the bottle. They can't do it! Remove the clay and have the boy put two straws into his mouth. Put one of the straws into the bottle of water and the other on the outside. Again he'll have no luck in sucking water out of the bottle. The second straw equalizes the air pressure inside your mouth.

Place about 1/4 cup baking soda in a coke bottle. Pour about 1/4 cup vinegar into a 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. The baking soda and vinegar produce CO<sub>2</sub>, which pushes equally in all directions. The balloon that can expand in all directions with pressure, will do so as the gas is pressured into it.

For this next experiment you will need: A medicine dropper, a tall jar, well filled with water; a sheet of rubber that can be cut from a balloon; and a rubber band. Dip the medicine dropper in the water and fill it partly. Test the dropper in the jar - if it starts to sink, squeeze out a few drops until it finally floats with the top of the bulb almost submerged. Now, cap the jar with the sheet of rubber and fix the rubber band around the edges until the jar is airtight. Push the rubber down with your finger and the upright dropper will sink. Now relax your finger and the dropper will rise. You have prepared a device known as a 'Cartesian Diver'. The downward pressure on the rubber forces the water up into the bottom of the diver, compressing the air above it, producing the effects of sinking, suspension and floating, according to the degree of pressure applied.

## DANCING RAISINS

Fill a 12 ounce glass three fourths full of water. Add a tablespoon of baking soda and stir until clear. Drop raisins into the glass. Pour vinegar into the glass. Use as much vinegar as it takes to make the raisins come to the top of the water. Bubbles will appear, and the raisins will "dance."

Mixing vinegar and baking soda together forms a gas called carbon dioxide. Bubbles of carbon dioxide stick to the sides of the raisins, act like air bags, and float the heavy raisins to the surface. At the surface the bubbles break, the raisins sink again, and the process starts all over.

## CHARCOAL CRYSTAL GARDEN

This is the classic way I did it when I was a wee lad. Colorful, small, delicate crystals grow on a charcoal or brick surface. You can also use pieces of sponge, coal, or crumbled cork to grow the crystals on. Crystals are formed because the porous materials they grow on draw up the solution by capillary action. As the water evaporates on the surface, deposits of solids are left behind, forming the crystals. As more solution is drawn up, it passes through the crystals that have already formed, depositing more solids on their surfaces, causing the crystals to grow.

## FLOATING EGG SALTY MAGIC

The salt water of the seas is much denser than the fresh water of rivers and lakes, and therefore it is easier to float in the ocean. Show this by filling two glasses half full of water. In one of them, mix in about 10 heaping teaspoons of salt.

Try floating an egg in each glass. In which glass does the egg float?

Now take the eggs out of both glasses. Carefully and slowly, pour the fresh water into the salt water glass. Gently lower an egg into the water. It should float (remain suspended) at the salt water level

## BERNOULLI'S PRINCIPLE

### MATERIALS:

two Ping-Pong balls,  
two feet of thread,  
some mending tape and  
a drinking straw.

**PROCEDURE:** Tape each ball to an end of the thread. Hold the center of the thread so that the balls dangle about one foot below your fingers and about one or two inches apart. Have the boys' blow through a straw exactly between the balls, front a distance of a few inches. Instead of being repelled, the balls will be attracted to each other.

**EXPLANATION:** The air current directed between the Ping-Pong balls reduces the intervening air pressure. Stronger pressure from the far sides pushes the balls together. The strength of the air from the straw will determine how close the balls will come

## FOAMING FOUNTAIN

Place two teaspoonfuls of baking soda in the bottom of a quart glass 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, being careful not to pour directly onto the match. 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 it lighted candle. What happens? The heavy gas can even be poured so the flame flutters and may go out. This is the principle behind some fire extinguishers.

## BATTERY

Alessandro Volta, an Italian physicist, produced electricity by chemical reaction in 1800. He did this with a device that became known as a voltaic cell. It was the first wet cell battery. Volta's battery was made with pairs of zinc and silver pieces. The electric current ran from the zinc to the silver through pieces of board soaked in salt water. You can make your own simple voltaic cell.

### MATERIALS:

piece of copper wire  
fresh lemon  
paper clip.

### PROCEDURE:

Straighten out the paper clip and copper wire. They should be about the same length.

Thrust both wires deep into the lemon. They should be side by side, but not touching.

Put the free ends of the wires to your tongue. The slight tingle and metallic taste you feel is due to the passage of electrons through the saliva on your tongue. The acid in the lemon acted as an electrolyte. An electrolyte is a substance that is not metal that carries electricity. The chemical reaction caused electrons to build up on one of the wires and decrease on the other wire.

## Webelos Scientist Activity Badge

### CONCLUSION:

When you put the free ends of the wires to your tongue, you closed the circuit between the two wires. Electrons flowed from the wire with more electrons, through your saliva that acted as a conductor, to the wire with fewer electrons. The entire system of lemon, wires, and saliva is a simple battery. It is similar to the first battery made by Alessandro Volta.

## ATMOSPHERIC PRESSURE

We live under a blanket of air called the earth's atmosphere. The air in the atmosphere exerts pressure of almost fifteen pounds per inch on every surface of earth.

Hanging Water - Fill a glass to overflowing and lay a piece of cardboard atop it. Support the card with one hand, turn the glass upside down, and remove your hand from the card. The card does not fall. It remains on the glass and allows no water to escape. Why? The air pressure from below the cardboard is greater than the pressure of the water above and presses the card tightly against the glass.

## THE BEAUFORT WIND SCALE

The Beaufort Wind Scale was originally devised by Sir Francis Beaufort to describe wind speed in chart form. By watching the effect of wind on objects in the neighborhood, it is possible to estimate its speed.

Copy the scale on a large sheet of cardboard and hang it in your den meeting place.

#	Title	Effect of Wind	MPH
0	Calm	Smoke rises vertically	< 1
1	Light	Air Smoke drifts	1 - 3
2	Light	Breeze Leaves rustle	4 - 7
3	Gentle	Breeze Flags fly	8 - 12
4	Moderate Breeze	Dust, loose paper	13 - 18
5		raised	19 - 24
6	Fresh Breeze	Small trees sway	25 - 31
7	Strong Breeze	Difficult to use umbrellas	32 - 38
8	Moderate Gale	Difficult to walk	39 - 46
9	Fresh Gale	Twigs break off trees	47 - 54
10	Strong Gale	Slight damage to roofs	55 - 63
11			64 - 75
12	Whole Gale	Trees uprooted	Above
	Storm	Widespread damage	75
	Hurricane	Devastation	

## WHAT'S IN A CLOUD?

Greater St. Louis Area Council

This activity will help you understand how clouds form and what is inside them.

**Materials:** Two small clear plastic cups, flashlight (optional), magnifying lens

Fill one of your plastic cups 1/3 full of hot water.

Take the second plastic cup and place it upside down on the first cup. Make sure the rims meet evenly and the cups are sealed.



## Webelos Scientist Activity Badge

Observe what is happening in the cups. Turn the lights out and use a flashlight to observe your cloud. You may also get a better view using a magnifying glass.

A cloud contains billions of tiny water or ice droplets that form around dust or salt. Clouds form when water vapor (a gas) changes into liquid and warm or cold air meet. In this activity, the warm moisture-saturated air in the bottom of the cup moved upward and met the cooler air at the top of the cup.

## STATIC ELECTRICITY

Greater St. Louis Area Council

This activity will create static charges from a variety of materials.

**Materials:** Rice Krispies, 2 balloons, paper plate wool cloth, pepper, salt.

Inflate one balloon, knot it, rub it on your head or with a wool cloth, and try to stick it on a wall. Observe what happens.

On your paper plate make a combined pile of salt and pepper. Then, rub the already inflated balloon with the wool cloth and place it just above the salt and pepper. Observe what happens.

Put 6-12 Rice Krispies inside the second balloon, inflate it, and knot it. Then rub it with the wool cloth, touch one of your fingers to the balloon where the Rice Krispies are, and observe what happens.

Rubbing the balloon on your head or with a wool cloth creates a negative charge. The wall which has a positive charge attracts the negatively charged balloon, allowing the balloon to stick to the wall. The same thing occurs with the balloon and the pepper. The Rice Krispies jump inside the balloon because the balloon has been given a negative charge from the wool cloth. As your finger approaches the balloon it picks up a positive charge through magnetic induction just like the Rice Krispie and the two like charges repel each other.

## CRYSTALS

A crystal is a special kind of rock. Different crystals have different beautiful shapes and colors.

### What you'll need

- Your magnifying glass
- Table salt
- Epsom salt
- Honey jar
- Measuring cups and spoons
- Paper cut into circles
- Scissors
- Pencil
- String
- 1 3/4 cups of sugar
- 2 or 3 paper clips
- A glass jar or drinking glass
- Your science journal

### What to do

Use your magnifying glass to look for crystals.

Inspect:

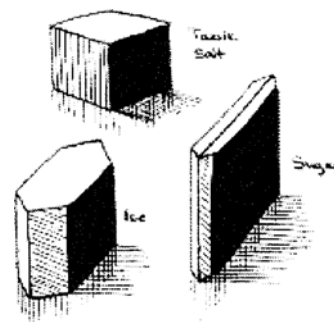
- The table salt and Epsom salt;
- The honey jar (particularly if it's been open awhile)
- The walls of the freezer (if not frost-free).

Draw pictures of what you see in your science journal.

Do all of the crystals look the same?

If not, how are they different?

Try dissolving salt crystals and forming new ones: Dissolve 1 teaspoon of salt in 1 cup of water.

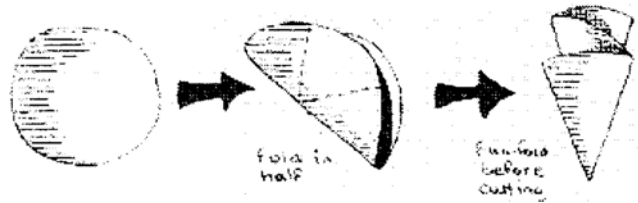


## Webelos Scientist Activity Badge

**Grown-up alert!** - Heat the mixture over a low flame to evaporate the water. What's left?  
What shape are these crystals?  
Snowflakes are made of ice crystals and are beautiful, but they are hard to see clearly.

### YOU CAN MAKE PAPER SNOWFLAKES.

Take a circle of paper (use thin paper) and fold it in half. Then fan fold it into thirds. Make cuts along all the edges. Unfold them.



### GROW ROCK CANDY CRYSTALS FROM DISSOLVED SUGAR.

Pour a cup of boiling water into a dish

**Grown-up alert!**

Add 1 3/4 cups of sugar.

Stir until the sugar is completely dissolved.

Prepare a jar or glass as shown.

Wash the paper clips and use clean string.

When the sugar water is cool, pour it into the jar and

Put the jar where no one will move it.

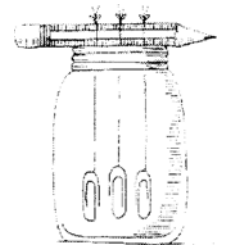
Hang the paperclips in the water (may need weights)

Put the pencil on top of the jar.

Some crystals may form in a few hours. Some may grow to be half an inch on each side. To save them, take them out of the water and keep them dry.

**But they may disappear—they are good to eat.**

When certain liquids and gases cool and lose water, crystals are formed. Crystals are made up of molecules that fit neatly together in an orderly package. All crystals of the same material have the same shape, regardless of the size.



### ATTACK OF THE STRAWS

Can a paper straw go through a raw potato? Here's an easy way to learn about inertia and momentum.

#### What you'll need

- A raw potato
- One or more paper straws
- Your science journal

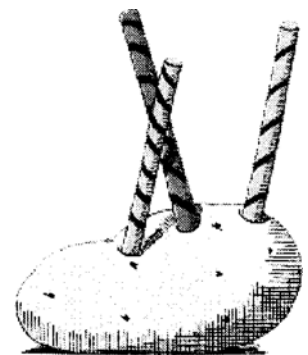
#### What to do

1 Put a potato on the table or kitchen counter and hold it firmly with one hand, making sure the palm of your hand is not underneath the potato.\*

2 With a fast, strong push, stab the potato with the straw.

3 What happens? Did the straw bend? The straw should go into the potato. If it didn't, try again with another straw--maybe a little faster or harder.

\*If the potato is old, soak it in water for about half an hour before trying this activity. An object remains at rest (the potato, in this case) or keeps moving (the straw, in this case) unless it is acted upon by some external force.



## THIRSTY BIRD

**Materials:** a plastic pop bottle (about 1/2 liter), plastic eyedropper, a bucket of pea gravel small enough to drop into the bottle, water supply. (*Hint: glue a string on the eyedropper, near either end, so that it can be retrieved if it falls into the bottle.*)

**Preparation:** Sink the empty bottle, with neck exposed, in a bucket of gravel. Partially fill the bottle with water, but leave the water level just too low to be reached with the eyedropper. Remove the water supply. Read the following:

*"A jar (point to the pop bottle) is partly buried in the ground. Rains have partially filled the jar with water. A very thirsty bird has found the jar, but the neck of the jar is so small that only the bird's beak (show the eyedropper) can fit down into it. The jar is stuck too firmly into the ground for the bird to tip it over. Can you show the bird how to get a drink?"*

Encourage the boys to discuss the problem, to offer solutions. If the boy's seem to be making no progress after a few minutes, read the following:

Do you think that a bird could pick up a piece of this gravel in its beak? Why does putting gravel into the bottle raise the level of water in the bottle?

## Optical Illusions

Is it moving and shimmering?

Look at the spiral illusion for a while and it will appear to be shimmering and moving.

Also: Follow the outermost groove and watch it change from a groove to a hump as you go around the wheel.



Stare at the black light bulb for at least 30 seconds. Then immediately stare at a white area on a sheet of paper. You should see a glowing light bulb!

## SUBMARINES

Demonstrate the basic principle of the submarine as follows:

1. Put a two-hole rubber stopper in the mouth of a small, wide-mouthed 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.

## 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 hard-boiled 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 an egg on the bottle opening. The egg should drop into bottle as soon as flame uses up oxygen and air pressure outside pushes it in. To get the 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 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 evaporating almost immediately and form crystals which give the glass a frosted appearance.

## THE OBEDIENT EGG

Use two quart-size fruit jars for this trick. Fill one three-fourths 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".

## AIR CURRENTS

1. Hang two apples about 1 1/2" apart. Blow between them - as hard as possible - you will discover that the force of breath alone won't blow them apart. Instead it will cause the apples to bump together.
2. Take a small wad of paper (should be a little over 1# square) and Put it about 1" inside me 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.
3. Get an ordinary kitchen funnel and blow into it while holding a lighted match opposite me corner of the funnel. Your breath will blow the flame toward the funnel instead of blowing it out or away from you.
4. 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.
5. How does an airplane lift? Take strip of paper 2" wide and about 5" long. Fold it an inch from one end. Hold the paper with your forefinger and thumb so that the fold is about an inch or two from your mouth. Blow as hard as you can over top of the paper. You reduce the pressure on the paper, allowing it to rise.
6. 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.
7. Fill a glass with water and place a coin behind it. Now try to look at the coin through me top of me 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.
8. 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.
9. Put a deflated balloon over the neck of a soda bottle. Set the bottle in a pan of very hot water. The balloon will inflate and stand straight up.
10. 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.
11. 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

## Webelos Scientist Activity Badge

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.

### 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 dries, it will be blank. However, if you heat the paper carefully over a light bulb, the writing will appear in distinct brown lines that will not fade.

### 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.

### FLOAT A NEEDLE

Water has a skin. Put a needle across the lines of a 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.

### 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.

### 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.

## THE FOG MACHINE

Use a plain glass gallon jug, a stopper to fit it and a bicycle pump. Put a small amount of water or alcohol (which works better) in the jug. Bore a hole through the stopper in the mouth of the jug. After a few strokes of the pump, remove the stopper quickly. There will be a loud pop and you will see that a cloud will form in the jug. To get "fair weather", all you need to do is replace the parts as they were, and pump air back into the jug. The reason the cloud was formed is that in pumping air into the jug, the temperature was raised, making it possible for the air to hold more moisture. When the top was removed, the air expanded and cooled. This cool air could not hold as much moisture, thereby forming a cloud.

## Even More on the Scientist Activity Badge

A scientist studies things to learn how they behave and why. Scientists try to find out the laws of nature about the things they study. People can use these rules or laws in making things. While working on this activity badge, you will learn a few of the main ideas in physics. Physics is a science with several branches. One of these branches will be weather. You can learn a little about weather in these activity badge requirements. Another branch of physics is called optics. You will have a chance to learn something about sight and find out how your eyes work. Scientists learn a lot by experimenting or trying things out. Try things for yourself. Scientists take nothing for granted. They may be sure an idea is true, but they always test it, if possible, to make certain they are right.

### Speakers

Lab Technician	Researcher	Zoologist
Optometrist	Ophthalmologist	Nuclear Physicist
Weather Forecaster	Nurse	X-Ray Technician
	Science Teacher	

### Pack Meeting

- Honor your Pack leaders by making up some "Scientific Awards." Cut them out of poster board. For example:
  - Gravity is a heavy subject. (Shape of the Earth)
  - Stars are night lights that don't run up bills. (Stars)
  - Astronomers are far-sighted. (Glasses with big eyeballs)
  - Chemists really, stir things up! (Beaker with bubbling mix.)
- Science Fair: Set up and hold a science fair during your Pack meeting. Show some of the simple experiments you have been doing in your Den meetings.
- Display items that you have made.

### Den Activities

- Talk about the various branches of science and how they differ.
- Do the atmospheric pressure tests or balance tests in the Webelos Book.
- Make Fog.
- Make Crystals.
- Do the inertia experiments in the Webelos Book.
- Visit an eye specialist and learn how the eyes converge and find out what the various eye tests measure
- Invite a local weatherman to your Den meeting to talk about the climate during the year. How is weather different in
  - the Southern Hemisphere?
- Have a slow-motion bicycle riding contest to illustrate balancing skills.

## Webelos Scientist Activity Badge

- Plan a scientific experiment to be demonstrated at the Pack meeting.

### Field Trips

- Visit an eye specialist and learn how the eyes work.
- Visit the control tower of the Metropolitan Airport or visit a Municipal Airport.
- Learn about the principles of flight for an airplane and look at all the control dials.

## INERTIA

Inertia is the tendency of a thing at rest to remain at rest and a thing in motion to continue in the same straight line.

Get a small stick about 10-inches in length and the diameter of a pencil. Fold a newspaper and place it near the edge of a table. Place the stick under the newspaper on the table and let about half the stick extend over the edge of the table. Strike the stick sharply with another stick. Inertia should cause the stick on the table to break into two parts.

## PASCAL'S LAW

### Materials:

- Rubber balloon
- Several pins with large heads
- Roll of plastic tape

Inflate the balloon and affix little squares of plastic tape to it. Stick each pin through the center of the tape and to their amazement, the balloon will not burst. When you remove the pins, the balloon still will not burst.

**What happens:** The adhesive substance on the tape acts like a self healing 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, atomically sealing the tiny pinholes.

## MYSTIC MATCHES

Put several matches in a bowl almost full of water, making a shape like a star.

Stick a pin into a small piece of soap.

Gently dip the soap into the water at the center of the star of matches, taking care not to disturb them. The matches will all move away from the soap.

**What happens:** When you dip the soap in the water a little of the soap dissolves. The surface tension of the clean water is stronger than that of soapy water, so the clean water around them pulls the matches outward.

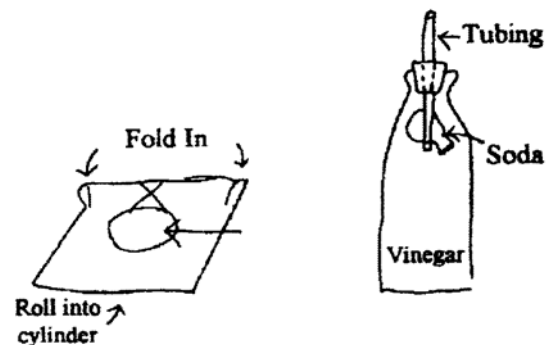
## MAKE A FIRE EXTINGUISHER

### Materials:

- 1 or 2 quart bottle with stopper to fit
- 3" of  $\frac{1}{2}$ " glass, metal or plastic tubing (Tube from an old Windex bottle can be used)
- Baking soda
- Vinegar
- Facial tissue

### Instructions:

- Drill hole in stopper and insert tubing
- Wrap soda in tissue and attach tissue to tube with rubber band
- Fill bottle one half full of 1 part vinegar and 1 part water



## Webelos Scientist Activity Badge

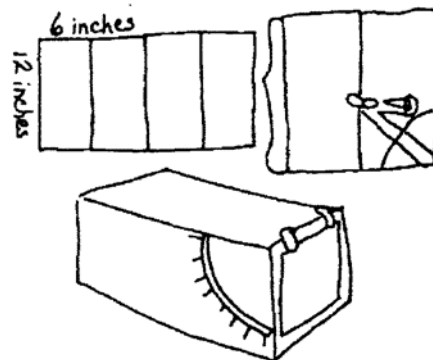
4. Insert stopper in bottle with soda inside bottle, but not touching vinegar solution
5. To operate, tip bottle upside down, soaking the tissue paper with vinegar

## RECORD WIND SPEED

To see how fast or slow the wind blows, make an anemometer (a wind speed measurer)

**You will need** - stiff cardboard 24" x 12"

1. Measure four 6" widths with a ruler, and draw pencil lines with scissors.
2. Set a compass to 4" and draw an arc on the cardboard as shown.
3. Cut out a narrow slot along the arc.
4. Mark numbers at equal intervals along the slot.
5. Fold the cardboard inward along the scored lines.
6. Put cellophane tape along the two edges and along all the folded edges.
7. Cut a piece of paper 4  $\frac{3}{4}$ " square and tape it to the end of the box as shown. Take the anemometer outside and point the flap toward the wind. Each night and morning, record the level that the flap reaches



## BOILING ICE

In a heatproof jar with lid, boil a half-inch of water with the lid on loosely so some of the steam can escape. Then tighten the lid and turn jar over. Put an ice cube or two on the jar bottom. In a moment the water will boil again.

**What happens?** The air pressure has been reduced in the jar by the ice condensing the water vapor inside. The boiling point of a liquid depends on atmospheric pressure.

## BALLOON AND CAN RACE

Each team will need a balloon for every Webelos and a fruit can for each team. Each team will have a chair on each end of the room. Each team is divided with half of the team behind each of that teams chairs. The can is placed on a chair.

One boy holds the balloon in the can and blows it up enough to make the can stick on around the balloon. He then carries the balloon, with the can hanging on, to the other chair. He then deflates his balloon and the next boy inflates his own balloon and carries it and the can back to the original chair. The first team to switch locates wins.

## EXPERIMENTS IN AIR PRESSURE

### Shooting Back

Place an empty soda bottle on its side. Put a wad of paper in the neck and try to blow it in. It comes back out.

Why? When you blow into an enclosed space like a bottle, you increase the air pressure inside. Since pressure will equalize when it can, the air rushes out of the bottle, taking the wad of paper with it.



## Balloon in Bottle

Place a deflated balloon inside a two-liter bottle, with the lip of the balloon over the top of the bottle. "Cry to blow up the balloon.

**What happens?** Air pressure inside the bottle increases as the balloon takes up space, so air pressure is fighting against you. To inflate the balloon, you would need to compress the air trapped between the balloon and the bottle. To compress air requires force. The human lungs are not strong enough to inflate the balloon and to compress the trapped air.



## Making Air Work for Us

**Use a balloon to pick up a glass** -- Place a deflated balloon in a glass. Blow up the balloon until it is tight around the edge of the glass. Hold the end of the balloon shut and pick up the glass.

**Use a balloon to lift books** -- Place a deflated balloon under a stack of books. As you blow the balloon up, the books will rise. A hydraulic lift is based on this principle.



## EXPERIMENTS IN ATMOSPHERIC PRESSURE

We live under a blanket of air called the earth's atmosphere. The air in the atmosphere exerts pressure of almost fifteen pounds per inch on every surface on earth.

### Diving Bell

Place a piece of crumpled paper in the bottom of a glass or tin can. Turn the glass upside down and submerge it in a bucket of water. The paper will remain dry. Why? The air, which filled the "empty" space in the glass, stopped the water from entering.



### Hanging Water

Fill a glass to overflowing and lay a piece of cardboard atop it. Support the card with one hand, turn the glass upside down, and remove your hand from the card. The card does not fall. It remains on the glass and allows no water to escape. Why? The air pressure from below the cardboard is greater than the pressure of the water above and presses the card tightly against the glass.



### Wedged Glasses

Place two glasses together with a piece of wet construction paper between them. Burn a candle in the bottom glass. The glasses become "welded" together. Why? The flame uses up the oxygen in the bottom glass, so the pressure is now lower in this glass.

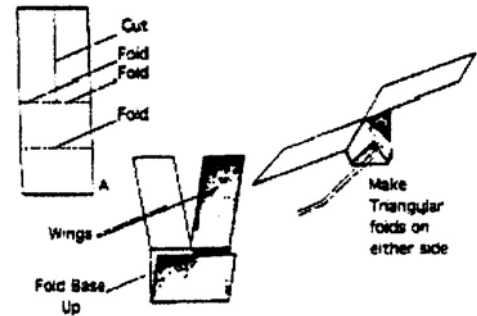
## Auto Gyro

**Materials:** Paper 3 1/2" wide by 8 1/4" long

The principle of the Auto Gyro can be easily demonstrated by making one as shown in the sketch.

1. Using a piece of paper 3 1/2" wide by 8 1/4" long, cut down the center of the paper 4" and then fold the cut sections to opposite sides as shown, to form the two wings.
2. Fold the balance in half: and then make two triangular folds to the midline and your Auto Gyro is ready.
3. Make two other Auto Gyros basically the same as the first one, but shorten the wing length from four inches to three inches on the second one and to two inches on the third one.

Try flying from the same height and observe how each model reacts. Does anything seem to slow their descent? What actually makes it spin? Note the order in which the three models reached the ground. Are wing size, air resistance, and rate of descent related?



## Spinner Scope

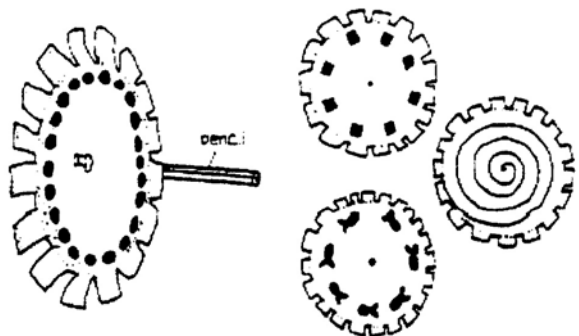
**Materials:**

- Paper plates
- Scissors
- watercolor markers
- pushpin
- unsharpened pencil with eraser top

**Instructions:**

1. Cut out notches around edge of plates as shown.
2. Draw a design on each plate with markers. Draw a spiral, small circles close to each other, or a simple object, such as a fish.
3. Poke a pushpin through center of plate, then into eraser end of pencil.

Stand in front of mirror. Spin pencil between hands as you peer through the notches. Each design will produce a different optical illusion as the spinning elements appear to merge.



# Webelos Fitness Activity Badge

## Physical Skills Group

Fitness should be a part of our lives everyday. Webelos Scouts will learn the importance of diet, exercise and of the dangers of tobacco, drugs and alcohol. Webelos Scouts can start learning healthy habits and making them part of their lives while working on this activity badge.

### IDEAS FOR DEN ACTIVITIES

- -Help each boy develop his own exercise routine.
- -Make a fitness chart.
- -Help the boys research highway death statistics and what percentage are due to alcohol or drugs.
- -Learn about nutrition.
- -Have a Webelos Olympics.
- -Visit a local hospital or dentist's office.
- -Visit a school cafeteria.
- -Invite a coach, trainer or doctor to come and talk about the importance of everyday fitness.

### THOUGHT ON FITNESS

Webelos Den Leader: I hold in my hand a pocket knife. 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 rust, and the working parts are in good condition. If it is neglected and becomes dull and rusty, it will become dangerous.

The same principle applies to us, as well. We have a body, which must be kept in good condition in order to work well. If we fail to take care of ourselves, we become rusty and dull just like a neglected knife. Do your best to keep fit and healthy this week.

### RULES OF HEALTH

Have the boys discuss the following rules.

#### KEEP CLEAN

Body—take hot baths or shower often with soap.

Hands—wash before meals and after using the toilet.

Teeth—brush well every night. Whenever possible brush teeth or rinse mouth after eating. See your dentist twice a year.

#### EAT PROPER FOOD

Drink plenty of the right kinds of liquids—water, milk, and fruit juices.

Eat different kinds of good food. Don't stuff yourself.

Avoid excessive snacks.

#### KEEP FIT

Exercise—lots of active play outdoors.

Rest—enough sleep at regular hours.

### GAMES AND ACTIVITIES

### EXERCISE...

Materials - Scouts in running shoes and some fast-paced music

Try doing the following steps to the rhythm of the music. Start slowly, but keep moving!

-Jog in place for 30 seconds. Keep your back straight, chin up and arms bent at your sides.

## Webelos Fitness Activity Badge

- Jog forward a few steps and clap two times.
- Jog backward a few steps and clap again.
- Jump up and down on both feet 10 times. Remember to breathe.
- Jog in a circle and wave your arms.
- Jog in a circle the other way and wave again.
- Pretend you are jumping rope. Jump high and make big circles with your arms for about 30 seconds.

### STRONGMAN STUNT

Place a sheet of paper on the floor. Have three Webelos Scouts grasp a broom with one hand near the top and hold it a foot over the paper. Have a fourth Webelos Scout put his hand near the bottom of the broomstick. Now tell the three boys grasping the broom to try to push it straight down onto the paper, while the boy on the floor tries to push it away. Even the strongest boys in the den will find it impossible to hit the paper if the boy on the floor is alert. It's a matter of leverage.

### IT'S NO JOKE TO SMOKE

Individuals have reasons for making decisions that affect their lives. There are reasons why individuals make decisions to use or not to use tobacco and tobacco products.

#### Related Activities

Review newspaper articles to see how many stories that relate to violence (fights, fires, car accidents, etc.) involve the use of alcohol.

Have the boys collect advertisements for tobacco and really look at the ad. Help the boys see that the activities in those ads have nothing to do with the use of tobacco. Have them read the warning on the ads. Note the size of the warning in relation to the ad.

Collect other ads for alcohol. Look closely at what the people are doing? Can you do those things without alcohol? How do ads try to influence a person?

Make a poster and collages of the newspaper and magazine ads and articles. Have the boys share what they learned from these.

Be sure to encourage all parents to sit down and read the parents guide in the front of the Webelos book and talk with their sons about the information it contains.

### YUMMY YOGURT MILKSHAKE

16 oz plain yogurt

Blender

1/2 teaspoon vanilla

Ice cubes

One 10 oz package frozen strawberries

In a blender, mix yogurt, vanilla and frozen strawberries in the blender until smooth. Pour the mixture into tall glasses with ice cubes, or chill instead of using ice cubes. Top with a spoonful of strawberry ice cream. Serves 6.

## More on the Fitness Activity Badge

Your body is a wonderful machine. It is much more complicated than the fanciest car or fastest computer. But your body needs the same kind of care that experts give to machines. What does that mean? It means that you must give your body the right fuels in a balanced diet. You must avoid putting harmful substances into it. Your body needs rest and exercise, just as a car needs maintenance. As you earn the Fitness activity badge, you will learn how to take care of the world's most wonderful machine - your own body.

## Den Activities

- ✓ Invite the grade school gym teacher to your meeting. Get to know them on a personal basis. Why did they become a teacher? What kind of background do they have? What sports are they currently active in? What do they like about teaching kids?
- ✓ Invite a nurse, doctor or dentist to your den to answer questions about health. Have boys write the questions on cards so they are anonymous.
- ✓ Have your den write a skit depicting ways to say 'NO' to drugs & smoking.
- ✓ Have the den make a poster designed to encourage people to say "NO" to drugs & Smoking.
- ✓ Have a police officer involved with drug prevention attend a den meeting.
- ✓ Have the boys interview him and ask questions concerning drugs and alcohol.
- ✓ Have the boys find out what the policies are in their school about drugs and what would happen to students with drugs in their lockers, etc.
- ✓ Collect newspaper and magazine articles about accidents and crimes that are drug or alcohol related.
- ✓ Find out what some organizations are doing to stop use and availability of drugs, especially to, children.
- ✓ Check with the BSA council for a video, "Drugs: A Deadly Game."

## Speakers –

- ✓ YMCA director
- ✓ health class teacher
- ✓ personal trainer or coach,
- ✓ CPR instructor,
- ✓ marathon or race director,
- ✓ little league coach,
- ✓ gym instructor

## Field Trips:

- ✓ Visit the local YMCA.
- ✓ Visit a local fitness club.

## Test Your Heartbeat

Did you know that you can't actually hear a heartbeat? The heartbeat itself is just a contraction of muscle and is perfectly quiet. What you can hear is the sound of heart valves snapping shut.

Here's how to check your heartbeat:

1. Press the first two fingers of one hand over the radial artery in the wrist of your other hand. That's the artery in the depression just below the base of your wrist. Move your fingers until you can feel the pulse of your blood.
2. Use a watch with a second hand, and count the number of beats in 10 seconds.
3. Multiply by 6. Now you know the number of beats per minute.
4. Run or exercise for 10 minutes or so. Take your pulse again, and see how much faster your heart is pumping. Your resting heart rate can tell something about your overall health and fitness. Physically fit people often have low resting heart rates.

## Facts On Cigarette Smoking

- 1) Cigarette smoking is addictive. It fulfills these three criteria:
  - a) Smokers develop a tolerance to nicotine (they need to smoke more and more for an effect.)
  - b) Smokers become dependent on it (they need it to feel comfortable.)

## Webelos Fitness Activity Badge

- c) Smokers suffer withdrawal symptoms (physical and psychological discomfort) when they try to stop smoking.
- 2) There are hundreds of chemicals in cigarette smoke. Three of the most damaging ones are:
  - a) Tars - damage delicate lung tissue and are considered the main cancer causing agent in cigarette smoke.
  - b) Nicotine - a poison found only in tobacco leaves. One drop of pure nicotine can be fatal to humans. It is a powerful stimulant to the brain and central nervous system that "hits" the brain within four seconds. But then it has a depressant effect on the cardiovascular system. It narrows the blood vessels cutting down the flow of blood and oxygen throughout your body. The heart has to pump harder, thus increasing the chance of heart disease. It raises the blood pressure and narrows air passages in the lungs, depriving the body of some oxygen.
  - c) Carbon Monoxide - replaces needed oxygen in your red blood cells. Even after one stops smoking, carbon monoxide stays in the bloodstream for days depriving the body of oxygen until the oxygen level in the blood returns to normal. Carbon monoxide is a product of cigarette smoking and also of gasoline engines.
- 3) Some of the diseases caused by cigarette smoking are:
  - a) Chronic Bronchitis - an inflammation of the bronchi which are the breathing tubes in the lungs.
  - b) Laryngitis - an inflammation of the throat
  - c) Emphysema - a degenerative lung disease that destroys breathing capacity.
  - d) It is a contributing factor in cancer of the lungs, mouth and esophagus.

### **Activities That Will Help The Boys Understand The Harmful Effects Of Cigarette Smoking**

1. Define 'pollution.' ("Pol-lu-tion: to make unclean, impure, or corrupt; desecrate; defile; contaminate; dirty." Webster's New World Dictionary of the American Language)
2. Discuss pollutants in the air in the outside environment. Use pictures from magazines or newspapers. Include: factory smoke, car exhausts, rocket launches, smoke from someone else's burning cigarette and so on.
3. Explain how all living things need air to breathe.
  - a. Put a plant under an airtight container. What begins to happen?
  - b. Put ants or other insects in an airtight jar. Give them everything else they need to survive. What happens? Why? (When the ants' activity begins to decrease, open the jar and set them free.)
4. Talk about the fact that smoking cigarettes is harmful to our health and how it "pollutes" the internal environment of our body (the lungs).
  - a. Blow smoke from a cigarette through a tissue. What did you observe? Wouldn't that also make your lungs "dirty?"
  - b. Hold your breath and have someone check the time. Did you have to breathe very soon after you started holding your breath?

### **Demonstrate the effects of sick or injured lungs:**

- (1) Light a candle. Ask a boy to stand a reasonable distance from the candle. Instruct the boy to take a deep breath, and then blow out the candle.
- (2) Relight the candle. Ask the boy to stand at the same distance from the candle. Instruct him to take a deep breath and blow out at least half of the breath before attempting to blow out the candle. With the breath that is left, ask the boy to blow out the candle. What happened?

### **Prescription Drugs**

Ask the boys to define "drugs - (any substance, liquid, powder, or solid taken by mouth, inhaled, injected, or rubbed into the skin, that affects the way the body or the mind naturally works.)"

## Webelos Fitness Activity Badge

Define "prescription drugs" - (medicines that, legally, can be purchased only on the order of a doctor or a dentist, a) for specific reasons, b) for a specific person, and c) prepared by a specially trained person called a pharmacist.)

Have the boys talk about the last time they went to the doctor or dentist and were given medicine. What was the problem? What medicine was given? Did it make them feel better?

Bring in empty, clean bottles that once contained prescription medicines. Choose something appropriate, e.g. an antibiotic from a recent illness, prescription vitamins or fluoride tablets

Note:

- The Label,
- The Name Of The One Particular Person,
- The Name Of The Medicine,
- The Amount And The Time To Be Given,
- The Name Of The Doctor, The Date
- The Prescription Number,
- The Number Of Refills, If Needed, And
- The Pharmacy Name, Address And Phone Number.

Discuss some of the considerations the doctor must make before he can order your medication:

- (1) Age,
- (2) Weight,
- (3) General Health Of The Person, And
- (4) Severity Of The Condition.

A drug may affect different people in die different ways! Have the boys make reports on the discovery of drugs/medicines that have helped mankind. (Ex. measles vaccine, polio vaccine, penicillin, and so forth.)

Stress that medicine may be taken only under the supervision of a parent, physician, nurse, or specifically designated adult.

Have the boys list safety rules to be followed when taking medicine. Put these on a large poster to be displayed at the Pack Meeting.

Be sure they include the following rules:

1. Take medicine as directed. -
2. Finish the entire prescription.
3. Discard any unused medicines.
4. Never share your medicines with anyone else.
5. Keep medicine in a safe place, out of the reach of children.
6. Keep medicines in their original container.
7. Do not take several medicines at the same time unless the doctor is aware of all of them.
8. Mixing drugs and alcohol can be fatal.
9. Never describe medicine as "candy."
10. Never give medicines in the dark.
11. Never give medicine from an unlabeled container. When in doubt - throw it out.

## Non-prescription drugs

Define the term "non-prescription drug" (Medicines that do not require a doctor's order or the assistance of a pharmacist. They can be found on open shelves in a drug store or supermarket.)

Take the boys to the local supermarket and have the boys make a survey of the drugs they find there. Ask them to read the labels and list:

1. The name of the product.
2. The condition for which it is to be used.
3. Is it a liquid, tablet, capsule, cream, or spray.

## Webelos Fitness Activity Badge

4. Any warnings or cautions listed on the container.

Was there more than one product that could be used for the same condition?

Locate and list 3 substances which are socially acceptable, contain a drug and can be bought in supermarkets.

1. Cigarettes (tobacco contains nicotine)
2. Coffee, tea, cocoa, cola (all contain caffeine)
3. Beer, wine, whiskey (all contain alcohol)

Have the boys report on two TV commercials dealing with non-prescription medication (aspirin, cold preparations, etc.) In the report answer the following questions:

1. Does the medicine always seem to make the people better and happier?
2. Can that be true always?
3. Why would the manufacturer want people to believe that?
4. Are they always completely honest?
5. Compare ads for brands of aspirin.
6. Can they all be the best?

### Facts on alcohol

- 1) Alcohol is a drug that affects the way the body naturally functions. It is a depressant that slows the body processes.
- 2) It is the oldest and most abused drug in the world.
- 3) There are predictable, though varying physical effects upon everyone who drinks alcohol. (This is why the law has set a specific blood alcohol level for defining drunkenness while driving.) The brain is the control center of the body.
  - a. The brain is the organ most affected by the presence of alcohol.
  - b. Alcohol is a drug that depresses the central nervous system, thus reducing the activity of the brain.
  - c. Alcohol arrives in the brain almost as soon as it is consumed.
  - d. The bloodstream carries alcohol to the brain.
  - e. It keeps circulating through the brain until the liver has had time to change all of the alcohol into carbon dioxide and water for release from the body.
  - f. It affects the higher functions of the brain judgment, learning, and behavioral control. It then affects vision, coordination, and speech.

Too much alcohol in the bloodstream kills by depressing the breathing center. This means that a person who drinks too much alcohol in one day can die. This is called "acute alcohol poisoning."

#### **Related Activities**

- Have a dietitian come talk to the den.
- Visit a dentist office.

### Physical Activities

Trees in the Wind: Gather the den around you in a circle, three feet or more between individuals. Scout stands looking at the back of the Scout next to him. They then run slowly around the circle, bending left, right, forward, and back as though swaying in the breeze. On the command, "reverse", they turn around and run in the opposite direction.

Russian Hop: Scouts squatting, ready to move around the circle, feet together, hands folded around chest. Move around circle, leaping upward and forward off both feet. As hop is complete, Scout returns to squat position with arms folded across chest.



## Webelos Fitness Activity Badge

Tortoise and Hare: Scouts stand at attention, then they start jogging slowly in place. When you say "Hare", the tempo doubles, knees lifting high, arms pumping vigorously. When you say "Tortoise", the tempo slows to an easy jog. Vary the commands for some fun.

Inchworm: Scouts assume push-up position, body extended, face down, arms extended fully, hands on floor, fingers spread, pointed forward. Hold hands stationary and walk feet up as close to hands as possible. Then feet stationary, walk hands forward to starting position. Repeat the sequence.

Gorilla Walk: Scouts' feet are spread apart, same width as their shoulders. Bend at the waist, grasp ankles, legs straight. Walk forward holding firmly to ankles. Keep legs straight. Conduct a race for speed.

Sawing Wood: Scouts pair off facing each other. Grasp hands at shoulder height, fingers interlaced. With a vigorous action, Scouts pump arms alternatively as though sawing wood.

### Gathering Activity

As the Scouts arrive, ask them to complete the following table,

Filling in the names of the foods they ate that day.

Scout with most balanced chart wins (an ice cream sundae???)

Last column doesn't count.

<u>Day/Meal</u>	<u>Meat Group</u>	<u>Milk Group</u>	<u>Vegetable/ Fruit Group</u>	<u>Bread/Cereal Group</u>	<u>Junk</u>
<b>YESTERDAY</b>					
Breakfast					
Lunch					
Dinner					
<b>TODAY</b>					
Breakfast					
Lunch					
Dinner					



**Little George's  
Cub Scout  
Songbook  
Pow Wow –  
University of  
Scouting - 2008**

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"These are Little George's Ten rules for using songs and music at a Cub Scout meeting:"

1. Nobody came to your Cub Scout meeting to hear you sing. It's not a concert. They came to have fun. Your job is to help them do that.
2. Don't worry about whether or not you're on-key. If you sing so badly that the kids try to drown you out, you win.
3. If you're not having fun, neither will they. If the kids aren't singing along, it may be because you don't look like you're enjoying yourself.
4. Remember - you're there to sing and play Kid's Music, (not children's music). This isn't the "Barney" show, and you're not a purple dinosaur.
5. Make sure that every song you sing has a part for the kids to sing.
6. If you know how to play an instrument (guitar, banjo, whatever), don't forget rule 1. If you don't know how to play an instrument, get some help. Maybe there's someone in your church or sponsoring organization who will agree to play a little guitar at your meetings. But make sure they understand the rules.
7. Kids can make their own instruments at den meetings and join in the fun .
8. Help the kids in your Pack, Troop or Den to Write their own song.
9. Remember - Gross is Good
10. Remember - Louder is Better

## Billy the Cub Scout

[ *Em* *Am* *Em*  
Now Here's a Story 'bout Billy the Cub Scout.  
[ *B7* *Em*  
He could sing and he could shou-out.  
[ *Em* *Am* *E*  
He earned his Bobcat, when he was just 2.  
[ *B7* *Em*  
You won't believe all the things he could do.

### Start of Chorus

[ *E*  
Hey-de-hey-de-hey-de-ho!  
Hee-be-dee-be-dee-be-hey  
Hula-mama-na -nu!  
[ *B* *E*  
A-labba jabba ja goo!

### End of Chorus

He earned His wolf badge - before he was five.  
He had more awards than any scout alive.  
Webelos and Bear - Arrow points by the score.  
He earned every badge and he still wanted more!

He said when I'm grown, and I get old  
I'll still be true to the blue and the gold.  
Mom and Dad - hear what I say,  
I'm gonna be a cubber 'till my dyin' day!

## **Cub Scouts Sound off**

I don't know but I been told!  
Cub Scouts love that blue and gold!

Sound off      Sound off  
Cub Scouts      Cub Scouts  
One, Two      Three Four  
Lemme hear ya cub scouts: one two  
THREE FOUR!

Tiger Cubs are on your side  
Wear the orange shirt with pride

We'll be Cubs through thick and thin  
We've all earned that Bobcat pin.

You'll know Cubs are on the prowl  
When you hear that wolf Cub howl.

You'll know Cubs are everywhere.  
When the roar of the Bear it fills the air.

Webelos scouts are the very best.  
We're the ones who've passed the test!

## She'll Be Comin' Round the Mountain (Cub Scout Style)

[<sup>G</sup> She'll be comin' 'round the mountain when she comes, "Whoa, Whoa!"

[<sup>D</sup> She'll be comin' 'round the mountain when she comes, "Whoa, whoa!"

[<sup>G</sup> She'll be comin' 'round the mountain <sup>C</sup> She'll be comin' 'round the mountain

[<sup>D</sup> She'll be comin' 'round the mountain when she comes, <sup>G</sup> "Whoa, whoa!"

She'll be drivin' six white horses when she comes, "Whoa back!"

She'll be drivin' six white horses when she comes, "Whoa back!"

She'll be drivin' six white horses She'll be drivin' six white horses

She'll be drivin' six white horses When she comes, "Whoa back!, Whoa, Whoa!"

We will all go out to meet her when she comes, "Hi, Babel!"

We will all go out to meet her when she comes, "Hi, Babel!"

We will all go out to meet her we will all go out to meet her

We will all go out to meet her When she comes, "Hi, Babel!, Whoa back!, Whoa, whoa!"

We will kill the old red rooster when she comes, Hack, Hack!"

We will kill the old red rooster when she comes, "Hack, Hack!"

We will kill the old red rooster. We will kill the old red rooster

We will kill the old red rooster When she comes,

"Hack, Hack!, Hi Babel!, Whoa back!, Whoa, whoa!"

We will all have chicken an' dumplings when she comes, "Yum, Yum!"

We will all have chicken an' dumplings when she comes, "Yum, Yum!"

We will all have chicken an' dumplings we will all have chicken an' dumplings

We will all have chicken an' dumplings When she comes,

"Yum, Yum!, Hack Hack!, Hi Babel!, Whoa back!, Whoa, whoa!"

## **Boom Chick-a Boom**

I says a-boom-chick-a-boom!

I says a-boom-chick-a-boom!

I says a-boom-chick-a-rock-a-chick-a-rock-a-chick-a-boom!

Uh-huh!

On Yeah!

This time!

We sing!

**HIGHER!**

Each time a leader adds a different variation such as:  
LOWER, WHISPER, LOUDER, TONGUE-IN-CHEEK, SEXY,  
GROOVY (COOL).BACKWARDS(?)



## Shaving Cream

[<sup>A</sup>I have a sad story to tell you, It may hurt your feelings a bit.<sup>E</sup>  
[Last night when I walked into my bathroom,<sup>A</sup>  
[<sup>D</sup>I stepped in a big pile of ...<sup>E</sup>

Start of Chorus

[<sup>A</sup>Shhhhhaving cream, be nice and clean,  
[Shave every day and you'll always look keen.<sup>E</sup> <sup>A</sup>

End of Chorus

A baby fell out of the window,  
You'd think that her head would be split,  
But good luck was with her that morning, she fell in a barrel of...

An old lady died in the bath tub.  
She died from a terrible fit.  
In order to fulfill her wishes, She was buried in six feet of...

I went for a hike with Troop 80,  
At lunch time I looked in my kit,  
I thought I would find me a sandwich, But the darned thing was loaded with...

While watching a swell game of baseball,  
One player got him a nice hit.  
While on his way down to first base, He stepped in a big pile of...

Our baby got into some peaches,  
We thought he had swallowed a pit.  
Next morning we looked in his diaper, But the darned thing was loaded with...

And now folks my story is ended,  
I think it is time I should quit,  
If any of you feel offended, Stick your head in a bucket of...



## Banana Boat Song

### Start of Chorus

[<sup>A</sup> Day-O, Day-O,  
[<sup>D</sup> Daylight come and me wan' go home,  
[<sup>A</sup> Day-O, Day-O,  
[<sup>D</sup> Daylight come and me wan' go home,

### End of Chorus

#### ORIGINAL WORDS

[<sup>A</sup> Work all night on a drink of rum  
[<sup>E</sup> Daylight come and me wan' go home.  
[<sup>A</sup> Stock bananas till the morning come,  
[<sup>E</sup> Daylight come and me wan' go home.

Come Mr. Tally man, Tally me bananas,  
Daylight come and me wan' go home.  
(repeat)

Pick six foot, seven foot, eight foot bunch,  
Daylight come and me wan' go home.  
(repeat)

A beautiful bunch of ripe banana,  
Daylight come and me wan' go home.  
Hide the deadly black tarantula.  
Daylight come and me wan' go home.

#### KIDS WORDS

[<sup>A</sup> Stay in school till the day is done!  
[<sup>E</sup> Daylight come and me wan' go home.  
[<sup>A</sup> At night go to Cub Scouts to have some fun!  
[<sup>E</sup> Daylight come and me wan' go home.

[<sup>A</sup> Hey teacher don't gimme any of your homework!  
[<sup>E</sup> Daylight come and me wan' go home.  
[<sup>A</sup> Cuz' all the kids say that you're nothin' but a big jerk!  
[<sup>E</sup> Daylight come and me wan' go home.

[<sup>A</sup> A boil or a zit or an ugly blister!  
[<sup>E</sup> Daylight come and me wan' go home.  
[<sup>A</sup> Not as bad as my little sister!  
[<sup>E</sup> Daylight come and me wan' go home.

## Boa Constrictor

Here's a Cute song, but there's no "kids part"

[<sup>E</sup> I'm being swallowed by a boa-constrictor,  
[<sup>A</sup> by a boa-constrictor,  
[<sup>B7</sup> by a boa-constrictor,  
[<sup>E</sup> I'm being swallowed by a boa-constrictor,  
[<sup>B</sup> And I don't like it one bit.

[<sup>B</sup> Oh, no, he's got my toe,  
[<sup>B</sup> O gee, he's up to my knee,  
[<sup>B</sup> Oh, my, he's reached my thigh,  
[<sup>B</sup> O fiddle, he's at my middle,  
[<sup>B</sup> Oh heck, he's up to my neck,  
[<sup>B</sup> O dread, He's got my GULP!!!

## Battle of New Orleans

[ <sup>G</sup> In Eighteen-Fourteen we <sup>C</sup> took a little trip,  
[ <sup>D7</sup> A- long with Colonel Jackson down the <sup>G</sup> mighty Mississip'  
[ We took a little bacon and we <sup>C</sup> took a little beans,  
[ And we <sup>D7</sup> caught the bloody British in the <sup>G</sup> town of New Orleans.

Chorus 1>>>

[ <sup>G</sup> We fired our guns and the British kept a-comin,  
[ But, there wasn't nigh as many as there <sup>D7</sup> was a while a- go. <sup>G</sup>  
We fired once more and they began to runnin'  
[ On down the Mississippi to the <sup>D7</sup> Gulf Of Mexi- <sup>G</sup> co.

We looked down the river and we see'd the British come.  
And there must have been a hundred of 'em beatin' on the drum.  
They stepped so high and they made their bugles ring,  
We stood beside our cotton bales and didn't say a thing.

Repeat 1st Chorus>>>

O! Hickory said we could take 'em by surprise,  
If we didn't fire our muskets 'til we looked 'em in the eyes.  
We held our fire till we see'd their faces well,  
Then, we opened our squirrel guns and really gave 'em....well,

Chorus 2>>>

Yeah, they ran through the briars and they ran through the brambles,  
[ And they ran through the bushes where a <sup>D7</sup> rabbit couldn't <sup>G</sup> go.  
They ran so fast that the hounds couldn't catch 'em,  
[ On down the Mississippi to the <sup>D7</sup> Gulf Of Mexic- <sup>G</sup> o.

We fired our cannon 'til the barrel melted down.  
So, we grabbed an alligator and we fought another round.  
We filled his head with cannonballs and powdered his behind,  
And when we set the powder off, the 'gator lost his mind.

I

## Ravioli (To the Tune of “Alouette”)

[ <sup>E</sup> All: Ravioli, I like ravioli.  
[ <sup>B</sup> Ravioli, it's the best for me.  
Leader: Have I got it on my chin?  
[ <sup>B</sup> All: Yes, You've got it on your chin.  
[ <sup>B</sup> Leader: On my chin?  
[ <sup>B</sup> All: On your chin.  
Oh-h-h-h-h

[ <sup>E</sup> Ravioli, I like ravioli.  
Ravioli, it's the best for me.

Continue with tie, shirt, pants, shoes,  
floor, walls. Point to the items as each  
new word is added by the song leader.  
each time the chorus is sung, the  
previous verses are sung in reverse order

## My Bonnie (With Cub Scout Words)

[ <sup>G</sup> My <sup>C</sup> Bonnie <sup>G</sup> lies over the ocean,  
[ <sup>G</sup> My <sup>C</sup> Bonnie <sup>D</sup> lies over the sea.  
[ <sup>G</sup> My <sup>C</sup> Bonnie <sup>G</sup> lies over the ocean,  
[ <sup>C</sup> Oh, <sup>D</sup> bring <sup>G</sup> back my bonnie to me.  
[ <sup>G</sup> Bring <sup>C</sup> back, bring back,  
[ <sup>D</sup> Oh, <sup>G</sup> bring back my bonnie to me, to me.  
[ <sup>G</sup> Bring <sup>C</sup> back, bring back,  
[ <sup>D</sup> Oh, <sup>G</sup> bring back my bonnie to me.

Last night as I lay on my pillow,  
Last night as I lay on my bed,  
I stuck my feet out of the window,  
Next morning my neighbors were dead.  
Bring back, bring back, Oh, bring  
back my neighbors to me, to me.  
Bring back, bring back, Oh, bring  
back my neighbors to me.

My Bonnie leaned over the gas tank,  
The height of its contents to see.  
I lighted a match to assist her,  
Oh, bring back my Bonnie to me.  
Bring back,bring back,  
Oh, bring back my Bonnie to me, to me.  
Bring back,bring back,  
Oh, bring back my Bonnie to me.

My breakfast lies over the ocean,  
My luncheon lies over the rail.  
My supper lies in a commotion.  
Won't somebody bring me a pail?  
Please bring, please bring,  
Oh please bring a pail to me, to me.

Who knows what I had for breakfast?  
Who knows what I had for tea?  
Who knows what I had for supper?  
Just look out the window and see.  
Clams, clams, clams, clams,  
Clams and ice cream don't agree with me.  
Clams, clams, clams, clams,  
Clams and ice cream don't agree with me.

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 race car in town

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

## Another Pinewood Derby Song

Tune: Camptown Races

[<sup>E</sup>  
Cub Scouts all join in the song,  
[<sup>B</sup>  
Do-da, do-dah!  
[<sup>E</sup>  
Pine car track is mighty long,  
[<sup>B</sup>            <sup>E</sup>  
Oh, do-day-day!

Start of Chorus

[<sup>E</sup>  
Going to run so fast,  
[<sup>A</sup>            <sup>E</sup>  
Going to get ahead,  
Bet my money on a blue pine car,  
[<sup>B</sup>            <sup>E</sup>  
Somebody bet on the red.

End of Chorus

Black cars, blue cars, green and gray,  
Do-da, do-da!  
Are running on the track today,  
Oh, do-da-day!

Pine cars do have lots of class,  
Do-da, Do-dah!  
Even though they don't use gas,  
Oh, do-da-day!

They're the pride of all the Dens,  
Do-da, do-da!  
Built by Cub Scouts and their friends,  
Oh, do-da-day!

## **Trash Rap**

We pick up the trash and pick up the litter  
We tell our parents and the baby-sitter;  
"Garbage is a mess, it makes the world dirty  
If we keep this up, by the time we're thirty  
We'll be sitting on piles of non-decaying plastic,  
Disposal diapers and pieces of elastic,  
Broken glass and old tin cans.  
Clean up the world! That's the name of the plan."  
We're the Vikings, comin' on through  
Recycling trash and we're doing it for you!  
We don't claim to have the whole solution  
We're just trying to stop the pollution!

The water is filthy - it's not fit to drink  
And the air around us - it really stinks!  
We have to start now to clean up our act  
Or we're gonna kill the Earth and that's a fact!  
The Government is working to pass some legislation  
To make the Earth fit for future generations  
But you'll agree that it's not enough  
It's up to us and we've got to be tough!  
We're the Vikings, comin' on through  
Recycling trash and we're doing it for you!  
We don't claim to have the whole solution  
We're just trying to stop the pollution!



The other day I asked my mother  
If we could recycle my baby brother  
"No way!" she said. "And listen, hear mister,  
Don't even think about your big sister!  
Or Nick's dog or Jeremiah's cat!  
You can only do garbage and that is that!"  
This recycling stuff isn't much fun  
But we're doing it cuz it has to be done.  
Separating garbage and picking up litter  
We'll help to make our planet look better.  
We're the Vikings, comin' on through  
Recycling trash and we're doing it for you!  
We don't claim to have the whole solution  
We're just trying to stop the pollution!

Chester Bankowski  
SA Troop 62 Monroe, CT  
cbankows@dasw.com

## God Bless My Underwear

Tune: God Bless America

[ G D C G  
God bless my underwear, my only pair.

[ C G  
Stand beside them, and guide them,

[ Am7 D G  
Through the rips, through the holes, through the tears.

[ Am7 G  
From the washer, to the dryer,

[ D G  
to the clothesline in the air.

[ C G D C G  
God bless my underwear, my only pair.

[ G D C G  
Mom, wash my underware, my only pair.

[ C G  
We can find them, and move them,

[ Am7 D G  
From the heap by the side of the chair.

[ Am7 G  
To the washer, to the clothesline,

[ D G  
To my backpack, to my rear.

[ C G D C D  
Mom, wash my underwear, my only pair.

[ C G D C G  
Mom, wash my underware, my only pair.

## Arrow of Light Arrows

I purchased them from 3Rivers Archery. I do not have any materials left, but here is the URL. I noticed that they offer the Arrow of Light arrow pre fletched at a great price. I think that I picked up the arrowheads at the Scout Store.

3Rivers Archery:

<http://www.3riversarchery.com/>

Arrow of light:

<http://3riversarchery.resultspage.com/search?w=arrow+of+light>

Arrow Shafts:

<http://www.3riversarchery.com/Thumb.asp?c=52&s=158&p=213>

Feather Tape:

<http://www.3riversarchery.com/Product.asp?i=5384>

Feathers (you can use this product and cut to your own shape if you wish. They also offer pre-cut feathers):

<http://www.3riversarchery.com/Product.asp?c=52&s=162&p=235&i=10L1X>

Artificial sinew to "tie on feathers and arrow head":

<http://3riversarchery.resultspage.com/search?w=artificial+sinew>

From the Scout Shop

Arrow Heads:

<http://www.scoutstuff.org/BSASupply/ItemDetail.aspx?cat=01RTL&ctgy=PRODUCTS&c2=CRAFTS&c3=OTHER&c4=&lv=3&item=17100>

Eagle Feathers:

<http://www.scoutstuff.org/BSASupply/ItemDetail.aspx?cat=01RTL&ctgy=PRODUCTS&c2=CRAFTS&c3=OTHER&c4=&lv=3&item=17418>

Other Pre-made arrows. The more expensive arrows have slightly longer feathers:

[http://ns1.bowsite.org/acb/showprod.cfm?&DID=6&User\\_ID=846623&st=5027&st2=-54645274&st3=44404254&CATID=12&ObjectGroup\\_ID=39](http://ns1.bowsite.org/acb/showprod.cfm?&DID=6&User_ID=846623&st=5027&st2=-54645274&st3=44404254&CATID=12&ObjectGroup_ID=39)

We made our own arrows so it took a little more effort than purchasing pre-made arrows.

The arrow shaft was trimmed using a pencil sharpener, and used a saw to cut the nock in the arrow. Also the tip needed to have a slot cut for the arrow head. Then the arrow was scorched with a propane torch. Once the arrow cooled off I sealed the arrow with some clear laquer, but did not attempt to make the arrow shiney, just seal the arrow.

The arrow heads needed to have a section ground out to fit onto the area. I used a Dremel tool with a 1/4 burr (not a grinding stone). The arrow would then easily slide onto the arrow shaft.

Luis and I hand painted on the cresting for each award the boys earned. One of us put the arrows in a 3/8" hand drill and "turned" the arrows slowly, while the other crested the arrows with color coordinated paints with a small brush.

I trimmed the fletching (feathers) with a large pair of scissors upon completion of the arrow.

We also tied on eagle feathers for each time the boy would cross over the bridge, so most boys had two feathers on their arrow.

Overall the customized arrows looked pretty cool, but it was a lot of work. The arrow of light "arrows" offered by 3Rivers looks like a good way to go, much less expensive and easy to do.



## PrimitiveFire.com Bowdrill Fire Manual

This manual contains in-depth instructions for making bowdrill fires quickly and efficiently. Please note that 95% of the effort that goes into making a bowdrill fire has nothing to do with physical strength, but it has to do with the equipment that you are using, technique, and preparation. This manual covers the proper technique for making bowdrill fires quickly, efficiently, and reliably.

### Step 1: Making a Nest

- Before you ever begin to bowdrill you need to make a nest. To make a proper nest that you will place the coal produced by your bowdrill equipment into – take the end of a long strand of juniper, cottonwood or similar flexible bark material into one hand. Wrap the tinder (bark) around that hand, or 3-4 fingers if you want to conserve your nesting, until there is approximately 6-8 inches of the strand left hanging. Tuck the remaining 6-8 inches of the strand into your nest and fashion it so that it looks and feels like a real bird's nest. The nest should be tight and not easily taken apart once you are done with the wrapping stage. There should not be large holes anywhere in the nest for the coal to fall through. The last step of making the nest is to put in "fines". This is super important and cannot be overlooked. Take a couple of inches of tinder (bark) and start rolling it, shredding it, and breaking it into fine pieces. You don't want the fines to be powder, but it should be reduced to just fibers. Produce enough fines to completely fill your nest and then press with your index finger into the middle the nest a depression about ¼" to place your coal. Now set the nest nearby so that you have easy access to it, but not too close so that you accidentally hit it while you are bowdrilling. Last but not least take time to make a proper nest. After the effort you put into making coal the last thing you want is to have a nest that kills your coal.

### Step 2: Prepare Bowdrill Equipment

- If you don't prepare then prepare to swear. If you properly prepare your equipment you will have much better results than just trying to bow out a coal on a whim. The components needed to bowdrill are a spindle, fireboard, palm rock, bow, 3mm cord, shoelace, or durable cord, and a leaf or leather coal catch to catch the coal that will come out of your fireboard.
  - **Each of the components needs to be properly prepared in order to reliably and quickly make coals.**
    - The spindle should be 6-8 inches long preferably. You can use a shorter or longer spindle if you had to, but this is the ideal length. The spindle should be straight and ½" to 1" in diameter. The diameter of the spindle should be at least ½" less than the width of the fireboard you will be drilling into. If you use a spindle that is too large for the fireboard you will crack the fireboard when you start drilling. As with the fireboard you can use all sorts of materials to perform a bowdrill fire and some are more reliable under extreme weather

conditions than others. The materials used on Primitive Fire.com are especially good for making very fast fires.

- The fireboard should be 8-12 inches long and flat on top and bottom and on at least one side. It should be approximately 2-3 inches in height. You could of course use a round piece of wood if you had to, but it will not be as stable or reliable as a properly prepared fireboard. The fireboard should be mostly solid throughout with few or very small cracks if any. Fireboards with cracks risk the potential of obviously cracking under pressure.
- The palm rock should comfortably fit in your palm. You should be able to grip the palm rock and see that your fingers will not be close to the pre-drilled hole in your palm rock. If your fingers are too close you may get some bloody fingers in the event that the spindle comes flying out of the hole in the palm rock. The weight of the palm rock does not have any bearing on producing a coal, but a palm rock should be solid and durable. Do not use a soft rock for a palm rock. Soft rock may break under pressure and heat. Primitive Fire.com uses riverbed rock that will last for years and is perfectly molded by the elements to fit comfortably in the palm.
- The bow should be of the proper length, strength, and curvature. The ideal length for a bow is determined by placing one end of the bow in the middle of your chest and then stretching out both arms to the other end of the bow. Your fingers should come right to the end of the bow. If the bow is a little longer or shorter that is okay, but if it is over 4" in either direction then the bow will not be adequate for your arm length. A bowdrill bow should not be equated to a bow and arrow bow. While there is some aesthetic resemblance the bowdrill bow is much more rigid. Meaning that it should not have much flexibility if any. Typically Juniper is a good wood to use for a bowdrill bow. Juniper grows in a way that its branches have natural arches to give the bow some curvature, but the bow is rigid and does not bend much when you start to bow with it. If a bow is too flexible the cord tied to the bow will loosen while bowdrilling and lose its grip on the spindle, which means it will slip on the spindle and you will not get a coal very easily. The main reason for a rigid bow is that it will keep the tension of your cord pretty consistent.
- There are several types of cord you can use to tie from one end of the bow to the other, but keep in mind that this cord will experience heat and friction. If it is not durable it will soon break. A good quality 3mm parachute cord is advisable. Of course in a survival situation you would craft a cord out of whatever you had available. The cord should have an extra foot to foot and a half in addition to the length of the bow. The excess will be used to tie off one of the ends of the bow so that the cord will not slip. Once you have your cord tie a slipknot on one end. If the top of your bow does not have a V then you can cut a notch deep enough to hold your cord and not slip. Lasso the slipknot either into the V or the notch you have cut and pull it tight. Then pull the rest of the cord to the other end

of the bow tightly with just a touch of slack to allow grab on a spindle. You can tie off this end of the cord a few inches from the end of the bow into another notch deep enough to steadily hold the cord. A tight half hitch over and over with excess cordage should keep the cord taught on your bow. Make sure to tie off the excess so that it does not hang off the bow and get in your way.

### **Step 3: Find a good spot and get positioned**

- Location, location, location. Find a place out of the wind and rain if possible. If it is too windy you risk having the wind blow your coal away. You also want to find a spot that is hard and flat with plenty of room for you to get down on one knee and for you to move a bow back and forth.
- Place the fireboard onto a thick leaf or leather catch to catch the coal that will come out of your fireboard.
- Get down on one knee and place your left foot if you are right handed onto the fireboard. The forward arch of your foot should be as close to where you will be drilling without coming in contact with the spindle. Using a knife make sharp both ends of your spindle like a pencil tip. Then using the end of a knife or piece of flint make a hole about half the diameter of your spindle and 1/8" deep and rounded in the middle into the center (center of the width) of the fireboard on the right side of the fireboard leaving space between what will eventually be the side of the hole you will burn and the edge of the fireboard. Remember if you are too close to any edge things will go wrong. Keep in mind that the hole you drill will eventually be the diameter of the spindle you are using. Positioning of the hole is crucial. Just remember that the diameter of the hole, which will be the diameter of the spindle needs to be 1/4" from any side. That being said the diameter of the hole on one of the long sides of the fireboard (the side you flattened in the steps before) should only be at most 1/4" from the flattened long side.
- Now using your left leg (again if you are right handed) to help hold the bow steady and place your spindle across the cord in both the center of the bow and the center of the spindle and wrap the cord around the spindle. The spindle should be on the outside of the cord away from the bow. Hold the spindle and cord tightly so that the spindle does not come loose and place the spindle into the hole you drilled in the fireboard.
- Grab your palm rock and place it palm rock hole down onto the top of the spindle in the fireboard. Wrap your left arm (if you are right handed) around your left leg so that the crook of your wrist is pulled tightly against your left shin. You will use your left leg to keep the spindle straight up and down and stable. Note: It is NOT the strength of your arm that holds the spindle steady and straight up and down while you are bowing. The only things you are doing with your arm while you bow is holding the palm rock flat on top of the spindle and pulling your left arm against your leg to make your leg and arm become one. This is a major key in making very fast and reliable bowdrill fires. If you try to use the strength of your arm alone to keep the spindle from wobbling or getting crooked you will have a very difficult time at it.
- Now grab the very end of your bow and hold the bow level to the ground. The bow must be kept level to the ground at all times. If you do not bow level to the ground the cord will run up or down on the spindle and eventually send the spindle flying and usually at your hand. If you keep the bow level to

the ground and focus on keeping the cord in the middle of the spindle you will be well on your way to mastering this skill.

- Now you are ready to burn a hole into your fireboard in preparation to making a notch into your burnt hole to let the punk (black stuff) out of the hole and form into a coal.

#### **Step 4: Burning the hole**

- You are not trying to make a coal at this stage. You are simply burning a hole into your fireboard so that you can make a proper notch based on the diameter of the burnt hole.
- At this point you should have everything in place and you are ready to drill a hole. Note: you will be drilling down until the diameter of the spindle is burnt into the fireboard and no more. You don't want to burn out your hole, but at the same time you don't want the burnt hole to be too shallow because there will be a chance that your spindle may want to slip out of the burnt hole once you have cut the notch into the fireboard.
- With enough pressure to keep the spindle in the fireboard start pushing and pulling the bow back and forth making sure to use the full length of your bow. Start slow and focus on keeping your spindle straight up and down and stable. Your spindle should never get wobbly. If it does or you do not hold it straight up and down in the fireboard you will generally burn right out the side of the fireboard and ruin the hole you are drilling. Keeping the spindle straight up and down and stable is key to getting it right.
- Gradually increase both pressure on the palm rock and speed on the bow. Again, make sure to use the entire length of the bow when you are going back and forth. This will take a lot of strain off the arm that is bowing. Once you see smoke, which if you are doing it correctly should only take a few seconds, then increase your pressure on the palm rock and speed once again and burn until you can see the diameter of your spindle burnt into the fireboard.
- If you have never done this before this may be pretty exciting, but very rarely unless you are using certain types of materials will you get what is called a rim coal that forms on the top of your fireboard without a notch. So now let's cut the notch so that you can get that coal.
- Using a knife cutting a pac-man or V into the flat side of the fireboard all the way into the center of the burnt hole. Take care not to go further than the center and not to make the notch too wide. The pac-man or V should be about 1/8 of the circumference of the burnt hole. Now that you have a notch – when you bow again the punk (black stuff) created by the friction between the spindle and fireboard will form in the notch and get very hot and turn into a coal.

#### **Step 5: A little more prep and time to make a fire**

- Now that you have used your spindle you will notice that the end that was in the palm rock has lost its sharpness and the end in the fireboard may have gone flat. You will always want to sharpen the end that goes into the palm rock. Between the palm rock and spindle you want as little friction as possible. The friction you do want is between the end of the spindle that is placed in the fireboard and the fireboard. However, you always want to conserve your fireboard. You should be able to get at least 4 to 5 fires from



- one hole in a fireboard. In order to conserve your fireboard keep the end of your spindle flat and slightly rounded on the outside. This will also create maximum friction and a very fast coal.
- Now get positioned. Follow the exact same steps as in number 3. This time make sure your nest is close by so that you can place the coal into it. Remember it is 95% equipment, technique, and preparation.
  - If you are a beginner, once you see smoke count to 20 or 30 before you stop bowing. Smoke should be present during the entire 20 to 30 seconds. Advanced bowdrillers can produce a couple in 2-3 seconds using these same techniques and so will you if you follow this manual exactly. Note: the length of time to produce a coal is dependent on the materials you are using. Primitive Fire.com uses materials that are the very easiest to make a coal with. There are other species that take longer to make a coal.
  - Now that you are done bowing calm down. Carefully take the spindle out of the fireboard taking care not to knock the fireboard around. Keep your foot on the fireboard. At this point if you have produced a coal you may see red embers. Take your spindle and gently tap on top of your fireboard to dislodge the coal from the notch. Notice the word gently. At this point you may be pretty pumped and excited so you need to relax and take caution to not break the coal apart.
  - Now move the fireboard away from the hole and very carefully lift up your leaf or leather catch and dump the coal into the depressed hole in your nest. Do not grab the coal with your fingers.
  - Once the coal is safely in the nest squeeze the nest around the coal. Don't pinch the coal, but for the most part enclose it so that when you start blowing on it, it won't jump out at you or fly out of the nest.
  - Get the wind if there is any to your back. This will help breath the coal into flames. Blow long, slow, gentle breaths. If the coal is sparking wildly you either do not have enclosed enough or you are blowing to hard. Keep blowing until you see flame. Once you see flame place the nest into your fire pit and start placing small kindling on top of it. Blow on the nest from time to time to keep the flame alive.

You've done it. You have now made a coal hopefully. If not, don't lose heart. Generally it takes people two to three days of consistent practice before they get their first fire. Some people have beginners luck, but they are few and far between. Remember – remember that it is 95% equipment, technique, and preparation that make this a reliable method for making a fire and not strength alone. Once you have mastered this skill please send us your fastest time in making a coal and fire and we will post it on PrimitiveFire.com.

Best of Luck,

Nathan Zabaldo  
President  
Primitive Fire

## All Tied Up – Everything you need to know for tying up your Cub Scouts!

**Materials:** Wolf book, Bear book, Webelos book, BS book, Pioneering MB book, a couple of knot books, ¼” manila rope, 1’ long – one end w/ Sailmaker’s whip, other end free, sisal twine, Indian Rope Maker and rope made from it, 2-20’ foot coiled ropes, waxed thread for whipping, knife, lighter, gorilla sticks, 2 poles for hitches, 4’ piece of rope, Quadruple ½ hitch knot with frayed ends, Troop 501 Knot Board, Handouts – Knot Test (2), Knot Games, Cub Knot Story, Indian Rope Maker, Turk’s Head, Monkey Fist, 1-2/3 foot piece of nylon rope.

**Learning Objectives:** By the end of this class, be able to:

1. Pass and teach Elective 17 from the Wolf Book – pg 184-189
2. Pass and teach Achievement 22 from the Bear book, - pg 142-149
3. Tie all the knots required for the Webelos Outdoorsman Pin,
4. Help your Scouts learn the importance of knots and how to have fun with them.

+++++

### **Glossary of rope terms:**

- Running End – the end of the rope.
- Bight – the loop formed when a rope is doubled back upon itself.
- Standing Part – the part of the rope that is fixed or under tension.

**Fusing** – Take a lighter and burn the ends of Man-made rope material.

**Whipping** - 1<sup>st</sup> thing we want to do is whip your ropes so they do not fray. I’ll demonstrate it and talk it thru, and then we’ll do one together. Watch 1<sup>st</sup> then we’ll do it. Take your Manila rope and the waxed thread. Make a bight w/ the thread and lay it on the unwhipped running end of your rope. Wrap the thread around the loop towards the end of the rope. When you have a whipping at least as long as the rope is thick (at least ¼”), tuck the free end of the thread in the loop and pull the other thread. Pull the knot formed into the middle of the whipping. This whipping is called the English Whipping. The whipping on the other end of your rope is called a Sailmaker’s Whipping and will last much longer because the whipping is secured to the rope. Bear achievement 22

**Knots** - A knot in a rope is something that is easy to tie. A good knot is something that is easy to tie and easy to untie. Now we’ll go thru the knots you, as Leaders, need to know.

- 1) Square Knot – 5 minutes: - Wolf elective 17,
  - a) Take one piece of rope and tie a Square Knot. What is the phrase that goes thru your mind when you tie it? (Right over left, left over right). Those who can tie it already help those who can’t.
  - b) Used for tying 2 ropes together. Also called the joining knot and is required to be demonstrated when joining BS.
- 2) Double Overhand Knot – 2 minutes: - Wolf elective 17,
  - a) Take two pieces of rope side by side and tie an overhand knot.
  - b) Used for joining two ropes together.
- 3) Sheet Bend – 5 minutes: - Bear achievement 22
  - a) Use the nylon rope and the Manila rope.
  - b) Make a bight in the Manila
  - c) With the nylon, go up thru the bight and around behind the Manila, then under the nylon.
  - d) Used to join ropes of different sizes.
- 4) Two Half Hitches – 5 minutes: - Bear achievement 22
  - a) Hitches always go or flow in the same direction – not back on itself.

- b) One loop around a pole with an overhand (= one ½ hitch), then in the same direction one loop around the rope also with an overhand (= the other ½ hitch).
- c) Used to tie a rope around objects; pole, ring, tree, ....
- 5) **Taut-line Hitch** – 6 minutes: - Webelos Outdoorsman
  - a) Start with a ½ hitch but add an extra loop. (do it again)
  - b) Then add another loop on the outside of the knot – 2 loops inside, 1 loop outside, all in the same direction.
  - c) An adjustable knot used for guy lines on tents.
- 6) **Clove Hitch** – 5 minutes: - Webelos Outdoorsman
  - a) Circle the pole once, then again making an “X”. Tuck the running end under the “X”.
  - b) Used to start many lashings or secure the end of a rope to a pole or tree.
- 7) **Bowline** – 8 minutes (1-handed too if time): - Bear achievement 22
  - a) Make a hole in the ground with a tree standing tall
  - b) Rabbit comes out of the hole, circles the tree, and then back down in the hole.
  - c) Grab the rabbit *and* the rabbit trail in one hand and the tree in the other and pull. It is the rabbit trail that makes the loop.
  - d) Useful when you need a loop on the end of a rope that will not slip or want to tie a rope around a tree, or a boat to a dock.

**Coiling and throwing a rope** – 10 minutes: - Bear achievement 22

- ~Foot long coils with a ½ twist.
- ½ of the rope with the weight in the throwing hand, the other ½, with the end secured, in the other hand.
- Practice your underhand throws.

**Making a rope** – 10 minutes: - Bear achievement 22

- See handout. Make if time or play some games>

**Knot games** – Rest of the period:

- Play Knot Step Contest, if time

**Summary:**

Knots are fun. They are something the Scouts will use all their life. The better they know the knots we have learned today (found in your Wolf, Bear, and Webelos books), the easier they will have it in BS where they need to know these things. Please fill out the course evaluation.

**Sources of materials:**

Rope – Manila, Nylon, Polypro – OSH, Home Depot

Waxed Thread – <http://www.shipstore.com/ss/html/CON/CON3MBC.html>

Good knot web pages – Pack 114 ( <http://www.creighton.edu/~bsteph/pack114/library/links.html>)

Books and CDs are at the Scout Shop.

# CUB KNOT STORY

Divide the group into **four smaller groups** and assign each group one of the words listed below. Read the story. After each of the words is read pause for the group to make the appropriate response.

**ROPE** "I'm fit to be tied"

**KNOT** Cross arms in front and say "What knot"

**CUB SCOUT** "Where's the cookies?"

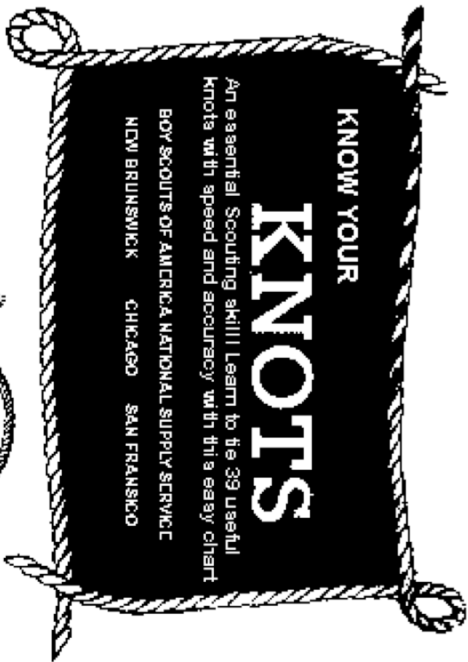
**DEN MEETING** "Paint, cut, glue"

For those of you who can't imagine that a **ROPE**\_\_\_ can come alive, this story may be hard to believe. Once there was a four foot piece of **ROPE**\_\_\_ who wanted to become a **CUB SCOUT**\_\_\_. The **ROPE**\_\_\_ knew that in **DEN MEETINGS**\_\_\_ **CUB SCOUTS**\_\_\_ learned to tie **KNOTS**\_\_\_ in **ROPES**\_\_\_. He had always wanted to learn how to tie himself into a **KNOT**\_\_\_.

So the **ROPE**\_\_\_ checked with a **CUB SCOUT**\_\_\_ that he knew to find out when the next **DEN MEETING**\_\_\_ was to be held. He put on his best tie, hitched up his pants, and headed for the meeting. The **ROPE**\_\_\_ could tell he was at the right house because several **CUB SCOUTS**\_\_\_ were arriving to begin the **DEN MEETING**\_\_\_. The **ROPE**\_\_\_ walked right in and said to the den leader "I want to be a **CUB SCOUT**\_\_\_ and attend your **DEN MEETINGS**\_\_\_". But the den leader said "I cannot let a **ROPE**\_\_\_ be a **CUB SCOUT**\_\_\_!"

Well the **ROPE**\_\_\_ was really upset. He ran out of the **DEN MEETING**\_\_\_, knot knowing what to do next. He ran outside into the gravel road and was run over by a bread truck. The **ROPE**\_\_\_ was tumbled, rolled, crunched, and in general, pretty messed up. His ends were all unraveled, and he had been twisted into a quadruple half hitch **KNOT**\_\_\_. The **ROPE**\_\_\_ could not even remember who he was. But somehow he remembered he wanted to be a **CUB SCOUT**\_\_\_ and that a **DEN MEETING**\_\_\_ was going on that he should be attending. he stumbled to the front door and knocked. When the **CUB SCOUT**\_\_\_ den leader opened the door, there was the unraveled half hitched **ROPE**\_\_\_.

"I want to be a **CUB SCOUT**\_\_\_," said the **ROPE**\_\_\_. The den leader looked at him and said, "Aren't you the **ROPE**\_\_\_ that was here a few minutes ago?" The **ROPE**\_\_\_ looked right at the den leader and shouted, "I'm a frayed **KNOT**\_\_\_".



SQUARE KNOT



PACKER'S KNOT



MAN-HARNES KNOT



TIMBER HITCH



ROLLING HITCH



FISHERMAN'S BEND



LARK'S-HEAD WITH TOGGLE



FIGURE-OF-EIGHT KNOT



OVERHAND KNOT



PIPE HITCH



SURGEON'S KNOT



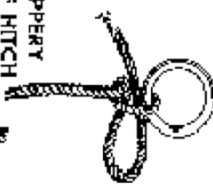
SINGLE CARRICK BEND



DOUBLE CARRICK BEND



BELAYING



SLIPPERY HALF HITCH



SHOESTRING TIE



SHEEPSHANK



SHEEPSHANK END WITH TOGGLE



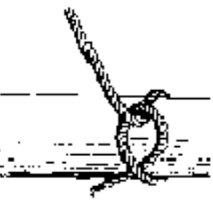
MILLER'S KNOT



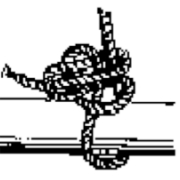
TWO HALF HITCHES



TAUT-LINE HITCH



HALF HITCH



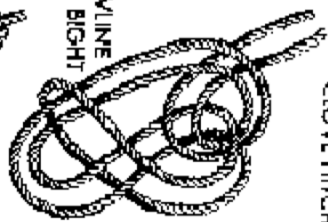
HITCHING TIE



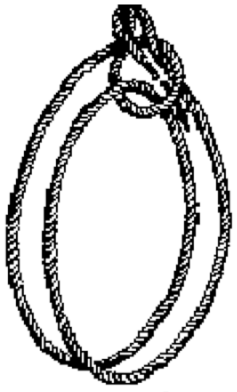
CLOVE HITCH



FISHERMAN'S KNOT



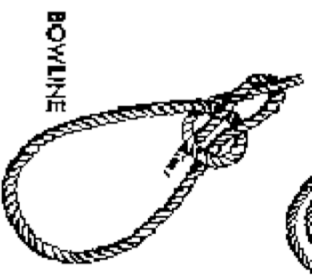
BOWLINE ON A BIGHT



FRENCH BOWLINE



RUNNING BOWLINE



BOWLINE



WHIPPING



MARLING



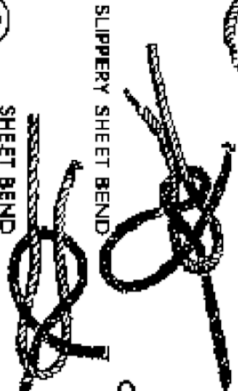
STEVEDORE'S KNOT



CAT'S PAW



LARIAT LOOP



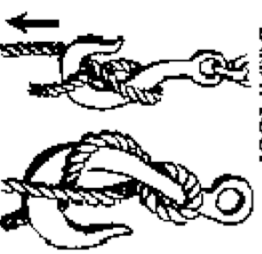
SLIPPERY SHEET BEND



SHEET BEND



BINDER-TWINE BEND



BLACKWALL HITCHES



SLIP KNOT



BLACKWALL HITCHES

## Pack 114 Webelos Pages

### Knot Games

By Barb Stephens

#### **The Rope Pyramid**

We had a pyramid shaped board with a tag for each scout. Any scout could challenge a scout on the line above him and if they tied all the eight knots correctly, first, the tags were switched. You could only challenge once a week. The top three could be challenged by anyone.

#### **Knots Galore**

Give the team captains a 24-inch length of rope. At the signal, the captains tie a knot in one end of the rope, the second player ties one near the first, and so on down the line. There should be one knot for each player on the team. After all the knots are tied and the number checked, it goes down the line again with each player untying a knot.

#### **Rope Throw Rescue**

Each den (or team) has a coil of rope. Adults representing drowning victims are in the water. Each Webelos in turn throws the rope to the drowning person who grabs it and then lets it go. The player recoils the rope and hands it to the next player. Repeat until all den members have cast successfully. This can be played on land, too.

#### **Save My Child**

You will need 6 pieces of 4-foot long rope per team, a blanket (for indoor game) or a wagon (for outdoor game), and a broom handle or stout stick. The object of the game is to tie the ropes together to have a rope long enough to throw to someone out about 15 feet away and pull them to safety. One boy sits on the blanket or in the wagon and waits for his team to tie the ropes together using square knots or sheet bends. Once the rope is thrown to the waiting boy, he must tie a bowline in the end while the other boys tie a clove hitch around the stick. All pulling must be done on the stick and not the rope. The first team to pull the boy to safety with all the knots properly tied wins.

#### **Knot Step Contest**

Line up the Webelos at one end of the room. Each is given a 6-foot length of rope. Call out the name of a knot. Each Webelos ties the knot. Judges check the knot. Each Webelos who tied the knot correctly can take one step forward. The process is repeated until a Webelos is across the finish line.

#### **Square Knot Relay**

Divide the den into two teams. Give each boy a piece of rope. At the signal, the first boy runs down to a rope lying on the ground, ties his piece to the end using a square knot or sheet bend, and returns. Each boy repeats in turn. The first team to successfully tie all pieces of rope together using correct knots wins.

#### **"Champ-Not"**

All the boys form a circle, each with a length of rope. The instructor calls out a knot, and the boys tie it, then drop the rope at their feet when finished. The first one to correctly tie the knot drops out, then the remaining boys go for it again on signal. This process continues, using the

same knot, until only one boy is left, who is then declared the "champ-not" for that knot. (The beauty of this game is that the boy who needs the most practice gets the most practice.)

### **Drop the Knot**

The group sits in a circle with their hands behind their back. One person walks around the outside with a piece of rope. They select someone, place the rope in their hands and say a knot. They then continue around the circle. The challenge is for the knot to be completed correctly before they return to the same place. If the knot is not finished or not correct, the person tying it changes place with them and goes around the circle with the rope. The game can be adjusted according to the knotting skills of participants - either by the range of knots that may be specified or if they are more competent with their knots, by requiring the knot to be tied with hands kept behind the back.

### **Human Knot**

Up to twelve people stand in a circle. Each puts in their right hand and joins hands with another person (not adjacent to you). Then each puts in their left hand and joins hands with another person (not adjacent to you). One person not in the knotted group must get the group untied without any of them letting go of hands.

### **Round-Robin Knots**

Take the basic eight knots (overhand, square, clove hitch, two-half hitch, bowline, taut-line hitch, sheet bend, and timber hitch) and see who can tie them in 60 seconds or less. This is a good game that enforces the ability to tie knots.

### **Knots & Lashes**

Give each team three staves, and three lengths of rope about 10 feet long. On "Go," they have to lash the three staves in a triangular shape (using square lashings), then use the resulting structure as a platform to carry a team member a certain distance and then back to the finish line. This is lots of fun -- requires them to know how to lash, and know how to lash well enough that the structure doesn't come apart while carrying one of their buddies! It also requires teamwork, planning, etc.

### **Giant Clove Hitch**

Put a pole in a ten-foot circle. (In a gym, a volleyball net pole in the middle of the Center basketball circle works fine.) Hand each end of a thirty foot plus rope to two scouts, and tell them to tie a clove hitch on the pole, without stepping into the circle, and without letting go of the rope.

### **Blind Knots**

Tie 8-10 different knots and put them in bags of textile fabrics, one in each bag. See if anyone can recognize all of the knots without opening the bags. You can let them put their hands in the bag or just touch on the outside.

### **Giant Square Knot**

Each Webelos Scout holds the free end of a 10-foot rope in his right hand. He tries to tie and tighten a square knot without letting go of the rope.



# Outdoorsman Activity Badge

## Knotty Knots

By Barb Stephens

### Knot Descriptions

Match each description on the left to the appropriate knot name on the right.

For tightening and loosening a rope easily and on guy lines.

Square Knot

For tying a rope to a post or ring; it's strong but easy to loosen.

Tautline Hitch

For tying a rope to a tree or post.

Clove Hitch

Used when you want a loop that will not slip or close up; used for rescue work.

Sheet Bend

For tying two ropes together and for tying bandages in first aid.

Bowline

For tying two ropes together, especially when one is thicker than the other.

Two Half Hitches

### Forget-Me "Knots"

Match the knot picture to the knot name.

Square Knot

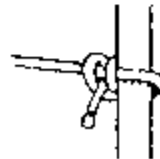
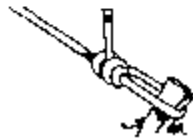
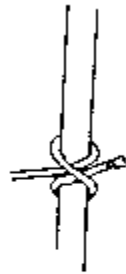
Tautline Hitch

Clove Hitch

Sheet Bend

Bowline

Two Half Hitches



# MARCH 2000 - CUB GRUB DEN MEETING IDEAS

## Local Resources

### INTERNET COOKBOOKS!

<http://www.macscouter.com/Cooking/>

The last five or so pages of this section are copied from just *one* link from the above internet site. And there are dozens of links and downloadable files of recipes and ideas for lots of outdoor cooking. And the macscouter site is only one of many on the internet, so if you cannot find the recipe of your dreams, I don't know what else to tell you.

## Gathering Activities

### SAMORES!

Have your Den Chief and an adult prepare a table of ingredients and have the charcoal grill fired up. It would probably be a good idea to have the sticks already cut or use the metal skewers.

The ingredients include:

- Graham crackers
- Milk chocolate bars (around here we use Hershey's!)
- Marshmallows

The boys roast the mallows over the grill to a golden brown (or a deep, dark, burnt brown!). Slide the mallows onto graham crackers, a chunk of chocolate bar, and top with another graham cracker. I've never heard a boy complain about samores!

### MAKE GORP

Why not plan on a Den Hike and have the boys make up some GORP at the meeting before the hike. The following recipes are copied from the web page [http://www.gorp.com/gorp/food/foo\\_gorp.htm](http://www.gorp.com/gorp/food/foo_gorp.htm)

**Good Old Raisins and Peanuts**  
(And So Much More!)  
Contributed to GORP's Recipes Forum by  
Dennis Schmitt

#### Granola, Oats, Raisins and Peanuts

- 1 cup salted peanuts or dried roasted peanuts
- 1 cup raisins

Mix in a Zip lock bag and eat on the trail.

#### Trail Peak Trail Mix

##### Pilmont Training Center

- 1 cup Chex's cereal, rice, corn, wheat or mixed
- 1 cup M&M's
- 1 cup salted peanuts (or dried roasted peanuts)
- 1 cup raisins

Mix in a Zip lock bag and eat on the trail.

#### Mixed GORP

- 1 cup mixed nuts (or dried roasted mixed nuts)
- 1 cup dried Fruit Bits
- 1 cup M&M's
- 1 cup roasted sunflower kernels

Mix in a large Zip lock bag and eat on the trail.

#### GORPMM

##### Backpacker Magazine

- 1 cup salted peanuts (or dried roasted peanuts)
- 1 cup raisins
- 1 cup M&M's

Mix in a Zip lock bag and eat on the trail.

#### Good-for-you-GORP

##### Backpacker Magazine

- 2 1/2 cups low-fat granola
- 1 cup dried pears
- 1/2 cup M&M's

Mix in a Zip lock bag and eat on the trail.

#### Sunny GORP

##### Backpacker Magazine

- 1 cup salted peanuts (or dried roasted peanuts)
- 1 cup raisins
- 1 cup roasted sunflower kernels
- 1 cup M&M's

Mix in a large Zip lock bag and eat on the trail.

#### Mac GORP

##### Backpacker Magazine

- 1/2 cup mixed nuts
- 1/2 cup Macadamia nuts

# *Santa Clara County Council University of Scouting*



## *Welcome to DOG Training Class*

*DOG stands for Dutch Oven Gathering  
It's where people who love to cook in Black Pot  
get-together  
And enjoy the art of Dutch Oven Cooking*

*For those of you who are new to Dutch Oven Cooking we hope this class  
helps to make using your Dutch Oven easier  
And for those of you that have been cooking in Dutch Ovens for awhile  
Please share your ideas and enjoy the gathering.*



<http://groups.yahoo.com/group/BADOGs/>  
[www.LSDOS.com](http://www.LSDOS.com)

1/4/2009 rev.

# **DUTCH OVEN TRAINING CLASS**

- *History of the Dutch Oven*
- *Are there different types of Dutch Ovens?*
- *Which Brand should I purchase?*
- *What size should I Purchase?*
- *What tools will I need?*
- *Why cook in a Dutch Oven?*
- *What can I cook in a Dutch Oven?*
- *What do I do next? Seasoning?*
- *Which Charcoal do you recommend?*
- *How do I regulate the temperature?*
- *How do I clean my Dutch Oven?*
- *How do I store my Dutch Oven?*
- *Bringing Cast Iron back to Life*
- *Safe Food Handling*
- *Stoves*
- *Links*
- *Stores*
- *Temp. Chart*
- *Pie Irons*
- *Recipes*

# *Dutch Oven Cooking*

## *History of the Dutch Oven*

Black iron pots have been part of Americana starting with the early colonialists. So valuable were these cast iron pots, Mary Washington, mother of our first President, listed the “cast iron furniture” in her will. Black ironware was of grave importance to the day to day living of early colonialists. Many family journals and letters listed the cookware preserving life during the winter.

When Lewis and Clark started their journey to the Northwest Territory from 1803-1806, the Dutch Oven was listed as one of their most valuable pieces of equipment. The 200<sup>th</sup> Anniversary of this expedition has the general public interested in how these men survived such an arduous journey. A couple Dutch Oven companies have commemorated limited edition ovens to this historic event.

Just how did this camp cookware get the name Dutch Oven? One theory is early Dutch traders went from door to door selling the European imported cast iron pots. New England was home to many foundries, making cast iron items for every part of living. The Dutch traders peddled these items as the US expansion continued, thus giving more stock to the legend.

Another theory can be found in a book called “Dutch Ovens Chronicled, Their Use in the United States” by John G. Ragsdale (out of print). Ragsdale states that Abraham Darby traveled from England to Holland in 1704 to learn about Dutch casting methods in sand. The Dutch were casting brass parts in sand molds to mass produce vessels. When Darby returned to England, he experimented and patented a process to cast pots in dry sand. He mass produced these pots and exported them to the colonies. Ragsdale suggests that “Dutch Oven” comes from the process the Dutch were using to cast brass.

A common belief is that “Dutch Ovens” came from Pennsylvania Dutch settlers that used the black pots and kettles.

Regardless where the name originated, the Dutch Oven is part of outdoor cooking across the country. Hunters, campers, scouts, hobbyists, and even camp programs use Dutch Ovens as part of outdoor cooking.

## Types of Dutch Ovens

- 1. Unseasoned Finish - You have to clean and season before you use it.*
- 2. Pre Seasoned Finish - Factory Seasoned just clean and start cooking.*
- 3. Ultimate Dutch Ovens - Used to cook over propane and many different uses.*
- 4. Comb. Dutch Ovens - Has feet on lid and you can cook on it.*
- 5. Bean Pots - Used to cook beans, chili and soup.*
- 6. Regular and Deep Dutch Ovens - Reg. 3" to 4" / Deep 5" or more.*
- 7. Oval - More option's of things to cook.*
- 8. Aluminum Dutch Ovens - Heats up faster, you have to watch your heat, cools down faster. You can wash it with soap and water.*

## Brands of Dutch Ovens

- 1. Lodge - Made in U.S.A.*
- 2. Camp Chef- Made in China (Good Quality)*
- 3. Maca - Made in India and U.S.A. (Good Quality)*
- 4. Texsport - Made in China (Check before you buy)*
- 5. Stansport - Made in China ( Check before you buy)*
- 6. Harbor Freight - Made in China ( Check before you buy)*

## What size to purchase

1. 5" - 1 to 2 person
2. 6" - 1 to 3 person
3. 8" - 2 to 3 person
4. 10" - 4 to 6 person
5. 10" deep - 6 to 10 person
6. 12" - 12 to 14 person
7. 12" deep - 16 to 20 person
8. 14" - 16 to 20 person
9. 14" deep - 18 to 22 person
10. 16" - 22 to 28 person

## Needed Tools

1. Charcoal Chimney - to put your charcoal in to light
2. Leather Gloves - Pot holders or Pot Mittens / to protect yourself
3. Lid lifter - to check food and turn oven and lid with
4. Tongs - to move coal around
5. Lid Holder - to set your lid on
6. Table - to prepare your dish on
7. Full Apron - To keep clean
8. Stove - to start your coals and to make your coffee  
on
9. Utensils - Spatula, wooden Spoons
10. Whisk Broom - to clean off used coals
11. Plastic Scraper - to get out stuck on food
12. Paper Towels - To wipe out
13. Small Scrub Brush - To clean out your DO with
14. Dish Towel - To dry your hands with
15. Small Shovel - To help put out fire with
16. Bucket of Water - To put out fire with
17. DO Bags- To transport your DO's in

**Why cook in a Dutch Oven**

*It's Fun and the food tastes better*

**What can I cook in a Dutch Oven**

*Anything you cook in your kitchen at home you can  
cook in a Dutch*

*Oven. Yes anything.*



## *How do I season my Dutch oven?*

Be aware that using the kitchen oven to remove wax and season DOs will cause a lot of smoke and you must have adequate ventilation. Always position the DO and lid in the oven so that wax or seasoning does not pool.

Wash new cookware with hot, soapy water and a stiff brush to remove the wax coating the manufacturer puts on the DO to prevent rust during shipment and storage, prior to sale. Some do not like to scrub their DOs and burn the wax off in a self cleaning oven. Rinse and dry completely, preferably over a campfire or in the oven at home

Apply a thin coat of melted vegetable shortening (i.e. Crisco) to the entire surface (including lid if applicable), both inside and out.

Line the lower oven rack with aluminum foil (To catch any drippings), and preheat oven to 350 °F. Some DO cooks use temperatures of 425 to 450 °F. The higher temperatures have been found by many to work much better.

Place cookware upside down on the upper oven rack, and bake for at least one hour. The time also varies from cook to cook. Some heat the DO for 1-3 hours.

Turn oven off and let cookware cool before removing from oven. Store in a cool, dry place. If you have a lid for your utensil, place a folded paper towel between the lid and the utensil to allow air to circulate.

NEVER wash in dishwasher.

If your Dutch Oven develops a metallic smell or taste or shows signs of rust, never fear. Wash with soap and hot water, scour off rust, and re-season.

I use my Gas BBQ to do this and I do it at 425 to 450. I do this in the evening, for about 1 to 2 hours, then let cool over night in BBQ. Then do it again the next day, all over again. The only time you use the soap is the first time. After that you use hot water to clean out your DO. Dry it heat it up to 300 and put a light coat of vegetable oil on it after that (like 2 tbs). But it doesn't hurt to reseason your DO every now an then.

## Charcoal

*There are many different makers of Charcoal (Kingsford, Royal Oak, Sams) Use whatever kind you like and stick to it (learn how long it take to start, how long it burns)*

## Regulate Temperature

*There are many different ways to do this.*

- 1. Ring - Full ring top and bottom is about 350*
- 2. 3+ or - -take size of oven and double it, then take 3 from bottom and add to top and you will have about 350*

## Cleaning your Dutch Oven

*First scrape out all of the food with a plastic scraper or wooden spoon. Next pour about a cup of warm water in the Dutch Oven, then use a scrub brush and scrub the bottom and sides. Pour out water check to make sure it's clean. Add a little more water to rinse out. Wipe dry with a paper towel and pour a little oil into the bottom of the oven and wipe all over the inside of the oven and lid.*

## Storing your Dutch Oven

*Store in a cool dry place with a paper towel draped out of the oven.*

*And store in a storage bag it helps to keep them clean and easy to transport.*

# ***Bringing Cast Iron Back to life***

## **List of Equipment**

1. A two to five gallon plastic (non metallic) container.
2. A two amp or larger automotive battery charger with an ammeter.
3. A moderately flat piece of iron, steel or preferably stainless steel.
4. A box of Arm and Hammer "Washing Soda" or "Baking Soda".
5. A tablespoon measure.
6. One to five gallons of water.
7. A pair of kitchen type rubber gloves.
8. A kitchen or similar sink full of warm sudsy water.
9. A non metallic 3M type Scotch Bright Finishing Pad product #10144NA or 10119NA
10. A small tooth brush size stainless steel wire brush.

## **How to get started**

1. The container can be any shape, size or configuration that is large enough to hold your cast iron completely submerged. The key element here is non-conductive (plastic) containers.
2. Any power supply that provides a steady 6-24 volt dc current at 2 amps or larger will work. An inexpensive 10 amp battery charger with an ammeter is almost essential. With heavily rusted metal getting good contact to the cast iron is not easy, and the ammeter is the simplest way to tell if you have got it. Avoid using the little overnight trickle chargers.
3. You need an anode for the (red) positive side of the battery charger. Best? Stainless steel is best because it deteriorates the slowest. However, most any steel or piece of iron will work. Its size in bulk is not as important as its size in surface area. Look for something about 5 inches square or what will fit your container and still not come into direct contact with your cast

iron. The larger the surface area the more efficient your system will be.

4. Add water one gallon at a time. After pouring each gallon into the container make a mark on the outside of the container for each gal of water you put in.
5. Get yourself a box of Arm and Hammer "Washing Soda" or "Baking Soda." Using either "Washing Soda" or "Baking Soda" add about 1 tablespoon per gallon of water to your container. You now have an electrolyte solution.
6. Although the solution becomes a nasty color and is filled with the residue of old rust you can continue to use it over and over again, provided you keep your anode clean.
7. After adding water and Soda powder the water is hard on your hands. Wear the rubber gloves while working in and with the electrolyte. This is a general precaution. The electrolyte is not an acid nor is it seriously bad to contact your skin but precautions are always best.
8. Put on your gloves and clean your cast iron in warm sudsy water using dish washing detergent. Remove any dirt, oil and grease that might retard the electrolysis.
9. Clip the "positive" red lead of your battery charger to the object you've chosen for an anode and place it to the side or at one end of your container. It is not necessary that the anode be fully covered by the water but the more surface area that is available for the electrolysis the faster the process proceeds. Try to keep the red clip from your battery charger out of the solution to avoid it being eroded away with the anode.
10. Clip the "negative" black lead of your battery charger to your cast iron to be cleaned and place it in the container. Be certain that you have a nice tight grip on the cast iron with the black "negative" clip. Make sure the cast iron is fully covered by the water.
11. Check that the cast iron and the anode are not touching and have about 2 inches or more separation between them. If placed

too close together the current on your charger will be higher than expected.

12. Plug in your battery charger and note the amount of current indicated on the ammeter. Once you have applied power don't put your hands in the container. Always turn off the power before attempting to check your cast iron or make adjustments to your system.
13. You will begin to see bubbles form on the cast iron and rise to the top. Small amounts of hydrogen are released as a result of the electrolysis. You will notice while using your system just how small this amount of gas is. However to avoid a concentration of hydrogen, never cover the container while in use. Although minute, the hydrogen is flammable and do not operate this system next to your water heater, stove or other open flame.
14. Once the rust has turned to a dark gray or black it's time to remove your cast iron and wash it in warm soapy water using the Scotch Brite pad and a small tooth brush sized stainless steel wire brush to remove the residue in the hard to get to places. If the cast iron comes completely clean you're done. If not, place it back in the container for another session. Dry your cast iron thoroughly and proceed to the next step.
15. Freshly cleaned cast iron will immediately begin to rust again so it is important that you immediately season your cast iron.

## Things to watch for

- If a brown or green "crud" begins to form and float to the top around the anode this perfectly normal. For as long as the anode lasts you will need to occasionally remove it and clean off the crud that forms on it.
- Do not leave your cast iron in the container any longer than necessary. Unless heavily rusted most cast iron cleans up in few hours.
- If the current is too high, increase the distance between the anode and your cast iron, reduce the amount of anode in the container (Lift it out slightly), reduce the operating voltage or increase the current range of the battery charger setting.
- If you don't see an immediate reaction beginning in your container when you plug in the battery charger, check all of your connections carefully. It can be difficult to get a good electrical connection on a heavily rusted piece of cast iron. This is where the ammeter on your battery charger comes in handy. You can tell at a glance if you have a good connection on your cast iron. The bubbling action should start immediately after power is applied.
- If the cast iron in your container appears to be eroding instead of de-rusting verify that you have the battery charger polarity correct. The cast iron must always be connected to the "negative" black terminal.
- As for the disposal of the nasty water after use, you can save it and continue using it by replenishing the water as it evaporates. Or, you can pour in on your lawn. The grass loves the iron rich water and does not seem to suffer from the other contents.

# **SAFE FOOD HANDLING**

## **Food Safety While Hiking & Camping**

Hiking and Camping in the outdoors can be a lot of fun. These activities can be just a Day Hike or a Week long Backpacking outing. If the food is not Handled correctly, foodborne illness can be an unwelcome guest.

- ***Keep Hot Food Hot & Cold Food Cold***

Most Bacteria do not grow rapidly at temp. below 40 degrees or above 140 degrees.

The temp. range in between is known as the "DANGER ZONE".

Bacteria can reach dangerous levels within 2 hr.

To enjoy the great outdoors, there are some food safety principles you must follow. The first is "Keep hot food Hot and cold food Cold". Meat and poultry must be cooked to destroy the bacteria and keep at a temperature that is either too hot or too cold for the bacteria to grow. Traveling with food, bring a cooler with a cold source (ice or Dry ice). Make sure you have a stove or a campfire if you are going to be cooking.

- ***Keep Everything Clean***

Cross-contamination is when you handle food and get juices transferred to other foods (by hands, dripping packages or utensils). Double wrap or place in plastic bags to prevent products from dripping on other food. Always wash your hands before and after handling food. Don't use the same utensils for raw and cooked meats. If you are going somewhere that dose not have water, bring your own. Soap and water are essential to cleanliness; even disposable wipes are good to have.

- ***Food Safety While Hiking & Camping***

If you are hiking for just a few hours a meal and a few snacks is all you need. Planning meals for a longer hike requires more thought and planning. You have to choose foods that can be transported safely and are light enough to carry in a backpack.

- ***Hot or Cold?***

Since it is hard to keep food hot, it is best to transport cold food. Freeze or refrigerate the food the night before. Freeze some box drinks and they will thaw as you hike and keep your food cold at the same time.

- ***Clean***

Remember to keep everything clean, so bring disposable wipes.

- ***Safe Drinking Water***

Bring bottled water or tap water if you are not sure about the water supply where you are going. The safest way to make water usable is to boil it. Bring it to a rolling boil and continue boiling for 1 minute. An alternative to boiling water is to use purification tablets and water filters. Purification tablets do not kill all bacteria; you must use a water filter also. These filters must be 1 micron absolute or smaller. Over time purification tablets lost their potency, so keep a fresh supply. Water sanitizing tablets for dish washing can also be purchased (just don't confuse the two).

- ***What Foods to Bring?***

If you are backpacking for more than a day it gets a little more complicated. You can still bring your cold food for the first day, but you need you pack items that can last longer without being kept cold now. Like: peanut butter; juice boxes; canned tuna, ham, chicken and beef; dried soup and noodles; dehydrated foods; dried fruits and nuts; beef jerky and other meats; fruit drinks and powdered milk. Powdered mixes like pancakes or biscuits are easy to carry. Also pre package any other foods that you can and only take what you need.

- ***Cooking at Camp***

After you have your menu, you need to plan how you are going to cook it. Are you going to cook over a campfire or on a Camp stove? Make sure you bring the equipment you need to do your cooking on and in (pots and pans). Leftover food should be burned or packed out with you.



- ***Use a Food Thermometer***

If you are cooking meat and need to know when your food is done, use a digital thermometer. It can be tricky if you are cooking in the evening. A thermometer determines the temperature of food by averaging the temperature along the stem and should be inserted 2 to 2 ½" into the food. Be sure to clean it after each use.

- ***Keeping Cold***

If you are "Car Camping" you don't have as many restrictions. First you can bring a cooler. Remember to pick a cooler you can handle, Because when filled they can weigh 30 to 40#. To keep food cold you will need some kind of ice (block, cubes, gel-foam, Dry Ice). Pack food in reverse order. First food packed will be last food used.

(One exception: pack meat near the bottom to keep it cold and from dripping on other food) At the campsite cover the cooler with a blanket or tarp.

- ***Cleanup***

Whether camping in an established site or hiking, you will be washing dishes or cookware, there are some rules to follow. Use soap sparingly, and keep it out of the rivers, lakes or streams, as it will pollute. Wash your pots and pans at your campsite not at the water's edge. Dump dirty water on dry ground, well away from fresh water. Some camper use baking soda to wash with. Pack disposable wipes for hand and quick cleanups.

- ***Keep Your Cooler Cool***

It is important to keep your cooler closed and out of the sun. If you can bring two coolers: one for drinks and snacks, and another for food. Pack your coolers with a few inches of ice.

- ***Keep Cold Foods Cold***

Foods like lunch meats, cooked chicken, potato or pasta salad, should be kept in a cooler. Remember the rule:

hot foods hot, cold foods cold?

And the 2 hour rule: no food should be in the "DANGER ZONE" for more than 2 hours?

Of course, some foods don't need to be in the cooler: fresh fruits, vegetables, nuts, trail mix, canned meat and Peanut Butter and jelly. (Once canned foods are opened, then put them in the cooler)

- ***General Rules for Outdoor Food Safety***

Plan ahead: decide what you are going to eat and how you are going to cook it;

then plan what equipment you will need.

- Pack safely: use a cooler if car-camping or pack foods in frozen state with a cold source if hiking or backpacking. Keep raw foods separate from other foods. Never bring meat if you don't have a way to keep it cold and safe.

- Bring disposable wipes or bio. Soap for hand washing and dish washing.

- Plan on carrying bottled water for drinking.

Otherwise boil water or use purification tablets.

- Do not leave trash in the wild. Pack it in, Pack it out. Leave no trace.

- If using a cooler, leftover food is safe only if the cooler has ice in it. Otherwise discard leftover food.

- Protect yourself and your family by washing your hands before and after handling food.



United States Department of Agriculture

## Top 10 Reasons to Handle Your Food Safely

**# 10:** Safe food handling practices are the ones most likely to preserve food's peak quality.

Keeping hot food hot and cold food cold inhibits growth of the microorganisms that can spoil your food or make you ill. Storage at proper temperature also retains the fresh appearance, pleasant aroma and agreeable texture that contribute so strongly to an enjoyable dining experience.

**#9:** Safe food handling lets you enjoy to the fullest the nutritional benefits of food. If you've taken the time to carefully select a variety of healthful foods, why not use them up--or properly preserve them for long-term storage--while nutrient levels are at their peak? Foods that must be discarded due to decay or temperature abuse nourish no one.

**#8:** The safest ways to handle food are usually the most efficient.

Don't take chances in the name of saving time. Thawing meat and poultry products at room temperature and partial cooking are examples of practices which can seem like good ideas, But that may actually encourage bacterial growth by keeping food in the "DANGER ZONE" (40-140F) where bacteria multiply fastest. In the case of bacteria that produce heat-resistant toxins, this becomes a problem that further cooking *can't* fix.

**#7:** Safe food handling is easy. You set a good example for others, including your children.

You are the last person to handle your food before it is eaten. You may be the last person to handle food before it is served to your family or friends. Take charge! Prevention of illness may be as simple as washing your hands—an often-neglected but VERY important act.

**#6:** Safe food handling inspires confidence and keeps peace in the family.

Imagine: No more family feuds because someone handled dinner in a questionable fashion. And family or friends won't call the Meat and Poultry Hotline begging to have food safety literature mailed to your address!

**#5: Safe food handling can enhance your standing in the community.** Food for a concession stand, bake sale or church supper must be carefully prepared. Many of those in your community are very young, elderly or suffering from health problems that affect the immune system. These folks are at risk for foodborne illness. Protect their health and the reputation of your organization.

**#4: Safe food handling is the responsible thing to do.**

Those for whom you prepare food deserve the best, and you expect no less from those who produce and prepare food for you. You are no less important than the manufacturer, government regulator, or grocer in assuring food safety. You are an important link in the farm-to-table chain.

**#3: Safe food handling save money.**

Foodborne illness cost billions each year in health care costs and lost wages. It's hard to throw away food you know has been mishandled. But compare the cost of the food to the cost of a bad case of food poisoning, starting with the doctor's bill!

**#2: By handling food safely, you will spare yourself and your family from a painful bout of illness.**

Bacterial, parasitic or viral illness caused by food is no fun, and it can have long-term consequences.

Should we fear food? No. Microscopic organisms have always been and will always be an important part of our world. But we must store foods properly, cook them thoroughly and keep our hands and work areas clean. Sometimes, what you can't see *can* hurt you.

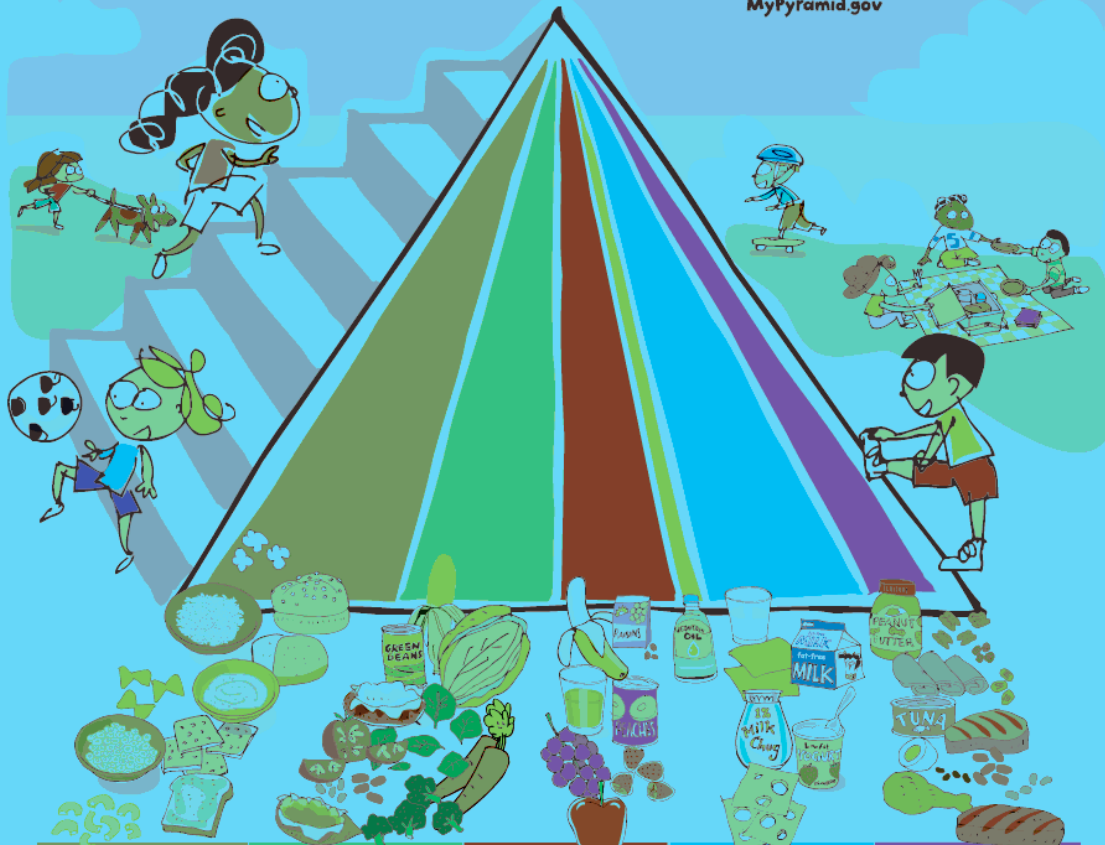
This brings us to the #1 reason to handle your food safely:

**It may save a life.**

# MyPyramid ★ For Kids

Eat Right. Exercise. Have Fun.

MyPyramid.gov



Grains	Vegetables	Fruits	Milk	Meat & Beans
<p><b>Make half your grains whole</b></p> <p>Start smart with breakfast. Look for whole-grain cereals.</p> <p>Just because bread is brown doesn't mean it's whole-grain. Search the ingredients list to make sure the first word is "whole" (like "whole wheat").</p>	<p><b>Vary your veggies</b></p> <p>Color your plate with all kinds of great-tasting veggies.</p> <p>What's green and orange and tastes good? Veggies! Go dark green with broccoli and spinach, or try orange ones like carrots and sweet potatoes.</p>	<p><b>Focus on fruits</b></p> <p>Fruits are nature's treats — sweet and delicious.</p> <p>Go easy on juice and make sure it's 100%.</p>	<p><b>Get your calcium-rich foods</b></p> <p>Move to the milk group to get your calcium. Calcium builds strong bones.</p> <p>Look at the carton or container to make sure your milk, yogurt, or cheese is lowfat or fat-free.</p>	<p><b>Go lean with protein</b></p> <p>Eat lean or lowfat meat, chicken, turkey, and fish. Ask for it baked, broiled, or grilled — not fried.</p> <p>It's nutty, but true. Nuts, seeds, peas, and beans are all great sources of protein, too.</p>

For an 1,800-calorie diet, you need the amounts below from each food group. To find the amounts that are right for you, go to MyPyramid.gov.

<p><b>Eat 6 oz. every day:</b> at least half should be whole</p>	<p><b>Eat 2 1/2 cups every day</b></p>	<p><b>Eat 1 1/2 cups every day</b></p>	<p><b>Get 3 cups every day:</b> for kids ages 2 to 8, it's 2 cups</p>	<p><b>Eat 5 oz. every day</b></p>
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**Oils** Oils are not a food group, but you need some for good health. Get your oils from fish, nuts, and liquid oils such as corn oil, soybean oil, and canola oil.

### Find your balance between food and fun

Move more. Aim for at least 60 minutes everyday, or most days.

Walk, dance, bike, rollerblade — it all counts. How great is that!

### Fats and sugars — know your limits

Get your fat facts and sugar smarts from the Nutrition Facts label.

Limit solid fats as well as foods that contain them.

Choose food and beverages low in added sugars and other caloric sweeteners.



U.S. Department of Agriculture  
Food and Nutrition Service  
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FNS-18



USDA can assist, educate, create and employ.

# Stoves

The increased popularity in nature pursuits, there has been much environmental impact on our lands. For this reason it is suggested to use fewer fires and more stoves for cooking. Campfires tend to leave a bigger impact on the natural environment and are discouraged especially in areas that have no designated campgrounds with fire rings already established.

There are two main types of stoves. They are determined by the fuel they burn. If you are traveling to higher altitudes and colder temperatures then white gas stoves are the best choice. They bring water to a boil fast and work well even in snow, although they do require priming, or warming up. Propane and butane fuel stoves take no priming and are much simpler to use. Not being able to work as effectively in higher altitudes and colder temperatures is a major draw back. Plus butane/propane stoves leave empty gas canisters that are non-refillable and usually are not recycled making for much more environmental damage.

	White Gas Stoves	Butane/Propane Stoves
Advantages	Works well at high altitude Works well in cold temperatures Fuel canisters are refillable	Fuel canisters are readily available in U.S. Easy to use, no priming Cost Less
Disadvantages	Not all white gas stoves can use more than one type of gas, limiting its use when traveling Requires priming	Less environmentally friendly Does not work well in cold Does not work well at high altitude

## *Dutch Oven Links*

Lone Star Dutch Oven Society - [www.lsdos.com](http://www.lsdos.com)

International Dutch Oven Society - [www.idos.org](http://www.idos.org)

Bay Area Dutch Oven Gypsies -  
<http://groups.yahoo.com/group/BADOGs/>

Southern California Chapter, IDOS - [www.socaldos.org](http://www.socaldos.org)

Western New York Chapter, IDOS - [www.nydos.com](http://www.nydos.com)

Lodge Manufacturing - [www.lodgemfg.com](http://www.lodgemfg.com)

Camp Chef - [www.campchef.com](http://www.campchef.com)

Maca Supply - [www.macasupply.com](http://www.macasupply.com)

Cee Dubs - [www.ceedubs.com](http://www.ceedubs.com)

Byrons Dutch Oven Cooking - <http://papadutch.home.comcast.net>

Dutch Oven Dave - [www.dutchovendave.com](http://www.dutchovendave.com)

Dutch Oven Boxes - [www.buffalowoodworks.com/dutch\\_oven\\_stuff.htm](http://www.buffalowoodworks.com/dutch_oven_stuff.htm)

Chuckwagon Supply - [www.chuckwagonsupply.com](http://www.chuckwagonsupply.com)

Steven Karoly Blog - <http://roundthechuckbox.blogspot.com/>

Dutch Oven Cooking - <http://groups.yahoo.com/group/dutchovencooking/>

Camp Cooking with dacapn -  
<http://groups.yahoo.com/group/campcookingwithdacapn/>

USDA - <http://www.fsis.usda.gov/>

Rust Removal -  
[http://rickswoodshopcreations.com/Miscellaneous/Rust\\_Removal.hmt](http://rickswoodshopcreations.com/Miscellaneous/Rust_Removal.hmt)

Cast Iron Cooks of the West -  
<http://castironcooks-of-the-west.blogspot.com/>

**Some Stores That Carry Cast Iron Dutch  
Oven's  
and Accessories**

**Mel Cotton's**

1266 W. San Carlos St.  
San Jose, Ca. 95126  
(408) 287-5994

**REI ( online only)**

400 El Paseo De Saratoga  
San Jose, Ca. 95130  
(408) 871-8765

**Outdoor World**

136 River St.  
Santa Cruz, Ca. 95060  
(831) 423-9555

**South Bay Scout Shop**

970 W. Julian St.  
San Jose, CA. 95126  
(408) 279-2086

**Sportsman's Warehouse**

6640 Lonetree Blvd  
Rocklin, CA 95765  
(916) 782-9900

**Bass Pro**

1356 Bass Pro Drive  
Manteca, CA 95337  
(209) 825-8400



## **DUTCH OVEN CHARCOAL & TEMPERATURE CHART**

<b>Temp.</b>	<b>8 inch</b>		<b>10 inch</b>		<b>12 inch</b>		<b>14 inch</b>		<b>16 inch</b>	
<b>°F</b>	Top	Btm	Top	Btm	Top	Btm.	Top	Btm	Top	Btm.
<b>300°</b>	9	4	12	5	<b>15</b>	<b>7</b>	19	9	21	11
<b>325°</b>	10	5	13	6	<b>16</b>	<b>7</b>	20	10	22	12
<b>350°</b>	11	5	14	7	<b>17</b>	<b>8</b>	21	11	24	12
<b>375°</b>	11	6	16	7	<b>18</b>	<b>9</b>	22	12	24	13
<b>400°</b>	12	6	17	8	<b>19</b>	<b>10</b>	24	12	27	13
<b>425°</b>	13	6	18	9	<b>21</b>	<b>10</b>	25	13	28	14
<b>450°</b>	14	6	19	10	<b>22</b>	<b>11</b>	26	14	30	14
<b>500°</b>	15	7	20	11	<b>23</b>	<b>12</b>	28	14	32	15

If Baking, remove from bottom heat after 20-25 minutes.

If using a Deep Dutch Oven you will need to add more charcoal to the top. Because you have more air space to heat.

Rotate the Lid clockwise 1/4 turn and the Pot counter-clockwise 1/4 turn every 15 minutes.

Wind or Cold Temperatures may and usually will require additional charcoal.

Almost anything you can cook at home in or on your stove you can cook in a Dutch Oven. Use your imagination. Everything you cook always tastes better when you're camping and eating in the Great Outdoors.

Have Fun and enjoy your Dutch Oven.

# What is a Pie Iron

A Pie Iron is made from cast iron or cast aluminum, they are a two-piece pan with a long handle. To use it you fill one side with the ingredients and then close the second side on top of the first and then simply put into the campfire for about 4 minutes, turning occasionally. You can use Bread, pie dough or hot counter biscuits. Butter 2 slices and place one slice, butter side down on the bottom pan, add the filling and then place the second slice butter side up and close.

## **Fruit Pie**

Use any canned pie filling; apple, cherry, and peach are delicious. Place filling between your choice of bread as per our basic direction. Grill until golden brown. Sprinkle with sugar and serve.

## **Rocky Road Treat**

Spread peanut butter on 2 slices of bread. Add one large marshmallow and one chocolate bar square between buttered bread slices/ Toast in cooker until bread is golden brown.

## **Pizza Pie**

Place slice of pizza crust in cooker cavity, add tomato puree, green peppers, slivered garlic, oregano, mozzarella cheese and top with pepperoni. Cover with second slice of pizza crust. Grill 3 or 4 minutes on each side or until desired doneness is reached. English muffins or sliced bread or pita can be used in place of pizza crust.

## **Hot Ham and Cheese**

Place slice of bread, buttered side down, into cooker. Place slice of ham and slice of cheese on bread. Add Dijon mustard and cover with remaining slice of bread, buttered side up. Close cooker, latch handles and grill to golden brown.

## **Sloppy Joes**

Use canned, pre-cooked sloppy joe mix or make your own mix with hamburger, barbecue sauce and onion. (Meat must be precooked.) Place mix between buttered bread and cook over low heat until hot and toasty.

## **French Toast**

Dip 2 bread slices into egg batter, place both slices into cooker, placing strawberry jam between bread slices. Toast until browned.

## Aluminum Pie Irons



### Pros:

Lightweight - Makes it easy to pack and hold over a campfire.

Aluminum can be teflon coated for non-stick cooking and easy clean-up.

### Cons:

Can melt or warp if placed in coals (aluminum has a low melt point.)

Not as durable, long term as cast iron.

Teflon coating can scratch.



## Cast Iron Pie Irons

### Pros:

Heats evenly with no hot spots.

With use, cast iron develops a non-stick seasoned finish.

Can handle the heat - place your cast iron cookware right in the coals with no problems.

### Cons:

Heavy weight makes it tiring to hold over a fire.

More time consuming to clean.

# **Peach Cobbler**

## **For the Peach cobbler:**

2 or 3 Cans 16 oz. size Sliced Peaches  
2 tablespoons cornstarch  
¼ cup all purpose flour  
1 tablespoon Vanilla  
1/2 cup Sugar  
½ cup Brown Sugar  
2 teaspoons fresh lemon juice  
1/2 teaspoon ground cinnamon  
1/8 teaspoon Ground Cloves  
1/8 teaspoon Ground Ginger  
4 tablespoons butter

In a 12" D.O. Mix everything together with full spread of coals under D.O., mix in the peaches last

Then remove from heat to add cake mix

## **For the Topping:**

Betty Crocker Cake Mix (Cinnamon Swirl)

Or one box Yellow or White cake Mix and ¼ cup Sugar mixed with 2 tablespoons Cinnamon

Take cake mix and spread some over peach mix then sprinkle cinnamon mix over cake mix in layers

Take ¼ # butter cut into pieces and place on top of cake mix all over.

## **To Cook:**

Arrange coals around the outside Bottom of D.O. (about 9 coals) also about 1 "out. Place 2 coals in the middle.

Arrange coals around top outside edge of D.O. (about 15) also put 4 more in the middle around the handle.

Every 15 min. pick up D.O. and turn clockwise ¼ turn then turn back the lid ¼ turn counter clockwise.

After cooking for 30 min. remove from bottom heat and cook for 15 more min. top heat only.

**Let cool 15min., Dig in and enjoy.**

## **Super Easy Beef Mac Dinner**

2 lb. Ground Beef  
½ c. Chopped Onion  
1 (28oz.) can Diced Tomatoes  
2 (8oz) can Tomato Sauce  
1 ¼ tsp +- Chili Powder  
1 tsp. +- Salt  
¼ tsp. +- Cayenne Pepper  
1 (12oz) can Corn (undrained)  
1 bag (16oz). Elbow Macaroni (uncooked)  
1 c. +- Water  
8 oz. Monterey Jack Cheese, shredded

In a 12” Dutch Oven, brown ground beef and onion (over full spread of coals): drain fat. Stir in diced tomatoes, tomato sauce and seasonings to your taste. Heat to boiling (over full spread of coals). Add corn, macaroni and water. Bring to boil (over full spread of coals). Reduce heat and simmer (9 coals under, 2 middle and 7 on outside edge) for 20 minutes until macaroni is tender. Stir and add water if needed you don’t want it to get to dry and burn. Sprinkle with cheese, cover for 5 minutes until cheese melts (place a few coals on lid to help melt cheese). Enjoy

This is from:  
Barbara Anderson  
of Southern California Chapter of IDOS  
From the cookbook Sharing Our Favorites

## **Dutch Oven Biscuit Thing.**

40 biscuits in a 10"  
60 biscuits in a 12"  
80 biscuits in a 14"  
120 biscuits in a 16'

Buy Tube Biscuits. The kind you whop on the counter to open. Flakey

Biscuits work best. You can also do this with Cinnamon Rolls.

Melt ½ stick of Butter in the Dutch Oven first. Open Biscuits or Rolls and stand them on Edge, starting around the outside of the

Dutch Oven. Filling the Center in last. I don't pull each biscuits apart.

Place little pats of Butter over the Top of Biscuits or rolls before cooking. Remember to Rotate Lid & Bottom of oven often

to keep from burning. Bake at 350 Degrees. It takes about 45 min to

bake, Give or Take a Few minutes. Pass them out. Cheep way to

entertain a crowd. Server with Butter & Jelly or iceing. I do 40 in a 10" all the time.

Wishbone-Ks

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Far North Member of Southern California Chapter of IDOS

IDOS Member

**Advisor for Venturing Crew 501 of Los Gatos, Ca.**

ASM for Troop 501 of Los Gatos, Ca.

Fox Patrol, Woodbadge WE3-31-07

**Mel Cottons Sporting Goods Camping Department**

**An Unofficial Guide to the Eagle Scout Leadership Service Project  
Second Edition**

October 10, 2007  
Pioneer District Advancement Committee  
Santa Clara County Council  
Boy Scouts of America

October 10, 2007 (Second Edition)

One of the responsibilities of the District Advancement Committee is to review project plans that Eagle Scout candidates have created for their Eagle Scout Leadership Service Project. I joined the committee about a year and a half ago, and in working to come up to speed I found that there was no one place to go to get all the requirements that apply to the project. With help from other members of the committee I put this guide together in an attempt to collect the requirements in one place, and to provide some explanations and examples that could help Eagle Candidates (and their leaders and advisors) as they plan and work on their project.

This guide is not a “cookbook” and does not contain a checklist, which when filled out would guarantee a completed project plan. Eagle Scout Leadership Service Projects vary over such a wide range that providing a “cookbook” method or checklist would not be possible, even if it were desirable. Each project, and therefore each project plan, is unique. The Eagle Candidate is encouraged to review this guide, other Scouts’ plans, and Internet sites for ideas and then to create his own project plan. The samples shown in this guide are just examples of how other Scouts have organized portions of their project plan. They represent just a few of many ways that can be successfully used. Some troops keep a library of project plans for review, check to see if yours is one of them.

There is currently a well-written guide on-line at <http://www.eaglescout.org/index.htm>.

I expect that this guide will grow to include more information in the future. If you have something that you would like to see added or addressed, please feel free to contact me. As of this writing, you can find me on the Council web site ([http://www.scccbsa.org/files/2006\\_program\\_advancement\\_committee.pdf](http://www.scccbsa.org/files/2006_program_advancement_committee.pdf)) and send me an email.

This Second Edition contains some updated contact information and a few minor corrections. A statement that suggested a project had to be original in concept has been removed. Explanations of fundraising and when a project may be started have been added or expanded.

Yours in Scouting,  
John Peters  
Pioneer District Advancement Chair

**DISCLAIMER:**

THIS DOCUMENT IS NOT AN OFFICIAL PUBLICATION OF THE BOY SCOUTS OF AMERICA. ALTHOUGH BEST EFFORTS HAVE BEEN MADE, THERE IS NO GUARANTEE THAT THE REQUIREMENTS QUOTED HEREIN ARE ACCURATE, OR COMPLETE, OR HAVE NOT CHANGED SINCE THIS DOCUMENT’S PUBLICATION. THE INTERPRETATIONS AND EXPLANATIONS INCLUDED ARE NOT NECESSARILY THOSE OF THE BOY SCOUTS OF AMERICA. THIS DOCUMENT IS MEANT TO BE A GUIDE FOR EAGLE CANDIDATES AND THEIR MENTORS AND LEADERS. HOWEVER, ADHERENCE TO THE REQUIREMENTS, INTERPRETATIONS AND EXPLANATIONS HEREIN DOES NOT NECESSARILY GUARANTEE A SUCCESSFUL PROJECT PROPOSAL, OR PROJECT.



Requirements for the Eagle Scout Leadership Service Project can be found in Advancement Committee Guide Policies and Procedures (pp. 27, 28), Boy Scout Handbook (Eleventh Edition) (pp. 173, 174, 181, 447), Boy Scout REQUIREMENTS 2007 (pp. 17, 20, 21), and Eagle Scout Leadership Service Project Workbook (18-927D, 2003 Printing).

For reference, a complete list of the requirements extracted from these four documents and used in this guide is presented in Appendix A.

This guide extracts the relevant requirements from each of those four publications, combines them into one document and rearranges them for easier reference. The extracted requirements are shown in Times New Roman font. This document also adds interpretations and explanations of some of the requirements, as made by the Pioneer District Advancement Committee. Those are shown in Times New Roman Italicized font.

## **RANK AND AGE REQUIREMENTS**

All the work on the project must be done while a Life Scout and before the candidate's 18<sup>th</sup> birthday (unless a time extension has been allowed).

*You can look for project ideas and talk to people about potential projects before becoming a Life Scout, but you can't start planning or working on a project until you are a Life Scout. Though rare, an extension can be granted if extenuating circumstances prevent a Scout from completing the requirements for Eagle Scout prior to his 18<sup>th</sup> birthday. **"Extenuating circumstances are defined as conditions or situations that are totally beyond the control of the Scout or Venturer."** (Advancement Committee Guide, 2004 printing). The extension must be granted by the National Boy Scout Committee.*

## **POTENTIAL PROJECT IDEAS**

A Scout can consult people such as school administrators, religious leaders (clergy), local government department directors (civic officials), law enforcement officers, park department or land management personnel, or a United Way agency's personnel for ideas and opportunities regarding service projects.

District or council advancement committee also can be helpful by identifying possible projects.

*Your unit leader (Scoutmaster, Advisor or Coach) and troop committee members may also be good sources of ideas.*

An Eagle Scout project requires more hours of planning and effort than do projects for Star and Life. The project can be to construct something or can be to render a service. Here are a few service projects Scouts have done to fulfill this Eagle requirement:

- Made trays to fasten to wheelchairs for veterans with disabilities at a Veterans Administration hospital.

- Collected used books and distributed them to people in the community who wanted and needed, but could not afford, books.
- Built a sturdy footbridge across a brook to make a safe shortcut for children between their homes and school.
- Worked with local law enforcement officials to organize and carry out a bicycle safety campaign. Trained fellow Scouts as inspectors and judges, then ran a bike rodeo that included a written safety test, bicycle safety check and skills contests in a bike rodeo promoting safe riding.\*
- Surveyed the remains of an old Spanish mission and prepared an accurate map relating it to the present church.
- Built a “tot lot” in a big city neighborhood and set up a schedule for Boy Scouts to help run it.
- Set up a community study center for children who needed a place to do schoolwork.
- Trained fellow students as audiovisual aides for their school. Arranged for more than 200 hours of audiovisual work.
- Organized a used-toy collection. Supervised fellow Scouts in repairing the toys and delivering them to organizations serving disadvantaged children.
- Planned and built a lawn sprinkling system at a church. Figured out the details of the construction, encouraged church members to donate the materials, then organized Scouts to dig the trenches and install the system.
- Prepared plans for a footbridge on a trail in a national forest. Worked with rangers to learn the skills necessary to build the structure, gathered materials and tool, and then, with ranger guidance, directed a Scout work group to do the construction.

*\* In Santa Clara County bike rodeos, blood drives and certain other activities have been offered often enough by various agencies that it is now possible to use one of these agencies' prepared programs to plan and produce the activity. While approval of such a project is possible, it places such a large burden on the Eagle Candidate to develop sufficient leadership that such projects are discouraged.*

All these projects required the assistance of other Scouts. In each case, the Eagle Scout candidate planned the project, lined up the materials and the help he needed, and led the effort to get the work done.

A trail maintenance or building project is an example of a conservation project. *This is a caption to a picture in the Boy Scout Handbook. Check below for limitations regarding projects providing what would normally be regular maintenance.*

## **PROJECT QUALIFICATION REQUIREMENTS**

A service or construction project, of real value, benefiting the environment, any religious institution, any school, the Scout's community or other worthy group  
 Project may not be performed for a business, be of a commercial nature, or be a fund-raiser, and may not involve council property or other BSA activities.

*The project must provide real value to a non-profit group or the environment, but cannot be done to benefit the Boy Scouts. (We did, however, recently approve a project that benefits the Girl Scouts) .A fund-raiser, even for a non-profit group would not be acceptable.*

Fund-raising is permitted only for securing materials or supplies needed to carry out the project.

*This could be solicitation of donated materials and supplies, or fund-raising to get money to purchase materials and supplies. See more information on fundraising on page 20.*

Shall be meaningful service not normally expected of a Scout as part of his school, religious, or community activities

Routine labor, or a job or service normally rendered, should not be considered.

Project should be of significant magnitude to be special, it should be appropriate, and worth doing.

Must conform to the wishes and regulations of those for whom the project is undertaken.

*You have to get approval and a signature from a representative of the beneficiary, before you can start your project (or even get an appointment for review by the Advancement Committee). Even better is to get a letter from the benefiting organization with a brief description of your project, and a signature. This could be valuable if the person who approved your project leaves the benefiting organization before you can start your project, or while your project is in process. The letter could make it easier to work with the new person to keep your project on track.*

The Scout must demonstrate the leadership skills he has learned in Scouting by planning and developing the project, organizing the personnel needed, and directing the project to its completion.

*While planning your project, take every opportunity you can to demonstrate leadership. One small example would be to plan to provide food for your volunteers (which is also a good way to encourage others to volunteer for your project) .Another would be to arrange for someone to document your project by taking pictures. Pictures are great to have for your Eagle Board of Review.*

There is no minimum number of hours that must be spent on carrying out the project; the amount of time spent by the Scout in planning his project and the actual working time spent carrying out the project should be sufficient for him to clearly demonstrate his leadership of others.

*At one time there was a rumor that you had to have at least a 100-hour project for it to be accepted. This has evidently never been an actual requirement. That being said, we find that projects which meet all the requirements usually fall in a rather broad range of 100 to 300 hours. Remember that the project man-hours include the time everyone spends on the project during planning and execution.*

Scout does the project outside the sphere of Scouting.

*While the Eagle Candidate must demonstrate leadership, it does not have to be leadership of other Scouts. He may lead Scouts, non-Scouts, or a combination of the two.*

Project should represent the candidate's best possible effort.

Two Eagle candidates may not receive credit for (working on) the same project.

*Construction projects (benches, sidewalks, fences, etc.) make perfectly good Eagle Projects. However, if you have an idea for a different type of project that you would like to do, the District Advancement Committee encourages you to pursue it. Almost any project idea can be turned into an Eagle Project if it can be made to meet the requirements stated above. If you have questions about the suitability of an idea, call the Advancement Committee Chair (currently John Peters at 408-378-1766) to discuss it. If necessary, we will invite you to discuss it with several committee members at a regularly scheduled project proposal review meeting.*

## **PROJECT PLAN REQUIREMENTS**

Project should represent the candidate's best possible effort.

*The project proposal is part of the overall project, and it is expected that you will put forth your best possible effort in creating your proposal.*

As you plan and carry out your leadership service project, use the Eagle Scout Leadership Service Project Workbook, BSA publication No. 18-927D to record your plans and progress. Remember that others will be reading these pages. You should print, type, or write legibly using black or blue ink. Complete the form on a computer if you have access to an electronic version. You may add as many pages as needed to thoroughly complete the workbook.

*You must have an original copy of the Service Project Workbook. You must fill out page 1 and have the signatures of the benefiting organization's representative, your unit leader and your unit committee member on page 9 BEFORE you can make an appointment for an Eagle Project Proposal Review meeting. You must bring this Service Project Workbook to the Review meeting.*

*You may write up your project without doing so in the Service Project Workbook (except for pages 1 and 9 as stated above). Many Scouts write up their projects on a computer, which is acceptable as long as all of the items from pages 4 through 11 in the Service Project Workbook are addressed in the write-up. There is a Rich Text version of the Service Project Workbook available on the Internet, but at this time the wording is not the same as in the printed Service Project Workbook. The wording in the printed Service Project Workbook takes precedence. Also, if using the Rich Text version, do not include the "The 12 Steps from Life to Eagle" section in the write-up.*

Who will benefit from the project and how will they benefit?

What official from the group benefiting from the project will be contacted for guidance in planning the project?

*Include the name of the group and the group's address. Detail how the group will benefit from the project. In some cases, more than one contact needs to be given, i.e. a project at a school where one of the teachers is providing the guidance, but the principal must approve the project.*

Record the progress of your project. Keep a record of how much time you spend planning and carrying out the project.

*Keep a record of the time spent by you and others in planning your project, on a man-hour basis. For instance, if you spend half an hour at a store working with an employee to put together a projected cost of materials, note the date, a brief description of what took place (i.e. "Worked on quote with George Clark at Western Supply"), and the number of man-hours involved. In this example there would be one man-hour because two of you each spent a half an hour. Keeping track of each participant's time to the nearest 15 minutes is usually sufficient, but you may use another increment if you see fit. When you meet with the Project Proposal Review Committee, have the total number of man-hours spent planning your project written in your proposal.*

*Some samples from recent project plans are shown below. You do not have to follow any of these layouts, but they might give you some ideas for your project plan.*

## Hours Log

Date	Activity	How Many People	Time	Total Time
4/28/2006	See project site with Ranger Holly	3	2 hours	6 hours
5/2/2006	Write up and cutting pictures	2	2 hours	4 hours
5/3/2006	Speak with eagle adviser, Jamie	2	2 hours	4 hours
5/4/2006	Meet with Alan White, get sample projects	3	1 hour	3 hours
5/6/2006	Got ranger approval for project and signature	3	90 minutes	4.5 hours
5/9/2006	Meet with troop committee	6	1 hour	6 hours
5/9/2006	Phone conversation with John Peters	2	14 minutes	28 minutes
5/13/2006	Write ups and phone calls to lumber companies	2	2 hours	4 hours
5/16/2006	Talked with Skip Chase	3	90 minutes	4.5 hours
5/22/06	Picked up the specs and sample bolt	2	1 hour	2 hours
5/23/2006	Spoke with eagle adviser gave a mock presentation	4	90 minutes	6 hours
				Total Time
				44.5 hours

Personal Planning Hours					
Date	Dave's Time	Assistance of Others	Name	Comment	Total
8/7/06	1.50	3.50	Garry Holst Bill Flood Tom Richards	Surveyed job/initial email requests	5.00
8/15/06	2.00	2.00	David Richards Tom Richards	Gathered forms/List BoM	4.00
8/18/06	3.00	3.00	David Richards Tom Richards	Discuss project details/map schedule	6.00
8/19/06	3.00	1.00	David Richards Tom Richards	Initial Write-up	4.00
8/20/06	0.00	2.00	Tom Richards	Computer graphic work	2.00
8/22/06	0.75	0.75	David Richards Bill Flood	Review Packet	1.50
8/29/06	1.50	1.50	David Richards Tom Richards	Price out BoM @ Home Depot	3.00
9/2/06	1.50	1.50	David Richards Tom Richards	Price out BoM @ Southern Lumber	3.00
9/4/06	0.50	1.50	David Richards Tom Richards	Touch-up project packet Assign estimated workers/hours to tasks	2.00
9/4/06	0.75	0.75	Bill Flood Tom Richards David Richards	Final review of planning package	1.50
9/7/06	1.00	1.00	David Richards Bill Flood	Presentation to Los Gatos Youth Park Commission	2.00
9/9/06	1.00	1.00	David Richards Tom Richards	Final review of planning package with changes suggested by Youth Park Commission	2.00
				<b>Total hours worked in planning</b>	<b>36.00</b>

**Planning Time Log**

Date	People	Hours	Man Hours
	Myself, John, Chris, Wade, Austen, Mr. Rosetta, Mr. Reed, Mr. Cena, Mr. Horn, Mr. Locastro	1	10
4/26	Myself, Coach Clark	.5	1
5/1	Myself, Coach Clark, Mr. Tenner, Mr. Holland	1	4
5/1	Myself, Jason	1.5	3
5/2	Myself, Mr. Tenner, Coach Clark	1	3
5/5	Myself, Coach Clark, Mr. Tenner	.5	1.5
5/6	Myself	2	2
5/15	Myself, Mr. Tenner	.2	.4
5/16	Myself, Mr. Rosetta	.2	.4
5/20	Myself, Jason	2.5	5
5/21	Myself	3	3
5/23	Myself, Austen, John	1	3
5/26	Myself, Mr. Tenner, Coach Clark, Coach Z	1	4
5/30	Myself, Mr. Todd, Mr. Stephens	.5	1.5
5/30	Myself, Mr. Lusk	.2	.4
6/5	Myself, Mr. Tenner, Coach Clark	1	3
6/6	Myself	1.5	1.5
6/10	Myself, Jason	1	2
7/6	Myself, Coach Clark, Jason Tenner	1	3
7/13	Myself, Mr. Cena	2	4
7/15	Myself	3.5	3.5
7/16	Myself, Mr. Reed	.25	.5
7/16	Myself, Mr. Cena	1	2
7/17	Myself	2	2
7/17	Myself, Mr. Lusk	.5	1
7/17	Myself, Mr. Lusk, Mrs. Lusk, Mr. Cena	.25	1
7/19	Myself, John Peters	.25	.5
7/19	Myself, Mr. Reed	.25	.5
7/19	Myself	3	3
7/22	Myself	1	1
7/24	Myself	.5	.5
7/26	Myself	3	3
7/26	Myself, Mr. Rosetta, Mr. Reed, Mr. Bostic	1	4
8/5	Myself	1	1
8/10	Myself, Mr. Sutterland (Principal)	.5	1
8/11	Myself	2	2
8/16	Myself, Mr. Sutterland	.5	1
8/26	Myself	1	1
8/28	Myself	.5	.5
		<b>Total Hours</b>	<b>Total Man Hours</b>
		44.6	84.7

Plan your work by describing the present condition, the method, materials to be used, project helpers, and a time schedule for carrying out the project.

How many people will be recruited to help carry out the project?

If appropriate, include photographs of the area before you begin your project. Providing before-and-after photographs of your project area can give a clear example of your effort.



*This is where you lay out the details of how your project is to be accomplished. The goal is to have enough detail so that someone who is unfamiliar with your project could take your plans and accomplish the project.*

*Write a paragraph or two describing the current situation and, if appropriate, what your project will do to change or improve that situation. Many project proposals will benefit greatly from pictures to help explain what is going on. If you will be using pictures, it would be a good idea to plan ahead and determine who will be taking them.*

*Here are a couple of samples of project descriptions:*

**PROJECT DESCRIPTION**

**DESCRIBE THE PROJECT YOU PLAN TO DO:**

For my eagle project, I plan to help the homeless in my community. I will put together mobile hygiene/survival backpacks for the homeless. To do this I will obtain new and used backpacks through donations from retail stores, local churches, and from friends and neighbors. I will also obtain toothbrushes, floss, toothpaste, soap, deodorant, sunscreen, razors etc. Another way that I will fulfill my goal of creating these backpacks is to have the community sponsor a backpack. I will create a backpack through purchasing the supplies to determine what the base price is. I will visit St. Andrews Church in Saratoga, St. Lukes Church in Los Gatos as well as Calvary Church in Los Gatos. My plan is to give an announcement for my backpack drive and ask for donations from the parish. I plan to make thirty of these backpacks. Once I have fulfilled my goal, I will deliver the backpacks to St. Lukes Church in Los Gatos where they have a homeless support program in place. This program is dependent upon volunteers in which Jo Greiner is the director. The soup kitchen is held at lunch every Tuesday of the month. I have volunteered at this luncheon before. The volunteers arrive around 11 AM and begin to warm the soup and prepare the sandwiches and snacks. Around 11:30 AM, about ten men and women show up in the courtyard of the church. The volunteers then begin to serve them the food and also socialize. Towards the end, the volunteers distribute grocery bags of food that will last a few days.

## **Project Description**

For my Eagle Project I plan to build a storage shed for A Place for Teens in Los Gatos. A Place for Teens is a building located behind Los Gatos High School. It is run by a non-profit organization with a Board of Directors that includes adults and teens. A Place for Teens is a place where teenagers can hang out after school. A Place for Teens has an air hockey table, a big screen TV, several computers, and a snack bar. A Place for Teens regularly hosts concerts and other events that anyone under eighteen can enjoy. For these concerts they employ a portable stage made of wood sections. Currently these sections take up the entirety of the existing shed and several other pieces of equipment have to sit outside. The existing shed is a thin metal walled model that has experienced major wear and tear. By constructing a freestanding, wood frame, slab floor shed they will be able to safely and securely store all of their equipment with room to spare. Their current shed is too small and is in a state of great disrepair. The new shed would allow A Place for Teens to store all of their equipment in a secure place. The shed will be a sturdy wood frame building on a concrete slab. In addition to practical uses the shed will help beautify A Place for Teens and present a positive image. This is a more difficult than average Eagle Project, but it will be a great asset to A Place for Teens.

*Describe how you will go about executing the project.*

*Describe how many helpers will be needed for each part of your project, and how long you estimate each part will take. Put the project steps in the order that they will need to be done. At the end, add up the number of man-hours you estimate will be needed to accomplish your project.*

*Here are some samples:*

STEP BY STEP DESCRIPTION OF PROJECT				
STEP	DESCRIPTION	ESTIMATED PEOPLE	ESTIMATED HOURS	TOTAL HOURS
1	<b>CONSTRUCT FLOOR:</b> Using the <u>pressure treated</u> lumber, select two (2) 2x4x10 pieces. These will be the front and rear floor beams.	1	0.1	0.1
2	Select one(1) 2x4x10 <u>pressure treated</u> piece and saw off two (2) 45-inch long sections. These will be the side beams of the floor.	1	0.2	0.2
3	Nail the front, sides and rear floor beams together using two (2) 10d nails at each joint to form a rectangle with a depth of 48-inches and a length of 10 feet. See Fig A	2	0.3	0.6
4	Select four(4) 2x4x10 <u>pressure treated</u> pieces and cut off seven (7) 45-inch long sections. These will be the interior floor beams.	1	0.5	0.5
5	Measuring from the outside of the left side beam, nail in an interior floor beam at 3 1/2-inches from the side. Then nail in interior floor beams at every 16-inches. Use two (2) 8d nails on each end of the interior beams. See Fig A	3	0.5	1.5
6	Lay a sheet of 4'x8'x3/4" CDX plywood on top of the floor frame so that the ends are flush with the outside floor beams. Attach the plywood to the frame by nailing every 12 inches. Using 8d nails. See Fig E	4	0.2	0.8
7	Cut another piece of the CDX plywood to 4'x2' and attach to frame as above. Make sure to save the remaining 4'x6' piece of plywood. This will be used for the roof.	4	0.2	0.8
8	<b>CONSTRUCT BACK WALL:</b> Select two (2) 2x4x10 pieces and cut each to a length of 5 feet each. These will be the right and left side beams of the back wall. (Total of 4 beams)	1	0.2	0.2
9	Select four (4) 2x4x10 pieces and cut each to a length of 9'6". These will be the interior support beams of the back wall.	1	0.5	0.5
10	Connect two (2) side beams with one interior beam to create a width of 10 feet. Attach beams at corners using two (2) 10d nails. See Fig B	3	0.3	0.9
11	Connect remaining 3 interior support beams each 14-inches from bottom edge interior beams. Attach using two (2) nails on each end. See Fig B	3	0.3	0.9
12	Connect remaining two side beams so that you create 4"x4" sides. Attach using a 10d nail every 12inches. See Fig B	3	0.2	0.6
13	<b>SIDE AND INTERIOR WALLS:</b> Select two (2) 2x4x10 pieces and cut to make three beams to a length of 5 feet each. These are the back beams	1	0.2	0.2
14	Select three (3) 2x4x10 pieces and cut to make three beams to length of 6 feet each. These are the front beams.	1	0.3	0.3
15	Select three (3) 2x4x10 and cut into 9 lengths of 38 inches each. These are the interior support beams.	1	0.3	0.3
16	Connect a back beam with the front beam using one interior beam along the bottom to make a width of 41 inches. Attach beams using two (2) 10d nails. See Fig C.	4	0.5	2
17	Attach two more interior support beams at every 20 inches (from bottom of interior support beam). See Fig C.	3	0.2	0.6
18	Repeat steps 16 and 17 to create interior and remaining side wall.	3	0.3	0.6
19	<b>FRONT WALL:</b> Select four (4) 2x4x10 pieces and cut to make four beams to a length of 6 feet each. These are the side beams	1	0.5	0.5
20	Select one (1) 2x4x10 beam and cut to 9'6" long. This is the top support beam.	1	0.2	0.2
21	Connect the top support beam to two side beams at 1 1/2 inches from the top. Attach using two (2) 10d nails at each connection. See Fig D.	3	0.2	0.6

<b>Activity</b>	<b>Who</b>	<b>Time</b>	<b># of People</b>	<b>Total</b>
Planning Project	Jacob	15 Hours	1	15 Hours
Planning Project	Advisor	3 Hours	1	3Hours
Presentation to Committee	Committee Members	.5 Hour	10	5 Hours
<i>Presentation to Council</i>	<i>Council Members</i>	<i>.5 Hour</i>	<i>5</i>	<i>2.5 Hours</i>
<i>Presentation to Boy Scout Troop</i>	<i>Jacob</i>	<i>.5 Hour</i>	<i>1</i>	<i>.5 Hour</i>
<i>Church Presentations</i>	<i>Jacob</i>	<i>12 Hours ( 3 Churches with 2 visits)</i>	<i>1</i>	<i>12 Hours</i>
<i>Door to Door Solicitation</i>	<i>Scouts</i>	<i>8 Hours</i>	<i>6</i>	<i>48 Hours</i>
<i>Collecting Donations from Churches</i>	<i>Scouts</i>	<i>4 Hours</i>	<i>3</i>	<i>12 Hours</i>
<i>Shopping for Items</i>	<i>Scouts</i>	<i>2 Hours</i>	<i>3</i>	<i>6 Hours</i>
<i>Assembling the Backpacks</i>	<i>Scouts</i>	<i>3 Hours</i>	<i>3</i>	<i>9 Hours</i>
<i>Delivery</i>	<i>Scouts</i>	<i>1 Hour</i>	<i>3</i>	<i>3 Hours</i>
		<b>Total:</b>	<b>42 People</b>	<b>116 Hours</b>

*Italicized writing is predicted time*

### Steps for Construction of a Watering System for the Los Gatos Youth Park

Step	Task	Estimated Time (hours)	People needed	Man hours	Equipment needed
	<b>Project A - Build and install a manifold connected to the Scout Hut's water supply. Build a protective wooden box around the manifold.</b>				
	Shut off water supply				Water key
	Disconnect current source water line feeding broken system (A1)	0.5	2	1.00	Pipe wrenches
	Swivel remaining part of water line 90 degrees (A2)	0.25	2	0.50	Pipe wrenches
	Swivel main shut off valve 135 degrees (A3)	0.5	2	1.00	Pipe wrenches
	Remove current in-ground box (save for project B)	0.5	2	1.00	Shovel
	Remove current sprinkler supply line shut off valve in old box	1	2	2.00	Pipe wrenches
	Prep Work Total			5.50	
	<b>Build three-valve manifold</b>				
	Cut three pieces of 1" PVC 12" long (A4)	0.08	2	0.17	PVC cutters, tape measure
	Cut three pieces of 1" PVC 6" long (A5)	0.08	2	0.17	PVC cutters, tape measure
	Glue PVC pipe into 1" slip tee's (A6)	0.08	2	0.17	Glue, gloves
	Put joint tape on 3-1" slip X 3/4" male thread adapters	0.08	2	0.17	Joint tape
	Screw 1" slip X 3/4" male thread adapter into input of 3/4" anti siphon valve	0.08	2	0.17	Channel lock pliers
	Put joint tape on 3-3/4" slip X 3/4" male thread adapters	0.08	2		
	Screw 3/4" slip X 3/4" male thread adapter into output of 3/4" anti-siphon valve	0.08	2	0.17	Channel lock pliers
	Glue 1" slip X 3/4" male thread adapter on top of PVC (A7)	0.08	2	0.17	Glue, gloves
	Glue A4 into A7 for the three valves	0.25	2	0.50	Glue, gloves
	Put joint tape on 1" slip X 1" male thread adapter and screw into A11	0.08	2	0.17	Joint tape
	Cut 1" PVC 3" long and glue into 1" slip X 1" male thread adapter and 1" shut off valve	0.17	2	0.33	Glue, gloves, PVC cutters, tape measure
	Cut 2-1" pieces of PVC and glue into 1" slip elbow, into manifold, and 1" shut off valve (A9). Length to be determined as needed	0.33	2	0.67	Glue, gloves, PVC cutters, tape measure
	Flush manifold and glue on end cap to 1" PVC (A8)	0.33	2	0.67	
	Dig out trench line from existing watering supply line to trail to the middle valve of manifold	0.33	2	0.67	Shovel
	Measure, cut, and glue pieces as needed to connect middle valve to existing water supply line (A10)	0.5	2	1.00	Glue, gloves, PVC cutters, tape measure
	Fill in hole 6" then lay down metallic caution tape, fill in rest of hole	0.5	2	1.00	Shovel, sissors
	Three-valve manifold total			6.17	

## Detailed Step-by-Step Methods

**Day 1** (Togo's lunch to be provided by host family.)

### **Step 1: Move concrete slabs, clear area of debris, remove shrub at corner of building**

Remove three (3) of the concrete slabs (approx. 10" x 3" x 6") and stack off to the side. Rake all debris from around side of structure and take out brush at corner. This will allow clear access to side of building.

### **Step 2: Remove interior dry wall and exterior siding**

Remove interior dry wall exposing exterior siding and discard. Carefully remove exterior siding (to be reinstalled later in Step 15, if possible) opening up the entire side of building. (This will lighten the structure to be lifted, as well as relieve the stresses as the lifting occurs.)

### **Step 3: Remove old door (optional, may not need to for this phase)**

At this point, open the door and attempt Step 4. If the side of building cannot be jacked up with door in place, remove the door.

### **Step 4: Jack up and install temporary support under corner of building**

Using 2 hydraulic jacks, lift side of building slightly above level to allow room for digging of footers. Install temporary cribbing under side of building for safety support until wall can be lowered onto pier blocks in Step #12.

### **Step 5: Dig footers**

Dig 3 holes under side of building to pour the footers. The holes need to be approximately 24" wide by 24" long by 12" deep to accommodate footers. (See Illustration 3.) (Also see Drawing 1 for placement of pier blocks.)

### **Step 6: Mix and pour concrete, setting pier blocks**

Mix and pour concrete into holes to a depth of approximately 8". Set and level pier blocks into wet concrete, aligning directly under building wall.

### **Step 7: Primer all exterior siding (if needed) and trim, and all interior trim**

Lay out lumber and apply a coat of primer paint to all exterior wood siding and trim. Lay out all interior wood trim and apply primer. (NOTE: This step can be done concurrently with other steps. Old siding, if reusable, does not have to be primed.)

### **Step 8: Reinstall old exterior siding and secure door (temporary installation)**

Attach old exterior siding onto side of building and securely fasten old door to close up the building while concrete dries.

### **Step 9: Clear and secure area (caution tape)**

Clean up concrete mixing equipment, clear and stow all building materials. Place caution tape across interior hallway door to prevent anyone from entering hallway where building is held up by the temporary blocking.

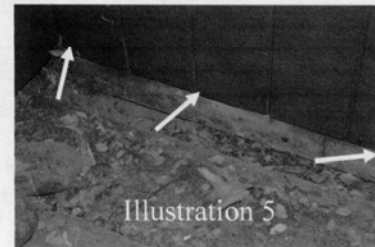


Illustration 5

<b>Step by Step Description of Project</b>						
	<b>Step</b>	<b>Description</b>	<b>Est. # Workers</b>	<b>Est. Hours</b>	<b>Act. Hours</b>	<b>Total Work Hours</b>
2 1 - O c t	1	Move concrete slabs, clear area of debris, remove shrub at corner of building	4	0.5		2
	2	Remove interior dry wall and exterior siding	4	1		4
	3	Remove old door (optional, may not need to for this phase)	2	0.5		1
	4	Jack up and install temporary support under corner of building	3	2		6
	5	Dig footers	4	2		8
	6	Mix and pour concrete, setting pier blocks	2	1.5		3
	7	Primer all exterior siding (if needed) and trim, and all interior trim	2	1		2
	8	Reinstall old exterior siding and secure door (temporary installation)	3	1.5		4.5
	9	Clear and secure area (caution tape)	4	0.5		2
4 - N o v	10	Remove temporary exterior siding	2	0.25		0.5
	11	Remove old door and frame	2	0.5		1
	12	Level floor and secure to pier blocks	4	1.5		6
	13	Install new door frame and door with all hardware	2	4		8
	14	Install exterior siding and trim	3	1.5		4.5
	15	Install insulation in wall, R13	2	0.5		1
	16	Install, tape, and texture interior dry wall	3	2		6
	17	Install interior trim	2	1		2
5 - N o v	18	Clean up and secure area	4	0.5		2
	19	Finish sand interior dry wall	3	0.5		1.5
	20	Primer and paint interior	2	3		6
	21	Paint exterior	2	1		2
	22	Clean up	3	1		3
		<b>Totals</b>			0	76
		<b>Note: A group of 4 - 6 workers plus a minimum of 2 adult supervisors required. Work to be completed over two weekends.</b>				

If appropriate, list the type and cost of any materials required to complete the project. Provide a list of materials required to complete the project, along with their cost.

*If your project requires materials, get a quote, even if the materials will be donated. List the full price for the materials, even if the supplier is planning to give you a discount. This way you can put an overall value on your project.*

*In most cases you will want to get the best value for your benefiting organization. Two or more quotes will enable you to determine where you can get the best value.*

*A couple of samples:*

# Bill of Materials

Qty.	Size	Description	On Hand	Southern Lumber		Home Depot	
				per unit	Total	per unit	Total
3	ea.	Pier Blocks, 10"		\$ 2.49	\$ 7.47	\$ 3.47	\$ 10.41
6	60#	Concrete, bag		\$ 2.79	\$ 16.74	\$ 2.59	\$ 15.54
2	4 x 8	Dry Wall, 1/2"		\$ 10.99	\$ 21.98	\$ 9.98	\$ 19.96
2	4 x 8	Siding, Exterior, T111 (if needed)		\$ 47.79	\$ 95.58	\$ 27.75	\$ 55.50
1	6'	4 x 4, Treated (pier posts)	OH	\$ 5.00	\$ 5.00	\$ 5.00	\$ 5.00
16	LF	Molding, Base, 2 1/4" x 3/8", fiberboard		\$ 0.59	\$ 9.44	\$ 0.41	\$ 6.56
1	ea.	Door, Metal Clad, w/ Wood Frame	OH	\$ 169.00	\$ 169.00	\$ 129.00	\$ 129.00
1	set	Trim, Door, Interior, 1 5/8" x 5/8"		\$ 15.80	\$ 15.80	\$ 5.97	\$ 5.97
3	pc.	Trim, Door, Exterior, Fir, 1 x 4 x 8		\$ 8.72	\$ 26.16	\$ 3.15	\$ 9.45
1	pc.	Z-Bar Door Flashing, 5/8" x 8'		\$ 2.79	\$ 2.79	\$ 3.85	\$ 3.85
3	ea.	Security Hinges (NRP) (Viking Supply)		\$ 10.00	\$ 30.00	\$ 10.00	\$ 30.00
1	ea.	Panic Bar, w/ installation hardware (Viking Supply)		\$ 130.00	\$ 130.00	\$ 130.00	\$ 130.00
1	Box	Nails, Finish, 6d (2"), 1 lb.		\$ 1.99	\$ 1.99	\$ 1.98	\$ 1.98
1	Box	Nails, Hot-dipped Galvanized, 8d (2 1/2")		\$ 2.11	\$ 2.11	\$ 2.05	\$ 2.05
1	Box	Nails, Hot-dipped Galvanized, 16d (3 1/2")		\$ 2.29	\$ 2.29	\$ 2.22	\$ 2.22
1	Box	Rivits, Pop, 1/8" x 3/8"		\$ 4.99	\$ 4.99	\$ 4.29	\$ 4.29
1	Box	Dry Wall Screws, 1 5/8"		\$ 4.29	\$ 4.29	\$ 4.11	\$ 4.11
1	Roll	Tape, Dry Wall, self-adhering mesh		\$ 9.99	\$ 9.99	\$ 4.98	\$ 4.98
1	Bucket	Joint Compound, Drywall, 12 lb.		\$ 3.99	\$ 3.99	\$ 5.36	\$ 5.36
2	Tube	Calking, Lexel		\$ 3.99	\$ 7.98	\$ 1.98	\$ 3.96
2	Cans	Foam, Insulation (Doors & Windows)		\$ 13.49	\$ 26.98	\$ 6.44	\$ 12.88
1	bndl.	Shims	OH	\$ 9.95	\$ 9.95	\$ 8.45	\$ 8.45
1	pc.	Aluminum, 14:" x 6" x 1/16" (ACE Hardware)		\$ 5.65	\$ 5.65	\$ 5.65	\$ 5.65
1	Roll	Caution Tape, 200'		\$ 5.49	\$ 5.49	\$ 5.49	\$ 5.49
2	Roll	R13 Insulation, 15" x 32'		\$ 12.00	\$ 24.00	\$ 11.87	\$ 23.74
1	Gal.	Paint, Semi-Gloss, Interior, (white)		\$ 25.99	\$ 25.99	\$ 24.98	\$ 24.98
1	Gal.	Primer, Exterior/Interior, Zinsser		\$ 21.99	\$ 21.99	\$ 17.98	\$ 17.98
1	Gal.	Paint, Exterior, Semi-Gloss, (color match)		\$ 25.99	\$ 25.99	\$ 24.98	\$ 24.98
4	ea.	Roller, Paint, Pyean, 3/8" nap		\$ 2.69	\$ 10.76	\$ 3.47	\$ 13.88
4	ea.	Plastic Paint Tray Liners		\$ 0.59	\$ 2.36	\$ 0.80	\$ 3.20
1	roll	Masking Tape, 1", (blue)		\$ 3.99	\$ 3.99	\$ 3.29	\$ 3.29
2	ea.	Paint Brush, 2" (disposable)		\$ 0.89	\$ 1.78	\$ 0.79	\$ 1.58
2	ea.	Paint Brush, 3" (disposable)		\$ 1.09	\$ 2.18	\$ 0.99	\$ 1.98
1	pt.	Copper Green	OH	\$ 2.69	\$ 2.69	\$ 2.69	\$ 2.69
1	ea.	SALES TAX (approx.)		\$ 60.83	\$ 60.83	\$ 49.58	\$ 49.58
1	trip	Dump Run to Guadalupe Landfill		\$ 45.00	\$ 45.00	\$ 45.00	\$ 45.00

**Total \$ 843.22      Total \$ 695.54**

The Los Gatos Youth Park has given a budget of \$600. This budget will be met because the door price is included in the total cost above. The door has been donated and, when that cost is deducted, the new total comes in under \$600.

Concrete Mix Calculator		
Hole Size		
Length	Width	Depth
24	24	8
Vol.		2.67
Bag Size		
Weight	Vol	# Bags
40 lb	0.30	9
50 lb	0.38	8
60 lb	0.45	6
80 lb	0.60	5
90 lb	0.68	4



**Orchard Supply Hardware  
(OSH)**

Material	Cost	Amount Required	Amount to be Purchased	Total Cost
Drywall	5.99 / .5"x2'x4'	85.12	86	515.14
Tape	2.19 / 250ft.	4.09 Rolls	4 Rolls	8.76
Tape Knife	7.49	2	2	14.98
Sanding Sheets	3.79 / 2 sheets	2 packages	2 packages	7.58
Knife Saw Blades	2.00 / 5 blades	2 packages	2 packages	4.00
Paint: Walls (Off White)	16.99 / gal	1.95 gal	2 gal	33.98
Primer: Walls	9.99 / gal	1.95 gal	2 gal	19.98
Compound	12.99/ 5 gal	1	1	12.99
Ring Shank Nails	1.49/ pound	3	3	4.47
Drywall Screws	1.99/ pound	3	3	5.97

**Home Depot**

Material	Cost	Amount Required	Amount to be Purchased	Total Cost
Drywall	9.66 / .5"x4'x8'	21.28 boards	22 boards	212.52
Tape	3.14 / 500ft.	1.02 rolls	1 rolls	3.14
Tape Knife	1.37	2	2	2.74
Sanding Sheets	6.38 / 25 sheets	1	1	6.38
Knife Saw Blades	5.99	1	1	5.99
Paint: Walls (Off White)	51.97/ 5 gal or 24.98/gal	1 gal  1.95 gal	1  2 gal	51.97  49.96
Primer: Walls	10.98/ gal	1.95	2	21.96
Compound	10.65/ 5 gal	1	1	10.65
Ring Shank Nails	2.99 / pound	3	3	8.97
Drywall Screws	4.11 / pound	3	3	12.33
Lag Screws	.45 (1/4 x 2 1/2)	9	9	4.05
Bolts	.35 (1/4x 2 1/2)	9	9	3.15
Anchors	.75 (1/4 x 1)	9	9	6.75
Washers	.08 (1/4)	100	100	8.00
Locknuts	4.17 / 100 (1/4)	9	9	.90
2x4 Regular	2.59/ (2x4x8)	14	14	36.26
2x4 Pressure Treated	4.97/ (2x4x8)	3	3	14.91

*Show the supplies and tools that will be required for your project, as well as their costs. You should include tool rental costs, even if discounted or waived, but you don't have to show costs for tools loaned to you for use on your project.*

*Two samples:*

### Tools Needed

Tools	Source	How Many
Battery powered drill	Sanborn/Doyle Grimmatt/Wayne Johnson	11
Wrenches	Wayne Johnson	4
Shovels	Wayne Johnson	4
Measuring tape	Wayne Johnson	2
Pencils	Wayne Johnson	11
Post leveler	Jason Kenney	1
Compound miter saw	Wayne Johnson	1
Tamper	Wayne Johnson	2
Pick axe/ axe	Wayne Johnson	2
Post hole diggers	Sanborn/ Doyle Grimmatt	5

### Tools Needed

Tools	Source	How Many
Electric saw	Jim Milbourn	2
Electric screwdriver	Jim Milbourn	4
Posthole digger	Kirk Yates	2
Tape measure	Jim Milbourn	2
Garden rake	Kirk Yates	4
Level	Jim Milbourn	2
Shovel	Kirk Yates	4
Work Gloves	Kirk Yates	6
Goggles	Kirk Yates	6
Paint Brushes	Kirk Yates	5

*There is no BSA requirement that your project include fundraising, however, if you are going to be raising funds to pay for part or all of your project, you will almost certainly be providing leadership in doing so. Make sure you document your fundraising plan and include the estimated time in your project man-hours.*

*Fundraising that brings in money at the time (car washes, garage sales, can collecting, etc.) may not take place until you have all your project approvals. Fundraising that consists of soliciting and obtaining commitments for donated or discounted supplies or monetary donations for use in purchasing supplies may (and should) take place while you are planning your project.*

Describe any safety hazards you might face, and explain how you will ensure the safety of those carrying out the project.

*This is a very important part of your plan. Power tools should only be operated by qualified individuals, usually adults. Safety gear (eye and hearing protection, gloves, etc.) must be provided where needed. Safety instructions should be given at the start of each work shift.*

*Water and bathroom facilities must be made available to all volunteers.*

*Guide to Safe Scouting requirements must be followed. This usually means that you must have at least two adults present at all times, at least one of which must have current Youth Protection Training.*

*Have a first aid kit at the work site. Have a map showing how to get from your work site to the nearest hospital emergency room.*

*Some projects make use of pressure treated wood. Anyone cutting, drilling, sanding, etc. pressure treated wood should wear eye protection and a dust mask. Anyone handling pressure treated wood should wash his hands before handling any food.*

*Here are a couple of safety statements. Note that while they don't address Youth Protection Training, your project plan should.*

### **Safety**

We will take precautionary measures to prevent injuries and will be prepared to handle any injuries that may occur. Safety glasses will be worn in all situations where dust and debris may be present to prevent eye injuries. Painting as well as any activities where dust might be produced will be done in ventilated areas. Water will be on hand to keep all volunteers hydrated thus preventing dehydration. Closed toed shoes as well as appropriate clothing will be worn. In case of an accident a first aid kit will be present to deal with cuts and scratches. A cell phone will always be present. At the Wilson residence the nearest hard wired phone is in the kitchen and at Cornerstone Community Church the nearest phone is in the Parish office, across the lobby from the youth room where all work will be done. In the event of a non life threatening emergency a car will be present; the nearest emergency centers are Good Samaritan Hospital and Santa Teresa Medical Center, directions to these centers are on pages 4 and 5. All scouts will have their permission to treat forms with them. All necessary tour permits will be filed by the project manager.

### **H. Safety**

It is my responsibility as the leader of this project to do all that I can to ensure the safety of my crew. In order to do this, each morning I will begin by advising my crew of the safety hazards that we may face during the day's work. I will instruct helpers concerning proper heavy lifting techniques. Water will be provided easily accessible to my crew so that they stay hydrated. Prior to the project, I will review the first aid portion of my handbook. During the project, I will constantly be watching the crew, so that I can stop any dangers from developing into an emergency. In the case that an emergency develops, there will be a first aid kit on hand at all times, including a copy of the attached map (page 9) to the nearest hospital. Only Senior scouts (with adult supervision) will be allowed to use the ax, roto-tiller, circular saw, and pick

## PROJECT APPROVAL REQUIREMENTS

Use the Eagle Scout Leadership Service Project Workbook, BSA publication No. 18-927D Approved by unit leader, benefiting organization representative, unit committee, council or district advancement committee or their designee.

*BSA allows each Council to decide whether project approvals, and Eagle Boards of Review are to be held at the Council or District level. The Santa Clara County Council has decided that they will be held at the District level.*

The Scout must secure the prior approval of his unit leader, his unit committee, and the benefactor (sic) of the project. The project must also be reviewed and approved by the district or council advancement committee or their designee to make sure that it meets the stated standards for Eagle Scout service projects before the project is started.

*NOTE: All four sources of Eagle Scout Project requirements state that you may not start your project until you have all the required approvals.*

*Work on the project, and fundraising for the project may not start until all four approvals have been obtained and all four signatures have been placed on page 9 of the Service Project Workbook. Funds which already exist in a Scout Account, or similar account with a troop, may be used with the unit leader's approval. It is permissible to obtain commitments of donated materials or discounts for materials while you are planning your project, but you may not actively raise funds or collect materials or supplies until your project has been approved.*

*Start by getting verbal approval from your unit leader for your project idea. After you have written up your project plan, get a signature (and a letter, if possible) from the benefiting organization. Next get your unit leader's signature, and then your unit committee representative's signature. Once you have those three signatures you may contact the Advancement Committee Chair to set up an appointment for review of your project.*

Upon completion, the project must be reviewed by your district or council advancement committee.

Preapproval of the project does not mean that the board of review will accept the way the project was carried out.

*After the project has been completed, the "Approvals for Completed Project" section on page 13 of the Service Project Workbook must be filled out. Signatures of the Scout, his unit leader, and a representative of the benefiting organization are required, with dates, as well as the starting and ending dates of the project. A representative of the District will review the project at the Eagle Board of Review. The members of the Eagle Board of Review will make a determination, independent of the project's original approval, as to whether or not the way the project was carried out meets the requirements.*

## EAGLE PROJECT REPORT REQUIREMENTS

- In what ways did you demonstrate leadership of others?
- Give examples of how you directed the project rather than doing the work yourself.

*One approach would be to use the Patrol Method to organize volunteers. Act as the "Senior Patrol Leader" and train one or more "Patrol Leaders" to lead groups of volunteers. Sometimes pictures are helpful in showing how you directed the project.*

- In what way did the religious institution, school, or community group benefit from the project?
- Did the project follow the plan?
- If changes to the plan were made, explain why the changes were necessary.

If your original project plan changes at any time, be sure to document what the change was and the reason for the change.

*Changes to the plan provide another opportunity to demonstrate leadership. When a decision has to be made regarding a change, you may consult with anyone who has knowledge in the area or can provide advice, but it is up to you to make the final decision. Document it.*

Providing before-and-after photographs of your project area can give a clear example of your effort.

Including photographs of your completed project (along with the "before" photographs ...) helps present a clearer overall understanding of your effort.

*For most projects, "before", "during" and "after" pictures make great documentation of your project for your Eagle Board of Review.*

Record the progress of your project. Keep a record of how much time you spend planning and carrying out the project. List who besides yourself worked on the project, the days they worked, the number of hours they worked each day, and the total length of time others assisted on the project.

*Create sign-in/sign/out sheets to keep track of the time your volunteers spent working on your project. Include an example in your project plan.*

The length of time spent should be sufficient for you to demonstrate your leadership of two or more individuals in planning and carrying out your project.

Hours I spent...

    Planning the project:

    Carrying out the project:

    Total hours I spent working on the project:

Hours Spent by Scouts, Venturers, or Other Individuals Working on the Project

Total number of hours others worked on the project:

For a grand total, add the total number of hours you spent on the project to the total number of hours others worked on the project:

*You already listed the hours spent planning the project. Here is where you list the time spent carrying out the project.*

## APPENDIX A

**From Advancement Committee Guide Policies and Procedures (pp. 27, 28):**

For a service project to qualify as an Eagle Scout service project, the Scout, while a Life Scout, must plan, develop, and give leadership to others in a service project benefiting any religious institution, school, or community. These projects, of course, must conform to the wishes and regulations of those for whom the project is undertaken.

The Eagle Scout service project provides the opportunity for the Eagle Scout candidate to demonstrate the leadership skills he has learned in Scouting. He does the project outside the sphere of Scouting.

As a demonstration of leadership, the Scout must plan the work, organize the personnel needed, and direct the project to its completion.

Service to others is important. Work involving council property or other BSA activities is not acceptable for an Eagle Scout service project. The service project also may not be performed for a business, or be of a commercial nature, or be a fund-raiser.

Routine labor, a job or service normally rendered, should not be considered. There is no minimum number of hours that must be spent on carrying out the project. The amount of time spent must be sufficient for the Scout to clearly demonstrate leadership skills.

The Eagle Scout Service Project Workbook, No. 18-927, must be used to meet this requirement.

The Scout must secure the prior approval of his unit leader, his unit committee, and the benefactor (sic) of the project. The project must also be reviewed and approved by the district or council advancement committee or their designee to make sure that it meets the stated standards for Eagle Scout service projects before the project is started. This preapproval of the project does not mean that the board of review will approve the way the project was carried out.

...

All the work on the project must be done while the candidate is a Life Scout and before the candidate's 18<sup>th</sup> birthday, unless a time extension has been allowed.

The Eagle Scout service project is an *individual* matter; therefore, two Eagle Scout candidates may not receive credit for working on the same project.

The variety of service projects performed throughout the nation by Scouts earning their Eagle Award is staggering. For ideas and opportunities regarding service projects, the Scout can consult people such as school administrators, religious leaders, local government department directors, or a United Way agency's personnel.

The district or council advancement committee also can be helpful by identifying possible projects.

**From the Boy Scout Handbook (Eleventh Edition) (pp. 173, 174, 181, 447):**

...

The Eagle Scout service project requires that you be a leader. You must plan, develop, and provide leadership to others in a service project of real value benefiting the environment, your community, or a religious group, school, or other worthy group. Ideas for service projects may come from visits with school administrators, civic officials, clergy, law enforcement officers, and park department or land management personnel.

Your idea for a project must be approved by your troop leader, troop committee, district or council advancement committee, and the recipient of the project *before you begin*. Upon completion, the project must be reviewed by your district or council advancement committee.

An Eagle Scout project requires more hours of planning and effort than do projects for Star and Life. Here are a few service projects Scouts have done to fulfill this Eagle requirement:

- Worked with local law enforcement officials to organize and carry out a bicycle safety campaign. Trained fellow Scouts as inspectors and judges, then ran a bike rodeo that included a bicycle safety check and contests promoting safe riding.
- Organized a used-toy collection. Supervised fellow Scouts in repairing the toys and delivering them to organizations serving disadvantaged children.
- Planned and built a lawn sprinkling system at a church. Figured out the details of the construction, encouraged church members to donate the materials, then organized Scouts to dig the trenches and install the system.
- Worked with rangers to learn the skills necessary to build a footbridge in a national forest. Gathered materials and tools, and then, with ranger guidance, directed a Scout work group doing the construction.

All these projects required the assistance of other Scouts. In each case, the Eagle Scout candidate planned the project, lined up the materials and the help he needed, and led the effort to get the work done.

*A trail maintenance or building project is an example of a conservation project.* [Caption to picture showing four individuals working on a trail.]

The Eagle Scout Leadership Service Project Workbook, BSA publication No. 18-927, can help you plan your service project, receive the necessary approvals for it, carry it out, and then provide a report upon completion.

....

While a Life Scout, plan, develop, and give leadership to others in a service project helpful to any religious institution, any school, or your community. (The project should benefit an organization other than Boy Scouting.) The project idea must be approved by the organization benefiting from the effort, your Scoutmaster and troop committee, and the council or district



before you start. You must use the Eagle Scout Leadership Service Project Workbook, BSA publication No. 18-927, in meeting this requirement.

**From Boy Scout REQUIREMENTS 2007 (p. 17):**

While a Life Scout, plan, develop, and give leadership to others in a service project helpful to any religious institution, any school, or your community. (The project should benefit an organization other than Boy Scouting.) The project plan must be approved by the organization benefiting from the effort, your Scoutmaster and troop committee, and the council or district before you start. You must use the Eagle Scout Leadership Service Project Workbook, BSA publication No. 18-927D, in meeting this requirement.

**From Boy Scout REQUIREMENTS 2007 (pp. 20,21):**

While a Life Scout, a Scout must plan, develop, and give leadership to others in a service project to any religious institution, school or community.

As a demonstration of leadership, the Scout must plan the work, organize the personnel needed, and direct the project to its completion.

The Eagle service project is an individual matter; therefore, two Eagle candidates may not receive credit for the same project.

Eagle Scout leadership service projects involving council property or other BSA activities are not acceptable for an Eagle service project. The service project also may not be performed for a business, be of a commercial nature, or be a fund-raiser.

Routine labor, or a job or service normally rendered, should not be considered. An Eagle service project should be of significant magnitude to be special and should represent the candidate's best possible effort.

The Scout must submit his proposed project plan and secure the prior approval of his unit leader, unit committee, and district or council advancement committee, and the organization benefiting from the effort, to make sure that it meets the stated standards for Eagle Scout leadership service projects *before* the project is started. This preapproval of the project does not mean that the board of review will accept the way the project was carried out.

...

All the work on the project must be done while the candidate is a Life Scout and before the candidate's 18<sup>th</sup> birthday.

The variety of projects performed throughout the nation by Scouts earning their Eagle Scout Award is staggering. Only those living in an area can determine the greatest value and need for that area. Determine, therefore, whether the project is big enough, appropriate, and worth doing. For ideas and opportunities, the Scout can consult people such as school administrators, religious leaders, local government department directors, or a United Way agency's personnel.

Leadership service projects shall be meaningful service not normally expected of a Scout as a part of his school, religious, or community activities.

**From the Eagle Scout Leadership Service Project Workbook (18-927D, 2003 Printing):**

....

As stated in The Boy Scout Handbook: While a Life Scout, plan, develop, and give leadership to others in a service project helpful to your religious institution, school, or your community. (The project should benefit an organization other than the BSA.) **The project plan must be approved by the organization benefiting from the effort, your unit leader (Scoutmaster, Varsity Scout Coach, Venturing crew Advisor), unit committee, and by the council or district advancement committee before you start. You must use this Eagle Scout Leadership Service Project Workbook, No. 18-927D, in meeting this requirement.**

Does the leadership service project for Eagle have to be original, perhaps something you dream up that has never been done before? The answer: No, but it certainly could be. You may pick a project that has been done before, but you must accept responsibility for planning, directing, and following through to its successful completion.

Routine labor (a job or service normally rendered) should not be considered. Work involving council property or other BSA activity is not permitted. The project also may not be performed for a business or an individual, be of a commercial nature, or be a fund-raiser. (*Fund-raising is permitted only for securing materials or supplies needed to carry out your project.*)

How big a project is required? There are no specific requirements, as long as the project is helpful to a religious institution, school, or community. The amount of time spent by you in planning your project and the actual working time spent carrying out the project should be as much as is necessary for you to demonstrate your leadership of others.

A look at some projects other Scouts have done for their Eagle Scout Award illustrates that your project can be to construct something or can be to render a service. Scouts have

- Made trays to fasten to wheelchairs for veterans with disabilities at a Veterans Administration hospital.
- Collected used books and distributed them to people in the community who wanted and needed, but could not afford, books.
- Built a sturdy footbridge across a brook to make a safe shortcut for children between their homes and school.
- Collected and repaired used toys and gave them to a home for children with disabilities.
- Organized and operated a bicycle safety campaign. This involved a written safety test, equipment safety check, and a skills contest in a bike rodeo.
- Surveyed the remains of an old Spanish mission and prepared an accurate map relating it to the present church.

- Built a “tot lot” in a big city neighborhood and set up a schedule for Boy Scouts to help run it.
- Set up a community study center for children who needed a place to do schoolwork.
- Trained fellow students as audiovisual aides for their school. Arranged for more than 200 hours of audiovisual work.
- Prepared plans for a footbridge on a trail in a national forest. Worked with rangers to learn the skills necessary to build the structure, gathered materials and tool, and then directed a Scout work group to do the construction.

Your project plan must be approved by your unit leader, unit committee, and council or district advancement committee before the project is started. The following questions must be answered before giving this approval:

- Who will benefit from the project?
- How will they benefit?
- What official from the group benefiting from the project will be contacted for guidance in planning the project?
- How many people will be recruited to help carry out the project?

Remember, the project must be approved before you begin, so make sure all signatures have been secured before you start the project. You must be a Life Scout before you begin an Eagle Scout leadership service project.

Although your project was approved by your unit leader, unit committee, and council or district advancement committee before it was begun, the Eagle Scout board of review must approve the manner in which it was carried out. The following must be answered:

- In what ways did you demonstrate leadership of others?
- Give examples of how you directed the project rather than doing the work yourself.
- In what way did the religious institution, school, or community group benefit from the project?
- Did the project follow the plan?
- If changes to the plan were made, explain why the changes were necessary.

As you plan and carry out your leadership service project, use this workbook to record your plans and progress. Remember that others will be reading these pages. You should print, type, or write legibly using black or blue ink. Complete the form on a computer if you have access to an electronic version. You may add as many pages as needed to thoroughly complete the workbook.

....

Plan your work by describing the present condition, the method, materials to be used, project helpers, and a time schedule for carrying out the project. Describe any safety hazards you might face, and explain how you will ensure the safety of those carrying out the project.

If appropriate, include photographs of the area before you begin your project. Providing before-and-after photographs of your project area can give a clear example of your effort.

....

**IMPORTANT NOTE:** You may proceed with your leadership project only when you have

- Completed all the above mentioned planning details
- Shared the project plans with the appropriate persons [beneficiary representative, unit leader, unit committee, district advancement committee]
- Obtained approval from the appropriate persons [beneficiary representative, unit leader, unit committee, district advancement committee]

Record the progress of your project. Keep a record of how much time you spend planning and carrying out the project. List who besides yourself worked on the project, the days they worked, the number of hours they worked each day, and the total length of time others assisted on the project.

If appropriate, list the type and cost of any materials required to complete the project. If your original project plan changes at any time, be sure to document what the change was and the reason for the change.

The length of time spent should be as adequate as is necessary (sic) for you to demonstrate your leadership of two or more individuals in planning and carrying out your project.

Hours I spent...

    Planning the project:

    Carrying out the project:

    Total hours I spent working on the project:

Hours Spent by Scouts, Venturers, or Other Individuals Working on the Project

    [Space provided for “Name”, “Date” and “No. of Hours”]

Total number of hours others worked on the project:

For a grand total, add the total number of hours you spent on the project to the total number of hours others worked on the project:

Materials Required to Complete the Project

    [Space provided for “Type of Material” and “Cost of Material”]

List any changes made to the original project plan and explain why those changes were made.

Including photographs of your completed project (along with the “before” photographs ...) helps present a clearer overall understanding of your effort.

....

Using the Eagle Scout Leadership Service Project Workbook, the candidate must select his Eagle service project and have the project concept approved by his unit leader, his unit committee, and the benefactor (sic) of the project, and reviewed and approved by the council or district advancement committee. This workbook must be used in meeting this requirement.

## Tips for your Eagle Service Project

### How to begin

- Get a notebook.
- Record all events in your notebook when they happen and keep as accurate a set of notes as possible.
- When you call or visit someone to discuss your project, write that in your notebook.
- Make a separate section to record what you buy, what is donated, any moneys that you receive, including a place for your receipts (especially if you are to be reimbursed)
- In a separate section, record when you do the various parts of your project, who helped, how much time each of the volunteers spent on the project.
- Make a section to list tools and equipment.
- Have a section for other considerations such as transportation (if your project is away from your neighborhood); food & refreshments; permits; consent forms; medical and safety preparedness, etc.

If you keep good records, the report will almost write itself. You may start your report whenever you feel ready.

### Suggested Project Report Outline

- As you write your report, remember to stress your **Leadership**, your **Planning**, your project detail **Organization**, and your project **Direction** (instruction and direction of project volunteers).
- Try to include strong statements, such as "I said...", "I decided...", "I think...", "I choose ....." In the following suggested outline, the recommended total length of sections 1, 2, 3 should be about 3-5 pages.

#### 1. Introduction

Describe your project, what you aimed to accomplish, why you chose this project. Describe your sponsor, what they do and how your project benefits the sponsor and their stakeholders. Name your sponsor representative and what position/role they hold in the organization, and if you had technical consultants, name them and how they assisted you (example: landscape architect that assisted with selection of California natives).

#### 2. Project implementation

Describe the planning stages of your project

- who you met with
- special problems in planning that you had to resolve
- special concerns such as safety, permits, transportation

Discuss what you did to prepare for your project, such as

- presentations to sponsoring organizations
- fund-raising
- donations of material and equipment

- preparing posters and handouts
- recruiting volunteers

Discuss the actual work required to accomplish your project.

- Was the project completed according to your original plans?
  - Did you have to revise and change some of the steps?
  - Were you able to keep everyone busy?
  - Were there any special problems keeping everything under control and running smoothly?
  - Were the volunteers friendly, or did they complain and fool around?
- Generally, the best way to write this section is to simply say, "This is what we did on the first day.", "This is what we did on the second day.", etc.

### 3. **Conclusions, Thoughts, Ideas**

This section summarizes your efforts and the overall project. Tell whether the project was successful, in other words, did it meet the goals outlined in your project approval form? Did it meet the expectation of your sponsoring organization? Tell about any unexpected problems and what you might do differently if you were to do this project again. What did you learn from doing the project? How has the project helped you and your sponsor? How did your volunteers feel about the project?

Finally, take some time to acknowledge and thank anyone special, the people that gave you that extra bit of support. Acknowledge your sponsor, the person who guided you as a mentor, the people and organizations that donated money and material, your friends who volunteered their time.

### 4. **Tables, Charts, Diagrams**

Provide an appendix with the following documents and any other documents that you think would help the Board of Review evaluate your efforts.

- Time Log -- list the people that worked on your project, when and how long they worked. Have a total summary of the hours (including the times spent in planning the project.) Remember to write the total on your Eagle Scout application.
- Tools and Equipment used
- Expenses, Money Received, Goods and Services donated
- Diagrams and drawings
- Photographs- before, during and after









## Project Flow

### Step 1: Identify key tasks

Purchase material

Prepare site

Find plans for construction

Begin construction

Obtain tools

Prepare list of material

Finishing operations (painting, clean-up, etc.)

Move material to construction site

Prepare material (sawing, sanding, etc)

Prepare list of required tools

### Step 2: Organize into chronological order

1. Find plans for construction
2. Prepare list of materials
3. Prepare list of required tools
4. Purchase material
5. Obtain tools
6. Prepare site
7. Move material to construction site
8. Prepare material (sawing, sanding, etc.)
9. Begin construction
10. Finishing operations (painting, clean-up, etc.)

Flow chart if there are some operations will be done in parallel or where the order of the sequence is important.

# Parent and Adult Leader Guide for Eagle Service Projects

- **Role for the Advisor**
- **Requirements**
- **Limitations**
- **Size of the Project**
- **Schedule**
- **Expectations of You**
- **Funding**
- **Planning Approval**
- **Supervision**
- **Final Approval**

Eagle Service Project



# Advisor's Role

- The advisor/committee member's role is to
  - Provide feedback to the scout for
    - Having enough complexity to merit being an Eagle project
      - Complexity in the sense that it demonstrates the leadership and planning capabilities of the scout
    - Reviewing the plan to ensure that there is enough detail for executing the project
    - That the project does not exceed the ability of the scout to complete it
    - Assist in identifying potential problems
    - Provide advice in solving problems and snags
  - Counsel
    - Expect the project to take six months from start to finish
    - About the time demands during the junior year and the first half of the senior year
  - Be aware of
    - When the scout turns 18
    - His knowledge and experience with potential project

Eagle Service Project



# Requirement 5

- The project is one of the requirements for a Scout to earn the Eagle Scout Rank, Scouting's highest rank. To complete this requirement, he must **plan, develop, and give leadership** to others in a service project helpful to his religious institution, school, or his community.”
- Note that the Scout **MUST** lead the project. If you are not willing to let the Scout run the project, or the project is such that he can not carry out the project with the Scout leading a group of youth carrying out the project with a minimum of adult involvement, then the project is not a good candidate for an Eagle project.

Eagle Service Project



# Some examples



# Limitations?

- In order to meet the Boy Scout requirements, there are some types of projects that are not allowed.
  - It cannot be a project for the **direct** benefit of Boy Scouts (e.g. BSA campsite improvement)
  - It cannot be routine labor or a job or service normally rendered such as maintenance.
  - It must make a significant contribution to the community.
  - The service project may not be performed for a business or an individual, be of a commercial nature, or be a fundraiser.
    - Normally this means that the project should be for a government entity, religious organization, or a 501(c)3 tax exempt organization.

Eagle Service Project





# Limitations?

- No Specific requirement for the number of hours
  - Typical is 125-400 hours including planning
- Should be a challenge to the Scout
  - Yet within the capabilities of the Scout
- Must demonstrate Leadership of Others
  - Can be a combination of related tasks to increase the scope and challenge of the project

Eagle Service Project



# Schedule

- Some projects take only a few months to plan and carry out, while some Scouts take a year or more between the time the project is first discussed and the time it is finished.
  - Consider if there are factors that may impact the schedule:
    - Special permits or approvals required
    - Seasonal factors
    - Logistics
  - If you need the project completed by a specific time, be sure the schedule is feasible for the Scout to carry out.
  - Be sure you make any scheduling requirements clear to the Scout when you discuss the project with him.
  - It is important that the scout communicates any changes or delays to the benefiting organization and the unit leadership involved with final approvals.



# Schedule

- Examples of issues that have been encountered:
  - One school district required union approval for certain construction projects which adds several weeks to the approval cycle
  - Project done in an area where there were multiple jurisdictions that required multiple approvals
  - Weather issues
- Some of these cannot be anticipated so the adult advisor is there to be supportive and provide advice on solving them.



# An overview of planning

- Define the Project
- Planning the Project
- Scheduling the Project
- Getting Project Approval
- Controlling the Project
- Completing the Project

Eagle Service Project



# Define the Project

- Gather information
  - How is the Owner going to Benefit?
  - What does the project involve?
  - What are the risks?
  - What are the challenges?
- Review of work area
  - Gather or Make Drawings or Sketches
  - Take Pictures
  - Determine when it needs to be done by
  - Special access requirements?

Eagle Service Project



# Define the Project

- Review the Schedule
  - Discuss time frame with the Owner
  - Discuss work sequence order.
  - Do NOT get approval from owner at this time.
    - It could take a month to get concept approval and plan the project.
- Review of Costs
  - Will the owner provide funds or materials?
  - Will you get donations?
  - Will you do a fund raiser to get funds?
  - Discuss how much it is going to cost?



# Define the Project

- Hold a review meeting
  - Discuss with your Scoutmaster
  - Review all materials collected
  - Will this project work?
  - Does this meet project acceptance criteria?
  - Call Advancement Chairman with questions!

Eagle Service Project



# Planning the Project

- Complete scope of work that you are responsible for:
  - all general tasks related to the project
  - all areas, and the tasks related to individual areas
  - all resources required for the project based upon skill
  - duration of each task
- Identify all of the tasks
  - Plan/Schedule
  - Meetings
  - Making Handouts
  - Phone Calls
  - Material Gathering
  - Tools Gathering





# Planning the Project

- Training
- Safety
  - Consent forms
  - 2-deep adult supervision
  - Tools
  - Potable water; snacks
- Materials Preparation
- Area Preparation
- Assembly
- Installation
- Breaks
- Promotion

Eagle Service Project



# Scheduling

- Sequence tasks
  - Are there any tasks that are dependent upon a task being completed first?
  - Can some tasks be done in parallel?
  - Do some tasks rely on the same resource or tool in order to be completed?



# Scheduling Problems

- Not Enough Time
  - Bring the problem to the Benefited Group and discuss
- Not enough People
- Too many People



# Planning Approval



# Project Approval - Sponsor

- Setup a meeting
- Review the plan
- Review Cost
- Review Owner's Responsibilities
- Get the Sponsor's Approval



# Project Approval- Scoutmaster

- Setup a meeting
- Review the plan
- Fit it into the troop's schedule
- Review Responsibilities
- Review Safety
- Get the Scoutmaster's Approval

Eagle Service Project



# Project Approval – Unit Committee

- Set up meeting
- Sell the plan
- Confirm the Troop's Involvement & Support
- Discuss Safety and Transportation Issues
- Get the Committee's Approval

Eagle Service Project



# Project Approval – District Advancement

- AFTER you have signatures from the sponsor, your scoutmaster and unit committee, then....
- Setup a meeting by contacting the District Advancement Chair
- Review the plan
- Review criteria for acceptable project
- Get Approval from District Advancement Chair

Eagle Service Project





# Obstacles

- Optimism
- Pessimism
- Procrastination
- Lack of Money
- Job Too Big
- Job Too Small
- Poor Technique
- Failure to Prepare
- Not Focusing

Eagle Service Project



# Expectations of The Adult Leader

- Be very clear in your communications
  - Make sure that he is documenting your discussions and also keep notes for yourself.
- Provide feedback on the scope and details of the project
  - Additional resources for the scout?
  - Are there missing elements in the planning?
  - Do the plans have enough detail?
- If the project will require building permits or approvals from your organization, you will at least need to inform the Scout, and may need to support or assist him in this process.
- Be the “big eye” that watches for issues such as safety and that the scout is being the manager and not a

Worker Service Project



# Safety

- Safety Considerations

- Consent forms (unit consent may have relevant medical info and sponsoring organization may require one)
- Local tour permit (for insurance purposes)
- Two-deep adult leaderships with at least one youth protection trained
- Proximity to emergency services (scout should research and provide this information, but adults should be informed)
- Equipment and tools (in good working order; knowledgeable safe use; size or strength consideration?)
- Weather
- Adequate drinking water
- First aid kit



# Funding

- Funding is sometimes available for projects, but often, it is not. In these cases.....
  - The scout can raise funds and this effort will be part of his service project
    - Government agencies, corporations and private individuals may be candidates if the project has benefits for them.
- Some projects may require a sizeable amount.
  - Letter of commitments (ask that donors sign a letter that they will provide funds if commitments for the full amount is obtained)

Eagle Service Project



# Supervision by the Scout

- The Scout **MUST** be in charge!!
- It is his job to supervise the project and to give leadership
  - He should only have a tool in his hand to instruct someone else
- He can appoint others to assist him for larger project that has different components
  - E.g. site prep, material preparation.....
- The Scout should have his planning documents at the project as a reference in carrying out the work.
- Be careful about modifying the plan. The sponsoring organization rep should be contacted if there needs to be major revisions

Eagle Service Project



# Final Approval

- At project completion
  - Signature of benefitting org representative
  - Signature of scoutmaster
  - Signature of Committee Chair or Eagle project committee chair
- If you have any questions about what he has done, do not hesitate to be fully honest with him.
  - Was the project as difficult as originally planned?
  - Did the outcome meet the expectations of the benefitting organization?
- Do not change or alter the scope of the project
  - Did he accomplish what was presented in the project description and work plans?
- He will need to get a letter from you acknowledging that he has completed the project to your satisfaction

Eagle Service Project



# Role Playing

- We are now going to try some role playing.
  - Pair off in the roles of advisor and scout
  - The scout will get a project idea card and propose it to the advisor
  - The scout is eager to the do the project
  - The advisor will provide discuss the project

Eagle Service Project



# Feedback

- Discuss some of the cases
  - Was the project challenging enough?
  - If not, could it be modified?
  - Was it too challenging? Why?
  - Did the project have a specific conclusion?
  - Did it meet the basic criteria?





# Role Playing

- Change roles with your partner and do the role playing with a new card.
- Discuss as before



# General Discussion

- List some of the issues that were encountered
- What were 'show stoppers'?
- Did you see or sense any potential problems with a project?



# How to Conduct an Eagle Court of Honor

- I. Getting Started
  - A. A Norman Rockwell Moment for the Eagle Scout
  - B. Focus the Court on the one Scout and the Eagle Rank
  - C. Setting an example for other Scouts
  - D. Tell the story of Scouting
  - E. Make it fit the Scout (Include the parents in the planning)
  
- II. Planning the Eagle Court of Honor
  - A. Board of Review date is actual date of Eagle Rank
  - B. Start Planning after receiving packet back from National Office
  - C. Schedule a meeting with Eagle, Parents, and Scoutmaster
  - D. Determine Place and date plus alternatives
  - E. Who do the parents want involved in ceremony?
  - F. Expenses (Who pays for each line item of budget?)
    1. Troop, Parents, Chartered Organization
  - G. Invitation List
    1. Family
    2. Friends
    3. Eagle Project Recipient
    4. District
    5. Council
    6. Cub Pack
    7. Past Scout Leaders
    8. Chartered Organization
    9. Local Dignitaries (Mayor, City Council, County Supervisor, Congress person)
  
- III. Developing the Ceremony
  - A. Make an Agenda of the Eagle Court of Honor
  - B. Personally contact each participant on the Agenda
  - C. Involve the Troop in the Ceremony
  - D. Send out letters requesting congratulatory acknowledgements from dignitaries.
  - E. Plan a walk through rehearsal
  - F. A few days ahead call location facility person to be sure it is open and still available.
  - G. On the day of the Eagle Court of Honor
    1. Arrive early for set up
    2. Check out microphones and amplification system
    3. Keep list of all involved for "Thank you" notes

- IV. The Ceremony
  - A. Before the Ceremony
    - 1. Displays
      - a. Photos
      - b. Eagle Project
      - c. Awards
      - d. Cub uniform
    - 2. Programs printed and ready for distribution
  - B. Opening
    - 1. Formal opening by someone significant (Emcee or Scoutmaster)
    - 2. Invocation
    - 3. Introductions of
      - a. Dignitaries
      - b. Family
      - c. Scout Leaders
      - d. Others of Significance
      - e. Eagle's Nest
    - 4. Scouts Personal History
      - a. Cub Experience
      - b. Scout Experience
      - c. Relate funny stories
    - 5. Brief History of the Eagle Rank
      - a. Of 100 Scouts
      - b. Scout Law Candle Ceremony
      - c. Scout Oath Candle Ceremony
      - d. The Four Winds
      - e. Eagle Mountain
    - 6. Presentations
      - a. Pronouncement from Mayor
      - b. Speeches from dignitaries
      - c. Congratulatory letters from dignitaries
    - 7. Eagle Segment
      - a. Eagle Charge
      - b. Eagle Scout Promise
      - c. **Present the Eagle Rank**
      - d. Eagle Neckerchief
      - e. NESAs
      - f. American Flag flown over US Capitol
    - 8. Parents of Eagle Speech
      - a. Presentation from Eagle to Parents
    - 9. Eagle Minute
    - 10. Closing
      - a. Benediction
      - b. Scoutmaster minute
      - c. Official Closing
    - 11. Reception

- V. Things to Think About
  - A. Plaque Engraving
  - B. Order US Flag from Congress Person
  - C. Assignments
    - 1. Congratulations Letter Coordinator
    - 2. Physical Arrangements Coordinator
    - 3. Janitor of Facility
    - 4. Printing of Invitations
    - 5. Refreshments Coordinator
    - 6. Decorations Coordinator
    - 7. Media Release
    - 8. Equipment Quartermaster
    - 9. Awards
    - 10. Set Up and Clean Up Crews

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408-499-4046 (Cell)  
408-241-1547 (Fax)

# **Cub Scout Field Trips**

## Overnight spots:

### USS Hornet

<http://www.uss-hornet.org/groups/overnightscouts/>

### **Youth Overnight Reservations**

Phone: (510) 521-8448 ext. 280

Email: [LiveAboard@uss-hornet.org](mailto:LiveAboard@uss-hornet.org)

707 W Hornet Ave, Pier 3  
Alameda, CA 94501

### USS Pompanito

<http://www.maritime.org/pamphome.htm>

Maritime Park Association

P.O. Box 470310

San Francisco, CA 94147-0310

Tel: 415-561-6662

Fax: 415-561-6660

Education Programs: 415-561-6662 ext. 30

Maritime Store at Hyde Street Pier: 415-775-2665

USS *Pampanito*: 415-775-1943

### Monterey Bay Aquarium

[http://www.montereybayaquarium.org/efc/efc\\_programs/adventures\\_sleepovers.asp](http://www.montereybayaquarium.org/efc/efc_programs/adventures_sleepovers.asp)

886 Cannery Row

Monterey, California 93940

(866) 963-9645

### Chabot Space and Science Center

<http://www.chabotspace.org/visit/programs/youth.asp>

510-336-7311

10000 Skyline Blvd.

Oakland, CA 94619

### Happy Hollow Park and Zoo

<http://www.hhpz.org/hh-info/visitors.php>

1300 Senter Rd

San Jose, CA 95112

(408) 277-3000

\*\* Currently closed – reopen in fall 2009 \*\*

### Alcatraz

<http://www.nps.gov/goga/planyourvisit/alcatraz-island-overnight-program.htm>

Very pricy - \$1500.00 for up to 35 people. Must be at least 9

## Camping spots:

### Cheseborough

<http://www.scccbsa.org/html/about/csr.html>

26005 Highway 9  
Boulder Creek, CA 95006  
408-280-5088

### Boulder Creek Scout Reservation

<http://www.doubleknot.com/openrosters/ViewOrgPageLink.asp?LinkKey=7167>

250 Scout Ranch Rd  
Boulder Creek, CA 95006  
(831) 338-3636

### Pinnacles

<http://www.nps.gov/pinn/>

home

<http://www.recreation.gov/>

camping reservations  
5000 Highway 146  
Paicines, CA 95043-9762  
(831) 389-4485

### Cutter Camp

<http://www.doubleknot.com/openrosters/ViewOrgPageLink.asp?LinkKey=7166>

(650) 341-5633  
2500 China Grade Rd.  
Boulder Creek, CA, 95006

### State and County parks

[http://www.parkhere.org/portal/site/parks/parkschp?path=%2Fv7%2FParks%20and%20Recreation%2C%20Department%20of%20%28DEP%29%2Fmain\\_menu%2FHike%20Here](http://www.parkhere.org/portal/site/parks/parkschp?path=%2Fv7%2FParks%20and%20Recreation%2C%20Department%20of%20%28DEP%29%2Fmain_menu%2FHike%20Here)

### Private Campgrounds

### Museums:

#### The Tech

<http://www.thetech.org/>

201 South Market Street  
San Jose, CA 95113-2008  
(408) 294-8324

#### Children's Discovery

<http://www.cdm.org/index.asp?f=1>

180 Woz Way  
San Jose, CA 95110  
(408) 298-5437

#### Rosicrucian Museum

<http://www.egyptianmuseum.org/>

1664 Park Ave  
San Jose, CA 95191  
(408) 947-3636

### Cupertino History

<http://www.cupertino.org/>

10185 N Stelling Rd  
Cupertino, CA 95014  
(408) 973-1495

### Hiller Aviation Museum

<http://www.hiller.org/>

601 Skyway  
San Carlos, CA 94070  
(650) 654-0200

### Academy of Sciences

<http://www.calacademy.org/>

55 Music Concourse Dr  
Golden Gate Park  
San Francisco, CA 94118  
(415) 379-8000

### Asian Art Museum

<http://www.asianart.org/>

200 Larkin St  
San Francisco, CA 94102  
(415) 581-3600

### Monterey Bay Aquarium

<http://www.montereybayaquarium.org>

886 Cannery Row  
Monterey, California 93940  
(866) 963-9645

## History parks

### Ardenwood farms

<http://www.ebparks.org/parks/ardenwood>

34600 Ardenwood Blvd.  
Fremont, CA 94555  
888-EBPARKS (888-327-2757), option 3, extension 4504

### Wilder Ranch Park

[http://www.parks.ca.gov/?page\\_id=549](http://www.parks.ca.gov/?page_id=549)

(831) 426-0505

#### **Location - Directions**

The park is north of Santa Cruz, immediately west of Highway One, just a mile or so past the Western Drive stoplight.

### History Park in San Jose

[http://www.historysanjose.org/visiting\\_hsj/history\\_park/](http://www.historysanjose.org/visiting_hsj/history_park/)

1650 Senter Road  
San José, CA 95112  
(408) 918-1040



### Almaden Quicksilver - Museum

<http://www.geocities.com/almadenqs/newalmmus.html>

Almaden Road  
New Almaden, CA 95042  
(408) 323-1107

### Roaring Camps

<http://www.roaringcamp.com/>

Graham Hill Road  
Felton, CA 95018  
(831)335-4484

### Niles Canyon Railway

<http://www.ncry.org/>

37001 Mission Blvd  
Fremont, CA 94536  
(925) 862-9063

### Santa Clara train station (model railroad)

[http://en.wikipedia.org/wiki/Santa\\_Clara\\_\(ACE\\_station\)](http://en.wikipedia.org/wiki/Santa_Clara_(ACE_station))

1001 Railroad Ave.,  
Santa Clara, CA 95050

### Maritime museum and ships in SF

<http://www.nps.gov/safr/index.htm>

Lower Fort Mason, Bldg. E  
San Francisco, CA 94123  
(415) 447-5000

### Winchester Mystery House

<http://www.winchestermysteryhouse.com/>

525 South Winchester Blvd.  
San Jose Ca. 95128  
(408) 247-2101

### Nature:

#### Don Edwards

<http://www.fws.gov/desfbay/>

Environmental Education Center in Alviso:

Phone: 408-262-5513

Directions: From I-880 or Highway 101, exit on Highway 237 toward Alviso. Turn north onto Zanker Road. Continue on Zanker Road to the Environmental Education Center entrance road (a sharp right turn at Grand Blvd.) The distance from 237 to the entrance road is 2.1 miles

#### Coyote Point Recreation Area and Museum

[http://www.co.sanmateo.ca.us/smc/department/home/0,,5556687\\_12305989\\_12313345,00.html](http://www.co.sanmateo.ca.us/smc/department/home/0,,5556687_12305989_12313345,00.html)

1961 Coyote Point Drive  
San Mateo, 94401  
(650)573-2592

#### Moaning Caverns

<http://www.caverntours.com/MoCavRt.htm>

5350 Moaning Cave Road

Vallecito, CA 95251

866-762-2837

\*\* Links to other caverns \*\*

## Hiking:

### Almaden Quicksilver County Park

<http://www.geocities.com/almadenqs/>

Almaden Road

New Almaden, CA 95042

(408) 323-1107

### Steven's creek reservoir

[http://www.parkhere.org/portal/site/parks/parkschp?path=%2Fv7%2FParks%20and%20Recreation%2C%20Department%20of%20%28DEP%29%2Fmain\\_menu%2FHike%20Here](http://www.parkhere.org/portal/site/parks/parkschp?path=%2Fv7%2FParks%20and%20Recreation%2C%20Department%20of%20%28DEP%29%2Fmain_menu%2FHike%20Here)

Steven's Canyon Road

Cupertino, CA

### Pinacles

<http://www.nps.gov/pinn/>

5000 Highway 146

Paicines, CA 95043-9762

(831) 389-4485

### San born Skyline park

[http://www.parkhere.org/portal/site/parks/parkschp?path=%2Fv7%2FParks%20and%20Recreation%2C%20Department%20of%20%28DEP%29%2Fmain\\_menu%2FHike%20Here](http://www.parkhere.org/portal/site/parks/parkschp?path=%2Fv7%2FParks%20and%20Recreation%2C%20Department%20of%20%28DEP%29%2Fmain_menu%2FHike%20Here)

## Just for Fun:

Mystery Spot

Raging Waters

Great America

Santa Cruz Beach/Boardwalk

## Sporting:

San Jose Giants

San Jose Sabercats

Stanford Football/Basketball

San Jose State Football/Basketball

San Jose Sharks

San Francisco Giants

SF 49ers

Oakland As

Oakland Raiders

# One-Man Folding Kayak

## Construction & Assembly Instructions



Boy Scout Troop 390  
San Jose, CA

# General Information

These plans have been developed from a variety of sources that all trace back to plans drawn up in 1968 by Jess Rathburn, Coordinator of Industrial Arts, San Francisco School District. These plans have been edited and modified December, 2005 by Dan Brady and Wayne Fields to make a stronger and more durable kayak designed to hold up to the rigors of a 50 mile or more trip.

These plans make a kayak weighing less than 40 pounds and will carry a full sized man. The cost of materials will vary between \$100 and \$150. This design is for a 10 foot model. All the materials listed here are purchased bulk by the troop.

Description of materials used:

Plywood - Use AC-Exterior (good one side). Marine plywood is too expensive and the only difference is it has no voids.

Mahogany - Provides a more durable and water resistant material in areas that will get a lot of wear.

Canvas - Canvas is sold according to two methods of specification. One is to list the ounces per yard. Canvas from 10 to 18 ounces per yard has been used satisfactorily.

Duck canvas is given a number (the smaller the number the heavier the canvas). A number 10 can be used for a lower cost. However, number 4 will provide maximum durability and life. Canvas is most easily cut by laying it on a board and cutting it with a razor blade.

Don't buy treated canvas unless you first test to make certain your cement will stick to it.

Contact cement - 3M Fastbond Contact Adhesive 30-NF in 5 gallon container.

Paint - This is purchased individually by the builder. Any water based paint or varnish can be used. Be sure to give the boat one coat of primer before applying paint. The paint on the canvas should be flexible. Exterior latex works well. Some paint solvents will dissolve contact cement through penetration of the canvas.

# List of Materials

(All measurements are in inches)

## Wood

Item	Quantity	Size	Material
Body panels	4	1/4 x 11 7/8 x 120	AC-Exterior
Floor board	1	1/4 x 11 x 48	AC-Exterior
Back rest	1	1/4 x 11 x 14	AC-Exterior
Paddle blades	2	3/8 x 8 x 15	AC-Exterior
Spreader boards	2	3/4 x 11 x 24	AC-Exterior
Paddle bar	1	1 5/16 x 72	Fir clothes rod
Inside floor strips	2	5/16 x 3/4 x 48	Mahogany
Bottom runners	2	5/16 x 3/4 x 117	Mahogany
Inside cockpit strips	2	5/16 x 3/4 x 48	Mahogany
Outside cockpit strips	2	3/4 x 3/4 x 48	Mahogany
Seat reinforcing strip	1	3/8 x 2 x 11	AC-Exterior

## Canvas

Item	Quantity	Size	Material
Side strips	2	2 1/2 x 96	#4 Duck Canvas
End strips	2	2 1/2 x 46	#4 Duck Canvas
Center strip	1	10 x 198	#4 Duck Canvas
Tow strips	4	2 1/2 x 15	#4 Duck Canvas

## Hardware

Item	Quantity	Size	Used on
Brass flat head machine screws	6	10/32 x 1 1/4	cockpit edging
	4	10/32 x 1 1/4	paddles
	6	10/32 x 3/4	floor strips
	4	10/32 x 3/4	bottom runner ends
	4	10/32 x 1/2	seat hinges
	4	10/32 x 3/4	seat hinges
Brass nuts	4	10/32	bottom runner ends
	4	10/32	seat hinges
Tee nuts	20	10/32	floor strips, cockpit, seat hinges and paddle
Brass gromets	4	#2 - 3/8 hole	tow strips
Brass hinges	2	3/4 x 2	back rest / floor board

## Miscellaneous

Nylon tow rope - 2 pieces 1/4 x 36

Disposable container for applying glue

Carabeeners

Newspapers for placing under canvas while glueing

Parachute cord - 2 pieces - 1' each for cockpit gear loops

Paint brushes - 1" cheap brush (for applying glue)

Silicone caulk or waterproof wood glue (Titebond 3) to seal screw holes in bottom of boat

Contact cement - 2 to 3 quarts (we use Grip)

## List of tools needed

Razor edged knife for cutting canvas

Cutting board for backing canvas while cutting it

Spring clamps (4) or other variety of your choosing

Marking pen or pencil

Power jig saw with plywood blade for cutting curved edges

Belt sander with 60 or 80 grit sandpaper for smoothing and rounding curves

Finish sander with 150 grit sandpaper

Wood rasp for rounding edges

Hammer or rubber mallet and wood block for insuring full contact of glue joints

Saw horses to hold kayak at a good working level

Hand punch gromet set (#2)

Power drill and if available a drill press

Table saw for ripping and rough cuts

Counter sink

Straight edge

Tape measure

Safety goggles

Extension cords

## Purchase Materials and Rough Cutting

Prior to the first session all of the wood, canvas, hardware and miscellaneous items need to be purchased.

4' x 10' x 1/4" boards need to be ripped to 1' x 10' to make the 4 body panels and cut 11 x 48 pieces for the floor boards and 11" x 14" pieces for the back rests.

(see figures A & B)

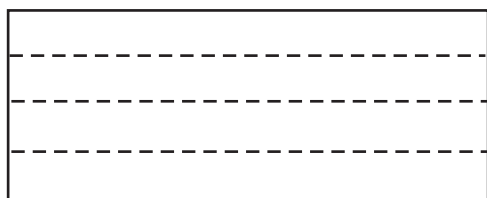


Figure A

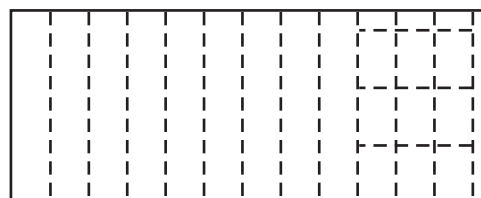


Figure B

4' x 8' x 3/8" board needs to be cut to 8" x 15" pieces for paddle blades and cut to 2" x 11" for the seat reinforcing strips.  
 (see figure C)

4' x 8' x 3/4" board needs to be cut to 11" x 24" pieces for the spreaders.  
 (see figure D)

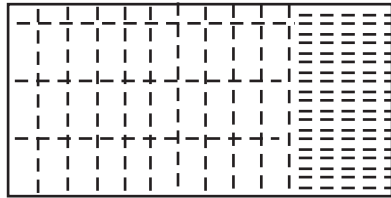


Figure C

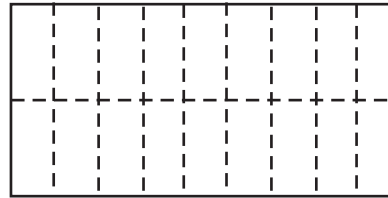


Figure D

The mahogany needs to be ripped to 3/4" x 1 1/2" strips (we use 2" x 8" x 10' deck boards which makes using the mahogany economical) and then ripped into 5/16" strips for the floor strips and inside cockpit strips, and 3/4" strips for the outside cockpit strips.  
 (See figures E & F) These strips are then cut to the various lengths needed.

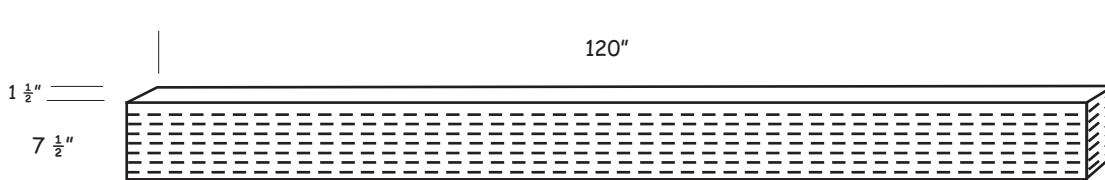


Figure E

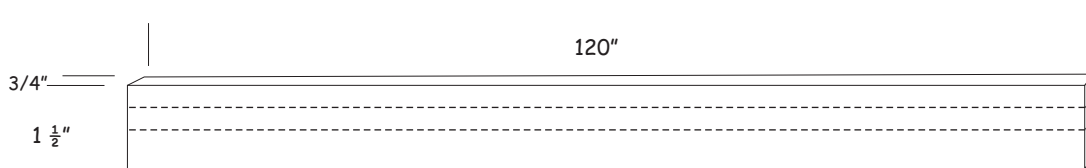


Figure F

A notch 3/8" wide and 6" deep is cut parallel into the ends of the paddle bar. You can use the jig saw or use a 3/8" dado blade in the table saw.  
 (See figure G)



Figure G

We precut the canvas to size at this time to expedite the work for session one.

# Session One

Using two clamps, clamp together 2 body panels to make the left side of the boat. Using a jig saw and the bow/stern template cut the curves for the bow and stern at each end of the boards (see figure H) making sure the good sides are out. Repeat the above with 2 body panels for the right side of the boat (see figure H). Start the curves  $1\frac{1}{2}$ " from the center edge of the panel. This leaves the front and rear square to reduce wrinkling of the center strip of canvas. Round the edges with the belt sander or rasp.

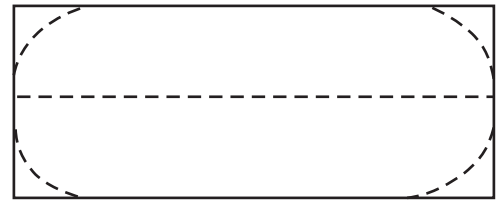


Figure H

Take the 2 top body panels, put them together with the insides against each other. Clamp the cockpit template centered along the long edge and cut out the cockpit (see figure I). Sand the edges smooth with the belt sander.



Figure I

Make 2 spreader boards per boat using a jig saw and cutting to the dimensions in figure J. We have a template that we place on the spreader board rough cut pieces to draw the cut lines. Drill a hole next to the inside line to get the inside started. Using a router and a  $\frac{1}{4}$ " or  $\frac{1}{2}$ " round over bit route all the inside and outside edges on both sides of the spreader.

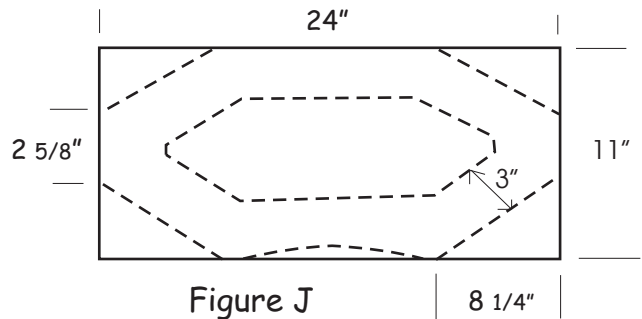


Figure J

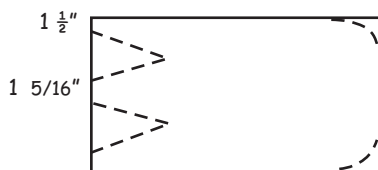


Figure K

Clamp two paddle blade rough cut pieces together. Then, with a jig saw, cut out pieces similar to figure K. We have a paddle blade template that we use to draw the cut lines. Sand the edges and curves. With the water proof glue or wood putty fill any holes along the edges of the plywood.

Using the  $\frac{3}{4}$ " strips of mahogany made in the rough cut session, cut the floor and cockpit strips to the depth and length specified in the wood list of materials.

This completes session one. Each boy should take home the following:

2 top body panels, 2 bottom body panels, 1 paddle handle, 2 paddle blades, 1 floor board, 1 back rest, 2 spreader boards, 2 inside floor strips, 2 outside floor strips, 2 inside cockpit strips, 2 outside cockpit strips, and 1 seat reinforcing strip



## Homework between session one & two

All of the wood pieces need to be sanded with a finish sander with 150 grit sandpaper.

Apply one coat of primer and 2 coats of paint to the insides of the four body panels. Do not paint in the green areas because they need to be glued (contact cement does not stick to the paint). See the green/shaded areas in figure L. Do not paint the outside yet.

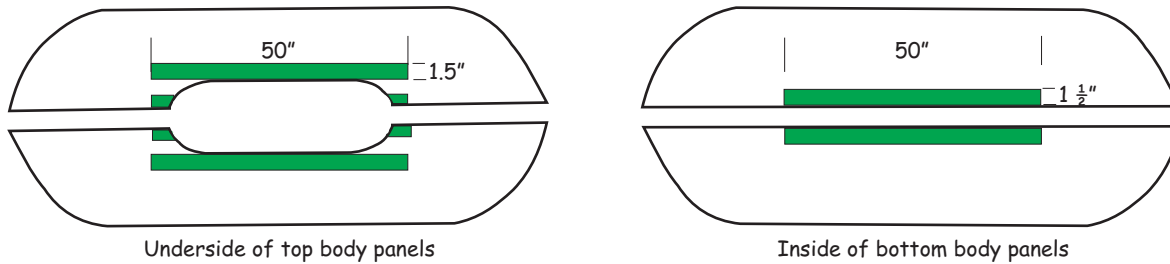


Figure L

Make 2 spacer jigs per boat. (See figure M)

To make the spacer block, cut 2 pieces of 3/4" plywood to 2" x 12" and cut 1 piece of 3/8" plywood 3 1/2" x 3 1/2". Center the 3 1/2" piece between the 2 longer pieces, drill a 5/16" hole through the center of all 3 pieces and connect with a 1/4" bolt and wing nut. The jigs can be shared between 2 or 3 boats since you are working in teams of three.

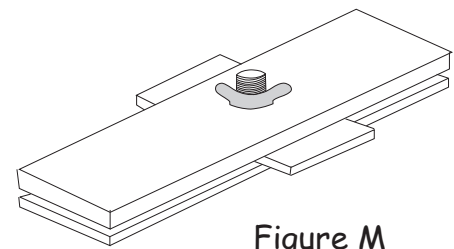


Figure M

## Session Two

Clamp the four body panels together with the spacer jigs you just made. Painted surfaces are on the inside facing each other, with the curves matched.

Place on 2 sawhorses.

See figure N.

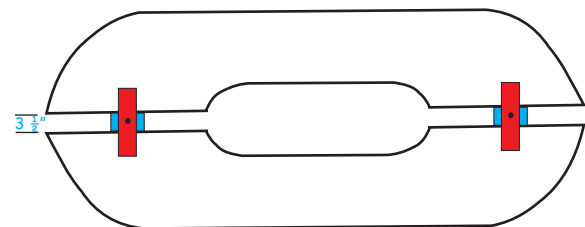


Figure N

Draw a line around the entire boat, 1" in from the edge, on the top and bottom of the boat (see figure O). This marks the area you will be glueing on the boat. Apply the first coat of glue to the top panels, then turn them over and glue the bottom panels.

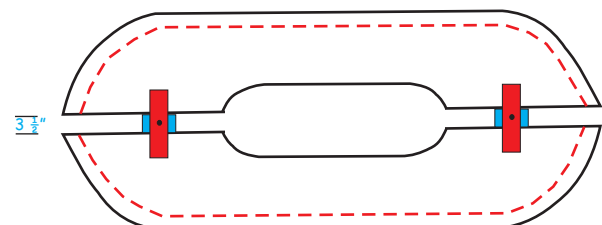


Figure O

While waiting for the glue on the panels to dry, lay out a row of newspapers or plastic tarp about 17' long for glueing the canvas. Lay out the two end strips, the two side strips and the center strip. Apply the first coat of glue to the end and side strips. After the first coat of glue has dried, apply a second coat to the top and bottom body panels, and then to the end and side strips of canvas. The seat assembly, paddle assembly and tow strips can be worked on during drying times.

While the second coat of glue is drying, mark the areas to be glued on the center strip as per the layout in figure P. Mark the center of the center strip (this is important). Then apply the first coat of glue to the blue (shaded) area of the center strip.

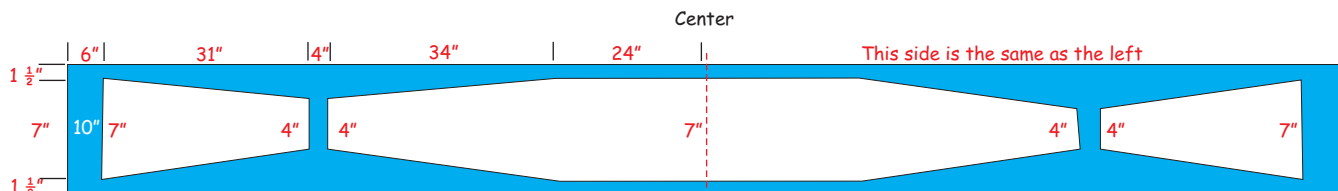


Figure P

When the second coat of glue is dry on the panels and the side and end canvas strips, you are ready to start the assembly of your kayak.

Work in groups of three for this part of the assembly. Start with the side strips. Two workers stretch the side strips and hold over the 1" glue area while the third worker presses the strip down on the kayak, being careful to keep the strip even and without wrinkles. Next press the canvas to the edge of the kayak, then turn the kayak over and press the canvas down on the bottom side. Repeat this for the other side of the kayak. With a block of wood and hammer or mallet tap down the canvas to help make a better glue seal. Now apply a coat of glue to the ends of each side strip at least 4" long (this is where the overlap of the end strips will be glued).

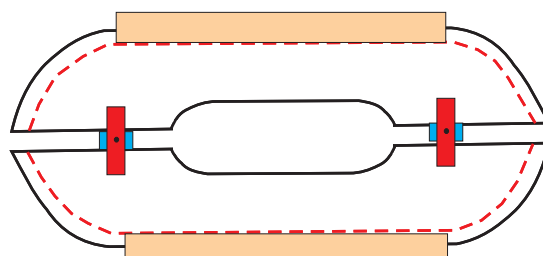


Figure Q

When the glue is dry, apply the end strips, taking care that they are even and wrinkle free. See figure R. The ends should overlap the side strip end by 3" to 4". This area is the most likely to wrinkle. If you start on one end and slowly work your way around the curve you can press out the wrinkles. Then tap the canvas all the way around the perimeter.

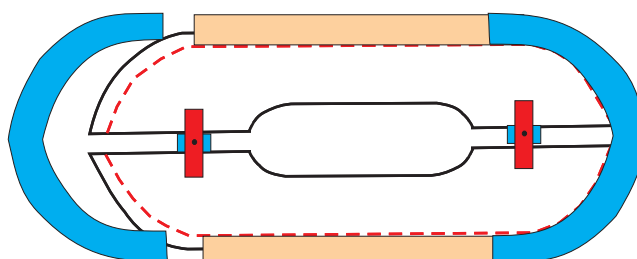


Figure R

Remove the spacer jigs. Use a pencil to mark the glue areas on the top and bottom body panels per the drawing in figure S. Be sure to mark the center line on the bottom body panels. Now apply the first coat of glue to the yellow (shaded) areas. Also glue about 2" on the underside of the top body panels at the corners of the cockpit area. When the first coat is dry, apply a second coat to the top and bottom body panels as well as to the center canvas strip.

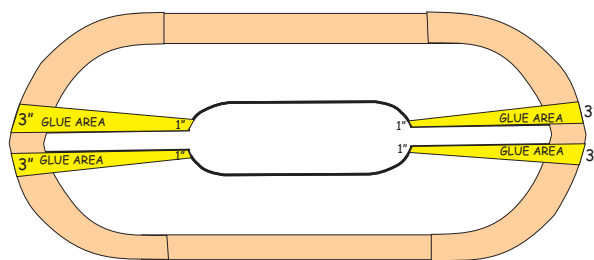


Figure S

While the glue is drying, put the spreader boards in to open the body panels to their normal position, then turn the kayak upside down on the sawhorses. Again using three workers, have two workers hold the center strip above the kayak, while the third worker carefully presses the center of the canvas (previously marked) to the center of the kayak bottom (previously marked). Working carefully from the center to each end, the third worker needs to make sure the canvas is centered equally on each side and is wrinkle free.

Taper the ends of the 117" bottom runners with a belt sander. Apply 2 coats of glue (wait for the first coat to dry before the second) to the 3/4" side of the bottom runners, and to a matching area on the canvas center strip. The runner goes on top of the canvas and flush with the inside edge of the body panels. See figure T.

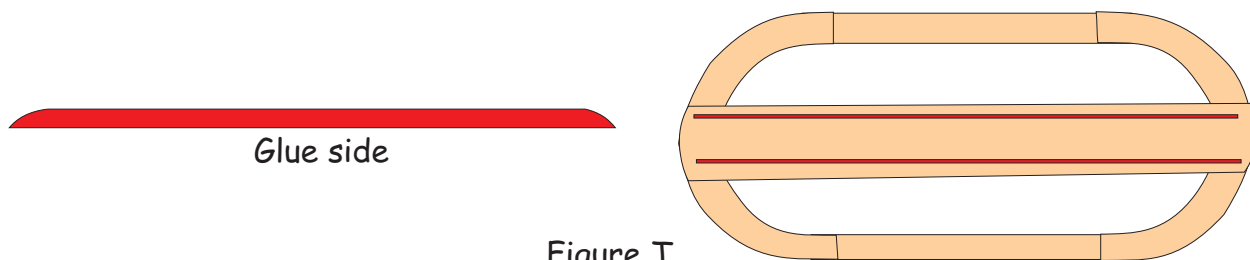


Figure T

When the glue is ready, take out the spreaders and apply the bottom runners. The runner ends should be 1 1/2" from the ends of the kayak. Put the spreaders back in and drill 2 holes, using a 13/64" drill bit, 2" from the ends of the runners. Drill all the way through the runner and the body panel (be carefull not to drill into the top body panel). Counter sink the outside of the holes. Put a dab of silicone adhesive in each hole, then fasten with 10/32 brass screws and brass nuts. Turn the kayak over. Continue to press the canvas to the top body panels. Use a block to set the joints and rub out any wrinkles.

Before turning the edges of the center strip onto the inside of the cockpit area, apply the second coat of glue to the inside corners of the cockpit area. When the glue is dry turn the remaining portion of the center strip to the inside of the body panels.

The spreader boards can now be removed and the joints lightly pounded with a rubber mallet.

Put the spreaders back in the kayak. Taper the ends of the cockpit strips and the inside floor strips the same as the bottom runners. Mark the center of the inside floor strips and the center of the inside bottom of the kayak. Trace the area to be glued on the kayak using the strips as a guide. Apply 2 coats of glue to the bottoms of the strips and the matching areas of the kayak. When dry, match up the center marks on the kayak and the inside floor strips and press down along the edges of the body panels. Drill holes, using a 3/16" drill bit, 2" from each end and one in the middle of the inside floor strip. The holes need to go all the way through the inside runners, the body panels and the bottom runners. Widen the holes on the inside of the kayak to 1/4" and to a depth of 3/8" to accommodate the t-nuts. Countersink the outside of the holes, then put a small dab of silicone adhesive in each hole from the outside. Put t-nuts on the inside and secure with 10/32 x 3/4" brass screws.

Now place the outside cockpit strip against the edge of the body panel centered to the cockpit, then place the inside cockpit strip on the inside of the body panels directly under the outside cockpit strip. See figure U. Clamp the strips and drill 3/16" holes 2" from each end and one in the middle. The holes need to go through the top cockpit strip, the body panel and the inside cockpit strip. Widen the hole on the inside to 1/4" and 3/8" deep. Countersink the outside of the holes, put a dab of silicone adhesive in each hole and secure with 10/32 x 1 1/4" brass screws and t-nuts on the inside.

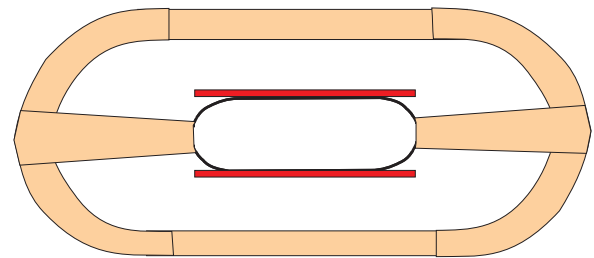


Figure U

## Tow Strips

Mark a 2 1/2" x 5 1/2" area adjacent to each side of the center strip on both ends of the kayak (see figure V). Apply 2 coats of glue to one side of the 4 tow strips and the glue areas (red / shaded) on both sides of the kayak.

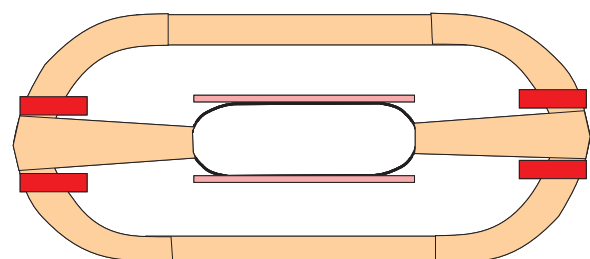


Figure V

When the glue is dry apply the canvas tow strips to the kayak  $5 \frac{1}{2}$ " in from the ends and press the excess together (see figure W). With a #2 grommet punch set, punch 1 hole in each tow strip 1" from the end and press a grommet in each hole.

Lace the  $\frac{1}{4}$ " x 36" nylon tow rope through both holes on each end of the kayak and tie together with a fisherman's knot.

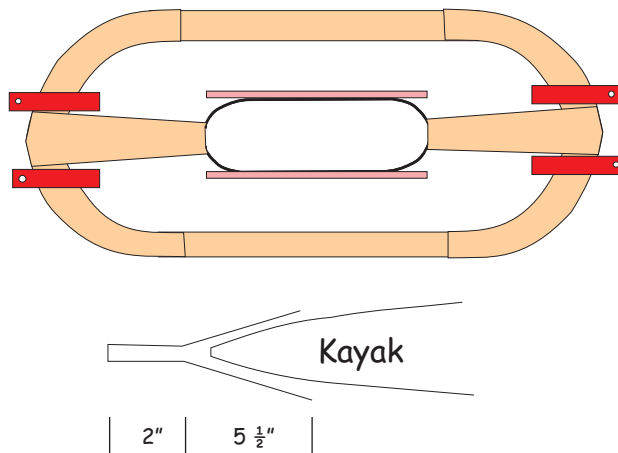


Figure W

## Seat assembly

Glue the seat reinforcing strip to the floor board 1" to 3" from one end (depending on the angle desired for the back rest). Place 1 side of 2 hinges on the reinforcing strip, mark the 2 outside holes on each hinge and drill 4 -  $\frac{3}{16}$ " holes. On the bottom side of the floor board widen the holes to  $\frac{1}{4}$ " for the t-nuts. Secure with 3 -  $\frac{3}{4}$ " brass flat head screws. Place the back rest against the reinforcing strip and mark the 4 outside holes on the hinges. Drill  $\frac{3}{16}$ " holes and fasten with 4 -  $\frac{1}{2}$ " brass screws and brass nuts.

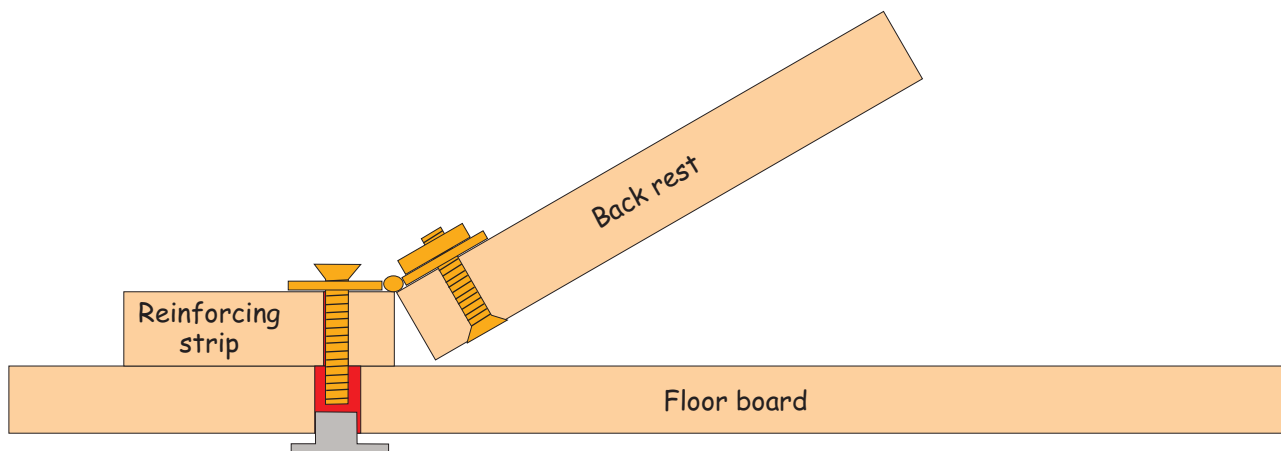


Figure X

## Paddle assembly

Put woodglue in the slot on one end of the paddle handle and slide the paddle blade into the slot (see figure Y).

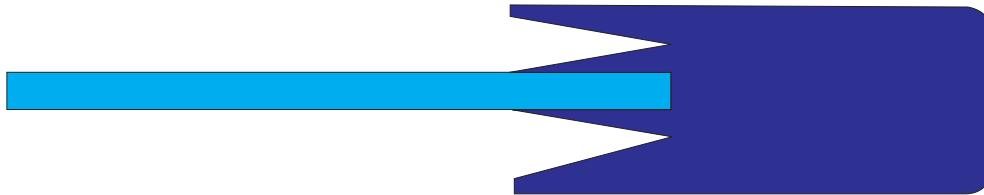


Figure Y

Drill 2 - 3/16" holes all the way through the handle and blade. On one side drill the holes 1/4" wider for the t-nut, and to a depth of 3/8". Counter sink the other side of the holes. Fasten the blade and handle together with 2 - 1 1/4" brass flat head screws. The screws can be more permanently secured with some loctite. Repeat the above on the other side of the paddle.



Figure Z

## Painting

The outside of the kayak and the paddle should be primed and then painted with at least 2 coats of flexible paint. Exterior latex is a good choice. The painting needs to be finished at least 1 week prior to using the kayak. After the paint is dry, place the kayak upright on two sawhorses and pour 1 qt. Of Thompson's Water Seal inside the kayak. Slosh the sealer around, turning the kayak over in order to coat the underside of the hull top and canvas side strips. Coat all inside surfaces, then invert the kayak and pour the sealer out (disposing of it properly). Make sure all the sealer is out, as the sealer is a solvent that could affect the contact cement. Sponge spreader boards and let dry for at least one day before floating.

# Where to go Kayaking

## Flat water

- Lexington Reservoir - Miller Picnic Area
- Los Gatos Creek Percolation Ponds
- Coyote Reservoir
- Del Valle Reservoir
- Vasona Lake

## One day river trips

- American River - east of Sacramento  
take Sunrise Ave. North off US 50
- Stanislaus River - Knights Ferry beyond Oakdale  
take Orange Blossom off CA 120
- Kings River - east of Fresno
- Russian River - several sections between  
Cloverdale and Jenner

## Multiple day trips

- Sacramento River - Redding or Red Bluff to  
Colusa - 100 to 120 miles
- Russian River - Cloverdale to Jenner - 74 miles
- Lake Tahoe - Arch Rock, NV - Clockwise to Sand Harbor, NV - 64 miles

# What to bring

## Boat equipment checklist

- Kayak
- Spreaders (2)
- Seat
- Seat Cushion
- Paddle
- Throw Rope
- Tarp to lay out equipment

## Stuff for in the kayak

PFD

2 liters of water

Waterproof bag

Sunscreen

Lip Balm

Wide brim hat

Long sleeve shirt

Swimsuit

First aid kit

Lunch and/or snack

Sunglasses

Strap to secure sunglasses

Footwear (boat shoes or sandals with a rear strap)

Bailer (or water canon)

Whistle

## Where to get materials

### Lumber

Pinecone Lumber - Sunnyvale 408-736-5491

Economy Lumber - Campbell 408-378-5231

Southern Lumber - San Jose 408-297-9663

Aura Hardwood Lumber Inc. - San Jose 408-275-1990

Minton's Lumber - Mt. View 650-968-9201

### Hardware and cordage

OSH

### Canvas

City Canvas - San Jose 408-287-2688

Bay Area Canvas - Santa Clara 408-727-1242

### Adhesive

R.S. Hughes - Sunnyvale 408-739-3211



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# Hiking Half Dome

Rick Deutsch

[www.HikeHalfDome.com](http://www.HikeHalfDome.com)



# The Goal



[www.HikeHalfDome.com](http://www.HikeHalfDome.com)

# The Cables



- **1" Steel**
- **425' Vertical**
- **900' Run**
- **Up May-Oct**

# The Essentials

- ✓ **Water Treatment**
- ✓ **Boots**
- ✓ **Hiking Poles**
- ✓ **Gloves**

# Half Dome Chronology

- **1851- First Whites see valley**
- **1870 - Josiah Whitney:**  
*“never will be trodden by human foot.”*
- **1875 - First ascent - George Anderson**
- **1919 - Dual cables installed**
- **1957 - Royal Robbins - 1<sup>st</sup> up the face**
- **2008 - Ryan Ghelfi runs RT in 2 ½ hrs**
- **Today - 50,000 hike it**



# Vernal Fall – 317 ft





# Nevada Fall – 594 ft



# Little Yosemite Valley



# The Little Spring



# Yikes



**Be here by 11 am  
or else**



# Up we go!





# The Top





# The View



# The Visor

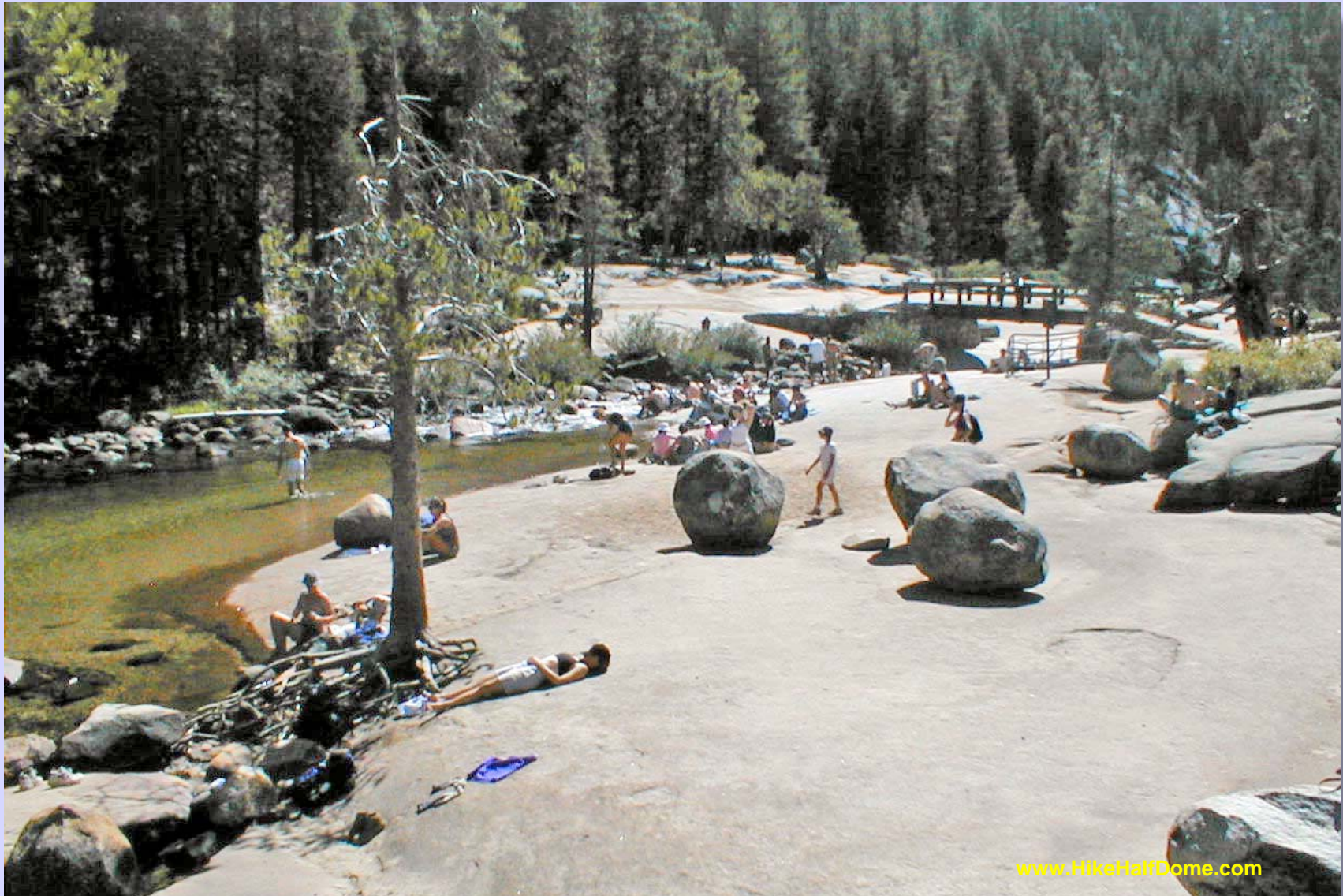


[www.HikeHalfDome.com](http://www.HikeHalfDome.com)

# Down



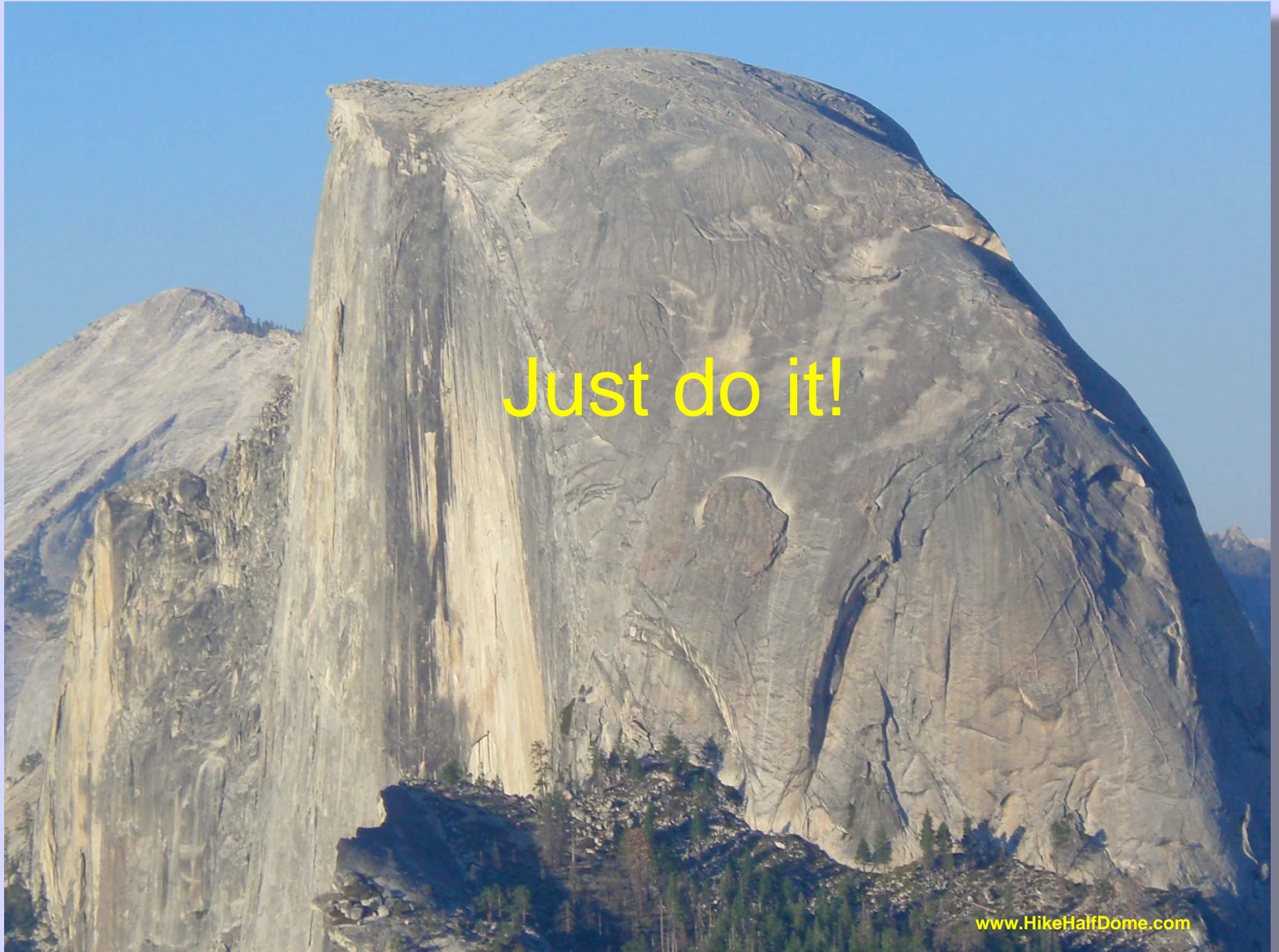
# Kick Back at Nevada Fall





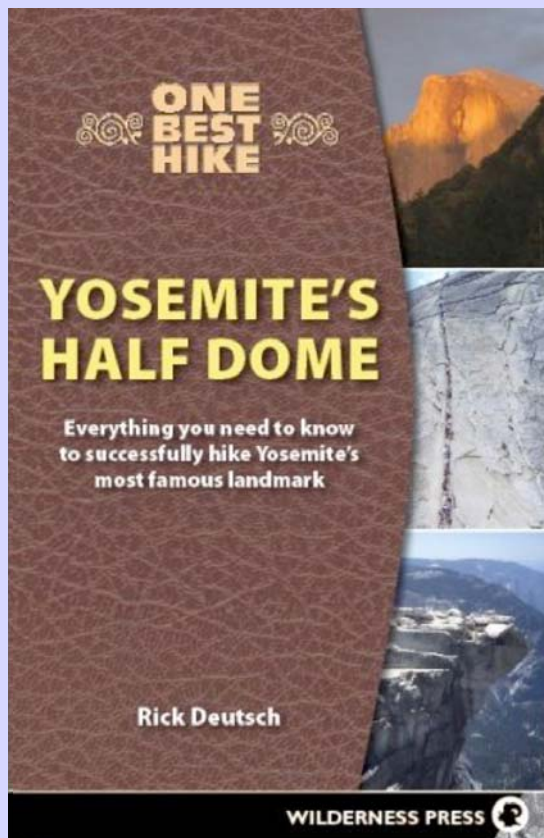
# Endless Switchbacks





Just do it!

# In-Depth Info



- ✓ **Only** Half Dome Guide
- ✓ History, Geology, Preparation
- ✓ 60 Pictures
- ✓ Checklist
- ✓ 16 Points of Interest

[www.HikeHalfDome.com](http://www.HikeHalfDome.com)



# "Lighter" Weight Backpacking

John Lucas

[Jlucas73@yahoo.com](mailto:Jlucas73@yahoo.com)

408-446-3396

Goal - Be Aware of weight and make "Conscious" decisions

Our objective is to lighten your pack (and hopefully not only your wallet!)

Difference between Ultralight and Lightweight

Ultralight generally involves making significant cuts in safety margins.

Minimalist to the extreme.

Lightweight is more about keeping reasonable margins, using lightweight or alternate equipment, multi-use.

Why not Ultralight? "Be Prepared" - Every Trip is different, your needs may vary

Focus on the big and heavy items first:

- Sleeping bag
  - Temp rating
  - Costs vs. weight
- Mattress pad
  - Old vs. Young bones
  - Weight/size vs. comfort
- Tent and Ground cloth
  - Stakes
  - Weight, cost, durability
  - Plastic sheeting instead of ground cloth? Or just "naked" tent bottom?
- Cooking gear & cleaning supplies, both personal and crew
- Stove and Fuel
  - How long is your trip?
  - Altitude (higher equals more fuel burned)
  - Expected Temperatures
  - Can you resupply fuel? (You can at Philmont!)
  - Your Morning Coffee???
  - Measure your usage on a shakedown trip

## Think about multi-use items

- Rain Gear
  - Can double as your outer windproof layer
  - Worn over an insulating layer can really increase the warmth factor!
  - Where you can get to it
  - Jacket/Pants vs. Poncho
    - Think about Zippers (less windproof and heavier!)
  - Pack Cover
- Warm clothes - multifunction items
  - Insulating layers - weight and compaction
- First Aid kit
  - Make it trip specific
  - Duct Tape Pro

## Water purification options

- Filter
- Bleach
- Tablets
- MiOx
- SteriPen
- Iodine

## Bear Bag / Bear Canister

- Bear and/or "mini" bear issues

## Flashlights

## Food

- Lightweight recipes, trail snacks
- Calculate caloric requirements and don't pack much extra
  - Less at start of trip, more towards end
  - Season is HUGE factor
- Calorie Density?

## Hiking boots

- Be aware of weight and support

## Camp Shoes?

## Water - how much to carry?

- Trail
- Cooking
- Cleaning
- What about "dry" camps?
- Collapsible containers?

## Ziplock bags

### "One per Crew"

- Knives
- Compass
- Toothpaste
- Sunscreen (think about allergies)

## Garbage bags - the many uses

- Compacting your trash

## Potty supplies

- Trowel/spade
- TP
- Chaffing
  - Wetwipes
  - Glide

## "Extra" Gear

- Hiking poles
- Camera
- Stools
- Party lights
- Cards
- Binoculars
- Journal
- Toys/Frisbees
- Lantern
- Fishing gear
- Prayer books/booklets
- Rain fly
- Umbrella
- Axe
- Saw
- Scout handbook

## Backpack - last thing to go if "ultralight"

- Internal vs External frame
- Frameless

## Maps

- Cut margins
- Custom printouts from TOPO program
- Waterproof paper with no Ziplock?

## First Aid Kit

- Think about common injuries - blisters, skinned knees/elbows, minor cuts, minor burns, sunburn, splinters, bee stings, poison oak
- Altitude sickness
- Dehydration
- Fever
- Diarrhea
- Heat exhaustion
- Athlete's foot
- Think about improvising - sticks and neckerchiefs
- Sturdy, waterproof/dirt proof bandages
- Splints - SAM splint
  
- Individual needs - know your Scouts
  - Diabetes
  - Asthma
  - Allergies (bee stings too)
  - ADHD

Alcohol Gel

Checklists!!

Shaving Grams - The Kitchen Scale

- Ultralight stuff sacks
- Ziplock baggies
- Cutting tags out of underwear and off of teabags - Are you extreme?

### Resources:

REI.com

Backpacking.net

Backpacker magazine - Gearfinder.com

GOOGLE!!!

November 2008 Backpacker magazine - "Pack Man" - Article on Mountain Crossings (Appalachian Trail) - excellent short checklist!







## Backpacking Breakfast Choices

### Cold Breakfasts

Choose these for days when you want a quick start to the day and don't want to take the time to cook or wait for the stove to cool off before hiking. Cold breakfast is also great if your crew prefers to hike a while and then take a break for breakfast.

Choose one item from each column:

<b>Bread / Starch</b>	<b>Protein</b>	<b>Fruit</b>	<b>Drink</b>
Dry cereal (frosted minwheats, cheerios, etc)	Powdered Milk or soy milk (add cold water or eat dry)	Raisins	Water
Bagel or English muffin	Nut butters (Peanut, cashew, almond (and Jelly)	Dried apples	Tang
Muesli	Jerky	Mixed Dried Fruit	Box juice (heavy)
Granola or granola bars	Slim Jim (meat sticks)	Fruit leathers	
Fruit and Cereal Bar	Peanuts	Applesauce (heavy)	
Cereal Bar	Roasted Sunflower Seeds	Dried pears	
Trail Bread	Cheese	Dried cranberries (craisins)	
Energy bar - Cliff Bars, Power Bars, etc	Nuts (walnuts, pecans, cashews)	Dried Mango	
Pop Tarts	Smoked fish (salmon, trout)		

Make a breakfast gorp from a selection of items from each column, such as cheerios, sunflower seeds, and raisins, or fresh (and really sticky) raisins and oats. You can create a gorp for breakfast, lunch, or for trail snacks.

### Hot Breakfasts

These are best for cold and / or leisurely days. Add items from above to balance out the meal. You can also make pancakes or eggs using egg mixes if you bring a frying pan. Pancakes and eggs also work for dinner if you eat your mail meal some other time during the day.

Hot Chocolate, hot cider, coffee or tea can be added to any breakfast, lunch or dinner.

**Oatmeal** – use instant, or make your own mixtures by adding nuts, dried fruits, powdered milk, brown sugar, or a combination of things. Add hot water and stir.



### **Cheese Grits**

2 packs of Instant Grits, 1/3 cup powdered milk, and 1- 2 ounces of cheese and a pinch of garlic powder (optional). Add boiling water, cover, and stir. Add salt and pepper to taste. Makes 1 serving, about 500 calories (with 2 ounces of cheese).

**Fried Bread with Cinnamon and Sugar** (you have to carry a fry pan, not often done on backpacking trips, plus it's messy and hard to clean up). Also makes a great dessert.

Use a crusty bread that will hold up in a pack. Slice it and butter, sprinkle with cinnamon and sugar, and fry lightly over a low flame. Repeat with other side. It tastes a bit like a cinnamon roll or sticky bun.

### **Cherry-Walnut Couscous Porridge**

½ cup instant couscous  
½ cup powdered milk or soy milk  
¼ cup finely chopped walnuts  
3 tablespoonfuls light brown sugar  
½ teaspoon ground cinnamon  
1/8 teaspoon salt  
1 ¼ cup water

At home: Combine all dry ingredients in ziplock bag.

On the trail: Bring water to a boil, Stir in dry mix, cover and remove from heat. Allow to sit for 10 minutes. Stir and serve. Serves 2, 460 calories per serving.

### **Breakfast Couscous**

1/3 cup whole wheat couscous  
2 tablespoonfuls powdered milk or soy milk  
2 tablespoonfuls dates or other dried fruit  
½ tablespoon brown sugar  
1/16 teaspoon (pinch) salt  
1/8 teaspoon cinnamon  
2 tablespoonfuls chopped walnuts or other nuts of your choice  
2/3 cup water (check couscous directions to make sure it matches)

At home: combine all dry ingredients in a ziplock bag.

On the trail: Boil water, add the mix and cook for 2 minutes. Cover and let stand for 5 minutes (until liquid is absorbed and the couscous is tender). Makes 1 serving of about 500 calories.

### **Breakfast Rice**

1 cup instant brown rice  
¼ cup raisins (or any dried fruit)  
¼ cup chopped pecans  
2 tablespoons sugar  
1 teaspoon cinnamon  
(carry any other seasonings you like – brown sugar, butter, powdered milk, etc)  
¼ teaspoon salt

1 ¼ cup water

At home: combine dry ingredients except for salt (carry separately) in ziplock bag.  
On the trail: Bring water and salt to a boil. Add remainder of ingredients, cover and simmer 10 minutes or until rice is tender. Makes 2 servings, 400 calories each.

### **Mule Fuel**

1 cup Quaker Old Fashioned Oats

1 packet spiced apple cider mix

¼ cup slivered almonds

¼ cup raisins, cranberries, blueberries, or chopped dried fruit mix

½ teaspoon cinnamon

1 cup water

At home: combine all dry ingredients in ziplock bag

On the trail: Bring water to a boil and add to mixture and stir. Makes 1 serving, 680 calories. This one is also good with cold water as a cold breakfast.

The above recipes come from the following sources:

Backpacker: Backcountry Cooking, Dorcas Miller, The Mountaineers, 1998

LIPsmakin' Vegetarian Backpackin', Christine and Tim Conners, ThreeForks, 2004

LIPsmakin' Backpackin', Christine and Tim Conners, ThreeForks, 2000

Backpack Gourmet, Linda Frederick Yaffe, Stackpole Books, 2002

The Well-Fed Backpacker, June Fleming, Vintage Books, 1986

## Backpacking Dinner Choices

One Liners – the idea with a one liner is that you go across and pick one item from each column and make a dinner.

Choose one item from each column:

<b>Pasta / Grain / Starch</b>	<b>Protein Source</b>	<b>Dehydrated Vegetable</b>	<b>Sauce / Seasoning</b>
Macaroni (small)	Tuna	Green beans	Cheese
Ramen	Chicken	Corn	Gravy Mix
Couscous	Tofu	Mixed Vegetables	Powdered soup mixes
Spaghetti	Shrimp	Sun dried tomatoes	Spaghetti sauce
Pasta (small shapes)	Pre-cooked bacon	Peas	Stroganoff
Instant Rice	Sausage or salami	Broccoli	Bouillon cubes
Lipton Broccoli and Cheese Rice ( or any Package Mix from Grocery Store)	Ground Beef	Pinto Beans	Garlic / Onion Powder
Hamburger Helper	Peanut Butter		Dehydrated salsa
Grits (regular)			Salt / Pepper

General recipe:

Use 3 cups of water

Add ¼ cup dried meat

Add ½ cup dehydrated vegetables

Add ¾ to 1 cup of pasta/grain/starch

Add spices to taste – bring to a boil and simmer until done.

Protein sources can be canned (very heavy), frozen and used the first day on the trail (heavy), in a pouch (heavy), dried (less heavy) or freeze-dried (least heavy).

If you chose a packaged mix from the grocery store, make sure it cooks in 10 minutes or less, because at higher altitudes that can turn into 20 minutes or more.

Pasta and macaroni with small shapes cook more quickly (choose angel hair pasta over spaghetti).

Ramen and couscous are very quick and versatile.

There are some great backpacking cookbooks out there, any of which will give you an assortment of dinner recipes. Some of the favorites are:

Backpacker: Backcountry Cooking, Dorcas Miller, The Mountaineers, 1998

LIPsmakin' Vegetarian Backpackin', Christine and Tim Conners, ThreeForks, 2004

LIPsmakin' Backpackin', Christine and Tim Conners, ThreeForks, 2000

Backpack Gourmet, Linda Frederick Yaffe, Stackpole Books, 2002

The Well-Fed Backpacker, June Fleming, Vintage Books, 1986

# Favorite Backpacking Recipes

## Granoatmeal

This breakfast can be served with cold water as a granola or with boiling water as oatmeal and gives you the flexibility to respond to the weather and time constraints of the day. Check with your vegan to see if honey is ok, you can use Karo Syrup instead of the honey to make a vegan granoatmeal.

At home: Combine in a large flat pan

10 cups quick oats

1 cup chopped or sliced nuts

½ cup honey (depends on Vegan as to whether or not they eat honey)

½ cup oil

Stir well and bake at 350 degrees for 30 minutes or until golden, stirring well after the first 15 minutes.

Remove from the oven and add:

1 cup raisins and / or other chopped dried fruit

¾ cup wheat germ

Pack in 1 portion amounts (zip locks), adding:

1/3 cup powdered milk or soy milk per 1 cup granoatmeal (560 calories)

½ cup powdered milk or soy milk per 1 ½ cups granoatmeal (840 calories)

On the trail, add 1 cup water per 1 cup of granoatmeal, stir and eat.

From Backpacker: Backcountry Cooking, Dorcas S. Miller, 1998

## Kitchen Creek Breakfast Rice

If you have a leisurely morning or layover day and feel like cooking, this is a nice change from oatmeal. Caution: Instant rice is not instant, and the 10 minutes at sea level will increase at altitude.

1 cup instant brown rice

¼ cup raisins (or any dried fruit)

¼ cup chopped pecans

2 tablespoons sugar

1 teaspoon cinnamon

(carry any other seasonings you like – brown sugar, etc)

¼ teaspoon salt

1 ¼ cup water

At home: combine dry ingredients except for salt (carry separately) in ziplock bag.

On the trail: Bring water and salt to a boil. Add remainder of ingredients, cover and simmer 10 minutes or until rice is tender. Makes 2 servings, 400 calories each.

From Lipsmackin' Backpackin', Tim and Christine Conners, 2000

### **Sutliff's Logan Bread**

This is a great trail bread. It will keep for at least a week in your pack. And if sliced and dried in a food dehydrator it is pretty much indestructible (and lighter). It makes a great breakfast or lunch if smeared with peanut butter, or jelly, or both.

At Home: Mix together in a saucepan

1 ½ cup water

1 ¾ cup sugar

2 cups applesauce

½ cup molasses

2 cups margarine (use Vegan margarine to make Vegan bread)

Bring to a boil, stirring.

In a (very) large bowl blend together:

8 cups whole wheat flour

2 2/3 cups white flour

2 teaspoons baking soda

1 teaspoon baking powder

1 teaspoon ground cloves

(I add 2 teaspoons cinnamon)

1 teaspoon ground nutmeg

Pour in the liquid mixture, and stir well.

Bake at 300 degrees for 1 hour in three greased 9 5/8 x 5 ½ x 2 ¾ inch loaf pans (I use two 15 ½ x 4 ½ pans) or 5 of the 8 ½ x 4 ½ x 2 5/8 inch pans.

This bread is considerably easier to slice if allowed to cool overnight. If you slice it into 42 slices (2.5 oz each), it will be 240 calories per slice. I usually slice mine into 24 slices (4.4oz each) which give 420 calories per hunk (plus peanut butter calories).

From Lipsmackin' Backpackin', Tim and Christine Conners, 2000

### **Ultra Lite Potatoes with Gravy**

This is a variation on instant potatoes / meat / vegetable and gravy. This one is great because it only uses one pot.

At home: Pack

1 ounce Freeze Dried beef (or dehydrated hamburger)

1 ounce freeze-dried green beans (or peas, or your favorite vegetable)

1 1/3 cups potato flakes

1 envelope gravy mix

On the trail:

Combine all ingredients and add 3 cups boiling water (or more if needed). Stir well and let stand 10 minutes or until all ingredients are fully reconstituted.

Makes 1 serving of about 515 calories.

From Backpacker: Backcountry Cooking, Dorcas S. Miller, 1998

### **Curry Couscous Salad**

This is a favorite (troop, crew, and family) for reference; I usually make 3 recipes for 6 people. For backpacking I use the olive oil but not a scallion. Check the couscous to see how much water it calls for, and use that amount. This one is great for a dry camp because it takes so little water to prepare.

½ teaspoon curry powder  
large pinch turmeric  
1 teaspoon salt  
½ teaspoon ground black pepper  
¼ cup dried cranberries  
5 or 6 dried apricots, finely chopped  
¼ cup sliced almonds  
¼ cup pine nuts  
¾ cup couscous  
½ bouillon cube (any flavor) – use vegetable bouillon for Vegans and Vegetarians  
¾ cup water  
1 tablespoon olive oil (optional)  
1 scallion, thinly sliced (optional)

At home: Mix curry powder, turmeric, salt, and pepper and store in a zip lock bag or spice container.

Brown pine nuts in a frying pan on high heat for 3 minutes; let cool.

Combine them with the cranberries, chopped apricots, and almonds in a zip lock bag.

In camp: Boil water, dissolve bouillon, then add couscous.

Cover tightly and let stand 5 minutes.

Fluff couscous, add olive oil and spices, and mix well.

Stir in dried fruit, nuts, and scallion.

Serve warm, or pack in a water bottle or plastic container for later; this recipe travels well and tastes great cold. Scoop it into pita halves to eat sandwich style.

Serves 2 as a main dish with about 500 calories per serving. Serving weight is about 4.1 ounces.

To make this dish even more filling, mix in a can of chicken or tuna.

(from Backpacker Magazine 05.2006)

### **Ramen and Veggies**

Ramen can be good!

1 x package Knorr Vegetable (or Spring Vegetable) Soup mix  
1 x 7 oz package of chicken (or tuna) OPTIONAL  
2 x Ramen packs (use chicken with chicken and oriental with tuna)  
Make soup (check directions on package) add water (~4 cups) and bring to a boil. Add chicken/tuna and simmer as soup package directs (~10 minutes), adding the ramen for the last 2 to 3 minutes. Serve.

Makes 2 servings, about 400 calories each (you will need dessert!)  
Oriental flavor is Vegan; most other flavors are NOT vegetarian.

This one I have been doing for years, and I have no idea where it actually originated.

### **Clear Creek Cinnamon Chips**

This one requires a frying pan, which is extra and heavy and unless you are going to use it for multiple meals (pancakes, etc) I don't usually go here for a 6 or 7 day trip. Fried foods are also harder to clean up and leave no trace, and they attract wildlife.

½ tablespoon cinnamon (or to taste)  
2 tablespoons sugar (or to taste)  
4 tablespoons oil  
2 medium flour tortillas

At home: Mix cinnamon with sugar and carry in a 1 gallon resealable plastic bag. Carry tortillas and vegetable oil separately.

On the trail: Heat oil in frying pan. Cut tortillas in wedges. Place tortillas in hot oil and fry for a short period of time before flipping. Remove and cool. Toss fried tortillas in the bag with the cinnamon-sugar mix. Shake and eat straight out of the bag.

From Lipsmackin' Backpackin', Tim and Christine Connors, 2000

### **Some More S'mores**

These are (sort of) s'mores that you can make without a campfire.

At home: Combine in a small oven bag or freezer bag (must stand up to boiling):

1 ½ crumbled graham crackers (1/2 cup)  
¼ cup chocolate chips (dark/semisweet chocolate is really good)  
¼ cup chopped, toasted walnuts

On the trail – make sure the bag is shut tight and drop it in hot water until the chocolate melts. Remove from water and spoon into a bowl (or eat it directly out of the bag).

Makes one serving of 1 cup each or two ½ cup servings (450 calories for 1 cup serving)

From Backpacker: Backcountry Cooking, Dorcas S. Miller, 1998

### **Bear Scat Cookies**

These are fun, and you can use the leftovers for a high-energy trail snack the next day (don't count on there being leftovers).

3T powdered milk or soy milk  
3T cocoa powder  
½ c white sugar  
Dash of salt  
½ c water  
½ c peanut butter (non-“natural” works best)  
1 ½ c quick oats (uncooked)  
1 c pecan pieces

At home: measure and mix dry ingredients (powdered milk, cocoa powder, sugar, and salt)

On the trail: put pre-measured dry ingredients into the pan with water and peanut butter. Bring to a boil; boil for 1 minute, stirring constantly. Turn off stove. Immediately add quick oats and pecan pieces. Blend well. Spoon rounded teaspoons of dough onto a spare plate or any flat surface (take a piece of aluminum foil folded up). Allow to cool for 5-10 minutes. Makes 8 servings of 385 calories each.

From the JetBoil website: courtesy of Lauren Koshere

### **Fuel Fudge (the ultimate dense calorie food)**

This is great for very long strenuous ascents late in the day, or very cold nights just before you get into your bag. This is not for casual consumption, only if you really need to boost calories. It should keep unspoiled for about 4 weeks with no problems.

1 16-ounce jar of creamy peanut butter  
4 ounces hot bacon grease, strained (or 1 cup lard or butter)  
½ cup honey  
3 cups powdered milk  
2 cups crushed peanuts  
1 cup raisins  
1 cup flaked sweetened coconut

Microwave the jar of peanut butter on high for 1 minute or until it flows easily. Plop peanut butter into a mixing bowl. Stir in bacon grease. Next, mix in honey, powdered milk, peanuts, raisins, and coconut. Spread 1 inch thick in two greased 8x8-inch pans and let cool. Cut the contents of each pan into 16 squares and store in resealable plastic bags.



Weight per serving is 0.7 ounce, calories per serving in 250.

From Lipsmackin' Backpackin', Tim and Christine Conners, 2000

# Caloric Content of Foods

The variation in calories for most food is small, but you can maximize the number of calories you carry if you look at what you have and make your menu decisions based on consideration of the calories per ounce. Most items are between 100 and 120 calories per ounce. Fats and oils are the only way to increase caloric content.

Item	Calories	Weight (grams)	Calories per oz	Notes
<b>Breakfast items</b>				
Quaker oatmeal, maple and brown sugar	160	43	106	
Quaker oatmeal, apples and cinnamon	130	35	105	
Quaker oatmeal, cinnamon roll	160	43	106	
Quaker oatmeal, regular	100	28	101	
Mountain House Scrambled Eggs with Ham (Freeze Dried)	370	72	143	Very good calorie to weight ratio.
Pop-Tarts, Blueberry	400	104	107	
Hot chocolate	80	20	114	
Spiced Cider, Alpine	80	21	107	
Granola, Oat Cuisine	275	55	140	Also good calorie to weight ratio
Dry Milk	80	23	97	
Non-Dairy Creamer	10	2	140	
Weetabix	120	35	96	One of the less bulky cereals
<b>Bars</b>				
Nature Valley fruit and nut granola bar	140	35	114	
Nature Valley oats and honey granola bar	160	42	108	
Quaker chocolate chip granola bar	100	24	118	
Quaker peanut butter and chocolate chip granola bar	100	24	118	
Quaker oatmeal and raisin granola bar	90	24	106	
Power Bar	230	65	100	
Chex Mix Bars, Turtle	130	35	104	
Zone Perfect Bars, Chocolate Mint	210	50	118	
Clif Bar, Chocolate Peanut Butter	260	68	107	
Balance Bar, Cookie Dough	200	50	112	
Luna Bar, Peanut Butter Cookie	180	48	105	

<b>Item</b>	<b>Calories</b>	<b>Weight (grams)</b>	<b>Calories per oz</b>	<b>Notes</b>
Clif Mojo, Peanut Butter Pretzel	200	45	124	One of the higher calorie to weight ratios.
ProBar, Superfood Slam	350	85	115	
ProBar, Maple Pecan	400	85	132	Good, but do read the labels, not al ProBars are this high.
<b><i>Dinners</i></b>				
Mountain House Lasagna with Meat Sauce	620	136	129	
Mountain House Stroganoff with Noodles	620	136	129	
Ramen soup	380	84	126	Noodles cooked in oil.
Vegetable Soup Mix, Knorr	60	20	84	Good with ramen.
Cup-a-Soup, Chicken Noodle	45	13	98	
Cup-a-Soup, Green Pea	80	21	108	
Cup-a-Soup, Cream of Chicken	70	20	99	
Backpacker's Pantry Louisiana Red Beans and Rice	600	170	99	
Dr. McDougall's Black Bean and Lime Soup	340	94	101	Add instant rice to make a meal.
Mary Janes Farm Kettle Chili	345	94	103	
AlpineAire Santa Fe Black Beans and Rice	680	184	103	
Mountain House Rice and Chicken	560	128	122	
Couscous mix, Near East Roasted Garlic and Olive Oil	200	56	100	Add olive oil to the mix in preparing
Couscous, plain	150	42	100	Very versatile and quick cooking
Rice, Uncle Ben's Instant Brown Rice	170	47	101	Takes longer to cook than instant white rice.
Mashed Potatoes, Idahoan Yukon Gold	110	29	106	Has some oil in the mix.
Mashed Potatoes, Betty Crocker Roasted Garlic	80	24	93	
Angel Hair Pasta	190	56	95	Cooks in 3 minutes
Pesto mix, Knorr	15	5	84	Use to flavor olive oil for pasta
Stove Top Stuffing, Cornbread	100	28	100	Nice change of pace with chicken and craisins
<b><i>Fruits</i></b>				
Apricots, dried but very moist	100	40	71	
Mangos, dried, Costco	160	42	108	
Raisins	130	40	92	Some moisture

<b>Item</b>	<b>Calories</b>	<b>Weight (grams)</b>	<b>Calories per oz</b>	<b>Notes</b>
Cherries, Montmorency – Stoneridge Orchards	130	40	92	
<b><i>Lunch Items</i></b>				
Tabuli Salad, Fantastic Foods	150	45	93	Olive oil will bring up the calorie count some.
Hummus, Fantastic Foods	60	14	120	Add olive oil and the calorie count goes up.
Italian dried salami	110	28	111	Surprised it not higher!
Gouda cheese	110	28	111	Withstands heat better than most cheeses.
Velveeta Cheese	80	28	80	Low calorie count, but packs well.
Saltine crackers	60	15	114	
Graham Crackers	130	31	117	
Club Crackers, Keebler	70	14	140	Pack pretty well.
Ritz Crackers	80	16	140	Pack pretty well
Cheez-Its	160	30	149	Bulky
Triscuit, Rosemary and Olive Oil	120	28	120	Bulky
Marias, Marie Lu Biscuits	117	29	113	Good with Nutella or Peanut Butter
Nutella	190	37	144	
Jerky	120	50	67	High protein, low calorie density
<b><i>High calorie foods</i></b>				
Hershey special dark chocolate	221	41	153	melts in your pack
Ghirardelli Bittersweet Chocolate Chips	80	15	149	Will melt in the pack – ok if mixed with stuff (smores)
Kirkland (Costco) GORP	160	30	151	High due to oil roasted nuts and M&Ms.
Trader Joe's Sesame Sticks	170	30	161	Very oily
Macadamia nuts	210	28	213	
Chashew nuts, oil roasted	180	30	170	
Almonds, oil roasted	176	28	176	
Almonds, raw	160	28	160	
Organics Old Fashioned Creamy Peanut Butter	200	32	177	Oil will separate
Justin's Honey Almond Butter	190	32	166	Nice change from peanut butter
Skippy Super Chunk Peanut Butter	190	32	166	

Item	Calories	Weight (grams)	Calories per oz	Notes
Butter	108	15	204	
Olive oil	119	14	241	

### Calorie versus weight calculations

The table below shows the number of calories that different average caloric contents deliver at different weights.

Total weight of food per day	16 oz	24 oz	32 oz
Average caloric content of food (calories/oz)			
110	1760	2640	3520
130	2080	3120	4160
150	2400	3600	4800

Make sure that you have lots of nuts and M&Ms during the day, and pick your dinner food carefully. If you add olive oil to meals, you can up the calorie content, but for summertime backpacking it is not really necessary. Consider adding oil especially for extended winter outings or for very long (multiple week) hikes.

## Glycemic Index (GI) of Some Foods

Category	Food	Index
Beans	Kidney	33
	Red lentils	27
	Soy	14
	Garbanzo	33
Bread	Pumpernickel	49
	White	69
	Whole wheat	68
	Stone Ground W.W.	53
	Bagel, plain	72
	Pita	57
	Saltine Crackers	74
	Stoned Wheat Thins	67
Cereals	All bran	54
	Corn flakes	83
	Oatmeal	53
	Oatmeal, Old Fshd	48
	Puffed rice	90
	Shredded wheat	70
Dairy	Milk	30
	Yogurt, plain	14
Juices and Drinks	Apple juice	40
	Gatorade	78
	Cola	65
Nuts	Peanuts	14
	Cashews	22

Category	Food	Index
Fruit	Apple	38
	Banana	61
	Cherries	22
	Orange	43
	Orange juice	49
	Strawberries	32
	Dates	103
Grains	Strawberry Jam	51
	Barley	22
	Brown rice	66
Grains	White rice	72
	Pasta	—
Potatoes	Instant mashed	86
	(white)	72
	Mashed (white)	50
Snacks	Corn chips	72
	Oatmeal cookies	57
	Potato chips	56
	Snickers Bar	41
	Power Bar	58
	Chocolate Bar	49
Sugar	Pretzels	83
	Fructose	22
	Honey	91
Sugar	Refined sugar	64

# Backpacking Food Planning Assignment:

Scout Name: \_\_\_\_\_

Create One (1) Days worth of meals and trail snacks - pretend it is for day 6 of a 7 day backpacking trip

Pick things you would really like to eat

Your items should provide 2500 to 3500 calories per day

Keep the weight of the food to 1 to 2 pounds (use a kitchen scale to weigh each item if needed)

Meal	Food (how much)	Calories/serving	Weight/serving
<b>Breakfast</b>			
<b>What Equipment do you need to prepare?</b>			
<b>Total for meal</b>			

Meal	Food (how much)	Calories/serving	Weight/serving
<b>Lunch</b>			
<b>What Equipment do you need to prepare?</b>			
<b>Total for meal</b>			

Meal	Food (how much)	Calories/serving	Weight/serving
<b>Snack</b>			
<b>Total for meal</b>			

Meal	Food (how much)	Calories/serving	Weight/serving
<b>Dinner</b>			
<b>What Equipment do you need to prepare?</b>			
<b>Total for meal</b>			

	<b>Total for the Day</b>		
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## Additional Information / Pointers for teaching Assessment

Your goal is to teach the Scouts to use their senses and smarts to help them figure what might be wrong with a patient.

This requires a consistent approach to sizing up the situation. It is a skill that can be learned by almost everyone, but it does require a little practice to begin with.

There are a few basic elements to assessment.

- 1) Scene safety
- 2) Rapid urgent assessment
- 3) Notify EMS if possible
- 4) In-depth assessment, either focused or whole-body depending on situation.

Think about “mechanism of injury”. This means: how did the person get hurt? This helps you think about what other injuries might be present but not so obvious. For example, a person with a laceration and a large bump on their head from riding their bicycle into a highway sign has the potential for internal head injuries, skull fractures, and cervical spinal injuries. A victim who fell down a steep embankment might be complaining of an obviously broken arm and road rash, but might also have broken ribs, head injuries, spinal injuries, other fractures, or internal injuries.

Add in the “always” questions.



# Pinewood Derby Workshop

- I. Introductions
- II. Purpose of meeting
  - a. Provide basic info on building a car (rules, design)
  - b. Provide access to tools (includes instructions on safety, and function)
  - c. Provide info on the building process
  - d. Ensure success for each parent / child
  - e. Share examples of cars of good, bad, and pitfalls.
- III. Rules have been given out, with supplemental information as examples / resources.
- IV. Fun for both child and parents, with the correct involvement of the child (skill/ability). Use “Boy in Control” .

## A. Conceptualize the Car.

Building a car – you will need a concept to build towards. Referring to pictures, sketches, or models help creating a realistic model. With the limitations set by the pinewood derby rules a scale model of your concept car is a challenge.

- Sketch out car on paper. Complete top, side and end perspectives.
- Keep the design simple. Makes cutting out, sanding, and painting simple and easy.
- Verify with wheels for perspective and scale. Better to make adjustments now.

The goal is to create a simple design resembling what you wish to make. Remember building a symmetrical car with smooth, glossy paint, and decals will really be a success. Children with limited abilities will be unable to create a detailed and precise model. The car should be durable. Some items like wings can break off easily. Consider the demeanor of your child when building your car.

Determine how involved you want to become. Complicated designs require adult assistance.

B. Create building plans for the car. Do I start cutting the side view first? Will I add additional pieces? Where will the weight be added? Examples will be demonstrated.

C. Cutting out the car. Demonstrate using the scroll saw, and band saw, perhaps coping saw.

D. Shaping can be completed with a rasp, file, heavy sandpaper, dremel tool, or other tools you are familiar with. Check the design with the wheels on. Adjust the shape as needed. Don't worry about small imperfections. Start big, and work your way down to smaller details. Now is a great time to start preparing for weights. Remove any material necessary from the bottom of the car for weights. Complete a rough weigh in now, leaving some room for additional weight if necessary.

E. Begin sanding your car. Start with lower number sandpaper and work your way to larger number sandpaper. The “Grit” or number on the sandpaper relates to the size of the abrasive. Smaller numbers mean fewer abrasives fit per unit volume, larger numbers mean many fit per unit volume. (I can only hold one rock in my hand, or 10,000 grains of sand in my hand).

F. Filling in with glazing putty helps remove smaller scratches, and imperfections. Fill the area with a thin layer of putty, and let it dry. The layers can dry in 10 to 15 minutes. Glazing putty is not strong, so don't plan on filling large areas with putty. Heavy applications take a long time to dry, and can also crack. Once the putty is dry repeat the sanding process.

G. Seal the car with Deft

Deft is a spray paint (lacquer) that is clear used in wood finishing. It dries quickly, can be sanded easily. It is expensive.

Check to see if additional filler is needed. Once the car is sealed it will become slightly more apparent. Best to repeat filling and sealing process now. Sealing will minimize the need for paint. Light sanding and use of steel wool will prepare the car for a nicely painted finish.

H. Begin painting the car in a warm and ventilated area as specified on the can. Avoid open flames, etc. Paint the car with many light coats. Heavy applications require more time to dry, and are more apt to drip or run. Wait for paint to appropriately dry until the next layer of paint is applied. Several coats of paint can be applied with light sanding or steel wool in between coats. If you wish to create that ultimate look, try alternating colors between coats. When sanding your car it will become apparent how close you are to sanding too much in one area.

I. Application of decals can greatly enhance the look of your car. Both rub on and water applied decals can be used, but the rub on decals are easier to use.

J. Optional - True the wheels and polish axels for speed if you wish.

K. Install the wheels. Best to use a low strength fast drying glue to "tack" the wheels into position. Tacking the wheels will enable you to reposition the wheels to ensure all four touch the ground. Use just a little glue to complete the tacking process. Once this step has been completed the use more glue, and or some stronger glue to hold the wheels in place.

L. Check out the final weight of the car, and compliance for regulations. Make any needed changes.

# ***Skits***

# Skits

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## SKITS ARE FUN

A skit is a dramatized joke of a funny situation, usually with a snapper line at the end. Skits are short, quick and to the point. Skits are used to help the pack meetings, the parents, the cub scouts and the den leaders.

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

Cub scouts need skits. Skits allow the boys time to have in front of a group to help develop their self-confidence and show off. The cub scouts can act out their own plots using their imagination and gain a real sense of accomplishment.

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

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

Do not be limited to the ideas found in this section. The Cub scouts are the greatest resources for skit ideas. Let them make it up. One boy may have a funny event to relate from school or home. Boys are great at knock-knock jokes. Use them. The boys will participate more readily if they feel the skit is theirs.

## SKIT FORMAT SHOULD FOLLOW THIS SIMPLE OUTLINE

**BOYS WANT SOMETHING** - Friendship, a gold mine, a trophy, to find a lost planet

**BOYS STARTS TO GET SOMEWHERE** - By canoe, plane, horseback, on foot or some other way.

**OBSTACLES STOP BOYS** - Crocodile, head hunter, a secret enemy, a false friend or other problem.

**BOYS ACHIEVE GOAL** - Through an act of kindness, bravery, wisdom, magic, or unexpected help of other means.

## KEEP THESE THINGS IN MIND

Keep a skit simple

Keep it short (3 to 5 minutes)

Use simple props, scenery, costumes if any

Avoid long memorized dialogue

Pantomimes are great

Let every boy participate

Use stage directions liberally-tell who goes where and does what.

Be sure the audience can hear.

A simple skit can be written around a joke, a punch line, a song or participation of others than the cub scout

# Skits

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## THE COLD STARE

It is hard to believe it could happen, but it can. Their voices never seem to be softer than a roar and ever time they practiced the skit for the next pack meeting, each and every boy knows his part perfectly. In fact they are doing so well they are starting to ad lib and are really making a great skit, a skit for boys that boys and leaders will really be proud of.

The big night comes, the opening and announcements are given and then ... it's time for den 1 to do their thing. All the boys have had the extra tuck-in of the shirt and their neckerchief straightened. all march onto the stage in front of the pack. Each boy is carrying a sign. The ones the leader stayed up till 3 a.m. printing. Taped to the back of the signs are their lines, just in case they forget.

The skit begins and the first cub scout with his usual good humor, goes right into his talk, ad-libbing all the way. The leader is thinking, why did all the other leaders keep saying "wait till its your turn"

Then it happens, the third boy from the left, the one that kept bringing frogs and grasshoppers to the den meetings and is always telling about how he fights and ain't scared of nuttin...there he stands...mouth hanging open and the THE COLD STARE. He's scared.

Does the leader panic, scream, cry, melt into the floor? NO. The leader simply smiles, calmly walks to stand behind the young cub scout, gives him a small little undetectable hug and reads his part with him, or for him if necessary.

The boy has been embarrassed to tears and the skit goes on. But be prepared in the event the second boy from the right does the same thing.

Be ready with a smile, a hug, and don't forget to read over the lines before going to the meeting just in case some help is needed.

## COSTUMES

You can hang a sign around a boy's neck that tells you what his character is, i.e. villain, hero, fair damsel, etc. So you can't really say costumes are necessary but they do add another dimension to the character. They transform a boy into a pirate, a clown, an Indian - whatever. Costumes can be made from large brown grocery sacks. Old clothing is a good source for costumes - that old, felt hat of dad's - the sparkle trim from mom's old dress, etc. Keep costumes at the Cub Scout age level. The boys will give their best performance if they are made to feel that the skit is theirs, including the costumes.

## SPECIAL EFFECTS

This is another dimension to add to your skit...and another dimension to add to your purpose in putting on the skit. Here is the perfect place for that extra shy boy in the den who finds it difficult to speak or act in front of a group. He can handle the sound effects like pouring rice on a pane of glass to simulate rain or shaking a cookie sheet to sound like thunder. He can hit that cookie sheet with a metal spoon when the script calls for a sword and shield fight, or rap sharply on a plastic milk bottle when someone "knocks on the door".

## MAKE-UP

Boys love to make themselves up to be someone else. Characters seem more real with makeup. It will help the bashful Cub because his audience is looking at an imaginary character, not the boy himself. Keep it simple but use what is necessary to establish the character.

# Skits

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## THINGS TO REMEMBER

- Skits are appealing to boys of Cub Scout age.
- They help channel a boy's imagination (He doesn't just play he's a pirate. He is a buccaneer sailing under the Jolly Roger.).
- Dramatics are important in the growth of boys because it gives them an outlet for the "let's pretend" part of their character.
- It gives boys a chance for creative expression rather than imitations.
- Skits help boys express their choice of characters and develop their powers of observation by helping them recognize the desirable characteristics in people they see.
- They let boys play parts they have always dreamed of.
- Skits create self-confidence and helps eliminate self-consciousness.
- Keep ideas simple—simple skits, simple costumes and simple props, well done are always more impressive than elaborate ones poorly done. A simple sign can often do wonders (it turns a box into a wagon, car, plane, etc. It can even turn a boy into a tree).
- Keep it short (3-5 minutes)...
- Avoid long memorized dialogue. Pantomimes are great.
- Let every boy take a part.
- Use stage directions liberally—tell who goes where and does what.
- Be sure the audience can hear. Boys should be coached to speak slowly, clearly, loudly.
- If the audience laughs or applauds, actors should pause before continuing their lines.

## THINGS TO AVOID

- Dramatization of undesirable characters.
- Asking a Cub Scout to attempt to portray a character that is too difficult for him.
- The tendency to let the more capable boys do all the work.

## AUDIENCE PARTICIPATION (ALL AGES & RANKS)

- Audible & Clear
- Fast Paced Action
- Silly and/or Corny
- Dramatic/ Over Acted
- Props & Costumes
- Practice/Rehearsal
- **FUN FOR ALL! (Don't Attack)**

**SKITS  
AND  
SIGHT GAGS**

# Skits

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## THE STAND-IN

Here's a great "pie in the face" skit that involves seven characters. The "sucker" should be played by someone who can play dumb and is a good sport.

Characters:

director (*wearing a beret, scarf, and dark glasses*)

cameraman (*with a "movie camera" of some kind. Try using an old-fashioned meat grinder on a tripod to look like a camera.*)

makeup man (*with a sack of flour and a powder puff*)

the hero (*handsome, dressed in white*)

the beautiful girl

bartender (*or soda jerk*)

the sucker (*the stand-in*)

The skit begins on a movie set. The hero is sitting in a chair next to the girl, getting ready to kiss her, and the cameraman is moving around taking pictures, the I director is directing, the lights are on. The "sucker," who is the dumb type, walks, into, the action, fascinated. He walks in front of the camera.

Sucker:           Wow. A real movie. Gosh, I wish I could be in a movie.

Director:       (*in a rage*) CUT! CUT! You! Get out of here! You've just ruined a perfect take! Beat it! Scram!

Sucker:        (Slinks off, disappointed) Shucks. I shore wish I could be a movie star.

Director:       (Thinks a second) Hey, wait a minute! You! (to the sucker) Do you want to be in a movie? I think we can use you! (He whispers something to the hero, and they both smile)

Sucker:               (overjoyed) Really? Wow! I'm a star! Oh, boy! Where do I start? Where are my lines?

Director:       Just wait and we'll show you.

The action continues, and the hero sits again by the girl, says a bunch of mushy things to her, and then starts to kiss her. When he does, the girl brings back her hand to slap the hero's face.

Director:       Cut! O.K., bring in the stand-in. (The sucker takes the place of the hero in the chair) Makeup! (The makeup man comes in and throws a bunch of flour in the sucker's face) Action!

The sucker starts to kiss the girl, and she slaps him across the face so hard that he falls clean over backwards in his chair.

Director:       Cut! Great! All right, let's have scene two ... Action!

The hero crawls along the floor, crying "Water, water-give me some water"



# Skits

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Director: Cut! Bring in the stand-in. (He comes in and takes the hero's place.) Makeup! (Makeup man throws more flour in his face.) Action! Roll-'em!

The sucker stands at the bar, demands the pie, and the bartender throws the pie (big cream pie) in his face.

Director: Cut! Perfect! Tremendous! Well, that's it for today!

Everybody leaves, leaving the stand-in with a puzzled look on his face. He shrugs his shoulders and walks off the stage.

The sucker crawls along the ground and yells ".Water!" An offstage helper brings in a big bucket of water and dumps it all over him.

Director: Cut! Perfect! All right, let's have scene three ... action!

The hero walks up to a bar and orders some milk. The bartender gives him some milk and he drinks it. Then he orders some pie. The bartender says, "Do you really want some pie?" The hero says, "Yeah. Gimme some pie." The bartender reaches for the pie.

Director: Cut! Bring in the stand-in! (The sucker enters, looking pretty bewildered at the whole thing.) Makeup! (more flour in the face) Action!

# Skits

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## THE MAGIC BANDANNA

For this skit, you will need two guys. One is a magician, the other is his assistant. The magician should be dressed appropriately in tails and top hat. The assistant, who seems to be a klutz, never says anything, ala Harpo Marx. He only takes orders from his "boss," the magician. On the stage is a table. On top of the table is a bandanna. Also, nearby (such as under the table) is a sack lunch.

Magician: Ladies and gentlemen, today I am going to perform for you my famous vanishing bandanna trick. My assistant, Herkimer, will go to the table behind me, and do exactly as I say. And even though I will not look at Herkimer or the bandanna, I will be able to make it disappear in Herkimer's hand. (to Herkimer) All right, Herkimer ... go to the table behind me.

(Herkimer goes to the table, and the magician stands in front, facing the audience, so that he cannot see the table or Herkimer.)

Magician: Herkimer please pick up the bandanna.

(Herkimer looks at the bandanna, but is distracted by the sack lunch under the table, so he picks it up and looks inside the bag. He discovers a banana. Then he looks puzzled, like he's not sure exactly what the magician asked him to pick up, so he throws the bandanna on the floor, and holds the banana instead.)

Magician: Herkimer take the bandanna in your right hand, please.

(He holds the banana in his right hand.)

Magician: Now, Herkimer ... fold the four corners' of the bandanna together.

(Herkimer begins peeling the banana, counting one, two, three, four. He throws the peel on the floor.)

Magician: Now stuff the bandanna into your left fist and don't let any of it show, Herkimer!

(Herkimer takes the banana and crams it into his fist, causing the squashed up banana to come oozing out between his fingers.)

Magician: Finally, Herkimer ... on the count of three ... throw the bandanna up into the air, and the bandanna will be gone! ONE ... TWO ... THREE!

(On the count of three, Herkimer throws the mashed-up banana at the magician and the magician chases Herkimer offstage.)

# Skits

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## THE SNEAK THIEF

Two gentlemen dressed in business suits walk into a restaurant on their coffee break and sit at a table covered with a long tablecloth. One has a newspaper under his arm. After ordering coffee, the one with the newspaper (Man 1) pulls it out and begins to read. He shares some of the news stories briefly with his friend, then whistles in surprise:

Man 1: Did you see this item about the sneak thief?

Man 2: No, what happened?

Man 1: Listen to this. (Reads aloud) "Another series of bizarre robberies occurred yesterday in (name of local town). Purses, wallets, and other items mysteriously disappeared. Police are baffled and have no clues as to the thief's identity or how he strikes without being seen. The public is warned to be on their guard until the thief is apprehended."

Man 2: That's unbelievable!

They continue to talk. The waitress brings the coffee, and one man signs the check. They drink the coffee quickly. One man looks at his watch and says, "Hey you'd better get back to the office." They both rise and walk out-minus their trousers and clad in bright-colored swim trunks' (The two will have to practice getting out of their pants so that the -audience doesn't notice. Supposedly, the long tablecloth hides the whole operation, but it still takes some practice to pull it off-no pun intended. A hint-if your actors wear loafers, they'll be able to get their shoes off and on more easily and less noticeably.)

## THE TWELVE DAYS OF SCHOOL

Here's a fun song that the group can sing, or you can do it as a skit with one person taking each line and acting out each part. It should be sung to the same tune as the "Twelve Days of Christmas."

"On the first day of school, my mommy said to me..."

First day: "Don't ever wet your pants."

Second day: "Don't lift your dress."

Third day: "Don't eat your crayons."

Fourth day: "Don't chew gum."

Fifth day: "Don't pick your nose."

Sixth day: "Don't hold hands."

Seventh day: "Don't throw spitballs."

Eighth day: "Don't ever belch."

Ninth day: "Don't sleep in class."

Tenth day: "Don't be a sissy."

Eleventh day: "Don't bite your toenails."

Twelfth day: "Don't kiss the girls (boys)."

# Skits

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## THE W.C.

Here's a simple one that always gets a laugh. Just give the following background information, then read the letter that follows:

A wealthy English lady, while visiting in Switzerland, was looking for a room and asked the schoolmaster if he could recommend one. He took her to see several rooms, and when everything was settled, the lady returned home to make final preparations to move. When she arrived home, the thought occurred to her that she had not seen a "W.C." in the place. (In England, a W. C. is a "water closet" or a bathroom.) So she immediately wrote a note to the schoolmaster asking him if there was a W. C. in the place. But the schoolmaster, who spoke very poor English, had never heard of a W. C. and asked the parish priest for help. Together they tried to find the meaning of the letters - and the only solution they could find was "Wayside Chapel." The schoolmaster then wrote the following letter to the English lady:

My Dear Madam:

I take great pleasure in informing you that the W.C. is situated nine miles from the house in the center of a beautiful grove of pine trees surrounded by lovely grounds. It is capable of holding 229 people, and it is open on Sundays and Thursdays only. As there are a great number of people expected during the summer months, I suggest that you come early, although usually there is plenty of standing room. This is an unfortunate situation, especially if you are in the habit of going regularly. It may be of some interest to know that my daughter was married in the W.C. and it was there that she met her husband. I can remember the rush there was for seats. There were ten people to every seat usually occupied by one. It was wonderful to see the expressions on their faces. You will be glad to hear that a good number of people bring their lunch and make a day of it, while those who can afford to go by car, arrive just on time. I would especially recommend your ladyship to go on Thursdays when there is an organ accompaniment. The acoustics are excellent, and even the most delicate sounds can be heard everywhere. The newest addition is a bell donated by a wealthy resident of the district. It rings every time a person enters. A bazaar is to be held to provide for plush seats for all, since the people feel it is long needed. My wife is rather delicate so she cannot attend regularly. It is almost a year-since she went last, and naturally it pains her very much not to be able to go more often. I shall be delighted to reserve the best seat for you, where you shall be seen by all. For the children, there is a special day and time so that they do not disturb the elders. Hoping to be of some service to you,

The Schoolmaster

## SUMO WRESTLERS

For this skit you'll need two guys, preferably of a muscular or flabby physique, dressed in diapers (use a white sheet for the diapers). You will also need an announcer with a good voice and something he or she can use as a microphone, such as a vacuum hose.

Have the two wrestlers come stomping into the room, circling each other and snorting at each other with deep voices. The announcer introduces the first man as Yamahaha, who then steps forward, bows with folded hands and slowly laughs with a deep voice and a Japanese accent, "ha ha ha ha ha." He then throws rice over each shoulder. This procedure is repeated when the announcer introduces Korimoto-ho, who responds with a "ho ho ho ho."

After their introductions, the two wrestlers begin fighting. They are never to touch each other or to speak, except for occasional "ha ha's" and "ho ho's." The fight is conducted by each fighter doing to himself what he really wants to do to his opponent. The opponent responds-at the same time-by reacting to the hold or punch as if it had really happened to him.

# Skits

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While this is going on, the announcer calls the play-by-play, describing finger bends, nostril lifts, toe stomps, navel jabs, and armpit hair pulls. With some good actors this event can be hilarious.

## NO MATTER WHAT SHAPE YOUR STOMACH'S IN

This skit takes place "inside" the human body. Set up your room so that the stage area is the stomach, the center aisle is the throat, and the door is the mouth.

Any variation of this basic set up will work. Put up signs-"Stomach", "Mouth", and so on-and any other decorations that might help et the 'idea across. Next you need a sound effects man, on a microphone, to make appropriate sounds as the skit progresses.

Characters:

four or five "stomach acids" (Hang signs around their necks that say "Stomach Acid.")  
a taco (kid dressed in Mexican clothes)  
chop suey (kid dressed in Chinese clothes)  
french fries (kid wearing a beret)  
hot dog (kid on all fours, barking like a dog)  
chicken (kid clucking like a chicken)  
or any other foods I you want (costumes and behavior should be ridiculous)

As the skit begins, the stomach acids are on the stage (stomach). The sound effects man is making gurgling noises on the microphone and the stomach acids are holding their stomachs in pain, saying "Boy, am I hungry! When are we going to get something to eat?" Suddenly, one of them says, "Look! Food! Here comes a taco! Oh, boy!"; The taco comes in the door (mouth) and starts down the aisle (throat). The stomach acids hide. The sound effects man begins to make more excited gurgling sounds. The taco walks into the stomach, looking around nonchalantly-suddenly the stomach acids jump out and attack the taco, beating it up and biting it. Now the sound effects man is gurgling and slurping like crazy. The taco puts up a fight, but loses, falling to the floor, and the stomach acids smile, rubbing their stomachs, saying, "Ahhh, that was delicious."

Then the chop suey enters, and they do the same thing, jumping on the chop suey and beating it up. This happens to all the food, until the stage area is covered with "eaten" food lying all over the floor. The stomach acids say, "Boy, am I full. I'm really stuffed," and they lie down to go to sleep, with the sound effects man gurgling quietly. As the stomach acids sleep, the taco slowly gets up, wakes up the chop suey and the other foods and they attack the sleeping stomach acids. They beat them up, and the sound effects man starts making vomiting noises over the microphone as the foods run down the aisle and out the door.

# Skits

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## TEENAGE RUMBLE

You'll need about ten guys who dress up like members of a teenage gang, with leather jackets, knives, and chains. The scene is a dark alley, and two gangs meet there for what appears to be a gang war (five of the guys are one gang, five are the other). As the gangs approach each other, they begin shooting and pushing each other around, and finally one of the gang leaders speaks: "You guys going to play our game?" He repeats this several times, and the other gang leader replies, "No way, man, we're not going to play your game!" The first gang leader then pulls out a gun (blank gun) and shoots the second gang leader, who falls and puts on a good dying act. The first gang leader then looks threateningly at the other gang and says, "O.K.-you guys going to play our game now?" The other gang, sullen and defiant in defeat, says, "Yeah-we'll play your game." Both gangs then lay down all their weapons, get in a circle, join hands, and begin singing, "Ring around the rosie, pocket full of posies, ashes, ashes, we all fall down..."

## THE MIDGET SKIT

This popular skit requires two people who are reasonably creative. It works best when presented on a stage with a curtain and no lighting except for a spotlight on the "midget." You'll need the following props:

table covered with a sheet or blanket  
men's long-sleeved shirt  
Bermuda shorts  
shoes (large work shoes are best)  
paper bag containing a toothbrush, a can of shaving cream, a safety razor (with no blade, please!),  
banana, peanut butter and jam sandwich, and cream pie  
towel lying on table

The lead man of this skit should be someone who can ad-lib well. He stands behind the table with the shorts around his arms, his hands in the shoes, and the shirt buttoned around his neck. A helper stands directly behind him and puts his hands through the sleeves of the shirt. During the course of the skit it will be necessary for the "midget" to shave, brush his teeth, eat, and so on. The arms doing all of that, of course, will belong to the helper standing behind, who won't be able to see what he's doing. The movement should all be exaggerated-smearing toothpaste all over the lead man's nose, brushing his cheeks, sticking a banana in his eye, and so on. The feet can also do some funny things, like clicking heels together or running. You'll want to give some forethought to the lead man's monologue. One good idea is to have

The "midget" hitchhiking to some event that you want to advertise. He explains to the audience where he's going and that he needs a ride. Several cars go by. Finally, one stops and the "midget" gets in (although he does not actually move anywhere). He talks to the driver of the car and explains where he is going and asks if he can shave before he gets there. After shaving, he asks if he can eat his lunch. Afterward, he brushes his teeth, gets out of the car, and thanks the driver.

The "midget" can also be a girl just change the costuming and supply beauty aids such as lipstick and mascara. Then have a beauty class.

The more creative and uninhibited the participants are, the more successful the skit will be.

# Skits

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## KOOKY CHOIRS

Sometimes it can be hilarious to have some nonmusical people perform a musical number that borders on the ridiculous. Here are some ideas:

1. *The Rhythm Band:* Have a few kids come out dressed up like a rock band and perform a song played on children's "rhythm band" instruments, like kazoos, slide-whistles, sandpaper blocks, rattles, and drums. It can be a riot.
2. *Bagpipes:* Divide your "musicians" into three sections. The first section sings "oh" continuously while lightly hitting their "Adam's apples" with the side of their hands. The second group sings "ad" and rhythmically pinches their noses, giving an alternately straight and nasal tone. The third group holds their noses, and to the tune of "The Campbells Are Coming," sings "da." Done correctly, this really does sound like bagpipes, provided the kids can keep from laughing.
3. *The Animal Fair:* Four or five guys come trotting in (from offstage) wearing a great assortment of odd-looking clothes and hats-the odder, the funnier. They line up in front of the audience shoulder to shoulder and begin singing in regular accentuated rhythmic beats "hum! hum! hum! hum!" - all the while bobbing up and down. The first one in line then begins singing the song-"I went to the animal fair. The birds and the mammals were there. The big baboon by the light of the moon was combing his auburn hair. The monkey he got drunk. He lit on the elephant's trunk. The elephant sneezed and fell on his knees, and that was the end of the monk!" Upon finishing, he continues singing the words, "The monk! the monk! the monk!" jumping up and down each time. Then the next person in line sings "The Animal Fair," bouncing up and down to "The monk!" when he's finished. And so on down the line. Each person bounces differently. When all have finished, they're all jumping and shaking, singing "The monk! the monk!" They then bounce out of the room.

## PING-PONG SKIT

Find two guys who can make loud "clicks" against the roof of their mouth with their tongue, a sound like a Ping-Pong ball hit with a paddle.

The two of them each hold a paddle and begin playing on an imaginary table, making the sound effects with their mouths. They gradually get farther and farther apart, making the clicks farther apart, too.

Finally, they get so far apart they disappear offstage (or exit out side doors). When they reappear, they have switched positions and walk in backwards, continuing their game; but now it looks like they are hitting the ball all the way around the world. They continue playing and walking backwards toward each other until they pass each other so that now they're facing each other again, and play a fast game as before.

# Skits

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## HOWDY, BUCKAROO!

If the kids in your group have a tough time memorizing lines, this skit might be perfect for them. Four characters are needed: a mechanical quick-draw cowboy dressed in full cowboy garb, two warehouse employees dressed appropriately, and a third employee. Only the mechanical quick-draw cowboy need remember any lines. They should be spoken in a mechanical manner: "Howdy, Buckaroo! So you think you can beat me, eh? Put on the holster at my feet and on the count of three, draw! Are you ready? One ... Two ... Three!"

The only props you will need are two gun-and-holster sets, one of which should be loaded with blanks.

The play begins with the two warehouse employees rolling (or carrying) in the mechanical slot machine "cowboy" for storage. The extra gun-and-holster set is placed at the feet of the mechanical "cowboy." The two employees exit.

The third employee walks in and, seeing the robot, decides to try his luck. He reads the instructions printed on the chest of the mechanical man and then places a quarter in the slot. The robot winds up and gives the memorized spiel. The employee is unable to pick up the extra gun and holster set because it is trapped under the boot of the mechanical cowboy. He panics and turns to run as the robot counts to three and shoots the employee.

Not to be outdone, the employee lifts the robot's leg, pulls out the gun set and puts it on, and even practices his quick-draw skills several times. Confidently, he inserts another quarter. The message is repeated, but this time the employee's gun sticks in the holster and again he is shot. For the final attempt, the employee pulls his gun, stands to the side and holds his gun to the robot's head, and inserts another quarter. The robot repeats the message, except that this time the mechanical cowboy winds down in the middle of "two." The employee bangs on the robot a couple of times to get him moving again, but no response. Disgusted, he takes off the gun, sets it down at the robot's feet and turns to walk off. The robot continues suddenly with the rest of the prerecorded message, says "three," and shoots the employee.



# Skits

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## THE HAMBURGER SKIT

### Characters:

The Customer

The Waiter

The Cook (wearing no shirt, only a cook's apron)

### Props:

Table and chairs, set up like a restaurant

Plate of food, including a hamburger

A door near table leads to the "kitchen," offstage

The customer enters the restaurant and sits down. The waiter approaches the table and asks for his order.

Customer: I'll have a hamburger and a Coke.

Waiter: Thank you, sir. @Exits to kitchen and returns with the hamburger and Coke.) Here you are, sir. (Waiter exits.)

Customer: Thank you.

The customer takes the bun off the hamburger and starts to put ketchup on it. But before he does, he notices something on the hamburger patty. He looks disgusted and picks the "thing" up off the patty and calls the waiter.

Customer: Waiter! (The waiter comes.) Waiter, there's a hair on my hamburger. This is disgusting!

Waiter: I'm very sorry, sir. I'll get you another hamburger. (He exits to kitchen and returns with another one.) Here you are, sir.

Customer: Thank you.

Again, the customer starts to put ketchup on the hamburger and the same thing happens.

Customer: Waiter! Waiter! (The waiter comes running.) Look! There's a hair in this hamburger, too!

Waiter: I'm so very sorry, sir. Please allow me to get you another hamburger. I'm sure it won't happen again.

Customer: All right, but hurry it up.

The waiter returns with another hamburger, and the same thing happens. This time, the hair seems even longer and more disgusting than the others.

Customer: Waiter! (The waiter returns.) Look at this! I can't believe this place! I demand to speak to the cook!

Waiter: The cook?

Customer: Yes! I demand to see the cook right now!

Waiter: Very well, sir. (Turns to kitchen, and yells.) Hey, Buford! There's a customer out here who would like to have a few words with you!

Cook: (The cook comes out where he can be seen, wearing his apron over his bare chest.) Sure, right after I finish making up some more hamburger patties! (He rolls up a ball of meat and then flattens it by mashing it under his armpit.)

# Skits

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## THE ENLARGING MACHINE

For this skit you need a large refrigerator box with a hole in it and with dials, knobs, and meters painted on like a computer. Inside the box, concealed from the audience, is a helper. (No one should know about him.)

The creator of the machine, Dr. Einsteinski, @ demonstrates-he throws a handkerchief into the hole and out comes a sheet; in goes a piece of string, out comes a rope; in goes a ping-pong ball, out comes a basketball. Applause follows each demonstration. A "lady" then walks by carrying a baby (doll). Just as she gets in front of the machine, she trips and accidentally tosses the baby into the machine. The scientist yells, "Oh, no!" and out of the machine busts the "helper," a big guy in diapers with a bottle, shouting, "Mommy!"

## FRIENDLY TALKING MACHINE

This skit involves two people. One is an average, everyday guy and the other is a human-looking computer. He walks with machine-like motions, like a wind-up toy. There is a sign on him that says "Friendly Talking Machine" and a smaller one that says "Insert Coin Here," pointing to his shirt pocket. The Friendly Talking Machine enters the room, stops, and drops his head.

The average guy walks in, sees the sign, and deposits a dime in the F.T.M.'s pocket. The F.T.M. begins moving his arms up and down, lifts head, smiles, and says "Hi, there, I'm your Friendly Talking Machine. I am here to help you ..." The machine stops and drops his head again.

The average guy inserts another dime, and the machine starts up again: "Hi, there, I'm your Friendly Talking Machine. I am here to help you. Would you like to know how I can help you? . . ." Stops again, head drops.

Again, the average guy puts more money in, and the F.T.M. starts up again, each time going a little farther, adding a new phrase. Emphasis should be placed on the guy putting in more and more money.

Friendly Talking Machine's lines: (Each \* shows where the average guy inserts another coin).

"Hi, there, I'm your Friendly Talking Machine. I am here to help you. \* Would you like to know how I can help you? \* You are sad and lonely. \* Would you like to know how not to be sad and lonely? \* You need a friend. \* Would you like to know how to find a friend? \* Give him lots of money, friend."

On completion of the next-to-last line, "Would you like to know how to find a friend?" the average guy inserts one last coin. Nothing happens. He taps machine, tries to find the problem. Finally he gets mad and starts to kick the machine, and the machine starts up suddenly. At the concluding line, the machine runs offstage with the average guy chasing.

# Skits

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## THE DOCTOR'S OFFICE

The scene for this skit is the waiting room of a doctor's office. There are a few chairs and magazines in the room, and there is a receptionist seated at a table.

The first patient of the day enters and says to the receptionist, "I'm Mr. Smith. I have an appointment." She replies, "Fine. Please have a seat."

The next patient enters and says to the receptionist, "I'm Mr. Frick. I have an appointment. The receptionist replies, "Fine. Please have a seat," and Frick does. All the while, Frick is jerking his head violently (sideways) every four or five seconds and Smith watches. This continues for a while, and suddenly Smith starts uncontrollably jerking his head in the same manner as Frick. Meanwhile Frick's head stops jerking and Smith's head continues to jerk. Frick feels his neck, and says with a big smile, "Hey, my problem is gone! Cancel my appointment!" He leaves. Smith continues to jerk his head.

The next patient, Mr. Ferd, says the same thing to the receptionist, sits down, and begins flinging his arm in front of his chest in a spastic fashion. Smith, still jerking his head, notices Ferd's apparent problem, and pretty soon starts flinging his arm the same as Ferd. Now he is both flinging his arm, and jerking his head, and Ferd's arm stops. Ferd smiles and says, "Wow! My problem is gone! Cancel my appointment." He leaves. Smith, with a look of real puzzlement on his face, continues to jerk his head and fling his arm.

The next several patients enter, one at a time, and the same thing occurs each time. One man has a leg that keeps kicking out in front of him, and Smith catches his problem and starts kicking his leg, too. Another man comes in snapping his fingers, and Smith winds up snapping his fingers. Each time, Smith catches the new "disease," and the person who originally had it is miraculously cured. At this point, Smith should be jerking his head, flinging his arm, kicking his leg, snapping his fingers, and so on.

The last patient to enter is a pregnant lady. Smith notices her as she comes in, and with horror on his face, he screams and runs out of the doctor's office.

## FAMILY FOLLIES

A great skit idea is to (secretly) have members of your youth group research the family life of a family in your church. Then, prepare a skit called, "A Day in the Life of the (Joneses)." Someone plays the father, mother, brothers and sister, and it begins with everybody waking up and going through a typical day (maybe Sunday). Because the skit is about people that everybody knows, it will get a lot of laughs an ordinary skit might not get. Try putting it on for the whole church at a social.

# Skits

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## AUNT BESSIE WENT TO MARKET

This crazy skit requires four or five kids who can really ham it up good. The leader brings these participants up to the front of the room and they stand in a single line, facing the audience (shoulder to shoulder).

The leader explains the "game" to the group. The leader begins by announcing to the person standing next to him (person #1) that "Aunt Bessie went to market." At this point, person #1 is to reply "Oh, really? What did she buy?" The leader responds by saying "A rocking chair." When he says "rocking chair," he begins "rocking" back and forth as if lie were in a rocking chair, and he continues doing this throughout the game.

Person #1 then turns to the person on the other side of him (person #2) and says "Aunt Bessie went to market," and the whole scenario repeats itself. Now there are two people "rocking." Person #2 repeats the same sequence with person #3, and so on, to the end of the line. When everyone is finished, all of the participants, including the leader, are "rocking" back and forth.

Now the leader says again to person #1 "Aunt Bessie went to market," and again, person #1 asks "Oh, really, what did she buy?" This time he says "A bicycle," pedaling his feet while still continuing to "rock" back and forth. Person #1 repeats this with person #2, and so on down the line. Now everyone is rocking back and forth, and pedaling their feet. It is starting to really look ridiculous.

The leader starts the whole timing all over again, adding things like "A pogo stick," "A cuckoo clock," and other items-each time adding the appropriate motions or sounds. It is hilarious to watch all the participants trying to keep all these things going all at once. They begin to dread asking the question "Oh, really, what did she buy?"

The leader's final response to the question can be -"Nothing. She died," upon which everything stops.

## BELLY-WHISTLE

Announce that you have invited a great new talent to your meeting, Mr. Tummy Tootwhistle, to perform a musical number. Mr. Tootwhistle comes out wearing a giant hat that covers his head, arms, and shoulders, and he has a shirt and bow tie at his waist, with fake arms hanging from his hips. Painted on the guy's bare stomach is a face, with the mouth being his navel, giving the appearance that the mouth is in a "puckered" or whistling position. The guy then whistles a tune, making his stomach go in and out, which looks like puffing cheeks. A tape recording of the whistling can be used if the guy can't whistle very well. This is hysterical to watch and provides a lot of laughs in a meeting.

## A TRAGEDY

First member of the group comes on stage weeping loudly into a handkerchief, which conceals a wet sponge that can be wrung out from time to time. One by one, others enter, all similarly equipped with handkerchiefs and sponges. Each asks what is the matter and each receives a whispered answer and then bursts into tears. When the last person enters and makes his inquiry, the others answer in unison, tearfully, "We're supposed to have a skit, but we don't have one." All Cubs leave stage still crying VERY LOUDLY into their handkerchiefs.

# Skits

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## THE CANDY STORE

Four guys enter the "candy store," which is run by an old man (bent over, shaky voice, beard and cane). First guy asks for a dime's worth of jellybeans. Old man notices that the jellybeans are on the top shelf and tries to talk him out of it, but the guy insists. So the old man gets a ladder and with much pain climbs to the top, gets the jelly beans and comes down the ladder. He puts the ladder away. The second guy does the same thing and asks for a dime's worth of jellybeans. Again the old man goes through the same bit, and gets him the jellybeans. After he does, the third guy also asks for a dime's worth of jellybeans and the very annoyed and tired old man climbs up his ladder again getting the jellybeans. This time while he is up there, he asks the last guy, "I suppose you want a dime's worth of jellybeans too?" The last guy says "No." The old man comes down and puts the ladder away again. "Now, what do you want?" he asks. The guy answers, "I want a nickel's worth of jellybeans." The old man chases him out of the store with his cane, shouting.

## A DAY IN THE DESERT

Place a glass of water in the middle of the floor, with a sign that says "Oasis." Three guys crawl in, crying out "Water, water, we've got to have some water!" Two of the guys die before making it to the water, but the third finally reaches the glass. He picks up the glass of water, pulls out his comb, dips it in the water, and walks away happily combing his hair.

## THE HOME RUN PANTOMIME

For a short skit, have a den pantomime a home run. one will be pitcher—one catcher—one batter all assuming proper positions in front of the audience and the rest of the den will be spectators along the sidelines. Sound effects can be done with tongue for the sound of the ball hitting the catcher's glove and the bat hitting the ball. Spectators jump up and down waving arms, etc. There can be two strikes with a lot of pantomime in watching for signals from catcher, grinding foot, into pitcher's mound, etc. Batter goes through his readiness actions. When the home run is hit, spectators go wild and beat each other on head, etc., and pitcher throws hat down and everybody runs off scene, after which the sound of broken glass could be heard, if desired, to end it with humor. (To make the sound of broken glass, someone off to side rattles box of broken glass pieces.)

## INVISIBLE PINS

Scene: Drugstore with a clerk, woman customer.

WOMAN: I'd like two packages of invisible hairpins, please.  
CLERK: Certainly, ma'am. I'll wrap the boxes for you.  
WOMAN: No, I, want you to tell me truthfully. Are they really invisible?  
CLERK: Well, I'll tell you, ma'am, just how invisible they are. I've sold 14 boxes this afternoon, and we've been out of them for weeks.

# Skits

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## PANTOMIME

Pantomime is the expression of a thought, emotion or action without words. In advance forms, words may be supplied by a narrator, chorus, or other means, but the actors never speak. Encourage the group to think about how any thought or feeling action can be shown without words. Try the following:

### THIS IS HOW I FEEL

Everyone sits quietly & thinks about how he'd feel - then get up & show how he'd walk -

- if he had to go into a room where a baby was sleeping.
- if he's done something he was ashamed of doing.
- if he were on skis.
- if it's very hot.
- if he's scared.
- if he had a nail in his shoe.
- if it's very cold.
- if he's pleased.

### THIS IS WHAT I DO

Vocations - baker, policeman, doctor, lawyer, dentist, plumber, barber.  
Suppressed Desires - actor, ball player, boxer, swimmer, singer, dancer.

### HOW WOULD YOU LIFT?

- a very young lady
- something very fragile
- something very hot
- something big & bulky
- something heavy
- something cold

### THE FIVE SENSES

- |          |  |         |  |
|----------|--|---------|--|
| HEARING  | <ul style="list-style-type: none"><li>• a sudden thunder storm</li><li>• a far away bell</li><li>• whisper</li><li>• dance music</li></ul>             | TASTING | <ul style="list-style-type: none"><li>• food to see if it's properly seasoned</li><li>• hot soup</li><li>• bitter medicine</li></ul>           |
| SEEING   | <ul style="list-style-type: none"><li>• an old friends approach</li><li>• an auto crash</li><li>• a house on fire</li><li>• a Christmas tree</li></ul> | FEELING | <ul style="list-style-type: none"><li>• fresh paint</li><li>• sandpaper</li><li>• waves on the beach</li><li>• warmth from the stove</li></ul> |
| SMELLING | <ul style="list-style-type: none"><li>• a burning dinner</li><li>• smoke from an unknown source</li></ul>  |         | <ul style="list-style-type: none"><li>• a skunk</li><li>• a Thanksgiving aroma</li></ul>   |

### HOW WOULD YOU LOOK?

- if you saw a ferocious loin?
- if someone give you a beautiful ring?
- if you lost that
- if you smelled something bad?
- if you saw someone kick a dog?
- if your report card thas all "A's"?
- if someone pinched you?
- if you found it?
- if you slipped on ice?

# Skits

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## THE FREEDOM TRAIN

This skit can be used as an opening ceremony, or just as a skit, for a pack meeting. Each den is assigned a part of the train to build from large cardboard boxes. The cars are cut out & painted, & large enough for the boys to stand behind. If one den wanted to do it alone, pictures of cars could be drawn & held by individual boys.

When the skit is painted, each den (or boy) brings their car on stage, in the proper order while the narrator reads the description.

- ENGINE: This is the engine that represents our Government, that keeps us on the right track.
- COAL CAR: This is the coal car, that represents the people, who supply the energy to run our Government.
- GONDOLA CAR: This is the gondola car, that represents the open minds of the people who supply the energy to run our Government.
- TANK CAR: This is the tank car, that represents the energy to produce the ideas in the open minds of the people who supply the energy to run the Government.
- BOX CAR: This is the box car, that carries the food from our farmers, that helps produce the energy to supply the ideas in the open minds of the people that run our government.
- CABOOSE: Last but not least, this is the caboose, that represents Scouting, which trains the boys with fantastic energy, who eat the food from our farmers & grow to be men who produce the energy, to supply the ideas in the open minds of the people that run our Government.

This train is unique, in that it runs on Freedom, the freedom that has made this country the strong nation that it is today.

(After the skit is presented, the train can be left on stage as a background-for the rest of the pack meeting.)

(The engine could have a small American flag posted in a proper place & the caboose could bear the Scout Emblem. The other cars can be decorated with: The Bobcat: The Wolf : The Bear: The Webelos emblem or something that makes them that. Off to the side you can have the Tiger car & the Arrow of Light car too.

## Mr. Wind and Mr. Sun

- Mr. Wind: I am stronger than you are, Mr. Sun  
I can make the leaves move on a tree.  
Can you do that?
- Mr. Sun: No, I cannot do that, Mr. Wind  
But I can make the plants come up in a garden  
Can you do that?

# Skits

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Mr. Wind: No. I cannot do that.  
But I can make the kites go up in the sky.

Mr. Sun: I know how we can find out who is stronger.  
Do you see that man walking down the road.

Mr. Wind: Yes, I see him.

Mr. Sun: The man has on a coat.  
Each of us will try to make the man take off his coat.  
If I can make him do it, I am stronger than you are.  
You try first, Mr. Wind.

Mr. Wind: You will see, Mr. Sun.  
I know I can make the man take off his coat.

(Mr. Wind blows and blows.)

Mr. Sun: You are not strong, Mr. Wind.  
You did not make the man take off his coat.

Mr. Wind: Now you try, Mr. Sun.  
We will see if you can make the man take off his coat.

Mr. Sun: I will try, Mr. Wind.

(Mr. Sun shines and shines)

Mr. Wind: You are strong, Mr. Sun.  
You made the man take off his coat.  
You did something that I could not do.  
You are stronger than I am, Mr. Sun.



# Skits

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## THE BUS TRIP

Scene: Players sit on chairs arranged as bus seats. One Cub is driver who sits in front & turns an imaginary steering wheel.

1. The driver announces they are about to take a sightseeing trip. The players ad-lib eager remarks, such as 'sounds like fun', etc.
2. The trip starts. The players peer out of the imaginary windows & remark, one at a time, about the interesting scenery.
3. The driver calls, "Hang on, we're going up a steep hill." The players lean back. When the driver announces that they are going downhill, the players lean forward.
4. The driver says that they are passing the Grand Canyon of Arizona, then a few seconds later that they are now crossing the Hudson River in New York. Someone says, "I don't even remember crossing the Mississippi." The driver boasts, "Fast trip!"
5. The passengers grow quiet, & finally drop their heads in sleep. As the driver calls, "Lunch time", they all jerk upright & scramble off the bus.
6. After eating a few moments, the driver suggests that they look around. As they do so, someone calls out, "Look ... an African lion! But how could we be in Africa?" The driver looks at an imaginary map, shrugs & remarks: "Wrong road."
7. As they resume trip, driver calls "Hang on! Bumpy road ahead." The passengers bounce up & down.
8. Driver announces they are passing through the desert. Player's wipe-brows & loosen collars. When driver announces they are in the mountains, passengers huddle & button up collars.

# Skits

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## ECHO VALLEY

Characters: 2 Scouts, 3 - 5 boys for echoes

Scene: Echoes are in the back of the room, and answer 1-2-3 in turn. the two Scouts are sitting on a hill in the mountains.

Scout #1: Do you know what the valley is called, <Scout #2's name>?

Scout #2: No. I've never been here before.

Scout #1: This is Echo Valley. Listen--  
(Cups hands around mouth and hollers)  
HELLO-O-O!!  
(Echoes 1-2-3 answer "Hello" in turn)  
Now you try it.

Scout #2: What should I say?

Scout #1: Anything you want. Like what's your favorite sandwich?

Scout #2: Okay. (hollers) BALONEY-Y-Y!  
(Echoes 1-2-3 answer "Baloney" in turn)

Scout #1: See? I told you. Let's try again.

Scout #2: (Hollers) Mr. <Cubmaster's name> is a nice guy.  
(Echoes, Scouts 1-2-3- answer in turn "Baloney")

# Skits

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## DEHYDRATED WATER

- Props: One large can with lid and a stack of computer paper all connected.
- CUB # 1: Hey, look at this.
- CUB #2: What do you have?
- CUB #3: What is it called?
- CUB #1: It's called DEHYDRATED WATER. It's a brand new item
- CUB #4: What does it do?
- CUB #2: (picks up instruction booklet) It says here that it can cure world drought.
- CUB #5: (looking over shoulder of Cub 2) And it's ideal for backpacking and hikes.
- CUB #5: (Reading the instructions) This is going to get complicated!
- CUB #5: Yes, look at those legal disclaimers.
- CUB #6: Let me, step one says open can careful so as not to spill the contents.
- CUB #7: (taking booklet) Step two says empty entire contents into large pot or bowl.  
(Cubs 1,2,3. act out instructions)
- CUB #8: (reading booklet) HOLD IT! Step 3 says JUST ADD WATER.
- ALL: (look disgusted and walk off

# Skits

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## THE INVENTOR

Characters: Three or four boys. (more can be added)

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

(Friends enter.)

All < \_\_\_\_\_>! What are-you doing?

Boy #1: Just thinking.

Boy #2: Thinking about what?

Boy #1: My invention.

Boy #3: Are you inventing something?

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

Boy #4: What are you going to make? Maybe we can help.

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

All: Sure!

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

(one of the boys goes off-stage to get box)

Then I need two toy airplanes.

(another boy picks it up. continuing until all toys are picked up off floor)

Last I need some rags. We can use my clothes for that.

(they all pick up clothes)

Now, put everything in the box.

(looks around room)

Well, that just about takes care of it.

Boy #4: Takes care of what?

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

# Skits

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## THE SECRET WEATHER FORECASTER

This skit does not require elaborate costuming. The boy that plays the forecaster can wear a white lab coat, or a large name-tag that says "Weather Forecaster." The other scouts can wear their uniforms. The props should include a cardboard "Super Forecasting Computer" and perhaps other props as suggested by the script. A table with a sign that says "secret weather Forecaster" should be separate from the other props and on it will be a box or cloth that covers a rock tied to a string.

Forecaster: Welcome Scouts to our National Weather Forecasting Laboratory. My name is Mr. Weather and I'm here to show you all of our sophisticated equipment.

Scout #1: Gee, this looks real fancy.

Scout #2: I bet you have to be a genius to work all that equipment.

Scout #3: What does all this stuff do?

Forecaster: I'm glad you asked...this is our "Super Forecasting Computer". We receive millions of reports each day about the weather all over the world. We have hundreds of weather watchers that scan the skies and send us information on the weather.

Scout #1: That must take a lot of time.

Forecaster: Yes, but we don't stop there ... we monitor the weather with satellites too. Each satellite sends us millions and millions of bits of information about the temperature, cloud formations precipitation.

Scout #3: And you feed all that into the computer?

Forecaster: Right ... and then we formulate an accurate and descriptive forecast for the entire world from this office.

Scout #2: Does that include our little town?

Forecaster: No, no ... we use a much more accurate system for our town ... it's our secret forecaster.

Scout #1: Show us, show us we won't tell.

Scout #2: We're good scouts so we'll keep your secret.

Forecaster: Okay, okay ... (removes rock and string from table) this is how we tell the weather. What is and what will be ... we stand outside and hold this rock out from our body at exactly 29.2 degrees magnetic. Then we count to one hundred and look at the rock. If it is moving back and forth, we know it is windy and that a weather change is on the way. If it hangs straight down and drips water, we know that it is raining. If it casts a shadow, we know that it is sunny. If it's white on top, we know it is snowing. If it hangs straight out to the side, we know we are having a terrible windstorm. And if it hangs straight down and does not cast a shadow at all we know that it is night and we have worked overtime.

Scout #3: Wow now we know the inside story.

# Skits

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## SPELLING BEE

Characters: One person or Cub Scout for the Narrator and seven Cub Scouts. You can increase the number of contestants or decrease the number depending on how many boys you have to, work with.

Narrator: "Tonight, we are having our annual Spelling Bee. Our contestants tonight are all weather forecasters, so the words they will be asked to spell are directly connected to their jobs, just to make it easier for them. Alright, let's begin. Forecaster number one. please spell "Clouds".

One: "Clouds, K-L-O-U-D-S, Clouds."

Narrator: "I'm sorry, that's incorrect'. I OK, contestant-,numbL6r two, please spell lightening.

Two: "Lightening. L-l-'i-E-N-E-N-G, Lightening."

Narrator: "I'm afraid that's also incorrect. Let's go on to our third contestant. Please spell temperature."

Three: "Temperature, T-E-M-P-R-A-T-O-U-R, Temperature.

Narrator: "That's wrong too. I hope our fourth forecaster does better. Number four, please spell tornado."

Four: "Tornado, T-O-R-E-N-A-D-O-E, Tornado."

Narrator: "I can't believe we have another incorrect spelling. Number five, please get us out of this rut. Would you please spell hurricane?"

Five: "Hurricane, H-E-R-R-Y-K-A-N-E, Hurricane."

Narrator: "Not again. OK number six, I'll give you -a real-easy one.Ⓢ Please spell snow."

Six: "Snow, S-N-O-E, Snow."

Narrator: "This is awful. Number seven, you're the last contestant. It's up to you to win this spelling bee. And, it's an easy word. Please spell rain."

Seven: "Rain, R-A-Y-N-E, Rain."

Narrator: "Ladies and gentlemen, none of these forecasters were able to spell a word correctly. I apologize for their poor performance. In fact, I believe this is the worst spell of weather I've ever seen!"

(ALL RUN OFFSTAGE.)

# Skits

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## CHAMPION SPITTER

PERSONNEL: 4 Cub Scouts

EQUIPMENT: Can, nail and outlandish costume for spitter

NARRATOR: Ladies and gentlemen, our guest tonight is a champion spitter and has a variety of spits to demonstrate, so let's welcome the champ.

SPITTER: Thank you very much.

NARRATOR: Welcome and we're glad you're here. Could you tell us how you became a champion spitter?

SPITTER: WELL, it's like this ... I was laid up in the hospital with two broken arms and a 'squita kept biting my toe. Couldn't swat him. Got so bad I coulda spit. So I did. Killed him daid!

NARRATOR: So you developed other spits and became famous.

SPITTER: Yep, that's right.

NARRATOR: What spit would you like to show us first?

SPITTER: I guess a slow one, just to kinda warm up.

NARRATOR Okay, I'll step out of the way and our catcher will be ready.

(Narrator moves to center stage and steps back a few feet Spitter and catchers move to opposite ends of stage. Spitter "winds up" and swinging, rotating movement and blows "spit" ' Narrator watches "spit" leave and follows it across the stage and catcher "catches" the spit by tapping the bottom of the can with a concealed nail. Narrator continues to watch the following types of "spit")

*Fast-spit*

(Straight Line)

*Zig-zag spit*

(Up and Down)

*Square spit*

(Square Wave)

*Loop-de-loop spit*

(What he said

*Backward spit*

(for this spitter turns around and spits over his head)

NARRATOR: Now, that's really amazing! But now you're going to do a special spit that won the championship. No one else is able to do it ... the sidewinder.

(Spitter really winds up for this one and blows "spit" out of side of mouth. Narrator slowly follows the "spit" in wandering motions out over the audience. The plant in the audience jumps and screams that the spit landed on him and in anger, chases the spitter off stage.)

**Audience  
Participation**



# Skits

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## SPONTANEOUS MELODRAMAS

The following four skits are all done the same way. Characters are chosen from the audience and are asked to simply carry out the actions that are called for in the script. It's best to provide appropriately silly costumes for each player.

### AS THE STOMACH TURNS

Characters:

Narrator

Lucille Lovelorn (best played by a guy)

Franklin

Lucille gets up, straightens her hair and skirt, and jerks open the door.

Franklin enters the room quickly and says, "Lucille, have you been crying?"

"What's it to you, Batface?" pouts Lucille.

Then she slaps him painfully across the face.

Franklin slams the door as viciously as Lucille had slapped him.

"I'm sorry," cries Lucille.

Then she begins to weep upon his shoulder.

"Philip left me," she sobs as she points to the telephone.

"Tommyrot," says Franklin as he steps back quickly. "He does love you," he says.

"He sent me with this for you," he says.

Lucille gives a shriek of joy as she takes the ring from Franklin's hand.

Then she gives Franklin a big hug.

Lucille leaps to Philip's picture and spins it around to face her.

"I love you too, darling," she coos.

Then she kisses his picture even more passionately than before.

Lucille begins dancing around the room with Franklin.

Suddenly, the telephone rings again.

Lucille hops to the phone and jerks up the receiver.

"Hello, hello, hello," she sings happily.

"Oh, Philip, it's you," she sighs.

But then a frown clouds her face.

He has found someone else; they are through.

She slams down the receiver and angrily throws the ring to the floor.

Then she whirls and slaps Franklin.

"You are a liar," she screams.

Then she jumps to Philip's picture.

"You are a worthless animal," she shrieks.

Then she slaps his picture mercilessly.

Then she wrenches the picture from the wall and throws it to the floor.

Franklin drops to one knee and clasps his hands.

"But I love you, my flower," he sings. "And I have something more valuable than a ring for you, my pet."

Then Franklin pulls a check from his pocket for the amount of < \_\_\_\_\_ >

Here is the supreme gift. He wants to pay her way to < \_\_\_\_\_ >

Lucille squeals with delight.

"What a lovely thought, darling," she sighs.

They embrace happily.

Then they walk over Philip's picture and out the door to their new life ahead.

# Skits

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## BEAUTIFUL BESSIE

For this skit, either divide your group into ten small groups or have ten individuals come to the front and make the sound effects described below. The narrator reads the script, and whenever he gets to one of the names listed below, the person or group assigned that name yells out the proper sound effect.

Characters:

Rattlesnakes: Hiss rattle-rattle, hiss rattle-rattle

**Cowboy:** Yippee

**Bessie:** Screams

**Love:** Loud kissing sound

**Bandits:** Grr-r-r-r-r

Horses: Stamp feet

Cattle: moo-o-o-o-o

Guns: Bang, bang

Wolves: Yow-o-o-o-o

Villain: (gruffly) Hah-h-h-h-h-h-h-E-Hah-h-h-h-Hah-h-h-h-h-h

At the end of the story, when reader says, "Ride 'em, **Cowboy!**" all jump to their feet and yell their part in mass.

The Story:

There once was a handsome **Cowboy** named Bill Jones, who lived far, far out West on a great ranch. He spent most of his days riding the range on a fine black **horse** named Napoleon, and following his herds of bawling white-faced **cattle**.

On an adjoining ranch lived beautiful **Bessie** Brown with her aged parents. All the **Cowboys** **Loved Bessie** but especially did the heart of the handsome Bill go pitter-patter when he looked into her eyes which were limpid pools of darkness. The bold **bandit** Two **Gun** Sam also did feign to win the heart of beautiful **Bessie** but she spurned his **love**. One day **Bessie's** father and mother received a letter asking them to come to town at once, because the ruthless **villain** was about to foreclose on the mortgage to their ranch. Mr. Brown hitched up their **horses** they put their **guns** in the wagon, Mrs. Brown placed her **rattlesnake** charm in her purse, and they drove away to town.

"Ah-Hah," cried the bold **bandit** Two **Gun** Sam, when they were out of sight; for he had forged the letter. "Now, I shall have the **love** of the Beautiful **Bessie**". So he rode his **horse** up to the house and shot both of his **guns**. Beautiful **Bessie** ran out of the house to see if someone had killed a **wolf** or a **rattlesnake**. When the girl saw Two **Gun** Sam, she started to run for her **horse**. But the bold **bandit** grabbed her by the wrist. "Ah, proud beauty," said he. "You shall be my wife, and someday I shall own all of your father's **cattle**."

"Never," said **Bessie**. "I do not **love** you." "Then perhaps, you would rather be taken to a den of **rattlesnakes** or eaten by the **wolves** or trampled by the **cattle**!" "Yes! Yes! Anything rather than let you steal my **love** and take my father's **cattle**. Unhand me, you **villain**!" "Very well, proud beauty, to the **rattlesnakes** we go." And he put her on a **horse** and sped away.

**Gun** shots rang out, and two bullets went through the top of the bold **bandit's** sombrero. "Stop, **villain!** **Rattlesnake!** **Wolf!** It was the handsome **Cowboy** Bill Jones.

When Two **Gun** Sam saw the **Cowboy**, he muttered to himself, "Curses, foiled again!" He dropped beautiful **Bessie** from his **horse** threw his **gun** away and started for the hills where the **wolves**, the **rattlesnakes**, and **cattle**, roam, for he knew he would never win the **love** of **Bessie** nor get her father's **cattle**.

The handsome **Cowboy** looked into the eyes of the beautiful **Bessie**, which were still limpid pools of darkness, and they both forgot about the **wolves** and the **rattlesnakes** and the **villain** who wanted Mr. Brown's **cattle**.

# Skits

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## DUDLEY DO-RIGHT

Characters:

The hero, Dudley Do-Right

The heroine, Prudence Pureheart

The villain, Dirty Dan

Grandmother

The dog (a boy who gets down on all fours)

The cat (a girl who does the same)

The chair (a boy on his hands and knees)

The table (two boys, side by side on their hands and knees)

As our story opens, we find ourselves in a densely wooded forest where lovely Prudence Pureheart is picking wild blackberries while whistling a merry tune.

(Pause while Prudence whistles and picks.)

Unbeknownst to her, the village villain, Dirty Dan, is creeping up behind her.

He grabs her and tries to steal a kiss!

She screams loud and long.

The villain covers her mouth with his hand as she screams.

She slaps the villain in the face.

He picks her up over his shoulder and carries her. She screams and beats him.

He marches around in a circle three times, then heads for home to steal her Grandmother's money.

They exit.

Meanwhile, back at the ranch ...

Prudence's grandmother is sitting on a chair stirring some cake batter on the table.

The cat is sleeping underneath the table.

The old dog, Shep, enters the house and barks at the cat.

The cat jumps into Grandma's lap.

Grandmother slaps the cat and says, "Get down, you dirty creature."

The cat umps down and runs outside.

The dog comes over and licks Grandma's hand.

He keeps licking her hand all the way up to the elbow.

Grandma kicks the dog.

The do- goes and lies in the corner.

Just then, the villain enters the room with Prudence on his shoulder.

Grandmother screams.

The villain says, "I am taking Prudence and your money."

The dog rushes over and bites the villain on the leg.

The villain kicks the do- and lets Prudence down.

Prudence faints onto the floor.

The dog barks at the villain, then goes over and starts licking Prudence's face to revive her.

He licks her face for fifteen seconds while she remains perfectly still.

Just then, our hero, Dudley Do-Right, enters and shouts. "Forsooth and anon!"

Prudence stands up and screams, "Oh, my darling Dudley!"

Dudley and Prudence embrace.

Dudley says, "I love you, my precious."

Prudence says, "I love you, my little lotus blossom."

Suddenly, the villain picks up the chair and throws it at Dudley.

It knocks Dudley to the floor.

Prudence faints and falls onto the table.

Grandmother tries to revive her by slapping her hand, while sobbing, "My child, my child."

This goes on and on ...

## Skits

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The cat reenters the house, jumps on the chair, and runs underneath the table.  
Dudley jumps up and begins flexing his muscles.  
The villain begins to tremble and shake and his knees knock together. This goes on and on.  
The dog starts barking and the cat starts meowing and this goes on and on.  
Dudley decides to warm up for the fight so he does a few exercises, starting out with ten jumping jacks. Then he runs in place for fifteen seconds.  
All this time Grandmother is sobbing and slapping, the villain is trembling, the dog is barking, and the cat is meowing.  
Then Dudley does fifteen pushups.  
On the fifteenth pushup, the villain seizes his opportunity and hits Dudley on the head.  
Dudley falls to the floor, unconscious.  
Just then the cat scratches the dog's nose.  
The dog and cat have a fight right on top of Dudley for ten seconds.  
Then the dog chases the cat outside.  
Just then the table collapses under Prudence's weight and falls to the ground ... table, Prudence, Grandmother, and all.  
Prudence remains unconscious.  
Granny shouts, "You nasty villain!" and starts hitting him in the stomach.  
The villain doubles over.  
Granny then goes around and kicks him in the seat.  
The villain straightens up.  
She hits him in the stomach over and over.  
The villain again bends over.  
She gives him a rabbit punch on the back of the neck.  
He collapses unconscious to the floor.  
Granny looks around at the three unconscious bodies.  
She then straightens her shawl around her head and goes out the door for a night oil the to%vn, saying, "All's well that ends well!"

# Skits

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## WILD WEST SHOW

This can be done one of two ways: either select seven kids to come to the front and each take one of the parts below, or have the entire group get into seven smaller groups, with each group taking one of the parts. Each part requires no acting, only sound effects. The person (or group) assigned to each part simply makes the appropriate sound effect each time their part's name comes up in the story, which is read by a narrator. -The parts and corresponding sound effects are:

<b>Cowboys:</b>	"Whoopie!"
<b>Indians:</b>	an Indian yell with war dance
<b>Women:</b>	scream
<b>Horses:</b>	clippety-clop with hands and feet
<b>Stagecoach:</b>	"Rumble, rumble," make circular motions with arms, like wheels
<b>Rifles:</b>	"Bang, bang!"
<b>Bows and arrows:</b>	"Zip, zip," do the motions with hands

The characters (or the groups) should try to overdo their parts and outdo each other. Every time one of the parts comes up in the story, the narrator should pause and allow time for the sound effect or motion. Give the winner (the person or group who does the best job) a prize.

The Story:

It was in the days of **stagecoaches** and **cowboys** and **Indians**. Alkali Ike, Dippy Dick, and Pony Pete were three courageous **cowboys**. When the **stagecoach** left for Rainbow's End they were aboard, as were also two **women**, Salty Sal and a doll-faced blonde. The **stagecoach** was drawn by three handsome **horses** and it left Dead End exactly on time.

The most dangerous part of the journey was the pass known as Gory Gulch. As the **stagecoach** neared this spot, the **women** were a bit nervous and the **cowboys** were alert, fingering their **rifles** as if to be ready for any emergency. Even the **horses** seemed to sense the danger.

Sure enough, just as the **stagecoach** entered the Gulch, there sounded the bloodcurdling war cry of the **Indians**. Mounted on **horses**, they rode wildly toward the **stagecoach** aiming their **bows and arrows**. The cowboys took aim with their **rifles** and fired. The **women** screamed. The **horses** pranced nervously. The **Indians** shot their **bows and arrows**. The **cowboys** aimed their **rifles** again, this time shooting with more deadly effect. The leading brave fell and the **Indians** turned their **horses** and fled, leaving their **bows and arrows** behind. The **women** fainted. The **cowboys** shot one more volley from their **rifles** just for luck. The driver urged on the **horses** and the **stagecoach** sped down the trail.

# Skits

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## THE SEAGULL AND THE SURFER

Here is a great spontaneous skit that demands no props and no preparation. The "characters" can be chosen on the spot. Their instructions are simple. As the narrator reads the story slowly, each "character" is to act out what is being described. For example: "The waves rise in great swells" (the people who are "waves" begin to rise, then crouch, repeatedly). Be sure the narrator gives the "actors" enough time to do what is being described.

Characters:

**Seagulls** (any number)

**Shore** (any number)

**Sun**

**Surfer**

**Waves** (any number)

The Script: (read by the narrator)

It is a bright and beautiful morning at the beach. The **sun** is slowly rising, and the **seagulls** are waking up after a long night's rest; the **waves** are calm and serene and the **shore** is smooth and damp.

The ocean world now seems to come alive as the **seagulls** chatter to each other and fly off on their morning search for food. As the **seagulls** fly over the **shore** and **waves**, they begin to get playful. They soar higher and higher, then drop suddenly, skimming the **waves** with their outstretched wings. They fly up, then up and down again, in circles, in zigzags, backwards, then forwards. The **seagulls** are chattering noisily, screaming as loud as they can. Suddenly, the playfulness ends and the **seagulls** return slowly to their nests to rest.

The **waves** are beginning to rise in great swells. They rise higher and higher reaching farther and farther until at the last second they come crashing down on each other and roll onto the **shore**.

A **surfer** arrives at the beach, walking on the **shore**. Excited at the prospect of the big **waves** that are continuing to break on the **shore**, the **surfer** begins to jump up and down. He sits on the **shore** and gazes at the breaking **waves**.

The **surfer** now decides to take his board out into the water. He paddles out, using fast, long strokes. He paddles faster and faster with longer and harder strokes until he reaches a point beyond the **waves**. Now, riding his board, he dodges skillfully in and out among the **waves** with precision timing. Poised and graceful, he "hangs ten" on his surfboard. Suddenly, a **wave** grabs him and sends him crashing into the **shore**.

The surfer, now tired and beaten, gathers up his surfboard and slowly stumbles away from the **shore** and heads for home.

The day is coming to an end as the **sun** slowly sets. The **seagulls** make their last flight for the day flying over the **shore** and **waves** and once again return to their nests for a cozy night's sleep, tucking their wings under their bodies and lowering their heads.

As we take one last look at the beautiful ocean scene before the **sun** sets, we can see the restful **seagulls**, and the **waves** beating on the **shore**.

# Skits

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## THANKSGIVING DINNER ON THE GRANDPARENTS FARM

Mrs. Davis: "My goodness, no, thank you"  
Mr. Davis: Rub stomach & say: "No thanks, I'm stuffed"  
Danny: "Yes ma'am, please"

The Davis family had gone to the country to have Thanksgiving dinner at the Grandparents farm. This had become a family tradition that everyone looked forward to. Grandma & Grandpa had a large garden where they raised all sorts of vegetables. They also raised cows, pigs, goats, sheep, chickens, & 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 & 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 & gravy, sweet potatoes, green beans, cranberry sauce, green peas, corn, hot biscuits with honey ... & in the kitchen were two kinds of pie.

After thanking God for their blessings, everyone filled their plates & began to eat. Grandma said: "Would you like some more turkey, **Danny**?" He had a big appetite for a 9yr 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 & 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 & cut them into wedges. She gave a big piece of pumpkin pie to **Mrs. Davis**. She gave a small piece of mince pie to **Mr. 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**?" But when she said "Would you like to take home some pie, **Danny**", he wrapped several pieces of pie & 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, & then went to bed. During the night his mother heard moaning & 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**?"

# Skits

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## THE MODERN OLD FASHIONED SANTA

In this type of audience participation, the leader instructs the group to repeat each line after him as he sings or chants this Read with expression & force which will stimulate the same responses. If singing, -the tune is Bill Grogan's Goat.

THERE IS A SANTA WE ALL KNOW  
WHO BRIGHTENS UP OUR CHRISTMAS SO.

HE- SPENDS ALL YEAR MAKING LOTS OF TOYS  
TO DELIVER HERE TO GIRLS & BOYS.

IN DAYS OF OLD HE WAS IN STYLE  
IN BRIGHT RED SUIT & BREADED SMILE.

NOW DON' T YOU SEE HE STILL FITS IN  
WITH TODAY'S BRIGHT COLORS & BREADED GRIN

& THE BIG WIDE BELT WHICH SANTA WORE  
IS RIGHT IN STYLE IN TODAY'S STORE.

& THE LONG HAIR STYLE WHICH SANTA HAD  
IS WORN TODAY BY SON & DAD.

SO AN OLD FASHIONED CHRISTMAS IS IN STYLE TODAY  
FOR STYLES YOU SEE GO AROUND & AROUND THAT WAY.

AND THE SPIRIT OF CHRISTMAS WILL ALWAYS BE PART  
OF OUR WAY OF LIVING.

SO OUT OF DATE SANTA WILL NEVER BE  
AS HE SHOWS US ALL HOW CHRISTMAS SHOULD BE.

OLD FASHIONED & MODERN OUR SANTA SHALL BE  
FOR THE IMPORTANT THINGS WHAT HE STANDS FOR YOU SEE.

SO JUST REMEMBER FROM THE VERY START  
THAT THE SPIRIT OF CHRISTMAS BEGINS IN THE HEART!



# Skits

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## TAKING A STRETCH WITSANTA CLAUS

In the following stretcher type audience participation stunt, the leader reads the verse as the audience acts accordingly with help of leader up front.

SAWA CLAUS STOOD UP STRETCHING HIS ARMS OUT WIDE,  
FIRST HE LOOKED TO HIS LEFT & THEN TO HIS RIGHT SIDE.  
HE THEN BENT DOWN & WIPED OFF HIS BOOTS SO SHINY  
HE THEN TURNED AROUND TO SEE HIS BEHINNY.  
BUT HE COULDN'T SEE IT ALAS & ALACK,  
SO HE THEN TURNED RIGHT BACK.  
THEN FEELING RELAXED HE STCMPED HIS FEET,  
& THEN SAT DOWN AGAIN IN HIS SEAT.

## THE MEANING OF OLD FASHIONED CHRISTMAS

Characters:

**Old Fashion Christmas:**

"Peace On Earth"

**Toys:**

"Buzz, Blink, Whirr"

**Gifts:**

"From the Heart"

What is an **Old Fashion Christmas** a boy said to his Parents One day? They though for a while before they would venture to say. After thinking it through & pondering awhile, they tried to portray to him the **Old Fashion Christmas** style. You see the Holiday season we all know of today, often seems a far cry from what this season should portray. People crowd in the stores buying many **Gifts & Toys**, in far too large a quantity for all the girls & the boys. In the **Old Fashion Christmas** things were different you see, far fewer **Gifts**, then there seemed to be. So they were all given with love beyond measure, making the giving a wonderful treasure. In the **Old Fashion Christmas** the best **Gifts** of all, were those of goodwill or perhaps a token so small. **Toys** were not given in excess by the score, but many **Gifts** is as immaterial as can be. The **Old Fashion Christmas** let's all now start, by remembering, my friend, it begins in each heart! Through the giving of kindness & goodwill to all mankind, an **Old Fashion Christmas** we certainly can find. The **Gift** with a meaning in this season can play a part, with an **Old Fashion Christmas**, BEGUN IN THE HEART!

# Skits

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## ABE, THE LEFT-FOOTED MULE

Characters:

**Mr. Mullins:** "Whoa, there!"  
(gestures as if pulling on reins)  
**Mrs. Mullins:** "Stop, Stop!"  
(holding hands to head)  
**Abe, the Mule:** "Hee-haw, hee-haw!"  
(index fingers pointed up like ears)  
**Jasper:** "Howdy Folks"  
(hand raised in greeting)

This is a story about **Mr. Mullins** and **Mrs. Mullins** two of our Pilgrim ancestors and their little mule named **Abe**. **Abe** was left-footed and he did everything just exactly backwards. When **Mr. Mullins** wanted to plow the fields, **Abe** pulled the plow so far to the left that he went in big circles. When **Mrs. Mullins** wanted to go to the village, **Abe** went backwards instead of ahead. "It is very embarrassing", cried **Mrs. Mullins**. "It is very confusing!" cried **Mr. Mullins**. And **Abe** just cried.

One day their cousin **Jasper** came to visit and he saw **Abe** plowing circles and pushing the wagon backwards. **Mr. Mullins** was so confused. **Mrs. Mullins** was so embarrassed. **Abe** was so unhappy.

"We'll have to send **Abe** away", said **Mr. Mullins**, "or we can never get to the village" said **Mrs. Mullins**. "And we do love him so", they both cried. "Hum", said cousin **Jasper**. "**Abe** is a very handsome mule, even if he is left-footed."

So cousin **Jasper** thought it all over and he said; "Why don't you get a right-footed mule to go along with left-footed **Abe**. "Yes, why don't we", said **Mr. Mullins** and **Mrs. Mullins**. So they did ... they got a very right-footed mule named **Able**.

Now everything worked out very nicely. When **Abe** plows left, **Able** plows right. Between them their field was the straightest in all the colonies. When **Mrs. Mullins** hitches them up to go into the village, she hitches **Abe** backward and hitches **Able** frontward. And away they go at a good, fast clip.

"We may look strange" says **Mrs. Mullins**, "But we do get to the village in a hurry".

So **Mrs. Mullins** is happy. **Mr. Mullins** is happy. And **Abe** and **Able** are happy. And cousin **Jasper** went home very well pleased with himself.

# Skits

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## DANIEL BOONE

<b>Boone:</b>	Beats on chest
<b>Coonskin Cap:</b>	Tip cap
<b>Animals:</b>	Howl
<b>Gun:</b>	Bang, bang
<b>Weather:</b>	Brush hands and slap knees
<b>Indians:</b>	War hoop

Daniel **Boone**, wearing a **Coonskin Cap** and carrying his **Gun**, encountered many dangers in his explorations west. There were wild **Animals**, bad **Weather** and **Indians**. He established the Wilderness Road and founded a city named **BOONE**sboro, Kentucky. Once, he was captured by **Indians** during very bad **Weather**. Fortunately, the **Animals**, upset by the **Weather**, howled and howled and the **Indians** ran away. **Boone** escaped with his **Gun** and his **Coonskin Cap**. **Boone** was a famous pioneer. This courageous man, who braved the **Animals**, the **Weather**, and the **Indians**, to explore and find new trails into the new frontiers is best remembered as the owner of a **Coonskin Cap**!

## TRAVEL

This could be lead by a WeBeLoS Den, for their Traveler's Badge. Divide the audience into 4 parts & as the narrator reads the following poem the different groups say the key words when their assigned word is read.

<b>Car:</b>	Honk-honk
<b>Plane:</b>	"Glide-Glide"
<b>Bus:</b>	"Beep-Beep"
<b>Boat:</b>	"Splash-Splash"
<b>Travel:</b>	All sounds at once

When you want to **Travel**, from place to place,  
There are many vehicles, That could join this race.  
There's the **Car** that comes, In many assorted sizes,  
With gadgets galore, And full of surprises.  
Or you could settle for a ride, In a modern **Bus**,  
And save yourself 'worry, And a whole lot of fuss.  
If a **Car** or a **Bus**, Does not meet your needs,  
You can **Travel** in a **Plane**, At astonishing speeds.  
But if you choose to **Travel**, Over a route that's wet,  
The finest of **Boats**, Are yours to get.

When you want to **Travel** Whether near or far,  
You can do it comfortably, If you listen when they say,  
Leave the driving to us. Then you certainly should **Travel**  
Around the place by **Bus** But if you are one,  
That's always in a hurry, Then take a **Plane**,  
In your rush & scurry. But if over the water slide.  
You choose to ride, Then pick a **Boat**,  
And through the water slide. Whatever the transportation,  
You may chance to use, When you **Travel** my friend,  
'Tis yours to choose.

# Skits

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## THE CHERRY TREE

**Mother:** "Son!" (Ladies take this part)  
**Dad:** "Harrumph" (Men take this part)  
**Axe:** "Chop! Chop!" (Cubs take this part)  
**Whacks:** "Bam! Bam!" (All take this part)

When Washington was just a boy, he had a little AXE He came upon a Cherry Tree & gave it several WHACKS. His **Mother** this funny noise, & wondered what was done, George said he did it just because, he wanted to have fun. She took his **Axe** away from him & acted very mad, She said that when his **Dad** came home, he'd find out George was bad. Now George knew **Dad** would **Whack** him if he tried to lie, so when his **Dad** came home, George was standing by. He told him just what he had done, with his little **Axe**. And how he dropped that Cherry Tree, with several timely **Whacks**. His **Dad** was mad, his **Mother** too, but George had told the truth, About the Cherry Tree he chopped his **Axe** into. The moral of this story, is to never tell a lie, cause **Mother & Dad** will give you **Whacks**. Which are sure to make you cry.

## THE GHOST WHO COULD NOT GROAN

**Father Ghost:** (men in audience MOAN loudly)  
**Mother Ghost:** (women in audience MOAN)  
**Little Ghost:** (children in audience MOAN softly)  
**Ghosts:** (all audience MOAN together)

Once upon a time there was a house on a hill, and in that house lived a family of **Ghosts**. There was a **Mother Ghost**, a **Father Ghost** and a **Little Ghost**. The **Little Ghost's** name was Horace. Horace could do just about anythin' spooky, but he could not groan and he could not moan.

People sleep at night and stay awake during the day, but **Ghosts** sleep all day and stay awake all night. One night, the **Ghosts** had a midnight tea visitor. The **Mother Ghost** asked her what they could do about Horace, the **Little Ghost**. But she did not know.

Then early one night (it was about six o'clock) the **Father Ghost** said, "We had better put on clean sheets. It looks like we're going to have a party. There is a wonderful smell in the air. When they got downstairs, they found that someone was baking doughnuts. Now you know that doughnut holes are **Ghosts** favorite food!!! The **Father Ghost** ate 24 holes. The **Mother Ghost** ate 15 holes. And Horace, the **Little Ghost** ate 75 holes.

When they had finished eating, they went upstairs and they found Horace, the **Little Ghost**, lying on the bed. Horace groaned and said, "oh, I have a terrible pain in my stomach!" the **Little Ghost** just lay there moaning and groaning. **Mother Ghost** ran over to him and said, "Oh, Horace'. You have learned how to moan and groan.

So after than night, any time Horace, the **Little Ghost**, wanted to groan, all he had to do was think of the time he ate too many doughnut holes.

**STUNTS**

# Skits

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## CHIKI-CHIKI

For this one, get four volunteers to come to the front of the room and line up facing the audience, side by side, with you at one end of the line. Tell the volunteers they must do exactly what you do because it is a coordination test to see (1) how well they can follow the leader, and (2) how well they can improvise on what he does. The audience will be the judge as to who does the best job.

Begin by swinging your arm in a circular, sweeping motion, and reach over and pinch the volunteer standing next to you on the cheek and say "Cheeky-cheeky." Then that guy does the same to the next person in line, and so on. Next you wind up and grab the other cheek, and do the same. Then you pinch his nose in the same way, saying "Nosey-nosey," and his chin while saying "chinnie-chinnie." With each of these, the same action is repeated down the line.

What makes this funny is that before you pinch the guy next to you each time, you put lipstick on your fingers with a tube that you have in your other hand, but concealed to the guy next to YOU. You just keep smearing lipstick all over the guy's face and the audience gets a lot of laughs, but the poor guy has no idea what they are laughing at.

Note: It's best to tell all the guys to stand with their hands behind their backs. That way you can keep the lipstick tube behind your back.

## FIXED CHARADES

Two volunteers are sent out of the room with an assistant who explains to them that they are going to play a simple game of "charades." They each get a movie, book, or song title that they must get the audience to identify. Whoever does it in the fastest time wins.

Meanwhile, you reveal to the audience (while the volunteers are out of the room) what the titles are that they will be "charad-ing." The first volunteer should have a difficult title, like "Mutiny on the Bounty." But the audience, already knowing what it is, should pretend to puzzle over it for a few seconds, then pick up quickly on the volunteer's clues and guess it after about ten seconds or so. The second volunteer will have a ridiculously easy one, like "Tea for Two." The audience should be very animated and make lots of guesses-all wrong. For example, if the person makes the letter "T" with his hands, the audience should guess "time out," or "hand signal," or anything but "tea." The result is a very frustrated volunteer.

## FLY FAMILY

Send three or four volunteers out of the room. When they return (one at a time) tell them they are going to be introduced to the "Fly Family"-four people who stand in line with their hands behind their backs: Mr. Horsefly, Mrs. Horsefly, Mr. Butterfly, and finally Mr. Letterfly. They are introduced one at a time; shaking hands-but Letterfly throws a cup of water all over the unsuspecting fall guy.

# Skits

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## DONKEY

Have five or six volunteers come to the front of the room, then announce to the group that each volunteer will be secretly told the name of a barnyard animal. When you count to three, each of these people will try to make the sound of the animal that they were given as loudly as possible. The audience will judge who has done the best job. The winner will get a nice prize.

Then you whisper in the ear of each of the volunteers. But instead of giving them an animal, you tell all but one of them to not make a sound. That lucky one you tell to make a sound like a donkey. Of course, he thinks that all the others are going to imitate animals just like he does. Just before you count to three, remind them to make their noise as loudly as they can. The result will be a slightly embarrassed "donkey."

Don't forget to give him his prize.

## THE FUNNEL TRICK

Have a volunteer (preferably a boy) come forward to try a little game, with a chance to win some money. Place a funnel in the boy's pants (in front). Have him tip his head back, and then place a quarter on his forehead. Tell him that if he can drop the quarter into the funnel three times in succession, he can keep the quarter. Chances are good he'll succeed the first two tries. On the third try, while his head is tipped back, grab a glass of water and pour it down the funnel.

## THE HOBBY QUIZ

Choose three guys in the room who have a hobby of some kind (any hobby). Explain to them that the audience is going to ask them questions about their hobby, and that they are to answer without giving away what their hobby actually is-this is because the audience is supposed to guess their hobbies. Then send them out of the room (supposedly so that the audience can think up some questions). While they are out, you tell the audience that they are to assume that all three boys' hobby is kissing. (Regardless of what their hobbies actually are.) Call the boys back in, and ask them questions like the Ones below. Their answers will be hilarious.

1. Who taught you your hobby?
2. How long does it take to do your hobby?
3. In which room (or what place) do you perform your hobby?
4. What sound does your hobby make?
5. Is there any special training involved? If so, what?
6. How old were you when you first learned your hobby?
7. How do you get ready for your hobby?
8. What's the best time of the day to perform your hobby?
9. What do you wear when you are doing your hobby?
10. What sort of special equipment do you need?

# Skits

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## MIND POWER

Rig up a box or a table draped with a cloth, big enough for a person to hide under. A balloon attached to a plastic tube or hose should be arranged so that only the balloon shows above the box, with the hose inserted through a hole in the box so that the person underneath may regulate the size of the balloon. Have a stool or chair next to the box with dummy electrical wires running into the box.

Announce to the audience that this is a machine to measure a person's mental capacity-the smarter he is, the larger the balloon will become. Have several volunteers come up, one at a time, and lay their heads down on the seat of the stool; have the balloon increase in size a little more each time. Have the youth director come; the balloon shrinks. Finally say that you are tired and sit down on the seat-the balloon explodes.

## ELEPHANT PANTOMIME

You'll need at least three volunteers for this one. Send them out of the room, tell the audience what's going to happen, and then call volunteer A back in.

Begin by telling volunteer A to watch you do a pantomime and to try and remember it as well as possible. Then, while he is watching, you pantomime "washing an elephant."

Only the audience knows what you are doing. The volunteers do not. After A watches you do the pantomime, B is brought into the room and A must do the pantomime for B, even though A may not know exactly what he is doing. He just tries to duplicate what you did. Then C is brought in and B does the pantomime (as close as he can get it) for C. The result is a lot of laughs, because the pantomime keeps getting farther and farther away from the original. Let the volunteers try to guess then what they were supposed to be pantomiming.

Here's how your original pantomime should go: Pull the elephant in on a rope. Tie the rope at a stake. Dip a rag in a pail and wash the side of the elephant, jumping high to get all the way to the top. Crawl underneath, wash his belly and legs. Go to the front and wash his trunk, inside and out, and wash the elephant's ears as well. Then wash under his tail, hold your nose, etc., and generally try to be as creative as possible.

## FIRST KISS

Have several volunteers leave the room. Before you bring them back in, explain to the audience that when each person returns, the audience should be very quiet and not say a word. The M.C. (you) will also not say anything. Explain to the audience that what the volunteers say during that confused silence will be what they said right after their first kiss. As soon as the audience understands, bring the volunteers back in, one at a time. The confused volunteer, returning to nothing but Silence, will undoubtedly say something. ("Now what do I do?" or "This is really weird," and so on.) Let each one talk (to the audience's delight) until he runs dry or gives up, and then bring in the next.



# Skits

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## THERE'S A B'AR!

Get several volunteers (kids) to line up in a straight line, facing the audience, shoulder to shoulder, with the leader at the right-hand end of the line (his right, not the audience's). The leader says, "There's a b'ar!" (bear); the kids are instructed to say, "War?" (where). The leader responds with, "Thar!" and points to a spot off to his left but with his right arm. The kids are instructed to point also, and keep pointing. Again the leader says "There's a b'ar!" The kids reply, "War?" and the leader says, "Thar!" and this time points to his right with his left arm. The kids do the same and now have both arms pointing (crisscrossed). The same steps are repeated, this time with the leader squatting and pointing with his left leg to the right. All the kids do the same. Once more the same is repeated and the kids must point with their noses to the left. So now the kids' faces are turned to the left, away from the leader-who then gives the guy next to him a push, and the entire line will fall like dominoes.

## THE TRAINED FLEA ACT

One person is introducer to the group as having a very unusual hobby-flea-training. He has a-reed to bring his best flea and give a demonstration to the group. The flea-trainer goes to the front of the group and begins his pleasant but serious presentation. He introduces his most talented and highly skilled flea by name, such as Myrtle. He explains how many months he has worked with her and how hard it is to bring a flea to her level of performance. The patter can include an explanation of the varying personalities of fleas and their individual capacities. He may have her in a little box or jar. As he takes her out, he mentions that with good eyesight and some practice, one can recognize fleas by their manners and markings.

Then the act begins. He carefully releases her from his hand and follows her imaginary slow circular flight in the air, speaking soft words of encouragement. After her return, he releases her for a double flight with some anxiety, because she has never performed in front of a group before but she makes it. Next, she is to attempt three circles. But on the third her flight becomes wobbly and erratic as he follows with his eyes and forefinger. She veers out into the audience; he calls her with alarm and plunges after her, never taking his eyes off her.

He follows her to some member of the audience who makes a good butt for a joke, such as a leader or extrovert. Quickly, he extricates her from the fellow's hair down the back of his neck. Greatly relieved, he takes her back toward the front of the stage, speaking softly to her in his cupped hands then spins back toward the audience in alarm and yells with dismay, "Hey you're not Myrtle!"

## THE UGLIEST MONSTER IN THE WORLD

Bring in a guy with a blanket over his head who is the "monster." Tell everybody that this monster is so ugly that anyone who looks at him falls over dead. Three guys in the audience (clued-in) come up to try. They look under the blanket and, sure enough, they scream and fall over dead. Now choose a girl (unsuspecting) to come up and look under the blanket, just to prove that girls are the stronger sex. She comes up, looks under the blanket, and when she does ... the monster screams and falls dead.

# Skits

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## TAKE OFF WHAT YOU DON'T NEED

Have a guy come up, lie down on a table, and cover him with a blanket. Tell him to take off something that he doesn't need, and toss it off the table. He will usually take off something like his shoes, or a wristwatch. Continue to ask him to take off something that he doesn't need, and he will continue to do so until, finally, he will refuse to take off anything else. But don't let him off so easy-insist that he can take something else off. The idea is to get him to take off the blanket, since he doesn't really need it. He'll make all kinds of excuses as to why he can't take anything else off, but you insist that he can. If he doesn't catch on and has to be told, give him a silly penalty of some kind.

A good variation of this old trick is to do it with three guys, bringing them into the room one at a time to go through the same gag. But the last guy is clued in-under his pants he's wearing pair of swimming trunks. To the amazement of the audience, he will take off everything (except for the swimming trunks, which the audience doesn't know about). Then he throws the blanket off-and that's when the girls start screaming.

## THE TALKING HEAD

To set it up, use a table that extends in the center, or place two card tables ten or twelve inches apart and drape with sheets to the floor. Cut a hole in the sheet big enough for a guy's head to come through. Place three buckets upside down on top of the table, one of them over the hole. During a busy part of your meeting (or behind a curtain), have the guy acting as the "talking head" position himself under the table with his head sticking up through the sheet and under a bucket. No one in the group should be able to tell that there is anyone under the table.

Ask three volunteers (preferably girls) to leave the room, and bring them back in one at a time. Explain that they are helping with the Evelyn Wood Speed Reading Course and have only two seconds to read the short printed phrase under bucket #1, only four seconds for bucket #2, and only six seconds for bucket #3. When they are ready, position them with their faces close to the bucket's edge, lifting the bucket just long enough for them to see and read the phrase. Lower the bucket and have them tell the group what they read. Repeat for the second bucket amid much praise and encouragement for the fine job they are doing. When they are positioned and ready for the third bucket, lift it much higher and your talking head should scream or yell to scare the volunteers. This first time, even the group will scream and react since they were not expecting to see a head under the bucket. Repeat the process for the second victim, making sure that the group has been cued not to give anything away.

## SUBMARINE RIDE

A volunteer lies flat on his back on a table with a person at each arm and each leg. The legs are the left and right rudders. The arms are torpedo one and torpedo two. A jacket is put over the volunteer's head with one sleeve directly over his nose. This is the periscope. The captain (you) yells "Left rudder!" (Person on left leg raises leg.) "Right rudder!" (Raise right leg.) "Torpedo one!" "Torpedo two!" (Raise arms.) "Up periscope!" (Sleeve is lifted straight up.) "Dive! Dive!" (You pour water down sleeve and into the volunteer's face.)

# Skits

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## ODDBALL

This is one of the funniest stunts of all time. It's best in a meeting format, when you have an audience and a stage or "up front" area. To be-in, you select four or five contestants to compete in an exciting new game. They must leave the room (to a soundproof area) while you set up the game.

You'll need two or three tables that are the same width and about seven or eight balls of different kinds. Place the tables end-to-end and cover them with blankets to give the appearance of one long continuous table. But a hole has been cut in one of the blankets, and a person kneels or sits between two of the tables with his head sticking up through the hole. The balls are evenly spaced along the length of the table, with the head counting as one ball. All the balls (and the head) are then covered with towels so that they are completely covered. The crowd is warned not to reveal to the contestants what is going on.

Another-and even better-way to do this would be to actually cut a hole in the table top for the head to stick through. But that might not go over too well with whoever owns the table. If set up properly, the first method will work fine. When you're ready to go, there are several ways to play the game with your contestants:

1. **Name that Ball:** The announcer introduces the first volunteer and the crowd cheers wildly. The announcer explains that on the table are a number of different kinds of balls- volleyballs, footballs, soccerballs, and so on. The object of the game is for the contestant to start at one end of the table, tear off the first towel, and identify the kind of ball before proceeding to the next one. A timekeeper is clocking each contestant, and the winner will be the one who has the fastest time. The crowd is encouraged to cheer them on. When they tear off the towel covering the head, the head suddenly yells "BOO!" with his eyes bugging out. Nine out of ten contestants will jump right out of their socks. Have the contestants (rather than the head) face the audience, since their reaction is what makes this so hilarious.
2. **Guess that Ball:** Give the head a mouthful of water before each contestant comes in. You still use the "game show" motif but this time the contestant is guessing what is under each towel. The announcer tells the contestant at the start that he or she cannot touch the ball but must guess what each ball is before taking the towel off to see if they were correct. The contestant with the most correct guesses wins. If a correct guess is made, the crowd cheers; if wrong, they boo. It is important that the head stay perfectly still. When the contestant comes to the head, he guesses, then pulls off the towel. The head spits water all over the contestant.
3. **The Double-cross:** For both of the games above, a good way to end is to double-cross the head. He thinks he is so funny and is really enjoying spitting and scaring people. Let your last contestant know what's up ahead of time so that he goes through the motions all right, but when he uncovers the head, he gets him with water, pie, potatoes, mud, or something equally messy. It's really funny.

# Skits

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## THE RUNNING SAP

Explain that you are an artist in your spare time and that you are going to paint a "human painting" right before the audience's eyes-using people instead of paint. The scene is in -the forest. Have someone come up and be the "babbling brook" by standing up front going "babble babble-babble" over and over. Next have someone come up and be the rustling trees. He stands next to the babbling, brook and goes "rustle-rustle-rustle Do the same thing with the "whistling grass" and the "howling wind, and then ask for someone to come up and be the picture frame. The frame runs continually around the other guys who are babbling, rustling, whistling, and howling. While they are all doing their part, you say, "And now, ladies and gentlemen, there you have it. The babbling brook, the rustling trees, the whistling grass, the howling wind, and the RUNNING SAP!"

## BUCKET TRICK

This is a stunt you play on the entire group. You need one helper. Announce that you have a bucket of water from the fountain of youth. (Or any story you want to make up.) Ask for a volunteer-and choose your clued-in helper. The bucket is brought in. Be sure the audience can't see inside it, because it's really a bucket of rice or confetti with a dipper sticking out of it. Inside the dipper is some water. The outside of the dipper must be dry so that no rice will stick to it. You take the dipper out of the bucket, pour the water into a glass, and the volunteer drinks it. He waits, starts acting like a two-year-old, grabs the bucket, and throws its contents all over the audience.

**GROANERS,  
QUICKIES  
AND  
ONE-LINERS**

# Skits

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## I'M NOT HERE

This short skit requires two people. Lines should be memorized and rehearsed. Timing is very important.

Person #1: I'll bet you ten dollars that I'm not here.  
Person #2: Well, of course, you're here. Anyone can see that you are definitely here.  
Person #1: I'm telling you, I'm not here, and I'm-going to prove to you that I'm not here.  
Person #2: O.K., you got yourself a bet.  
Person #1: Am I in Chicago right now?  
Person #2: Of course not.  
Person #1: Am I in New York City right now?  
Person #2: Don't be ridiculous.  
Person #1: O.K., if I'm not in Chicago, and I'm not in New York City, then I must be somewhere else, right?  
Person #2: Uh-right.  
Person #1: And if I'm "somewhere else," then-I can't be here, right?  
Person #2: Well, that does make sense (looking puzzled).  
Person #1: So, that proves that I'm not here, and you owe me ten bucks!  
Person #2: Hmm. (Starts to pull out wallet.) I sure thought that was a safe bet. (Person #1 holds out his hand, waiting to receive the money.) Wait a minute! I can't pay you ten bucks!  
Person #1: Why not?  
Person #2: Because you're not here!

## GROANERS

These skits are short "one-liners" that can be used in many different ways. In some cases, the 11 punch line" is funny enough to carry the skit, but in most cases, the real humor is in the acting out of the skit by the participants. Timing and execution are important in skits like these.

One good way to use these skits is to select a number of them (twenty or so) and present them all at once "shotgun" style-one right after another. There should be no pause between them at all. Have the necessary props out on the stage ahead of time for all the skits, and encourage the kids to act their parts with gusto. You can use just a few kids, if you'd like, and have them switch -costumes - back and forth, acting out many different parts. It helps, too, to have a lively musical interlude between each skit, such as old time piano music or a vaudeville-type fanfare. Use your imagination and creativity and the result will be a lot of fun for everyone.

## THE HOLDUP

Man: Say, buddy, do you see any cops around?  
Stranger: No.  
Man: O.K., then—stick-em-up!

## EVERY TWENTY MINUTES

Man: According to this report, a person is hit by an automobile every twenty minutes!  
Other man: What a glutton for punishment that guy must be!

# Skits

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## WANT AD

Girl: My dog ran away last night.  
Boy: Did you put an ad in the paper?  
Girl: No.  
Boy: Why not?  
Girl: My dog can't read.

## THE BEAUTY SHOP

Smith: My wife spent four hours in the beauty shop this morning!  
Jones: That's a long time.  
Smith: You're not kidding. And that was just for the estimate!

## THE HAT

Lady: My husband says I look younger in this hat.  
Friend: Oh, really? How old are you?  
Lady: Thirty.  
Friend: No, I mean, without the hat....

## THE DREAM

Wife: Dear, I dreamed you gave me a hundred dollars for new clothes last night. You wouldn't want to spoil that nice dream, now, would you?  
Husband: Of course not, dear. You can keep the money.

## THE SANDWICH SHOP

Customer: Waiter, the sign outside says that you'll pay fifty dollars to anyone who can order a sandwich that you don't have. O.K., I'd like an elephant ear sandwich!  
Waiter: Uh-oh. Guess we'll have to pay you the fifty bucks.  
Customer: No elephants ears, eh? (smiling)  
Waiter: Nah, we've got lots of them. We're just out of those big buns.

## THE COMPUTER

Inventor: I've invented a computer that's almost human!  
Man: You mean it can think on its own?  
Inventor: No. But when it makes a mistake, it blames another computer!

## THE DRESS

Woman: This dress that I have on will never go out of style.  
Other woman: You're right. It'll look just as ridiculous every year.

# Skits

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## ELEPHANT PAJAMAS

Hunter: One night in the jungle, I heard a noise outside my tent. I looked outside and an elephant was charging. I ran outside, grabbed my gun, and shot him in my pajamas!  
Man: That's ridiculous. How did he ever get into your pajamas?

## FAMOUS MEN

Visitor: Have any famous men ever been born in this town?  
Native: Nope. Just little babies.

## IN THE OFFICE

Employee: Say, boss, since your assistant died, I was wondering if maybe I could take his place.  
Employer: It's all right with me if you can arrange it with the undertaker.

## THE PASTOR

Member: Pastor, how did you get that cut on your face?  
Pastor: I was thinking about my sermon this morning, and wasn't concentrating on what I was doing-and I cut myself shaving.  
Member: That's too bad. Next time, you'd better concentrate on your slaving and cut your sermon!

## THE NEW HAT

Husband: Where did you get that new hat?  
Wife: Don't worry, dear. It didn't cost a thing. It was marked down from \$20 to \$10. So I bought it with the \$10 that I saved.

## CROSSED UP

Smith: Know what they got when they crossed an abalone with a crocodile?  
Jones: No, what?  
Smith: A „Crock-a-baloney.“

## FLOWER DISEASE

Girl: He's got the horrible „flower disease“!  
Other girl: What's that?  
Girl: He's a blooming idiot!



# Skits

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## THE CANARY

Man: Know what the 500-pound canary said?  
Other man: No, what?  
Man: (deep voice) CHIRP!

## THE BANQUET

Speaker: This is terrible. I'm the speaker at this banquet and I forgot to bring my false teeth with me.  
Man: I happen to have an extra pair. Try these.  
Speaker: Too small.  
Man: Well, try this pair.  
Speaker: Too big.  
Mail: Well, I have one more pair ... how about these?  
Speaker: These fit just fine. Boy, I sure am lucky to be sitting next to a dentist.  
Mail: Oh, I'm not a dentist. I'm a mortician.

## DIET SHAMPOO

Girl: Have you tried that new diet shampoo?  
Boy: No.  
Girl: Well, you should. It's for fatheads.

## THE TIE

Man: Say, that's a beautiful rainbow tie you're wearing.  
Other-man: What do you mean, rainbow tie?  
Man: It has a big pot at the end.

## THE BUS RIDE

Lady: Sir, are you enjoying your bus ride?  
Man: Yes, ma'am.  
Lady: Then why are you sitting there with your eyes shut? Are you sick?  
Man: No, I'm O.K. It's just that I hate to see a woman stand.

## HAND-ME-DOWNS

Smith: We were so poor when I was a kid that I had to wear „hand-me-down-is“!  
Jones: That's not so bad. Everybody has to wear hand-me-downs.  
Smith: But all I had were older sisters!

# Skits

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## THE FRESH GUY

Girl: When I went out with Pete, I had to slap his face five times.  
Friend: Was he that fresh?  
Girl: No. I thought he was dead.

## THE TEACHER

Girl: Did you kiss me when the lights went out?  
Boy: No!  
Girl: It must have been that guy over there.  
Boy: Oh, yeah? I'll teach him a thing or two!  
Girl: You couldn't teach him a thing!

## THE PIE

Mail: Waitress, what kind of pie is this that I'm eating?  
Waitress: Well, what does it taste like?  
Man: It tastes like fish.  
Waitress: Oh, that must be the lemon pie. The apple pie tastes like garlic.

## THE PIZZA

Cook: Say, mister. Do you want me to cut this pizza into six pieces, or eight?  
Man: You better make it six. I don't think I can eat eight.

## THE GORILLA

Smith: Know what they got when they crossed a gorilla with a porcupine?  
Jones: No, what?  
Smith: I don't know what they call it, but it sure gets a seat on the subway.

## MUD PACKS

Mari: Every so often, my wife puts on one of those mud packs.  
Friend: Does it improve her looks?  
Man: Yes, for a few days. Then the mud falls off.

## THE OCEAN

Girl: You remind me of an ocean  
Boy: You mean-wild? Restless? Romantic?  
Girl: No. I mean you make me sick.

# Skits

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## HAVE YOU SEEN JOHN?

Here's a quickie that can get very confusing to an audience. There is a subtle shift in the dialogue that causes the first person to actually answer his own question.

Person # 1: Have you seen John?  
Person #2: What's his name?  
Person #1: Who?  
Person #2: John.  
Person #1: No, I haven't seen him.

## WHALE SANDWICH

Man: Say, waiter. Your sign outside says, „Any sandwich you can name.“ O.K. I want a whale sandwich!  
Waiter: One whale sandwich coming up. (Leaves, goes into kitchen, and comes out again.)  
Sorry. I can't get you a whale sandwich.  
Man: Why not? Your sign says, „Any sandwich!“  
Waiter: Well, the cook says he doesn't want to start a new whale for one lousy sandwich.

## THE SERVICE

Man: Isn't this a beautiful church? Look ... here's a plaque on the wall dedicated to all the brave men who died in the service.  
Lady: Which one - morning or evening?

## MOUNTAIN LION

Smith: Know what they got when they crossed a mountain lion and a parrot?  
Jones: No, what?  
Smith: I don't know what they call it, but when it talks, you listen!

## BULLFIGHTER

Man: Did you hear about the bullfighter who became a fireman?  
Other man: No. What about him?  
Man: Well, he went to a fire and some guy jumped out of a three-story window into his net.  
Other man: Then what happened?  
Man: He went, „Ole!“ (Moves net like in bullfight.)

## SNAKE BITE

Smith: Know what they got when they crossed a rattlesnake with a horse?  
Jones: No, what?  
Smith: I don't know what they call it, but if it bites you, you can ride it to the hospital.

# Skits

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## CHRISTMAS GIFT

Smith: What did you give your wife for Christmas last year?  
Jones: A cemetery plot.  
Smith: What are you going to give her this year?  
Jones: Nothing. She didn't use last year's gift.

## THE GET-WELL CARD

Man: How are you feeling, pastor?  
Pastor: Much better, thank you.  
Man: Well, we had a committee meeting the other night and they voted to send you this get-well card.  
The motion passed four to three.

## DON'T WORRY

Man: You shouldn't worry like that. It doesn't do any good.  
Other man: It does for me! Ninety percent of the things that I worry about never happen!

## THE NIBBLE

Old lady: Dear, when we were younger, you used to nibble on my ear.  
Old man: I'll be right back.  
Old lady: Where are you going?  
Old man: To get my teeth!

## THE THREE WIVES

Man: Did you hear about the guy who had three wives in three months? The first two died from eating poison mushrooms.  
Friend: What happened to the third?  
Man: She died from a blow on the head. She wouldn't eat the mushrooms.

# Skits

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## THE NEWLYWEDS

The scene is the breakfast table of a newly married couple. For extra laughs, have both of the characters be guys, one dressed like a girl.

She: Darling?  
He: Yes, dear?  
She: Isn't it wonderful being married?  
He: Sure is, sweetheart.  
She: Honey, I was just wondering, something ...  
He: Yes, sugarplum, what's that?  
She: Well, seeing as how we've been married only a few short hours and everything, I was just wondering if, before breakfast, you would come over here and give me a little kiss on the cheek ... (giggle)  
He: (embarrassed) In broad daylight? Aw, gee ...  
She: Please? just a little peck on the cheek right here? (Points to a place on her cheek.)  
He: Well - . . . O.K. (He kisses her on the cheek.)  
She: Ahhhhh. Good! I've been trying to pop that zit for a week!

## AT THE DOOR

Visitor: Was that your wife who met me at the door and took my hat and coat?  
Mail: You don't think I'd hire a maid that ugly, do you?

## THE HANGMAN

Hangman: (as he places the noose around the criminal's neck) You'll have to excuse me if I seem a little nervous. You see, this is my first hanging.  
Criminal: Mine, too.

## THE ROPE

Observer: Say, what are you pulling that rope for?  
Man: Have you ever tried to push one of these things?

## THE WIRE

Messenger: Wire for Mr. Jones! Wire for Mr. Jones!  
Jones: I'm Mr. Jones.  
Messenger: Here you are, sir. (Hands him a piece of wire.)

## THE ESKIMOS

One Eskimo: I saw someone kissing your wife last night.  
Other Eskimo: Yeah, well, that's no skin off my nose.

# Skits

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## THE REVEREND AND THE GOLF BALL

Man: Reverend, I'm really sorry that I swore like that. That's what I like about you.  
When your ball goes in the rough you never swear.  
Reverend: That may be ... but when I spit, the grass dies!

## SOME DO

This simple skit involves a guy, a girl, and a park bench. It begins with the two of them strolling onstage, toward the bench.

He: (nervously) Some night.  
She: Yeah, some night.  
He: Some moon.  
She: Yeah, some moon.  
He: Some stars.  
She: Yeah, some stars. (They sit down on the bench.)  
He: Some park.  
She: Yeah, some park.  
He: (Moves closer to her, then, using his fingers, notices dew on the bench.) Some dew.  
She: Well, I DON'T! (She slaps him across the face, knocking him off the bench.)

## THREE AGAINST A THOUSAND

Three guys walk in all bandaged up, smeared with dirt and blood, limping, moaning, and shaking their heads in disbelief over the fantastic battle they just went through. „What a battle, what fantastic odds! We should never have attempted it in the first place. Three guys against a thousand! Unbelievable!“ Finally one guy says, „Yeah, they were the toughest three guys I've ever seen.“

## WILL SHE OR WON'T SHE?

Here's a short skit that is good for promoting a coming event that costs money or where dates are encouraged.

Guy: Will she or won't she? Will she or won't she?  
Girl: (walking by) Will she or won't she what?  
Guy: Will she or won't she go with me to the < \_\_\_\_\_ >?  
Girl: Who is „she“?  
Guy: You.  
Girl: Oh, I'd love to!  
Guy: Will she or won't she? Will she or won't she?  
Girl: What's the matter? I already told you that I'd go with you.  
Guy: Will she or won't she buy her own ticket?  
Girl: (Slaps guy and chases him offstage.)

# Skits

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## YOU GOT ME BUDDY!

Scene: Two guys are sitting at a table in a restaurant, one reading a newspaper, so that you don't see his face. Another man dressed like a gangster enters the room and yells at the guy who is not reading the newspaper (from a distance).

Gangster: All right, Butch! I got you at last! You been running from me too long, and now I'm gonna finish you off!  
Butch: Please, Big Al, I'll pay you back the dough I owe ya!  
Gangster: Sorry, Butch, but you've had your last chance! (Shoots him several times with a blank gun.)  
Butch: Ahhhhhggg! You got me pal! You got me buddy! (yelling) You got me pal!  
Gangster: Well, then, fall down and die already.  
Butch: But you didn't get me-you got me pal. (Points to guy reading the newspaper, who suddenly falls over dead.)

## UGLY BABY

Passenger: Lady, that is the ugliest baby I've ever seen!  
Lady: (Starts crying.)  
Bus driver: (Stops bus.) What's the problem, ma'am? Here, use my handkerchief-and here's a banana for your monkey.

## THE GALLOWS

Man: Hey, what are you guys doing!  
Bully: We're hanging this man! In this town, we hang all murderers and all sissies!  
Man: (in a real deep voice) Oh, really?

## THE SINGER

Singer: (using a strainer for a microphone) „Somewhere ... over the rainbow  
Man: Hey, don't do that!  
Singer: (Stops singing.) Why?  
Man: You'll strain your voice.

## THE POOR MAN

Poor man: My family was really poor.  
Friend: How do you know they were so poor?  
Poor man: That's easy. Every time I passed someone in town, they would say, „There goes Bobby Jones. His poor family...

# Skits

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## PASSED YOUR HOUSE THE OTHER DAY

Here's a quickie skit for two people:

Person #1: Hey, I passed your house the other day!  
Person #2: How did you know it was my house?  
Person #1: I saw you out in the front yard.  
Person #2: Well, why didn't you wave or something?  
Person #1: I didn't recognize you.

## QUICKIES

The idea behind each of these is the same. A guy comes running into the room acting strange, and the leader responds. It is best to have the guy come in at a seemingly inappropriate time, such as interrupting you as you are making an announcement. Most of these will get groans rather than wild laughter, so be prepared.

1. It's running down my back! It's running down my back!  
What is?  
My spine.
2. It's all around me! It's all around me!  
What is?  
My belt.
3. I can't see! I can't see!  
Why not?  
My eyes are closed.
4. It's all over us! It's all over us!  
What is?  
The roof.
5. Woman the lifeboats! We're sinking! Woman the lifeboats!  
Wait-you mean „man“ the lifeboats, don't you?  
Look, you fill your lifeboats, I'll fill mine.
6. (Guy walks in carrying a paper bag.)  
What's in the bag?  
Milk.  
That's ridiculous. You don't put milk in a bag,  
Why not? Cows do.

## THE MEDICINE

Lady: The doctor told me to drink this medicine after a hot bath.  
Friend: Did you drink it?  
Lady: No. I could hardly finish drinking the hot bath.



# Skits

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## THE MIND READER

Mind reader: Would you like your palm read?  
Customer: Yes.  
Mind reader: (Takes out red point, and points his hand.)

## ON THE AIRLINER

Stewardess: Sir, I think we left your wife behind in Chicago!  
Man: Oh, thank goodness. I thought I was going deaf.

## FLAT TIRE

The scene for this short skit is a roadside. A woman is trying to change her flat tire, but is obviously having a difficult time. A gentleman happens along and offers to help.

He: What seems to be the problem?  
She: I have a flat tire and I don't know how to work this crazy thing. (She points to the jack.)  
He: Maybe I can help. By the way, how did you get the flat?  
She: I was in such a hurry that I ran over a milk bottle.  
He: Didn't you see it?  
She: How could I? The dumb little kid had it in his pocket.

## CARRYING A CASE TO COURT

These are four short sequences that should all be done in the same meeting, but not one right after the other. Space them so that the „guy“ in the sequences interrupts unexpectedly several times during the meeting.

1. The guy enters the room carrying a case of pop bottles. The M.C. asks, „Hey, where are you going with that?“ The guy answers, „Oh, I'm just taking a case to court.“
2. The guy enters a second time, carrying a case and a ladder. The M.C. asks, „Where are you going NOW?“ The guy replies, „Oh, I'm taking my case to a higher court.“
3. The guy enters again, this time with a girl. The M.C. asks, „What's going on here?“ The guy says, „I'm just going to court.“
4. Once more, the guy enters, this time with only his underwear on. The M.C. says, „Hey, you can't come in here like this! Where are you going?“ He answers, „I lost my suit.“

# Skits

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## LEAVING HOME

A man sits in a chair reading a newspaper. A woman enters with a coat on and carrying a suitcase. She is apparently very upset. The man in the chair couldn't care less.

Woman: I've had it! I'm through! I'm leaving this crummy rotten house and all these crummy kids and going home to mother! I'm sick and tired of ironing, mopping, and cleaning up after you day in and day out! I tell you, I've had it! No more! I'm leaving and don't ask me to come back because I am leaving for good! (sobbing) Good bye! (Stomps out of tire room.)

Man: (Turns to an offstage room and yells.) Alice, dear! The maid just quit.

## THE DREAM

This is a skit for two guys.

Person #1: Last night I dreamed that I went to heaven.

Person #2: Oh, really? What was it like?

Person #1: Well, as I was walking up to the pearly gates, I felt something tugging on my arm. I looked around and there was an old ugly woman chained to my wrist. I tried to get her off, but I couldn't. She was chained on there for good!

Person #2: Sounds more like a nightmare to me! What did you do?

Person #1: I saw Saint Peter standing there at the gate, so I asked him why that old woman was chained to my wrist.

Person #2: What did he say?

Person #1: He said that I had lived a pretty rotten life while I was on earth, and that that old woman was the „burden“ that I was going to have to bear with me throughout eternity in order to pay for all the rotten things I had done. I was just stuck with her.

Person #2: Why, that's terrible. But at least you were in heaven.

Person #1: That's the way I decided to look at it. So, I went on into heaven, just dragging my burden along behind me. And guess what? While I was walking along those streets of gold, I saw you up in heaven too.

Person #2: I was in your dream?

Person #1: You sure were. And you had a woman chained to your wrist, too!

Person #2: Oh, no!

Person #1: But she wasn't ugly. She was young and beautiful!

Person #2: (smiling) I had a beautiful girl chained to my wrist? Hey, I think I like your dream after all!

Person #1: I didn't think it was fair, so I went over and asked St. Peter why I had an old ugly woman chained to my wrist, while you had a pretty girl chained to your wrist.

Person #2: So what did he say? (smiling)

Person #1: He said, „Well-that's because that pretty girl lived a pretty rotten life, too!“

## THE NEWSBOY

Newsboy: Extra! Extra! Read all about it! Two men swindled!

Man: I'll take one. (Looks at paper.) Hey, there's nothing here about two men being swindled!

Newsboy: Extra! Extra! Three men swindled!

# Skits

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## THE INHERITANCE

Girl: I think you only married me because my father left me a lot of money!  
Husband: That's not true. I couldn't care less who left you the money!

## MONK MONOTONY

This skit is for three people: the Main Monk, Monk Monotony, and the sign carrier. You will need one sign that reads „Ten Years Later.“, The scene is in a monastery where Monk Monotony has taken a vow of silence.

Main Monk: So, Monk Monotony, you have just taken a vow of silence? (Monk Monotony nods head.) Do you know what this vow of silence mean (Monk Monotony nods head.) That's right. You may not speak for ten years-and even then you may say only two words. You may go now.

(Monk Monotony exits. After about 20 seconds in which the Main Monk does nothing, the sign carrier enters slowly from right and exits slowly to the left, carrying the sign which reads „Ten Years Later.“ Monk Monotony enters.)

Main Monk: Well, Monk Monotony, your first ten years are up, and you may now say your two words.  
Monk Monotony: Hard bed.  
Main Monk: You may go now.

(Monk Monotony exits. After about 20 seconds in which the Main Monk does nothing, the sign carrier enters slowly from right and exits slowly to the left, carrying the sign that reads „Ten Years Later.“ Monk Monotony enters.)

Main Monk: Well, Monk Monotony, your second ten years are up, and you may now say your two words.  
Monk Monotony: Bad food.  
Main Monk: You may go now.

(Monk Monotony exits. After about 20 seconds in which the Main Monk does nothing, the sign carrier enters slowly from right and exits slowly to the left, carrying the si-n that reads „Ten Years Later,.“ Monk Monotony enters.)

Main Monk: Well, Monk Monotony, your third ten years are up, and you may now say your two words.  
Monk Monotony: I quit. (He begins to exit immediately.)  
Main Monk: (to Monk Monotony as lie is leaving) Well, I am not surprised. You've been complaining ever since you got here.

# Skits

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## Pumpkin Patch Patter

**Characters:** Speaking parts: Twelve boys dressed as pumpkins.. Mother and children. Non-speaking part: Other boys maybe dressed up a pumpkins sitting on stage at the sides. (If you don't have this many parts double up on the speaking parts)

**Setting:** Pumpkin Patch sign in placed on stage. The 12 pumpkins sit on floor in single file. Mother and children enter and remain on stage pretending to look at the pumpkins.

**Costumes:** Boy's may either make actual pumpkin costume or may make large paper pumpkins and pin them on their clothing.

**Props:** One sign saying "PUMKIN PATCH" 12 signs saying "THE END"

*Pumpkin 1:* (Angrily) Well, here we are once again. I hate being a pumpkin.

*Pumpkin 2:* I know what you mean. Pretty soon they'll all be over here poking and squeezing...and trying to decide how to dress us up.

*Pumpkin 3:* (Loudly) I'm tired of being CARVED! IT HURTS!

*Pumpkin 4:* (Smiling) I wish they'd give me a pretty smile and not tooth decay.

*Pumpkin 5:* (Wiping his brow) And that candle so hot. Boy, were they glad I used DIAL!

*Pumpkin 6:* Well, it's better than crayon all over your face. They really get carried away. I even had a beard and moustache.

*Pumpkin 7:* Be thankful for a beard and moustache. How would you like to be wearing a girl's wig! I was humiliated!

*Pumpkin 8:* At least a wig is soft. The family I was with stuck gourds all over my head. Two ears, two eyes and a big nose!

*Pumpkin 9:* I keep getting a spot on the window sill. I need more room than that. You can't imagine the bruises I have from falling. (Rubs his back)

*Pumpkin 10:* (Very indignantly) Well, I resent when they decide to build a pyramid with two or three of us. They call it a pumpkin man. I call it sore shoulders.

*Pumpkin 11:* (Disgustedly) I've been listening to you all complain for the last 10 minutes, and not one of you mentioned being put outside. Every year, for one solid week, I get the place of honor on the front porch.

*Pumpkin 12:* (Shaking his head in agreement) Me, too. The least they could is take us in when it rains, or give us a raincoat.

*Pumpkin 1:* (Pointing to the family coming over) Be quiet; here they come. Maybe we'll be too small or the wrong shape.

*Children:* (Excitedly) Mommy, over here! Look at all the pumpkins!

*Mother:* Why, these pumpkins are too small and are all twisted out of shape.

*Pumpkins:* (In unison) Thank goodness!

*Mother:* (Very slowly says as she is eyeing each pumpkin) But...they'll make perfect... pumpkin pies.

*Pumpkins:* (Groan in unison) Oh! NO! (All hold up sign saying, "THE END".)

# Skits

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## Fresh Fish

Several Cubs present this skit. The first Cub hangs up a large sign that reads "Fresh Fish Sold Here".

He remarks: "it was difficult and expensive to have this sign made."

Second cub criticizes the sign saying "You don't need the word FRESH - you wouldn't sell the fish if they weren't fresh, would you?" He then tears off the word FRESH. Sign now reads "Fish Sold Here"

Third Cub says, "Why use the word HERE? Everybody knows it's here." He then tears off the word HERE. Sign now reads FISH SOLD.

Forth Cub says, "Things are always sold. That's why you have the fish out here. So you don't need the word SOLD" He then tears off the word SOLD leaving only FISH.

Fifth Cub says, "Look, friend, you don't need the word FISH... you can smell them for ten blocks!" He then takes away the word FISH.

## Campers and Bears

Two campers are walking through the forest when they suddenly encounter a grizzly bear! The bear rears up on his hind legs and lets out a terrifying roar. They're both frozen in their tracks.

The first camper whispers, "I'm sure glad I wore my running shoes today."

"It doesn't matter what kind of shoes you're wearing, you're not gonna outrun that bear," replies the second.

"I don't have to outrun the bear, I just have to outrun YOU," he answers.

## Earwash

Patrol of scouts line up facing audience. One announces that this is the Earwash Skit. Scout at end of the line drinks a glass of water. He puts his hands on his ears and shakes his head. Then he pretends to spit the water into the ear of the scout next to him. Repeat this process until the Scout at the end of the line shakes his head. This Scout spits out some water onto the ground.

This requires a scout who can hold water in his mouth and not be noticed.

## The Lighthouse Story

A lighthouse keeper runs in circles, pretending to run up the spiral staircase at the lighthouse, to check on the light on top. The phone rings, and he runs down the spiral staircase. He misses the phone call, and goes back up. The phone rings again and he goes down again.

The lighthouse keeper answers the phone, and finds out that he has two friends coming over to visit. He goes back up the staircase to check light. Knock on the door or a bell rings. He goes down the staircase to answer the door. He and his friends go up to the top while he checks the light. One friend faints. The lighthouse keeper sends the other friend down to call 911. He starts to call but forgets the number and goes back up to ask. He goes back down and calls for the Doctor. He goes back up.

Door bell rings and they go down to answer the door. The doctor enters and they all go up the staircase to where the fainted friend is. The Doctor tells them the fainted friend has to go to the hospital. They pick him up and go down.

On the way out the door the friend asks what that other door is for. The lighthouse keeper says it is the elevator.

# Skits

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## The Wide Mouthed Frog

One morning the wide mouthed frog decided to take a walk to see the world and enhance his education. As he hopped through the meadow by the pond he came upon a cow. He hopped over to the cow and said:

HELLO MRS. COW. I'M THE WIDE MOUTHED FROG, TELL ME WHAT DO YOU FEED YOUR BAAABIES.

The cow replied: "I feed my babies milk."

Frog: OOOOOHHH

The frog hopped further into the meadow and came upon a bird pecking in the grass. He hopped over to the bird and said:

HELLO MRS. BIRD, I'M THE WIDE MOUTHED FROG, TELL ME WHAT DO YOU FEED YOUR BAAABIES.

The bird replied: "I feed my babies worms."

Frog: OOOOOHHH

The frog hopped further into the meadow and came upon a horse eating grass. He hopped over to the horse and said:

HELLO MRS. HORSE, I'M THE WIDE MOUTHED FROG, TELL ME WHAT DO YOU FEED YOUR BAAABIES.

The horse replied: "I feed my babies wide mouthed frogs."

Frog: oh

This works best when the person doing the frog part has a large mouth and really hams up the questions and the OOOHHH responses, opening the mouth widely while speaking. The final "oh" is done with the mouth barely open and the voice barely loud enough to be heard by the audience.

I have used this with up to seven people one for the frog and six animals, no narrator, signs around the neck or held by the persons doing the animals. A narrator can be used if you like, but that would require five people, or you could just recycle the first 'animal'. Costumes would provide some added effect, or you could just dress the frog in green, and the other animals appropriately. The animals that you use need not be the ones that I used. When I have more people to work with we add more animals. Having the final animal be one that does not normally eat frogs provides more of a surprise for the audience, but in some situations I have used an animal that does eat frogs here, like when I have taught this to a group of fifth graders at a week long ecology camp where their skit is supposed to include things that they have learned during the week.

## Two Cannibals

I'll bet you can turn this pun into a skit!

Two cannibals meet one day. The first cannibal says, "You know, I just can't seem to get a tender Missionary. I've baked them, I've roasted them, I've stewed them, I've barbecued them, I've tried every sort of marinade. Just can't seem to get them tender."

The second cannibal asks, "What kind of Missionary do you use?"

The reply, "You know, the ones that hang out at that place at the bend of the river. They have those brown cloaks with a rope around the waist and they're sort of bald on top with a funny ring of hair on their heads."

"Ah, Ha!" the second cannibal replies, "No wonder-those are fryers!"

# Skits

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## The Candy Store - Another Version

**Props:** Need a Scout stave, or a stick about 1" diameter x 5' long.

Pick out 2 unknowing people from the group to hold up either end of the stick about elbow high. Let them know the stick they're holding is now a counter in a candy store.

Scout #1 stands behind the stick, acts like he's working behind the counter.

Scout #2 strolls up..."Hmm...a candy store—gee, I'm hungry." Goes up to the counter.

#1: "Can I help you?"

#2: "Yea, I'd really like a Hershey bar."

#1: "Sorry, fresh out of Hershey bars."

#2: "Thanks anyway" and leaves dejected.

Repeat the above scene 3 or 4 times with different scouts, asking for different candy bars, all with the same negative response.

Finally, have all the scouts enter the "store".

#2: "Gee, mister, we asked for Hershey bars. Milky Ways, etc., and each time you said you were fresh out. Do you really have any candy in this candy store?"

#1: "Why, sure I do."

#2: "Well, what do you have?"

#1: "Well, especially for you today, right here I have TWO SUCKERS ON A STICK!"

## Emergency Test

A group of scouts come out and stand in a line across the stage. One, the announcer, stands in front of them.

Announcer: "This is a test."

All: Hmmmmmmmmmmm, (Or Beeeeeeeeeep)

Announcer: This has been a test of the emergency warning system. This was only a test. If there had been a real emergency, we would have said... (Scouts throw hands over heads, yell "Ahhhhh", and run helter-skelter off stage.)

# Skits

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## Joe and the Button Factory

There are umpteen zillion versions of this skit. The one that I know goes like this.

Yo, my name is Joe,

And I work in a Button Factory.

I've got a wife, three kids,

And that's enough!

One day my boss said to me,

Are you busy, Joe?

I said, no.

He said then press this button with your right hand.

Repeat the chant, pressing buttons with left hand, right foot, left foot, knees, head, tongue, etc, until finally when the kid is gyrating wildly to the chant, and the boss asks, "are you busy", he says YES! and walks off.

## Dr. Frank N. Stein and Igor

Here's a cool skit I learned at Webelos Camp. One Person is the announcer, one person is Igor, one person is Dr. Frank N. Stein, and all the other people are salesmen.

Step 1. Announcer walks up and says, "We will now take you to the home of Dr. Frank N. Stein, where he is working on his latest invention, Igor."

Step 2. (Igor is laying down) One Salesman comes and knocks on the door. Dr. Stein opens door and salesman says, " Hello, my name is ---- and I'm selling ----. Would you like to buy one? Dr Stein Says, " Sure I'll buy one but first come see my greatest invention, Igor. (Salesman comes inside) Dr Stein says, "This is Igor. Igor can sit, (Igor sits) Igor can stand, (Igor stands) Igor can walk, (Igor walks to salesman) and Igor can kill. ( salesman screams and Igor shoves him off the stage)

Repeat until all salesmen are gone.

Step 3. Once all salesmen are gone Dr. Stein walks up to audience and says, "Thank you for coming to see Den\Pack \_\_\_'s skit. As you see, Igor can sit, stand, walk, and kill. (Igor shoves Dr. Stein off stage and bows.)

## Another CPR Skit

One person is laying on the floor. Two other people walk up. First person: "Hey this guy is hurt." he goes and checks his heart beat. First person: "No heart beat, help me do CPR" Second person goes down and starts pumping on the chest and the first guy does the mouth blows.

Do this for a little while.

Second person: "I'm getting kind of tired here I think it is time to switch."

First person: "Ok, ready"

At this point the person on the ground gets up, one of the other people goes down and they start doing CPR again.

There you go, this is a good skit to do with leaders.



# Skits

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## French Restaurant

This skit is best done with older scouts because its rather complicated, and even better if the volunteer is an unknowing new adult leader. It always gets big laughs from everyone involved.

**Props needed:** two chairs, two glasses of water

**Cast:** at least three people

For this skit set two chairs facing each other and have a Scout pretend to be opening a French restaurant. He should describe the restaurant, telling the audience all the things he has for the grand opening, a kitchen, the food, chairs, etc. The Scout then realizes that he forgot an important part of the restaurant: the table. He then asks for a volunteer from the audience to come be the table. He then has the volunteer get down on his hands and knees between the chairs as the table. The owner then exclaims, "I can now open the restaurant."

The two people then walk on stage and sit down at the table. The owner asks the guests if they know what they want and the guests say no, so the owner offers to bring them some water while they decide. When the owner comes back with the water he sets it on the table (audience volunteer) and the guests tell him they are ready to order. The guests then order all types of non-French food (hamburgers, spaghetti, pizza). Upon them doing this the owner gets very upset, arguing that they cannot eat that at his restaurant, as they can order only French food. This goes on for a couple of minutes, the guests ordering non-French food and the owner saying they cannot have it. Finally the guests get up and upset, tell the owner they are leaving for McDonalds, and leave. The owner then turns to the audience and tells them that he hopes they enjoyed the skit, and exits, too. This leaves only the audience volunteer, who, with two cups full of water on his back, cannot go anywhere!

## Top Secret Mission

Scout 1 (to audience) " Me and my partner are just taking off in our airplane on a top secret mission.

Scout 2 ( Checking Everything ) Brakes?

Scout 1: Check

Scout 2: Speed?

Scout 1: Check

Scout 2: Oxygen?

Scout 1: Check

Scout 2: Gas

Scout 1: Terrible, it's been bothering me all day.

# Skits

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## Country Scouts in the Big City

Two scouts enter campfire circle

#1 Hi, we are country scouts, and this is our first trip to the big city.

#2 Hey, (looking around) did you ever see such big buildings?

#1 & #2 ham it up, describing all the things they see, stores, statues, offices, traffic, etc. Gee we don't have anything like this in the country.

Finally #1 stops, looks down, and says "Gee, I wonder what that is for? (He points to a round circle on the ground) - draw one if necessary.

#2 - Oh, I know what that is for, watch me ...

Scouts turn around, and then announce in a loud voice "Some time latter!"

#2 is jumping up and down on the round circle, yelling "21" each time he jumps #1 is watching, smiling.

#3 comes up, obviously a city scout..

#3 - Hey what are you guys doing?

#2 - Oh, we are from the country, and this is our first trip to the city. We didn't know it could be this much fun to visit the city.

#3 For crying out loud, guy, you are standing in the middle of the street jumping up and down!

#1 Yeah, but it is fun.

#3 But you'll be hit by a car. You country guys need a lesson about the city!

#2 Aw, come on, try it, it is fun "21" "21" "21"

#3 Not me guy...

#1 Aw, come on, try it, it really is fun.

#3 steps onto the circle and does a little hop mumbling "21"

#2 No, you've got to really put yourself into it - climbs back on, and jumps again "21"

#3 Oh, OK, I'll show you guys that anything you country scouts can do, we city scouts can do better... Steps back on the circle, takes a big jump and yells "21"

At this point #1 and #2 whisk away the manhole cover (circle) and #3 screams and falls to the ground, rolling away.

#1 and #2 put the circle back.

#1 climbs back on. OK, my turn now. Hey, this is really fun. "22" "22" "22" ...

# Skits

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## The Rough Riders

**Who:** 4 Rough Riders (North, South, East, West) [probably older scouts], two campers

Works well at a campfire and when it's dark outside. Produces great surround sound ("From the North!", "From the South!" ...)

Camper 1: Well, we only have room for one person in the tent. You want to sleep inside the tent?

Camper 2: No thanks. You can.

Camper 1: All right... Good night, [gets inside tent, both get in sleeping bags and go to sleep]  
[we hear cries from the shadows and from their respective directions, in order, NOT in unison]

North: From the North!

South: From the South!

East: From the East!

West: From the West!

Rough Riders [then in unison]: We are... the Rough Riders!!! [the four run in and make-believe that they are all beating up on the camper outside for a few seconds, then leave suddenly]

Camper 2: Hey Camperi, can I please come inside. These four guys came in and b—

Camper 1: Oh, come on, you were only dreaming. Go back to sleep. [Camper 2 lies back down but doesn't go to sleep, being afraid] [The Rough Riders call out again and repeat the same sequence]

Camper 2: Camper1, can I \_PLEASE\_ sleep in the tent. Those four came out ag—

Camper 1: All right, all right, [reluctantly]

Camper 2: [let's out quiet "Yes!"]

[They trade places]

[Rough Riders come out again but North stops them suddenly before they are about to come down on the Camper 1 outside] North: Wait... Hold on a sec, I think we beat this poor guy up enough, let's get the one inside...

[they reach inside the tent and bring Camper 2 back outside and start, well, you know....]

# Skits

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## Talking Dog

The scene opens in a restaurant where a waiter is taking a customer's order. A man walks in with a dog. Upon seeing the dog a conversation begins between the agitated waiter and the man.

Waiter: "Hey! You can't bring that dog in here."

Man: "You don't understand sir, this is no ordinary dog. This is a talking dog."

The waiter looks very skeptical.

Waiter: "I'm sorry sir, but the dog will have to go."

Man: "I'll tell you what. If I can prove that my dog can talk, Will you let him stay?"

Reluctantly the Waiter agrees.

The man gets his dog's attention and begins to ask him three questions.

Man: "What is on top of a house?"

Dog: (barking)" Roof"

Man: "What is the opposite of smooth?"

Dog: (barking)"Ruff"

Man: "Who was the greatest baseball player of all time?"

Dog: (barking)"Ruth"

The waiter is furious and throws the man and his dog out of the restaurant.

The man and his dog are sitting on the curb outside the restaurant when the dog turns to the man.

Dog: "Who should I have said, Joe DiMaggio?"

## Tank! Tank!

**PERSONNEL:** Four or more Scouts

**EQUIPMENT:** Sticks

Scout One: Sir, Privet Moore reporting.

Scout two: Good we got a war going on out there and we need your help on the front lines. But I'm all out of guns. So carry this stick and every time you see an enemy point it at them and yell Bang!Bang!

Scout One: (Confused) Yes Sir.

Scout one walks around and Scout Three enters holding a stick which he points at Scout One.

Scout three: Stop halt!

Scout One: Bang! Bang!

Scout Three drops dead melodramatically. This happens a few more times to allow for all the Scouts you need to participate. Finally Scout one comes across Last Scout

Last Scout: Stop halt!

Scout one: Bang! Bang! (Nothing happens) Bang! Bang! (Still nothing) Bang! Bang! (Nada)

Last Scout: CLANKETY CLANK, I'M A TANK!

Scout One drops dead melodramatically.

# Skits

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## THE YELLOW BANDANA

**Actors:** 1 magician, 1 volunteer

**Props:** 1 yellow neckerchief, 1 banana, 1 jacket, 1 shirt with front pocket (like a Scout shirt)

The magician is on stage, with the yellow bandana and banana placed behind him (preferable on a table, but the ground will work), in plain sight of the audience. He is wearing a shirt with a front pocket, and a jacket on top of it. Unbeknownst to the audience he has a banana in the inside pocket of his jacket. He explains to the audience that he is about to perform a great magic trick and asks for a volunteer to help accomplish this feat. Of course, a million hands will go up, but the person playing the part of the volunteer should jump up and down, make obnoxious "Oh, Oh, Oh" sounds, and yell in an over-enthusiastic kind of way "Pick me! Pick me!" repeatedly, until it becomes obvious to the magician that in the very least he needs to pick this person just to quiet him down somewhat. When he is chosen, he should hoop and holler and just live it up as he makes his way to the stage. Messy, sloppy dress (shirt untucked, hat on sideways, etc.) will really help him fit the part. He should also act slightly mentally challenged (i.e. slow). When the volunteer gets on stage, the magician (after a little chat with the volunteer so the audience gets the impression that he is truly mentally challenged) should tell him to stand behind the table containing the objects mentioned before, so as to be out of the magician's view. He then explains to the audience that he will attempt to transfer the object on the table from the volunteer to his front shirt pocket. He should demonstrate that the pocket is empty to the audience. He should tell the volunteer (keeping his eyes toward the audience) that he needs to follow every instruction he is given very carefully, and that he cannot speak at all or the magic will network.

Now comes the fun part.

Magician: (facing the audience, but speaking to the volunteer) "Pick up the yellow BANDANA"

Volunteer (looks confused, starts to ask a question, remembers he should not speak, so he picks up the BANANA)

Magician: (Mimicking the motion as if he had a bandana) "Now, Lay IT out flat on your left hand. (notice he never says the word BANDANA)

Volunteer: (again confused, lays the banana on his left hand)

Magician: "Take the upper left corner, and fold it to the bottom right corner."

Volunteer: (really ham this up - confused, wanting to talk, etc. - finally he takes one end of the banana and folds it over to the other. Be careful not to lose any part of it in the process!)

The magician should go through a few more steps of folding, etc., to the banana, never saying the word BANDANA in the process, with the volunteer whole-heartedly attempting to do exactly as he says.

Magician: "Finally, make a fist with your left hand, take the folded object, and stuff it inside your fist, hiding it from our view."

Volunteer: (grimaces terribly as he attempts to stuff entire banana into his fist)

Magician: "Using your other hand, wave it over the top of your fist, saying the magic words 'Ali-Sis-Koombah' three times." (the magic words can be changed as you prefer)

Volunteer: (motions) "Ali-Sis-Koombah, Ali-Sis-Koombah, Ali-Sis-Koombah."

Magician: "Ladies and gentlemen I shall now pull the object out of my pocket" (reaches into jacket pocket, pulls out BANANA, looks very surprised) "A BANANA?! What? How did that...?" (quickly turns to look at volunteer and sees the BANANA oozing out of his fingers) "I thought I told you to pick up the yellow BANDANA, not BANANA!"

Volunteer: "That's not a BANDANA, that's a neckerchief!"

# Skits

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## Getting Into Heaven

NEED: 5 or more scouts (! Is a reporter, 1 is an Angel)

Reporter: Here we are at the Gates of Heaven.

Scout 1: (Walks up to angel at gate) Hello, I see I've come to Heaven.

Angel: Well, your not there yet! First you've got to tell me how you suffered on Earth.

Scout 1: Well, I spent a week eating camp food.

Angel: I'm sorry, you haven't suffered enough. (Scout 1 exits dejectedly.)

Scout 2: (Enters) Hi, I'm here to get into Heaven.

Angel: Fine, fine. And how have you suffered?

Scout 2: I went on a long hike and got blisters all over my feet.

Angel: Sorry. That's not enough to get into Heaven. (Scout 2 exits)

Scout 3: (Enters) Can I get into Heaven?

Angel: How did you suffer?

Scout 3: I'm in (Pick someone's name who can take a joke.) den!

Angel: Well, come on in!

## King Neptune's Chorus

**Cast:** Oliver, Samuel the Sea Slug, Denny the Dolphin, Wally the Whale, Timothy Tuna Clarence Clam the Conductor.

**Setting:** Boys on stage in chorus formation. Timothy to one side as soloist.

Clarence: Fishes and Fishettes, tonight for your listening pleasure, we have King Neptune's Chorus with Timothy Tuna as the featured soloist and yours truly, Clarence Clam conducting. (Chorus is warming up, when Clarence raises his arms, they look forward and begin to sing:)

Chorus: (tune: Mary Had A Little Lamb)

King Neptune was a little shrimp

Little shrimp, little shrimp

King Neptune was a little shrimp ...

Timothy: Please pass the cocktail sauce (Loud, high and offkey)

Samuel: Can I do the solo? Timothy is soooooo bad!

Wally: Ahh! Timothy can't help it, you know he's really small.

Clarence: Alright, that's enough, you guys can pick your friends, you can pick your nose but you can't pick the soloist.

Oliver. Clarence is right! Let's try it again.

Chorus: King Neptune was a little shrimp

Little shrimp, little shrimp

King Neptune was a little shrimp ...

Timothy: Please pass the cocktail sauce (Loud, high and offkey)

Denny: That's awful, he is so off tune!

Clarence: Well guys, you know that you can tune a guitar, you can tune a piano, you can even tune a fork but.....

All: YOU CAN'T TUNA FISH!!!!

# Skits

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## THE INVENTOR

**CHARACTERS:** Three or four boys. (More can be added.)

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

(Friends enter.)

ALL: Hi! What are you doing?

BOY 1: Just thinking.

BOY 2: Thinking about what?

BOY 1: My invention.

BOY 3: Are you inventing something?

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

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

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

ALL: Sure!

BOY 1: O.K. (getting up) First of all, I need a big box. There's one in my closet. (One of the boys goes offstage to get the box)

BOY 1: Then I need two toy airplanes. (Another boy picks them up off the floor)

BOY 1: And I need some kite string. (Another boy picks it up) (Continue until all toys are picked up off the floor)

BOY 1: Last, I need some rags. We can use my clothes for that. (They all pick up the clothes)

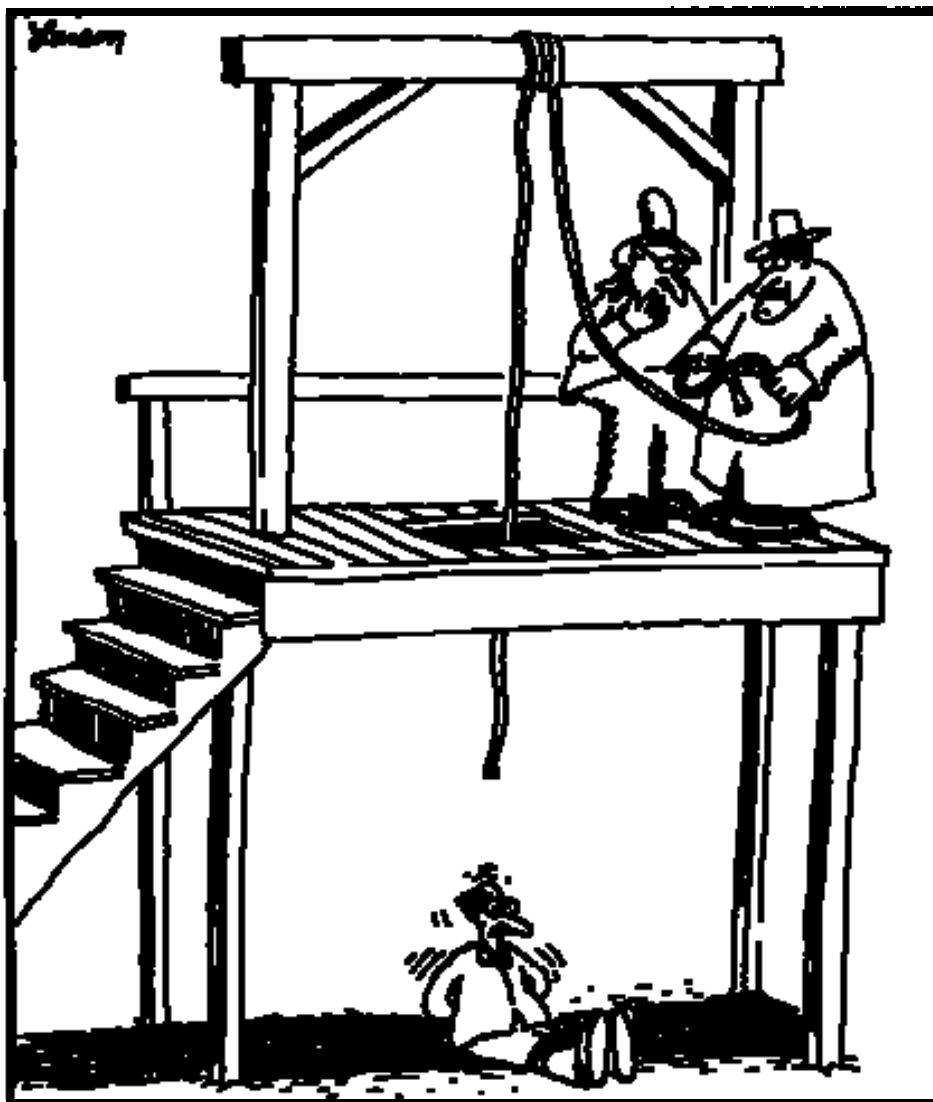
BOY 1: Now, put everything in the box. (Looks around the room) Well, that just about takes care of it.

BOY 4: Takes care of what?

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

## Pioneering

It's More Than Just Knots and Rope



**"You meathead! Now watch! ...  
The rabbit goes through the hole,  
around the tree five or six times ..."**

**Mark Montrose  
Retired Scoutmaster – Troop 14, Santa Clara  
Venture Crew Advisor – Crew 14, Santa Clara  
Assistant District Commissioner – Pioneer District  
University of Scouting  
24 January 2009**



## The History of Rope

Began with simple elements – vines, reeds, leather thongs. The leather thong was the real forerunner of ropes. Multiple thongs were too weak for some purposes thus 2 or 3 thongs were combined. Twisting the leather strips into a solid rope was a short and natural step.

## Making rope

Two primary methods – twisting and braiding:

Twisting: fibers are twisted to the right to form a yarn, then a few yarns are twisted to the left to form a strand. Three (or sometimes four) strands are twisted to the right to form a rope. Three ropes are twisted to the left to form a large cable-laid rope.

Important element in twisted rope is the alternation of directions so the fibers and strands pull against each other and overcome their natural tendency to untwist and fray. Friction makes a hard compact rope.

Braided rope is made by special machine. It is smooth, compact and capable of long life before becoming soft. To test braided rope, moisten it. Poor grades will quickly make it pasty and sticky.

## Care for Rope

- Good rope is expensive. Keep it clean and free of mud or grease.
- If damp, do not coil or store until thoroughly dried out.
- Always keep in a dry place.
- Never throw into a corner to tangle and kink.
- Keep rope available instantly in case of emergency.
- Always keep rope coiled so that it will pay out smoothly when needed.

Coiling: Use only the hand method (not coiling around one's elbow), or lay flat on the ground. This helps one get access to the entire length quickly or to throw efficiently in case of an emergency.

## What One Can Do With Rope

Whipping

Knots

Lashing

Splicing

Useful campsite gadgets

## Categories of Knots

Unknown – what beginners try to tie.

Sailing

Scouting

Fishing

Climbing and Caving

Math

Celtic

Art (or fancy)

The Tie

## Glossary

- **Bight** can have two meanings:
  - The main part of the rope from the running end to the standing end
  - Where the rope is bent back to form a loop.
- **Running End** - the end of the rope that is being used to tie the knot.
- **Standing End** - the static end of the rope.
- **Jam** - when the knot tightens under tension and you cannot get it undone!

## Basic type of knots (sample list)

Stoppers – Used to stop the end of a rope fraying, or to stop it running through a small hole or constriction.

- Overhand or Half Knot
- Double Overhand
- Multifold-Overhand
- (Flemish) Figure Eight

Bends - To tie two ropes together.

- Square (Reef) - **BSA**
- Sheet bend - **BSA**
- Carrick (Josephine)
- Fisherman
- Weavers-Eight

Hitches - used to tie a rope to a spar, ring, post, or object. Hitches can also be used to tie one rope onto another rope.

- Half
- Clove - **BSA**
- Two Half - **BSA**
- Buntline
- Rolling Magnus
- Tautline - **BSA**
- Adjustable Jamming
- Marline or Single
- Strangle or Double Marline
- Constrictor

Loops

- Bowline – **BSA**
- Sheepshank - **BSA**
- Dutch Marine Bowline (Cowboy Bowline)
- Double Figure Eight
- Bowstring
- Tucked Double Overhand
- Butterfly or Lineman
- Artillery
- Pendant

The Noose

- Simple
- Strangle-Snare
- Scaffold or Gallows
- Hangman
- Reverse Eight

Fun

- Monkey Fist
- Dolly
- Woggle/Turkshead
- Man of War Sheapshank

Breast Plate (Fancy Knots)

- Bell
- Double Headed Carrick
- Handcuff Hitch Breastplate
- Mors du Cheval
- D-N

<http://www.folsoms.net/knots/> (The best site in my opinion)

<http://www.earlham.edu/~peters/knotlink.htm#knot%20tying> (Everything you wanted to know about knots)

<http://www.webofroses.com/scouting/knots.html>

<http://www.realknots.com/knots/index.htm>

# FORTY KNOTS

CAT. NO. 1057



A VISUAL AID FOR KNOT TYING  
 OFFICIAL EQUIPMENT—BOY SCOUTS OF AMERICA  
 The Scout Seal is Your Guarantee of Quality, Excellence and Performance



OVERHAND KNOT



SAILOR'S KNOT



SQUARE KNOT



LARK'S HEAD



FIGURE EIGHT KNOT



STEVEDORE'S KNOT



KILICK HITCH



SHEET BEND



SHEET BEND DOUBLE



TIMBER HITCH



LARIAT LOOP



OVERHAND BOW



CAT'S PAW



CLOVE HITCH



BLACKWALL HITCH



GRANNY KNOT



FISHERMAN'S KNOT



CARRICK BEND



FISHERMAN'S EYE



SHEEPSHANK



MILLER'S KNOT



RUNNING KNOT



BOWLINE



FIGURE EIGHT DOUBLE



BOWLINE ON BIGHT



DOUBLE OVERHAND



SLIPPERY HITCH



HALF HITCH



BOW KNOT



TWO HALF HITCHES



HITCHING TIE



ROLLING HITCH



CHAIN HITCH



TAUT-LINE HITCH



HALYARD BEND



FISHERMAN'S BEND



SURGEON'S KNOT



MARLINSPIKE HITCH



MIDSHIPMAN'S HITCH



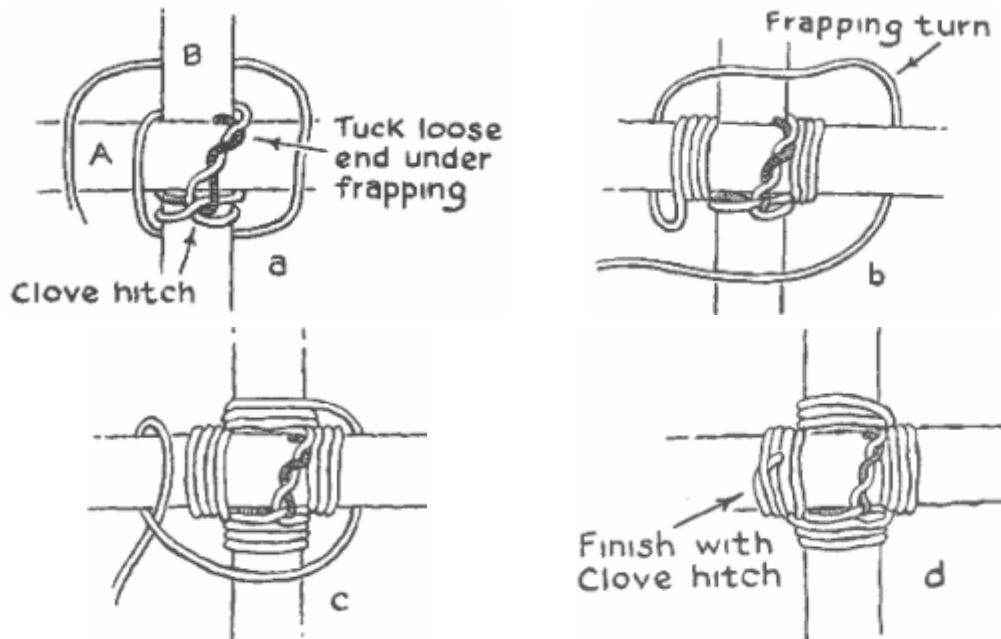
TILLER'S HITCH

Boy Scouts of America, Irving, Texas 75062

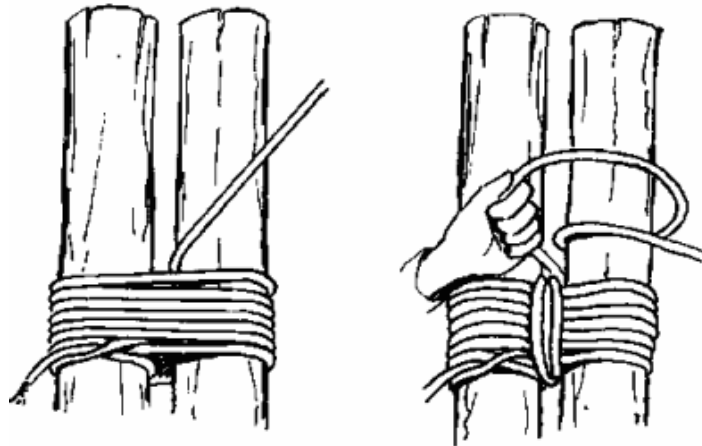
## Lashings

Use to bind together timber. A lot of rope is required, appropriately sized for the diameter of the timber. Frapping turns are used to draw the lashing tight.

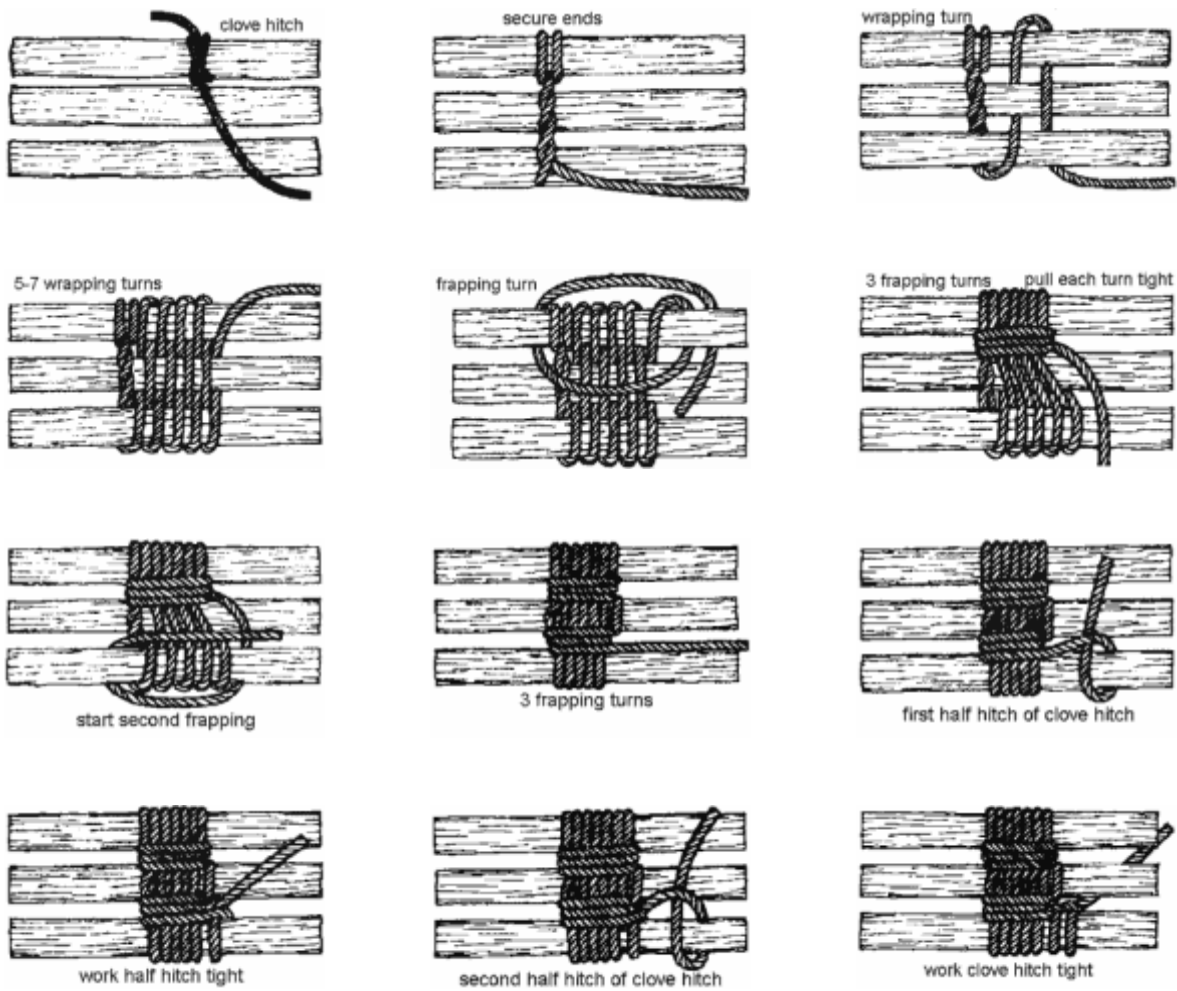
### Square Lashing



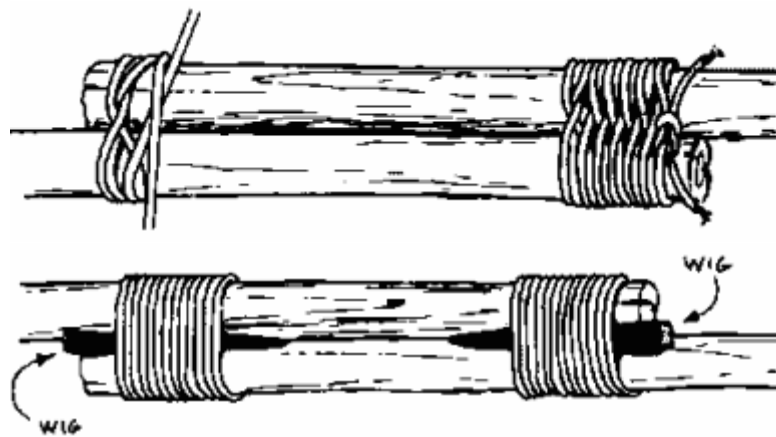
### Shear lashing



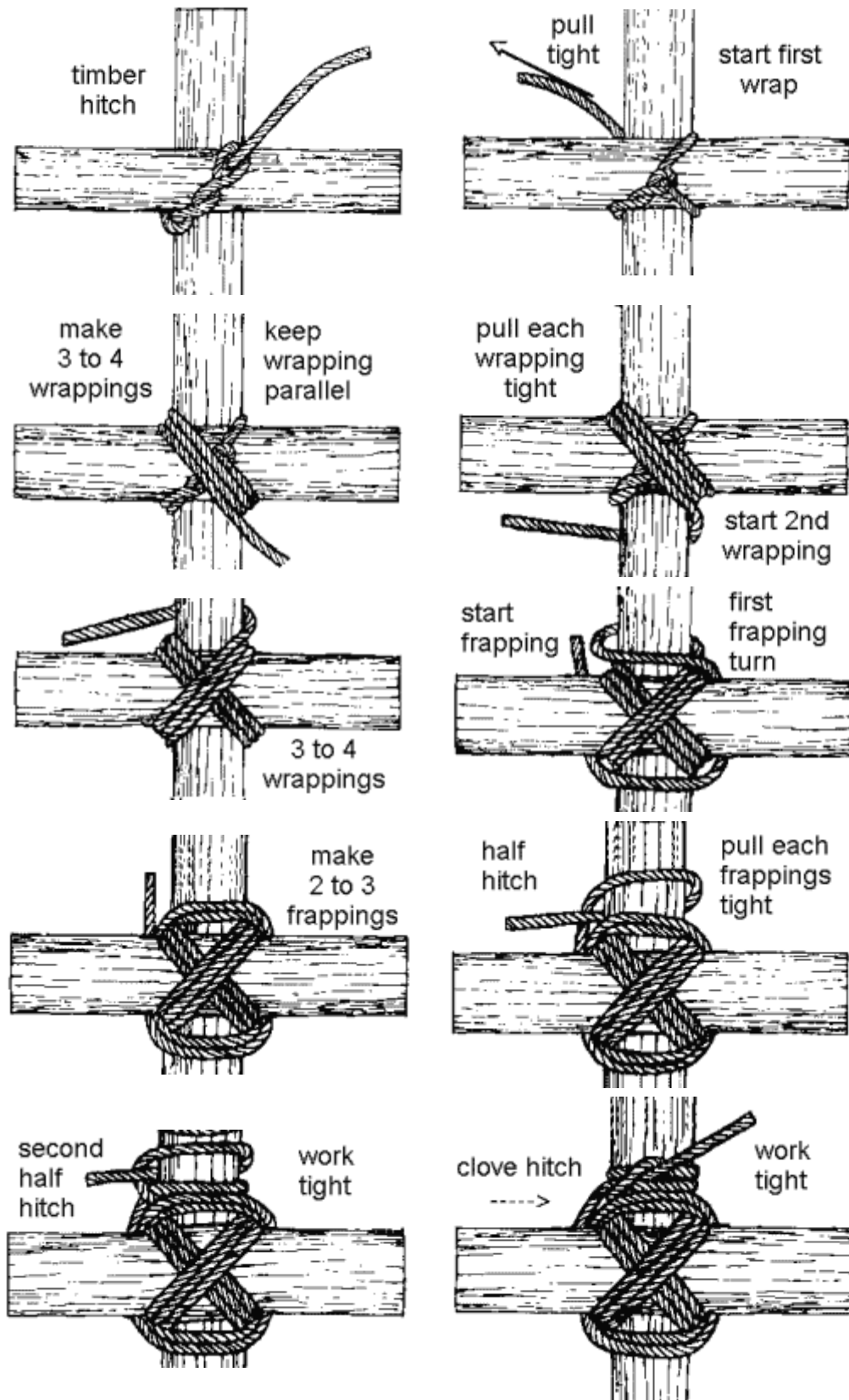
## Tripod Lashing



## Round Lashing

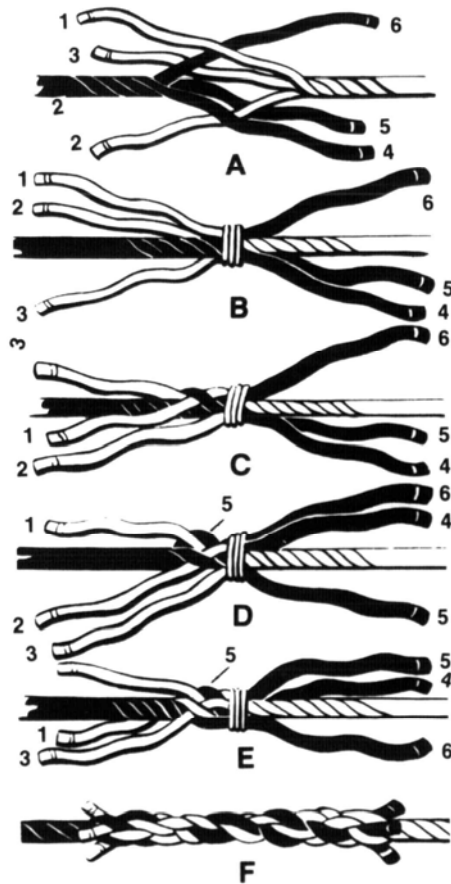


Diagonal Lashing



## Splices

Used to join ropes permanently and leave the rope almost as strong as it was originally. Short splice is strongest with a bump in the rope to keep it from passing over a block. The long splice keeps the rope at the same diameter. Eye and back have special purposes.

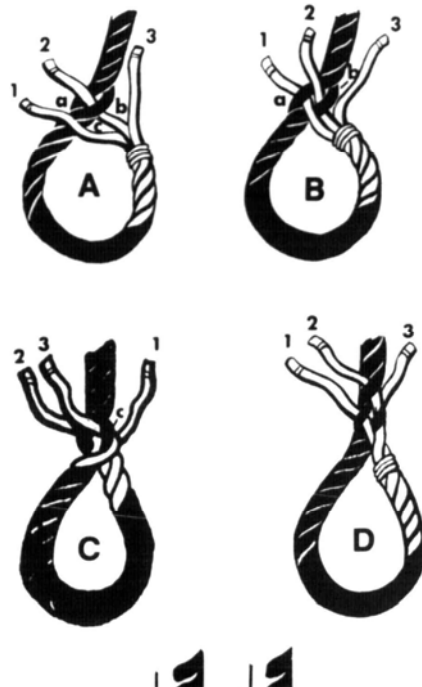


### SHORT SPLICE

Begin by unlaying (untwisting) the ropes a few turns. If the rope is large, make temporary whippings on the ends of the strands.

- A. Alternate the strands of the two ropes.
- B. Tie strands down to prevent more unlaying.
- C. Tuck strand 1 over an opposing strand and under the next strand.
- D. Tuck of strand 2 goes over strand 5, under the second, and out between the second and third.
- E. Repeat operation with strands 1 and 3 from same rope end.
- F. Remove tie and repeat operation on other rope end. Make two or more tucks for each strand. Then roll the tucks and cut off ends.

You can smooth the splice by rolling it under your foot on the floor.

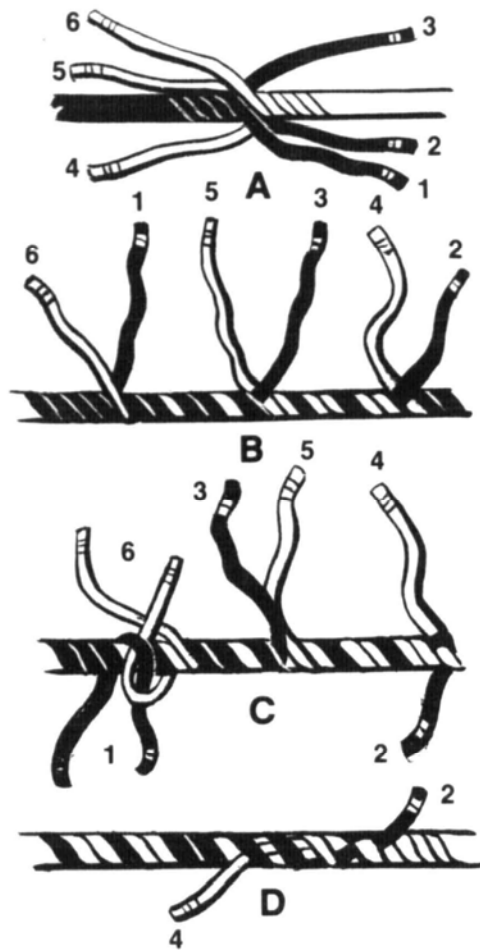


### EYE SPLICE

The eye splice is the strongest type of rope loop. Like the short splice, it is woven "one over, one under." Strands may be loosened for tucking by twisting the rope in the direction opposite the lay.

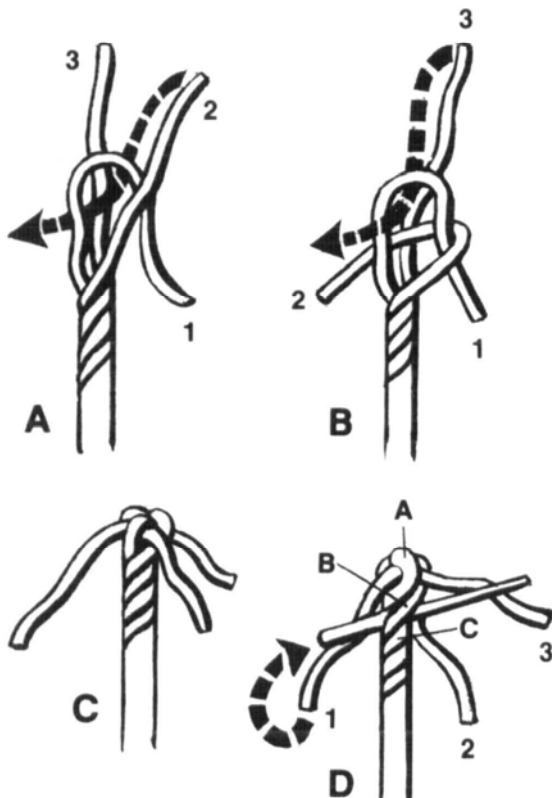
Begin by unlaying the end four or five turns.

- A. Tuck strand 2 over strand c, under b, and then out between strands a and b.
- B. Tuck strand 1 once over strand b and under a.
- C. Turn rope over and tuck strand 3 under strand c and over next strand.
- D. Tuck each strand in turn over and under for several tucks.



## LONG SPLICE

- Unlay each rope end about 15 turns. Place the two rope ends together, alternating strands of each end.
- Using opposite pairs, unlay one end 4 and fill its place with the "partner" strand 2. Repeat operation exactly with another pair of strands 1 and 6 in opposite direction.
- Trim the longer strand 4 and tie each pair of opposing strands 2 and 4 with an overhand knot, tucking each strand twice. The tuck goes over one strand, under the second, and out between the second and third. Strands 3 and 5 are simply tied with an overhand knot. Strands 1 and 6 are halved, and opposite strands tied with an overhand before tucking.
- Roll and pound all tucks into the rope and then clip the individual strand ends.



## BACKSPLICE

The backsplice is a method of preventing fraying or raveling in the end of a rope. It is more durable and permanent than whipping.

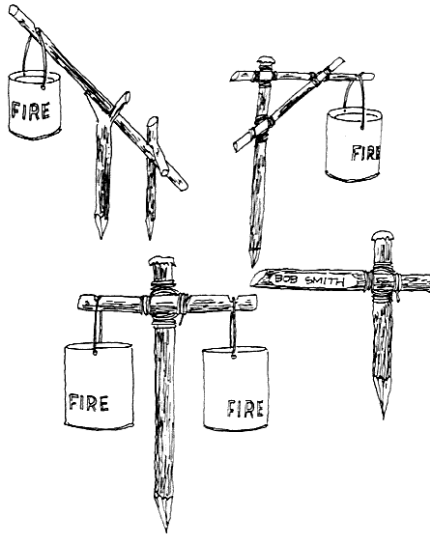
Begin by unlaying the rope and making a crown knot as shown in drawings A, B, C. The ends are then tucked with the over-and-under movement. See drawing D.

Finish by trimming the ends and smoothing the splice by rolling it on the floor with your foot.

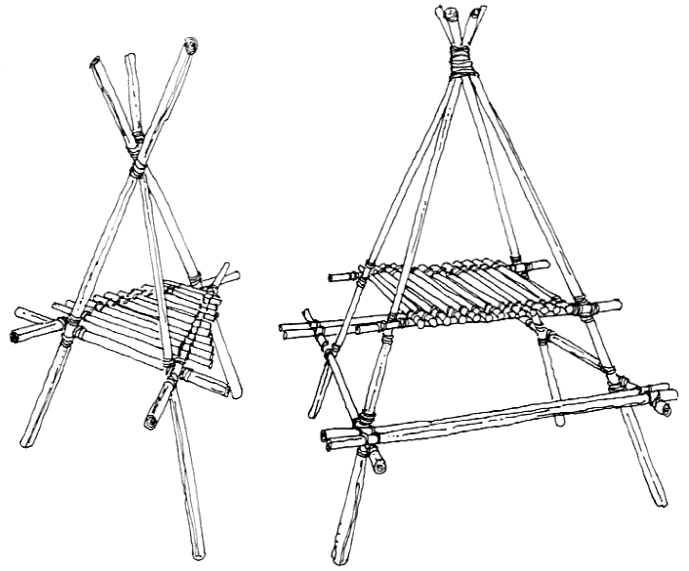


# Examples of Useful Camp Gadgets

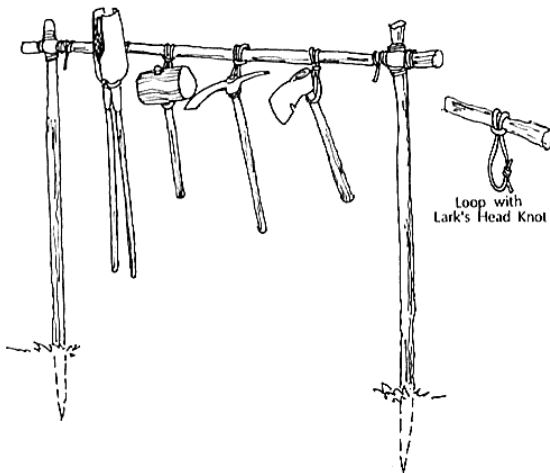
Fire Pail Stand



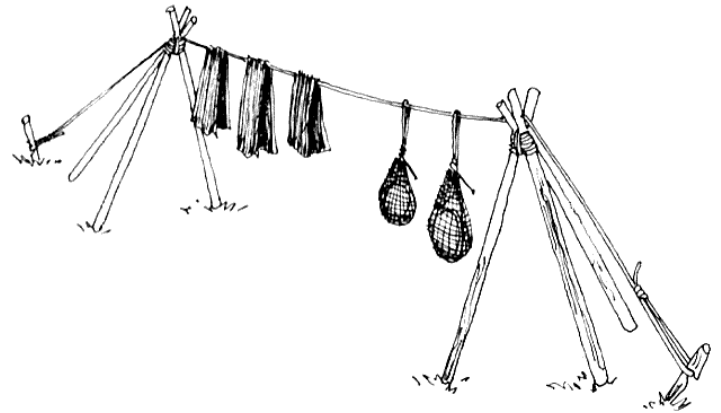
Camp Table with and Without Seat



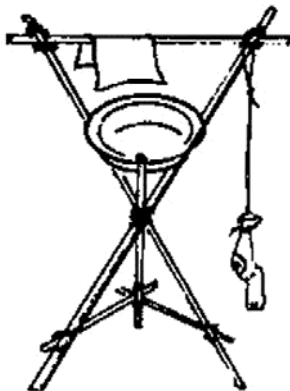
Equipment Rack



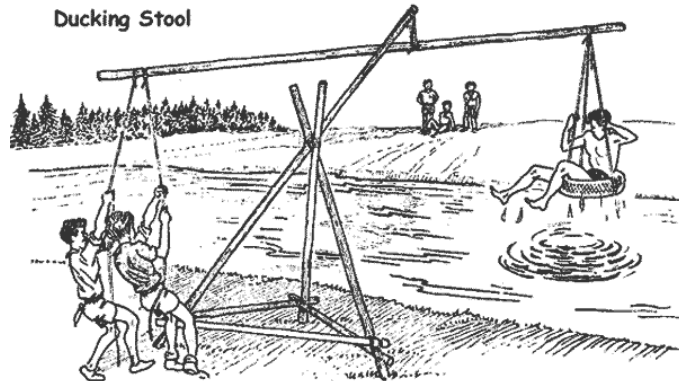
Clothesline



Wash Basin



Ducking Stool





# Boy Scout Merit Badge Requirements

## PIONEERING



1. Demonstrate how to coil and throw a 40-foot length of ¼-inch rope.
2. Present five different rope samples, of any size or material. Explain the characteristics of each type of rope -- its strength, mildew resistance, durability, and stretch. Explain where and how each type of rope can be used in pioneering work.
3. Demonstrate how to tie the following seven basic knots: square knot, timber hitch, clove hitch, bowline, sheepshank, sheet bend, and round turn with two half hitches. Also select five more knots found in the *Pioneering* merit badge pamphlet. Tie each one for the examiner, and tell where it could be used in pioneering, camping, or other Scout activities.
4. Demonstrate how to make the back splice, eye splice, and short splice using ¼-inch three-strand rope.
5. Construct a device or machine to make rope. Then use the device with binder twine to make a six-foot length of rope consisting of three strands, each having three yarns. Also demonstrate one method of whipping the end of the rope.
6. Build a three-two-one or a log-and-stakes anchor using pioneering stakes. Build the anchor at a size suitable to anchor one end of a monkey bridge.
7. Demonstrate the use of rope tackle to lift a weight of 25 pounds. Pull a log at least six inches in diameter and six feet long with the tackle. Use the tackle to put a strain on a line.
8. By yourself, build an H-frame trestle with ropes and spars using square and diagonal lashings. Demonstrate how to tie two spars together using a west country shear lashing.
9. With a group of Scouts, build a pioneering project. Before building, present a rough sketch of the project and a list of the ropes and spars needed to build it. (Note: This requirement may be done at summer camp, district or council events, or on a troop camp outing.)

BSA Advancement ID#: 84

Source: *Boy Scout Requirements*, #33215, revised 2004

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