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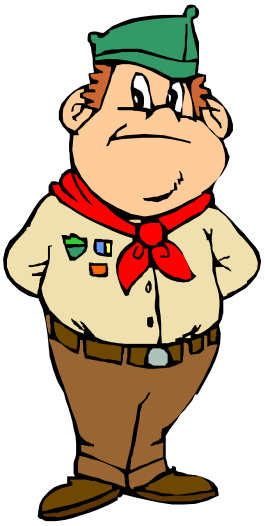
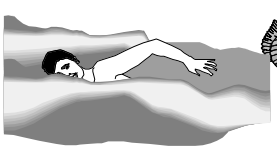


Aquanaut

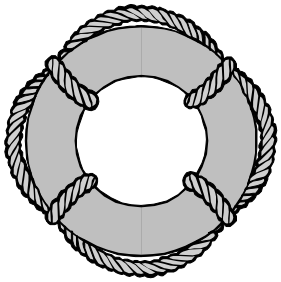
AQUANAUT
Physical Skills Group



Encourage Webelos Scouts who have not already taken swim lessons to take them. Most community pools offer lessons year round.

There are many community programs that offer Learn to Swim programs. Check the white pages of your phone book under schools for some of them. Many of the high schools have pools that community education uses for their Learn to Swim programs. There are also Learn to Swim programs in recreation centers and at some outdoor pools. Swimming can bring a lot of enjoyment and physical health. The boys will be more successful in completing all of the swimming requirements that are found in the Scouting program if they receive proper instruction from a certified swim instructor. Webelos leaders can assist the boys in passing off the requirements for Aquanaut, but it is difficult to take a boy who has never had lessons and teach him to swim well enough in den meetings to pass the requirements.

Earning the Aquanaut activity badge will get the boys better prepared to pass swim requirements in Boy Scouting.



Be sure to emphasize the buddy system when swimming. Even excellent swimmers get into trouble and need a buddy's help. Make sure the boys know not to attempt a swimming rescue unless there is just no other alternative. The safest methods of rescue are described in the Webelos Scout Book, as well as the Cub Leader Book, 14-5. They are Reach, Throw, Row, and Go (with support.)

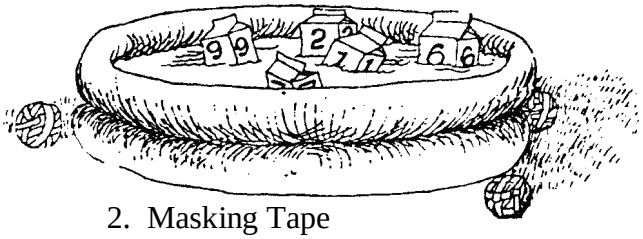
Since all of the requirements must be done as a Webelos Scout, a boy who has already earned his swimming belt loop as a Wolf or Bear Cub Scout should be encouraged to complete the other requirements for the Aquanaut. However, there are *new require-ments* for the Swimming Belt Loop (see Academics and Sports Program Guide, 2002 reivision). Have the boy fulfill the new requirements. The committee may then choose to award the belt loop a second time.

Resources for teaching boat safety to youth are few in our area. Some of the Cub Scout day camps have row boat activities, but they may not pass off the Webelos requirement of showing that they can handle a row boat. Make sure that the activities you have them participate in actually complete the requirements in the book. If you take the boys in any boat, you are required to provide a PFD (personal floatation device) for each person and they must wear them.

AQUANAUT - MIDWAY

"Sink the Ships" Water Fun

(Source: Pow Wow Rom by Animatics, Inc. "Especially for Webelos Leaders.")



Equipment:

1. Six empty milk cartons (smallest size)
2. Masking Tape
3. Small wading pool or washtub
4. Old tennis ball (or any small, soft ball)
5. Black crayon or magic marker.

Preparation:

1. Wash out the cartons.
2. Let them dry.
3. Tape the ends shut.
4. Number each carton with the black crayon. · Some cartons should be worth 5 points. · Some would be worth 10 points.
5. Fill a pool or washtub with water.
6. Float the cartons in the water.
7. Mark a throwing line about 10 steps back from the pool.

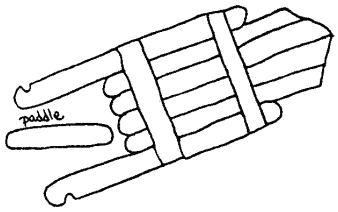
Instructions:

1. Stand behind the line.
2. Take turns throwing the ball at the floating milk cartons.
3. See if you can make a ship duck under the water.
4. Every time you hit a carton, you get the number of points written on it.
5. The player with the highest number of points wins.

Make a Paddle Boat

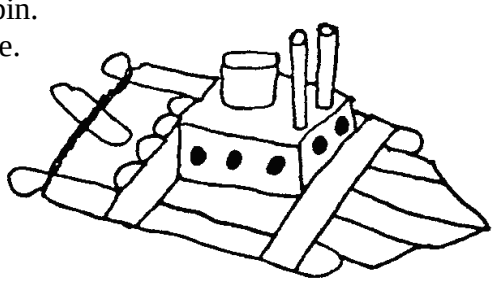
Materials:

1. Craft sticks
2. Rubber band
3. Wood or tacky glue or hot glue
4. 1" x 1 1/2" block wood for cabin
5. One 3/8" x 3/4" piece of dowel.
6. Two pieces of dowel, 1" x 1 1/4" long.



Instructions:

1. Glue all sticks together (see diagram)
2. When dry, shape the front to a pattern of your choice. (This is easily done by *"scoring"* the sticks with a razor knife and snapping off the sticks at the cuts.)
3. Sand the edges gently to remove roughness.
4. Drill three holes for the installation of smokestack pieces *into* the top of the cabin.
5. Glue the three smokestack pieces to the top of the cabin.
6. Make sure the dowel edges are flat so they will adhere.
7. Glue the cabin piece to the boat.
8. Cut the paddle (see diagram for size).
9. Notch sides of boat.
10. You can paint and varnish the boat to add details.
11. To operate the boat:
    a Wind the rubber band tightly by turning the paddle.
    b Hold the paddle until you set the boat in water. Release and watch it go.



ARTIST
Mental Skills Group

This activity badge can be a lot of fun. Really take some time with your den and be creative. One thing that can make this a meaningful experience is if you take the time to teach some art techniques, art mediums (types of materials used) and concepts that are new to the boys. It's fun for a leader to learn new things, too!

It would be a good idea to tell the parents of your Webelos that your den activity will include the use of paint, glue, etc., and to send the boys to den meeting dressed in appropriate clothing. Even if you are using mediums that will wash out of clothing, the parents will still appreciate the notice.

- One art technique you can try is first having the boys do a line drawing, sketched lightly in pencil. Once they are satisfied with their sketch, they can draw over the pencil with black ink and add hatch lines for shading. Then they can finish the picture by adding color-washes over the ink drawing with watercolor paints, water-soluble crayons or water-soluble color pencils. These water-soluble crayons and pencils can be found at any art store as well as many craft stores.

- Mixing two or more colors together cannot make primary colors. That is why red, yellow and blue are called the primary colors. Red, yellow and blue are the three hues of color from which the greatest amount of mixed colors can be produced. Adding black or white will give you lighter or darker shades of color as you mix them. If you would like more detail than the color wheel that is shown in the Webelos manual, most art stores have color wheels for less than five dollars. The color wheels available in the art stores are easy to understand and use. It is a good item to add to your personal den equipment. Instead of just listing the primary and secondary colors and explaining what happens when you mix colors together in requirement # 2, a fun and worthwhile activity is to actually have your den paint a picture using the colors they have created. By doing this, your den members can also pass off requirement # 1. Mothers love and appreciate a painting that their son has painted as a gift for Mother's Day!

- If the Webelos Scout makes his own frame, he can get credit for requirement # 3 for the Craftsman activity badge.

- One method of drawing a profile of someone is to place a see-through graph with evenly spaced lines over a photograph of someone. You can make a see-through graph by drawing measured lines with a permanent fine-tipped marker on a page protector. Then, measure out and lightly draw a larger version of the graph on your drawing paper. By looking at your reference photo, you can draw one square at a time.

(Artist continued)

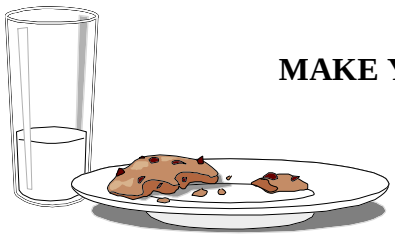
- Another method you can use to learn how to draw a person's face is to place tracing paper over a person's photo. Lightly trace the general outline, and then shade the line drawing while looking at the picture.
- You can blend the shading of your pencil drawings with blending tortillons, which are tightly rolled cones of paper. Art stores sell tortillons. The use of a kneaded eraser is an important part of drawing a good picture. It can be used to add highlights or to remove pencil without damaging the paper. An excellent reference is the book "How to Draw Lifelike Portraits from Photographs" by Lee Hammond.
- A type of clay that is excellent to work with is Sculpey polymer clay. It is easy to work with, it stays pliable until you cure it in your oven at home, and it can be carved, sanded and painted. I recommend using regular Sculpey instead of Sculpey II or the colored polymer clays. Regular Sculpey has properties that make it easier to work with. Most craft stores sell Sculpey clay.
- One source of wire other than wire hangers for making mobiles is floral wire, available at craft stores. It can be purchased in several different gauges.

ARTIST - MIDWAY

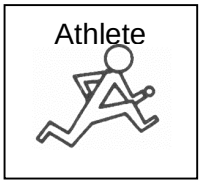
Primary Colors: Red, Yellow and Blue
Secondary Colors: Orange, Green, and Purple

Secondary colors are created by combining primary colors. Red and yellow make orange, yellow and blue make green, and red and blue make purple.

All colors are made by combining primary colors, tint (white) and shade (black). To help the boys understand combining colors, try making sugar cookies with them. You will need to make the dough ahead of time. Each boy takes a small portion of dough, adds food coloring, and mixes it. Let them roll out their own dough and cut out their own cookies. Bake them and then they have learned how to mix colors and what happens when you do.



MAKE YOUR OWN SUGAR COOKIE RECIPE!!



ATHLETE
Physical Skills Group

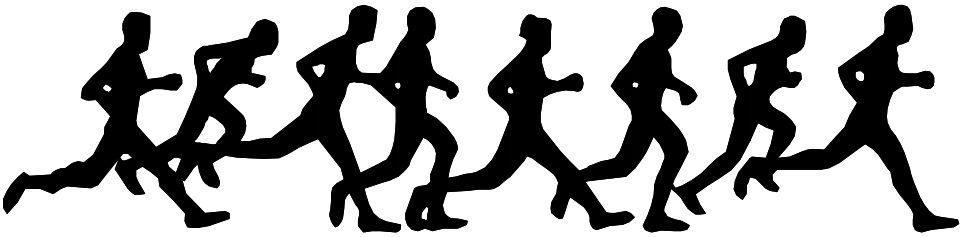
There are a lot of the Athlete requirements that can be combined into a game or challenge course. Stations can be designated with orange cones, a chair, or an exercise mat, if you have access to them. Make sure the boys have water bottles and drink small amounts often during exercise. Have the boys work together in pairs. That way everyone has a partner to spot him, to count for him and/ or time him. Each boy will complete the course at a different rate, depending on his current abilities. That is okay. Have them work at their own pace. At the end of the course or game, have a healthy treat as a reward for completing the course.

Elementary school playgrounds often have bars and other equipment that will come in handy when completing the requirements. It isn't necessary to take the boys to an expensive gym or to spend valuable time making your own equipment for the boys to do pull-ups.

The 30 minute, 60 point, 90 days program that it talks about in the Webelos Book on page 46 is no longer one of the requirements for the Physical Fitness Sports Pin. **Make sure that you know what the current requirements for the Physical Fitness Sports Pin are by referring to page 85 of the Cub Scout Academics and Sports Program Guide. 2002 revision.**

The Athlete Activity Badge can be a lot of fun, especially when the boys understand that they are working to improve themselves and not competing against the other boys. Have each boy chart his progress on the Fitness Progress Chart on page 53 in his Webelos Book. Since total physical health requires exercise and eating correctly, as well as avoiding drugs and alcohol, you may want to work on the Athlete and Fitness Activity Badges at the same time.

Some of the boys will be able to pass off the requirements right away. Other boys will need to work at improving their skills. Don't let the boys who find the requirements difficult get discouraged. Help them to set realistic goals for each time they work on a requirement. It might be a good idea to come up with a way to reward improvement, such as a sticker on a progress chart, a bead on some plastic lacing, or a treat. Make sure to model healthy eating by providing treats that are good for growing boys, such as a healthy trail mix, granola bars, crackers, yogurt, fruit, fruit juices, etc.



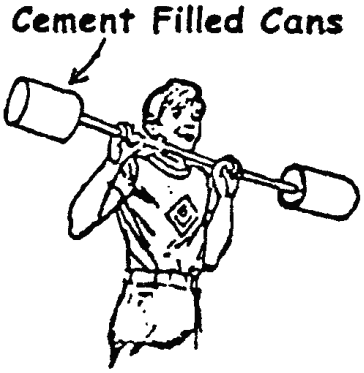
ATHLETE - MIDWAY

Activities

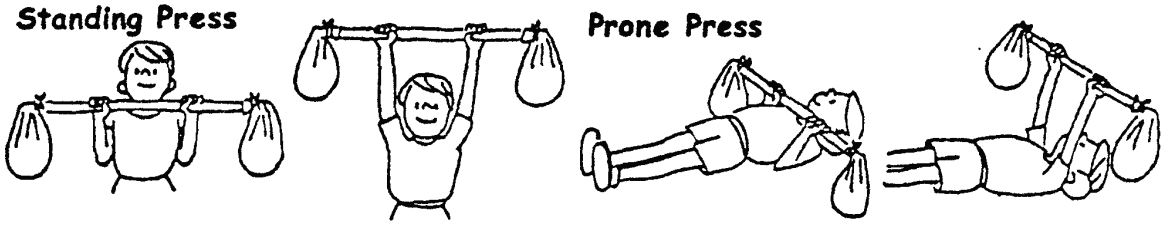
(Source: "BALOO' 5 BUGLE"; Volume 4, Issue 7; March 1998)

- Visit a spa or fitness center and take a tour of the facilities.
- Talk to a trainer or weight builder about his regimen and how you could train to go into this field.
- Find out what exercises are most beneficial to you according to each person you talk to.
- Graph the different exercises to see which ones are most popular or are used most.
- Hold a competition with your parents of the exercises you practice.
- Have the boys time their own parent(s) and instruct them in proper procedure.
- Have a certificate for each parent/son team that records their best time and efforts for the day.

Homemade Exercise Equipment



- **Barbell (Cement)**
  Use a 3 foot dowel or broomstick with 3/5 inch pipe caps on the ends. The latter are imbedded in 46 oz. cans filled with cement. Allow cement to set overnight.
  Dumbbell (Cement)
  Use I2 inch dowel and #2 cans filled with cement placed on each end of the dowel.
  Barbell (Sand)
  Make homemade barbells from a broomstick and two strong cloth sack (or pillowcases). Fill each sack with five pounds of sand or gravel. Wrap the mouths of the sacks around the broomstick, about 4 inches from the ends.



Plastic quart containers filled with sand also make good dumbbells.

Tin-Can Walkers

1. Made from 2 lb. tin or aluminum cans and short lengths of rope.
2. Puncture the cans on opposite sides just below closed ends.
3. Thread a length of clothes-line through the holes and tie the ends together so the loop reaches slightly above your knees when you stand on the cans.
4. Walk 25 feet and return.

CITIZEN
Community Group

RESOURCES:

Webelos Scout Book pg. 156-177
Webelos Leader Guide pg 42-49
Cub Scout Academics and Sports Program Guide, 2002 revision *pg 33-34*

A Scout promises to do his duty to his country. The purpose of the Citizen badge is to develop habits and attitudes of good citizenship.

OBJECTIVES:

- To help Webelos to understand the government and what a good citizen is.
- To be familiar with history of American national symbols.
- To understand that laws are beneficial to all.
- To encourage Webelos to volunteer service in the community.

WHAT YOU CAN DO:

1. You can learn more about local government by writing or calling your county offices. The Salt Lake County Mayor's office will send you information about the different elected officers of county government and what their jobs entail. The address is:

2001 S. State Street N2100	Phone: 801-468-3000
Salt Lake City, UT 84190	Web site: www.co.slc.ut

The web site has a great chart with the current names of each elected official.

2. Find out more about your own city government by contacting the city offices (see local phone directory) or you may also contact Utah League of Cities and Towns, 50 South 600 East, Salt Lake City, phone 328-1601. As you find out about local government officials, hold your own mock elections. Choose a job and candidates. Webelos can then find out about important issues and have a campaign. Have a ballot and then vote. May the best citizen win!!

3. Help the boys plan and participate in a special flag raising ceremony. Hold it on a holiday such as Memorial day (fourth Monday in May), Flag Day (June 14), or the Fourth of July. The boys could recite parts of the flag's and National Anthem's history, tell about a good citizen, then sing the National Anthem and say the Pledge of Allegiance.

4. **Make a Game.** Make cards that include thought-provoking questions. (For eg., you notice the signs in front of your school telling about elections being held today. What would a good citizen do? Possible answers: When you get home, ask your parents if they have voted yet or try to not disturb the voters and officials in the halls).

(Citizen continued)

SERVICE PROJECT AREAS & FIELD TRIPS (RESOURCES):

- Local Library
- City Hall
- Fire Department
- State Capitol Building
- Peace Corps
- Job Corps
- Local Courts
- Local Police Department
- City Council Meeting
- Red Cross
- Highway Patrol
- Forest Service
- Salvation Army
- Job Service
- Deaf & Blind Schools
- Immigration & Naturalization
- Hospitals
- Senators
- Veterans Organizations
- Representatives
- Air Force Reserves
- The YMCA
- Utah Food Bank
- United Way

RELATED ACTIVITY BADGES:

- Scholar, Webelos Scout Book pg 106-116, requirement 2, if they raise and lower the flag at their school for a service flag ceremony.
- If the boy can prepare and give a talk for 3 minutes in a den or pack meeting about topics covered in Citizen requirements 2, 3, 5, 6, 8, 9, 10, 11, 12, 13, 14, or 16, it can also count for Communicator requirement 2.
- If the boys sing two patriotic songs they have learned, they can pass off requirement 2 of Showman (Music).

CITIZEN - MIDWAY

CITIZENSHIP MEANS: The right to go where you want without government interference; the right to free speech; the right to choose your own religion, and, most of all, taking part in our national, state, and local governments by using the power of the vote and keeping actively informed about current events.

Working on the Citizen activity badge can be as interesting as YOU, the leader, make it. Because of its importance, leaders need to make a special effort in planning activities.

Divide up requirements 8 and 11-16. Each boy has one week to work on his individual requirements. *(A phone call to the boy's parent explaining the task helps increase the possibility that the boys will be ready to report.)* At your meeting, have each boy report on the completed requirements. Not only has each boy completed the two optional requirements he needs, but all the boys will have become familiar with the other aspects of citizenship.

OTHER IDEAS: Plan a field trip to the state capital or some other place of historical interest. Have the boys do an historic flag ceremony for Pack meeting.

Communicator

COMMUNICATOR
Community Group

RESOURCES:

Webelos Scout Book pg 178-206
Webelos Leader Guide pg 50-55
Cub Scout Academics & Sports Program Guide 2002, revision, p.37-38

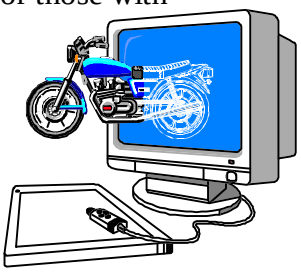
This badge creates awareness of what people do all the time: communicate with each other. There is a blend of history, handicap/physically challenged awareness, career opportunities, and computer skills.

OBJECTIVES:

- To learn about various forms of communication problems that other people may have.
- To become aware of different ways that people can communicate.

WHERE TO GO & WHAT TO DO:

- Visit a local newspaper office, radio, cable, or TV station. An advertising agency is another interesting option.
- Have a visually-, hearing-, 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. I like the US Bourne Book of Codes.
- Visit the base of a ham radio operator.
- Have a parent who uses a computer in their job explain its functions.



- 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 transportation.
- Learn the Cub Scout Promise or Boy Scout Oath in sign language.

RELATED ACTIVITY BADGES:

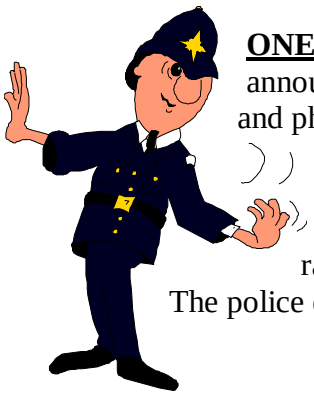
- If the boy uses a computer to make six original designs and e-mails them to a friend, he can pass off requirement 3 of Artist.
- The boy could also use it for the Academics Pin for Computers, requirement 5.
- Boys might be interested in learning silent signals that coaches send to their team members and pass off Sportsman, requirement 1.

COMMUNICATOR - MIDWAY

There are many forms of communication, including person-to-person, one way, and non-verbal or body language.

PERSON TO PERSON COMMUNICATION can be face to face, over the phone, by ham radio, or CB (citizen band). It does not have to be spoken, but can be by hand signs such as Indian Sign Language or sign language for the hearing impaired. Football and baseball referees and umpires use a form of sign language. There is also semaphore code and Morse code.

ACTIVITY: Have the boys learn Morse code. They should write the letter and the code down when making out their message so they know exactly what they are sending. Have them write out and send a message to different members of the den. They need to also receive messages, so they can recognize the code from the receiving end.

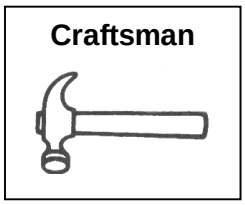


ONE-WAY is used by police officers, fire fighters, television announcers, radio announcers, newspapers, magazines, books, and photography.

ACTIVITY: It would be fun for the boys to visit a television station, radio station, or a newspaper office to see how their communications work. The police department uses a Ten-code. The boys could learn some of it.

NON-VERBAL or BODY LANGUAGE is communication without saying a word. People can tell how you feel just by a smile, a frown, or a shrug of the shoulders. Even animals communicate by body language.

ACTIVITY: Have the boys play charades or do pantomimes.



CRAFTSMAN
Technology Group

Ideas for Craftsman projects could come from Boy Scout Merit Badge books for Leather Working, Metalwork, Model Design and Building, Painting, Woodcarving, Woodwork, Basketry, Pottery, and Pulp and Paper.

Craftsman, a Lost Art.

Boys can grow so much by learning the Craftsman skills, because they are becoming a lost art. Many schools are eliminating the technical courses in favor of computer studies. However, the skills learned with this activity badge will teach the boys things they might not learn anywhere else.

Year Round Activities.

Craftsman could easily take several weeks to complete, so choose your projects wisely.

This badge can also be done throughout the year. For example, as they come into Webelos, the boys could tool a leather rounder with their name to go on a den doodle. Christmas projects for parents could be made in November and December. These could include stenciling a bag or apron for Mom, and making a towel rack for Dad. A frame could be made for a project done for Artist Activity Badge, and a stand could be made to support a Pinewood Derby Award. Plan ahead, and this badge becomes manageable.

Requirement 1--Tool Safety

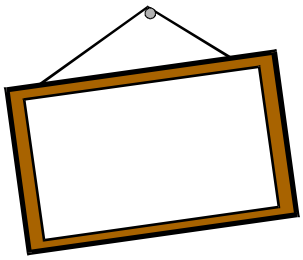
When teaching the boys about tool safety, it is important for leaders to familiarize themselves with the safety guidelines found in "Guide to Safe Scouting."

Requirement 2--Projects

The woodworking projects could include an item of considerable challenge. It may take several meetings to finish, but the boys will really feel a sense of accomplishment when completed. Making objects using other materials could spark their interest in some merit badges when they become Boy Scouts.

For information or additional plans, please write to:
Dale Whitaker 1425 So. 1200 W. Salt Lake City, Utah 84104

Patterns are also available on the Pow Wow CD accompanying this book.

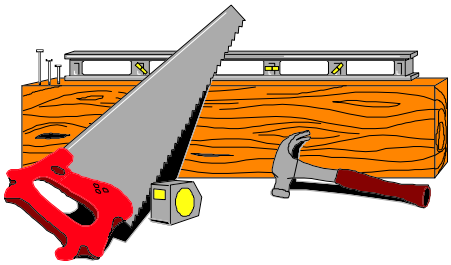


CRAFTSMAN - MIDWAY

Make a Picture Frame from Wooden Molding.

1. Choose 1-1/2 inch molding. On the reverse of the molding is a ¼ inch ridge along one side. This ridge will be the outside of the frame. All measurements will be made along the inner edge,

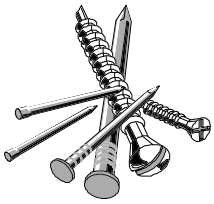
2. Use a miter box to get the proper angle and saw a piece off the end of the molding. The inner edge will be shorter than the outer edge.



3. Measure the size of the piece you wish to cut along the inner edge.

4. Before you cut, place a piece of wood about ¼ inch thick under the molding to rest against the ridge along the outside of the frame. (The wood handle of an old rubber-tipped spatula is a good size.) If this is not done, then there will not be room for the picture and backing. Using the miter box, cut the wood. Remember, the longer piece is always the outer edge of the frame.

5. Next, cut a piece off the molding at an opposite angle to the last cut, using the miter box to prepare for the next measurement.



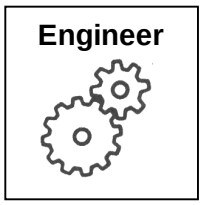
6. Follow instructions 3, 4, and 5 until you have the four pieces you need.

7. Sand any rough edges and glue frame together. Put a small finishing nail at the top and bottom of the sides of the frame from the outside through the 1/4 inch ridge (4 nails in all).

8. Finish with a fast drying paint (acrylic or latex).

9. Make a backing of cardboard to fit inside the 1/4 inch ridge.

10. Have the boys bring in a favorite photo or picture; then seal the outside ridge and backing with cloth tape and display at pack meeting.



Engineer
Technology Group

Find out what engineers do, and make some engineering devices.

National Engineering Week is February 16-22, 2003. During that week the web sites below have more engineering items than normal. Some of the sites have things to try at home and some have great pictures. Download a copy for use at home!!

Requirement #1 - Ten Things Engineers Do

Some engineers and a few of the things they do (this is not a complete list of either).

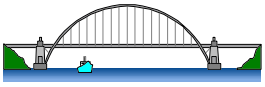
- Aerospace engineers design and test aircraft, spacecraft, and satellites.
- Geological engineers study the earth, design foundations for buildings and bridges.
- Chemical engineers use chemistry to discover and make better plastics and medicines.
- Environmental engineers work with air pollution, water supplies, and land management.
- Mining engineers study all phases of extracting mineral deposits from the earth.
- Nuclear engineers help design, construct, and operate nuclear power plants.
- Petroleum engineers study the earth to find oil and gas reservoirs.
- Electrical engineers study electricity, magnetism, and light.
- Computer engineers design, construct, implement, and maintain computers.
- Ceramic/Materials engineers make glass in windows, vinyl siding, and metal silverware.

Requirement #2 - Visit a Construction Site, Look at a Set of Plans

Arrange to visit a construction site where the boys can have a 'tour' and look at a set of plans. Before or after the visit the boys will have fun looking at an architectural drawing (i.e. a boat) and trying to identify what the symbols on it mean. You can obtain sample drawings from a few web sites (like smartdraw) or check some out from the library.

Requirement #4 - Tell How Electricity is Generated and Gets To Your Home

Stand across the street from a power substation when discussing how electricity is generated and gets to your home.



Requirement #6 - Draw 3 Kinds of Bridges; Construct Model Bridge

Build a marshmallow and spaghetti bridge. Growing boys like to play with their food (tryscience web site). Build a canopy bridge with a block and tackle for Requirement #7 (tryscience web site). Hike the Jordan River Parkway and look at the different styles of bridges. Pick up trash as a conservation project for the World Conservation Award.

Requirement #8 - Build a catapult and show how it works

Give each boy an assortment of items and have them build a catapult (set a time limit). For example: give one boy 10 craft sticks and 10 rubber bands; give another 5 cloths pegs and 3 plastic spoons. Give each boy three cotton balls to use as ammunition. You will be surprised at how far a cotton ball can go - and it won't hurt or break anything it hits. (See Catapult instructions on the CD accompanying this Pow Wow book).

Engineer - Midway

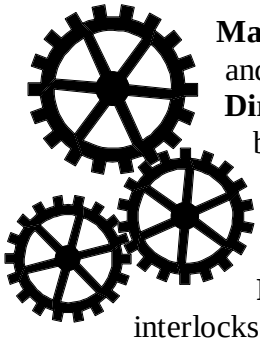
A SIMPLE PULLEY

Materials: Wire, empty spool, string, pennies, and two same size boxes (small jewelry boxes work best).
Directions: Insert a piece of wire through the spool and twist the ends together. Hang the spool on a hook, doorknob, etc. Drape a piece of string over the spool so that it hangs several feet on each side. Tie a small cardboard box to each end. Place a few pennies in one box. Add pennies to the opposite box until the first box is lifted. How many coins are in each?
Results: An equal number of pennies is needed to lift the first box. A pulley is a device that changes the direction of a force. When one box is pulled down, the other box rises the same distance.

A SIMPLE BLOCK AND TACKLE DEMONSTRATION

Materials: Three boys, long rope, and two broomsticks or poles.
Directions: Ask two boys to stand several feet apart and give each of them a broomstick. Tie one end of the rope to one of the broomsticks. Weave the rope back and forth around the sticks several times. Tell the boys to try and pull the broomsticks apart while another boy holds onto the free end of the rope and pulls the two broomsticks together.
Results: The force of the strength pulling on the free end of the rope is increased each time the rope is looped around the poles. As a result, the boy pulling the rope appears stronger than the two boys holding the broomsticks.

MAKING A SIMPLE SET OF GEARS

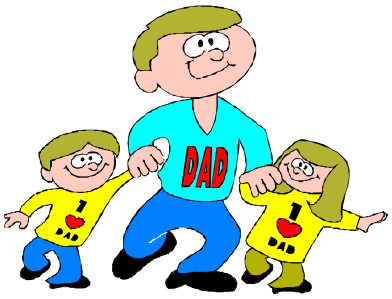


Materials: Three bottle caps with pointed edges, a block of wood, three nails, and a hammer.
Directions: Place the three bottle caps face up on a small block of wood, side by side, and touching. Place a nail in the center of each cap and pound each nail into the wood. Pound the nail only in far enough to secure the bottle cap, but allowing the caps to turn freely. Now turn one of the caps. You should see the other caps also turn. Note the direction of movement.
Results: This is a simple set of gears where the pointed edges of one cap interlocks with the edges of the neighboring cap and causes it to turn in the opposite direction. For example, if you turn the first cap clockwise, the cap next to it turns counterclockwise.

Family

FAMILY MEMBER
Community Group

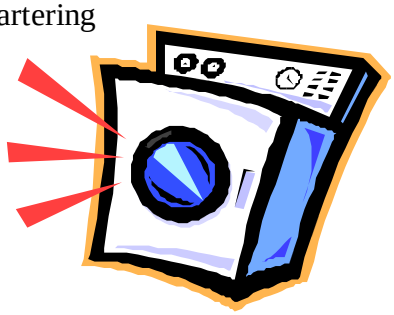
RESOURCES:
Webelos Scout Book pg 208-226
Webelos Leader Guide pg 72-77
Cub Scout Academics and Sports Program Guide, 2002 pg 45-46



One of the purposes of Cub Scouting is "Improving understanding within the family." Family Member Activity Badge has the Webelos working and planning with his family.

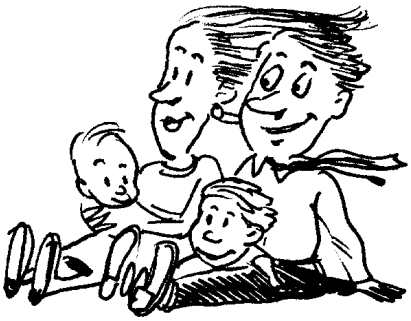
OBJECTIVES:
- To help Webelos develop a sense of family responsibility.
- To help the boys see how finances affect their families.
- To help Webelos gain insight into the running of a household.

WHERE TO GO & WHAT TO DO:
- Invite a parent to talk to the boys about washing clothes. Announce that next week's meeting will be at the local Laundromat. Each Webelos is to bring a load of wash, soap, and change for the washer and dryer.
- Invite a professional house cleaner to tell the Webelos about his job and shortcuts for cleaning. Use this information in a cleanup project for the chartering organization. This could also fulfil Citizen requirement 7.
- Do a craft project that includes hand or machine sewing on button or uniform patches.
- Invite a dietitian to a den meeting to talk about the food groups and menu planning. Plan menus for your next campout. This may also apply to the Fitness Activity Badge.
- Inspect your den site for a safety hazard. How can it be corrected?
- Plan some fun den-family outings. Invite the families and do them.



RELATED ACTIVITY BADGES:
- Requirements 1, 2, 4, 5, 6, 7 for Fitness include family discussions and participation.
- Traveler with parents on requirements 3, 5, and 7.
- Outdoorsman requirement 6 could be completed if the boy helps plan and cook a family meal while camping.
- Naturalist has family activities that could fulfill requirement 8.
- Handyman requirements 11, 12, 13, 14 could help fulfill Family Member requirements 2 & 3.

FAMILY MEMBER - MIDWAY



This badge will help the Webelos boy better understand what is meant by "duty to family." It also provides an opportunity for the family to spend time together. This activity badge is a very parent-intensive badge. It is done primarily at home and checked off later by the den leader. This keeps it as simple as possible for you.

Introduce the various requirements during your den meeting. Assign the boys the task of completing the requirements during the upcoming week. At the next meeting, provide each boy a few minutes to share something they learned while completing the requirements. Keep it short or the boys will lose interest. It helps to contact the parents and explain the task. This also increases the likelihood the boys will complete the requirements.

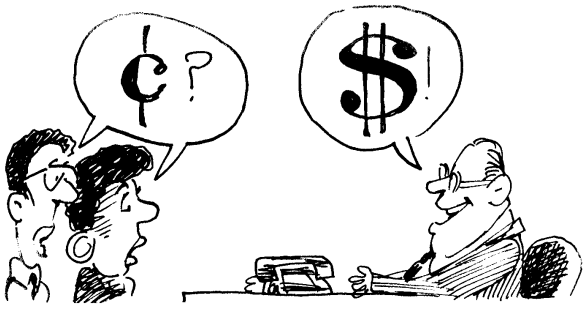
FAMILY FLAGS

Celebrate your family pride with a homemade banner that represents your collective interest. To craft one, you will need some 72" wide felt to divide among the boys, felt rectangles of assorted colors, cording, and craft glue. Cut the felt yardage into large pennants - one for each family. Make an extra pennant for gluing on letters identifying your den. Individuals can decorate their pennant by gluing on a variety of felt shapes showing what the family members enjoy. A sports fan could add a basketball. Gardening could be a bold sunflower. Each family member could be represented by a different emblem.

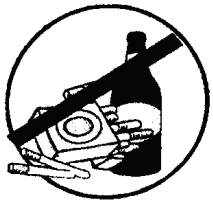
To assemble the banner, place the completed pennants on a flat surface, spacing them about 3 inches apart. Run a bead of glue along the upper edge of each one. Lay the cording on top of the glue and press down gently to make it stick. Once the glue is dry, you are ready to raise your flags at the next Pack Meeting. (*Family Fun Magazine, Oct. 1995)*

FAMILY MEETINGS (Requirement 12)

The *BSA Family Book* is a good resource for family meeting ideas. Topics include family talks, improving skills, religious services, good turns, and family outings. Families can use the ideas to enhance their family meetings and, if they wish, to earn the BSA Family Award. The program is designed to strengthen families and encourage family involvement in Scouting requirements.

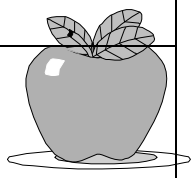


FITNESS
Physical Skills Group



One of the requirements for the Fitness Activity Badge is for the boys to keep track of the things they eat over a week' s time. This includes meals as well as snacks. They are to decide if they have eaten foods that are good for them. To help them accomplish this, they will need a chart. Following is an example of a simple chart that could be used to record their daily food intake.

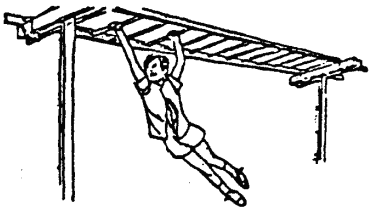
A similar chart may be used to plan the week's worth of meals.

Date/Day	Meal	I ate	Good for me	Not as Good for me
Monday	Breakfast	1 egg toast with peanut butter orange juice	X X X	
	Lunch	apple cheese crackers milk cupcake	X X X X	 X
	Snack	Granola Bar Grapes	X X	
	Dinner	Spaghetti with meat sauce French Bread with butter Green Salad with dressing Milk	X X X X	
	Snack	Ice Cream with fudge topping		X
Tuesday	Breakfast	Oatmeal cereal with milk Yogurt Hot Chocolate	X X X	

Any chart you come up with will work, just provide something for them on which to keep track. You may want to put the charts in an inexpensive paper folder so the boys are not as likely to lose the papers. Inside the front of the folder you could have a copy of the food group pyramid. That will help them to decide whether they are eating the right amounts from each group.

The booklet mentioned in requirement 7, *Don't be Tricked by Drugs: A Deadly Game* is available from the Scout shop. It is a really good booklet for discussing with the boys the negative impact of taking drugs.

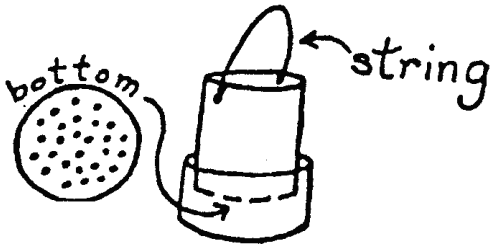
FITNESS - MIDWAY



Four Uses of Soap

(Source: POW WOW ROM by Animatics, Inc. - "Utah National Parks")

Food, Rest, Exercise, and Cleanliness are all necessary for good health. In the cleanliness category here are four ideas using soap.



Soap Strainer

1. Using a hammer and nail, punch holes in the bottom of a can.
2. Using a hammer and nail, punch two holes in the side of the can, near the top (to attach a string for the handle.)
3. For storage, set the strainer in a larger can.

NOTE: Useful for hanging over a faucet or outdoors at a camp; good way to use up small bits of soap and soap chips from soap carvings.

Soap Carving

Use your pocketknife to carve something from a bar of soap.

Back Scrubber

1. Save those little leftover pieces of soap.
2. Wrap them in nylon net.
3. Tie the ends together with heavy string.

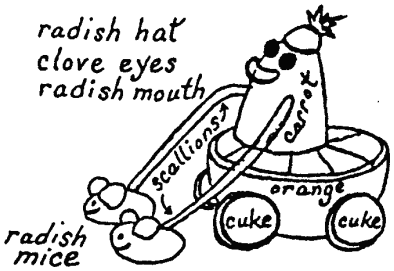
(Make sure it is long enough to reach when scrubbing your back.)

Gift Bar

1. Cut a favorite picture from a magazine or gift wrap paper.
2. Dip it in water and lay it on a bar of soap.
3. Smooth out the paper and it will stick to the bar of soap.
4. Then dip the decorated side in paraffin.

Health Fun Treat

(Source: POW WOW ROM by Animatics, Inc--"Utah National Parks)



FORESTER
Outdoor Group

PRE-OPENER FOR A PACK MEETING

The Forest gives us many things. Can you find out what things the forest gives us by filling in the missing letters?

```
          F _ _ _
        _ O _ _
    _ _ _ _ _ R
_ _ _ _ _ _ _ E
      _ _ _ S _
        _ _ T _ _ _ _
            E _ _ _ _ _ _ _ _
            R _ _ _ _ _ _ _ _ _
```

(Answers: Fuel, Wood, Outdoor Fun, Wildlife, Grass, Water, Enjoyment, Recreation)

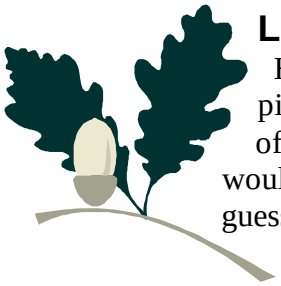
FREE TREES

Requirement 8: Go to the National Ardor Day Foundation web site: www.ardorday.org . Here you can get up to 20 free seedlings. You will need to plan this at least 2 months ahead of the intended date for your project. This can be a great service project. Don't forget to call your local Parks & Recreation. They can give you some suggestions for places were you can plant your trees.

FORESTER - MIDWAY

Adopt-A-Tree

- This is a long-term project. Each Scout selects a tree that appeals to him. It should be a tree near his home so he can keep an eye on it. Each boy should pick a different tree so he might learn more about different trees. He should be aware of the following items:
- What' s going on in the tree, under the tree, and around the tree.
- What kind of birds, animals, or insects live around the tree.
- What kind of seed, leaf, or flower the tree yields.
- What grows around or on the tree (such as grass, flowers, moss, etc.)
- The boy should sketch, or take a picture of the tree.
- It would be helpful if the boy would keep a scrapbook on the tree (a pressed leaf, a sketch or sample of its flower, fruit or seeds.)
- What the wood from his tree is used for: paper, furniture, baseball bats, building homes, or stopping soil erosion.
- How long a life expectancy under normal circumstances.



Leaf or Twig Identification Contests

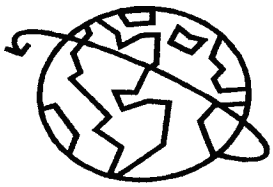
Have two posters for each tree to be identified. One poster would show a pictures of the tree, twig, leaf, seed, or cone. (For example, a labeled picture of an oak leaf or acorn; a pine cone with pine needles.) The other poster would have the leaves or seeds without the names, and each boy would have to guess what kind of tree they came from.

Guests. If you know a forester, he might be invited to show what tools he uses in his profession.

Field Trip. Take your Webelos to a lumber yard and have someone explain the different type of wood and its uses, and whether it can be used for indoor or outdoor use. Obtain from the store' s scrap bin, if available, pieces of wood Tell what things can be made from them and why, and how to preserve the wood once you have made something from it.

Geologist

GEOLOGIST
Outdoor Group



How They Measure Earthquakes

Requirement 5: To Pinpoint the location and strength of an earthquake, scientists use a seismograph. They also use the Richter scale to measure the intensity of an earthquake. Here is the scale that indicates the strength of a quake. Each number shown is 10 times stronger than the previous number.

Number	*Intensity*
1	Felt by instrument only
2	Felt by sensitive people
2.5	Equivalent to the energy released from 100 gal. of burning gas
3	Felt by most people; like a truck going by
4	Felt by all: pictures fall
5	Might crack weak walls
6	Destructive in heavily populated areas
7	This is a MAJOR quake
8	This is an Extreme Disaster

Places to Go

Museum of Natural History: University of Utah campus. They have displays that will help the boys identify their rocks.

Kennecott Copper Mine: Here they can help the boy categorize a rock from his collection. (Requirement #1 under the Geologist section.) There is a cost involved to go there. There is a patch that can be earned there as well.

The BYU Museum: Monty L. Bean Life Science Museum, phone # (801) 378-5051. This is located on the BYU Campus, Provo, Utah

Hansen Planetarium: They are currently located at 15 South State, but will be moving to The Gateway Center in mid November or early December.

Don't forget your local Library. They should have plenty of good books on rocks and geology.

GEOLOGIST - MIDWAY

DEN MEETING: Crystal Patterns

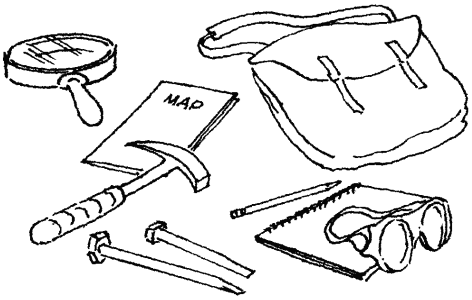
The crystalline nature of minerals may be graphically demonstrated by making patterns of them. For pattern ideas, see rock and mineral books. Trace the patterns onto heavy paper or light cardboard. If possible, get samples of the actual crystals for comparison with your models and for making patterns.

Den Meeting in the Field

If you can arrange it, a trip into the field to look for rock and mineral specimens with the den would be a big plus.

You don' t have to be a professional geologist or an avid rock hound to make it worthwhile, either. But if you are not an expert, take along one of the excellent field guides to rocks and minerals that can be found in the public library. Some of these guides have excellent color drawings that will be helpful in identifying what you find.

An excavation, a riverbank with steep sides, or a highway cut might be your target. Naturally, the results would be better if you have with you someone familiar with rock collecting.



Collecting Fossils

Probably one of the chief points of interest for your den during your work on the Geologist badge will be fossils. Requirement seven asks the boys to find two fossil in their local area.

Fossils may be found almost anywhere, even in your own driveway. But much more likely sites are quarries (particularly old abandoned quarries where the rock has weathered), river bluffs and banks, gravel pits, foundation excavations, strip mines, and highway cuts. Obviously, these are not places for young Webelos Scouts to go by themselves, but perhaps you could plan a fossil-hunting hike for the whole den.

Fossils are found only by those who look for them with care; rarely are they immediately obvious. Have your den spend some time in a likely spot, examining it minutely before moving on.

When you find a fossil, be patient in taking it out. If possible, chisel a narrow trough around the fossil. When the trough is at least as deep as the fossil, hit the base of the pillar you have made. The fossil should easily pop right out.

The list of tools necessary for fossil hunting can be found in the Webelos Scout Book. *(See picture to left for ideas.)*

HANDYMAN
Technology Group

Help to maintain an automobile, bicycle, home, and yard.

Requirement #1 - Wash a Car

Ask a neighbor (or two) to let you wash their cars for free during den meeting. Help the boys understand that giving service can be fun. Discuss and use good water conservation procedures. Include removing trash from the inside and vacuuming the floor and seats. Help the boys understand the value of doing that little bit extra.

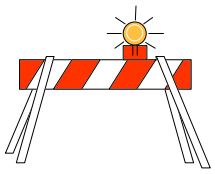
Requirements #2, & #4 - Change a Tire, and Check Oil Level and Tire Pressure of a Car

Let the boys look at a car owner' s manual or check out a car repair book from the library. Help them understand how a car works. Practice checking the air in the car's spare tire first unless you want to combine this with Requirement #2, changing a flat tire.

Requirements #5, #6, & #7 - Make a Repair to a Bike, Lubricate Chain, & Inflate Tires

Invite the boys to bring their bikes and fathers (bike tools if they have them) to den meeting. Work on these three requirements and help the boys learn how to inspect their bikes to be sure they are safe to ride. Be sure to discuss the importance of wearing a helmet. Instructions (with illustrations) in Boys' Life, April 2000, page 6 showing how to fix a flat bike tire.

Requirement #10 - build a sawhorse or stool



Build the sawhorse or stool out of wood using hand tools, including use of a coping saw or jig saw, then it can also be used for one of the two items required for Craftsman #2.

Requirement #11 - Help Take Care of the Lawn

If leaves are falling, ask a neighbor if you can rake their lawn for free during den meeting. Discuss ways the fallen leaves can be recycled. Help the boys understand that giving service can be fun.

Resources

Webelos Scout Book	pages 282-297
Cub Scout Webelos Leader Guide	pages 94-99
Webelos Resource Book	pages 235-243
Scouting magazine	*Boys' Life* Program Helper
Boys' Life magazine	
www.rei.com	cycling, expert advice
www.saturnbp.com	my saturn, my service, carcare clinics

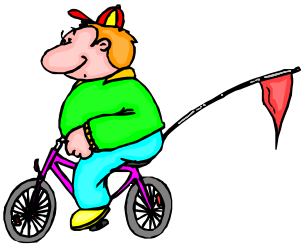
HANDYMAN - MIDWAY

The great thing about Handyman is that it does not have to take a full meeting. Use the requirements as the **gathering or opening activity**. Here is a possible order:

(a) **A MUST. Get Parents' Help**. At the Pack Meeting prior to working on the activity badge, enlist the help of parents. Specify each requirement, when it will be completed, and the parent's responsibility.

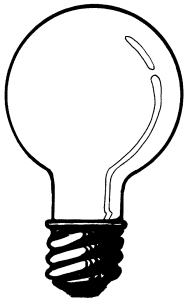
(b) FIRST MEETING, do **Requirement 4**. Two adults are required, one to show how to check the oil and the other to show how to check tire pressure. Eight boys should be finished with both projects within 10 minutes.

(c) **Requirement 14** - When the boys leave for home after the first meeting, give each one a strip of cloth tape - enough to mark 3 or 4 tools. The parents will be expecting to help with this requirement. At the same time, encourage the boys to ride their bicycles to the next meeting.



(d) SECOND MEETING, do **Requirements 5 & 6**. Have oil ready for them to lubricate the chains on their bikes and have tools ready so they can make a repair or adjustment. (If your Pack is having a bicycle rally that month, these requirements could be passed off at that time). Send a note home for parents to have the boys work on their lawn (requirement 11). Note: Some parents do not allow their 10-year-old to handle power mowers. The boys could do weeding, help water or fix sprinkler heads, do edging, or any other lawn job.

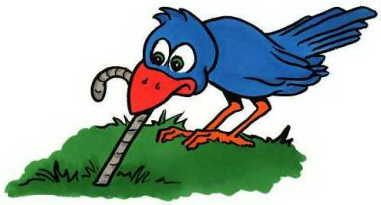
(e) THIRD MEETING, do **Requirement 8.** Set up a lamp and show the boys how to replace a light bulb. Turning off the electricity before the bulb is removed and turning it back on afterwards is an important requirement.



(f) As a substitute, parents could have their sons work on **Requirements 1, 2, 3, 7, 9, 10, 12, or 13.** However, these are father-son activities, not den activities.

Naturalist

NATURALIST
Outdoor Group



Nature Experiment (Requirement 8)

Materials: Glass Jar, Sand, Earthworms, Leaf mold or compost, Water

Put about 2" of clean sand into a glass jar. The sand is then covered with a 3" layer of well-rotted leaf mold or compost. Add several earthworms to the jar, then cover the jar with a lid. Sprinkle water into the jar every day to keep it moist. After about two weeks, you will discover that the earthworms have thoroughly mixed the leaf mold or compost in with the sand.
(This experiment shows how natural processes with organic matter enrich the soil so it can nourish plant life.

Soil Conservation Experiment (Requirement 8)

Materials: 2 Pans, some dirt, water

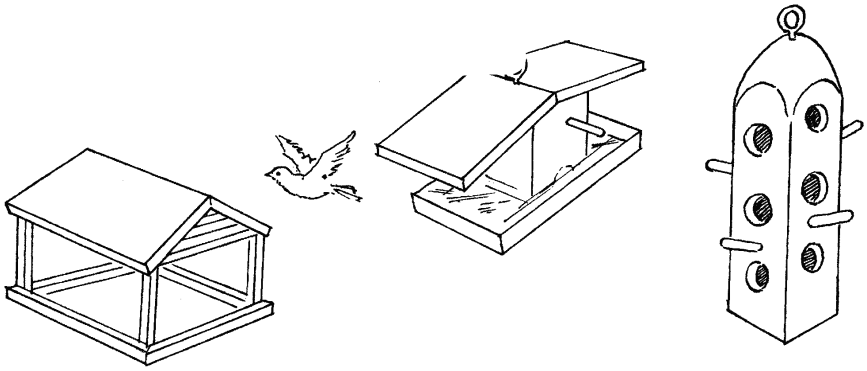
Fill each pan with a mound of dirt. In one pan, put horizontal grooves in the dirt, and in the other pan put vertical grooves. Watch closely as water is poured over each mound. It should be apparent that the mound with the horizontal grooves retains more water and loses far less soil through run-off than does the mound with the vertical grooves.
(This experiment shows the importance of proper plowing in order to prevent soil erosion.)

Tours and Hiking Trails (Requirement 7)

Here are some good places to go to **watch wild animals** (*F*=Forester *G*=Geologist *N*=Naturalist)

- Farmington Bay Waterfowl Management: Farmington, UT 451-2121 *(N)* (**NEED TOUR PERMIT)**
- Great Salt Lake Park: Antelope Island: **PERMIT** 621-1213
- International Peace Gardens: Jordan Park 1000 So. 900 W. 535-7837 *(N)*
- Memory Grove: 485 Canyon Rd. 531-8338 *(N, F)*
- Red Butte Garden and Arboretum: U of U 581-5322 *(G,F, N,)*
- Timpanogos Cave: American Fork Canyon 756-4497 *(G, N, F)* Reservation**, TOUR PERMIT**
- Tracy Aviary: Liberty Park 516 E. 1300 So. 538-7804 *(N)*
- Wasatch Shadow Nursery, Inc: 9295 So. 225 W. 566-0608 *(F)*

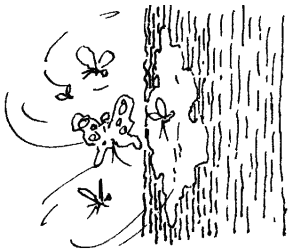
NATURALIST - MIDWAY



Bird-Feeding Project

Probably the wildlife easiest to observe is birds, since they are so plentiful and easily attracted. Your den might make and maintain a feeder and a birdbath to offer hospitality to birds and, not just incidentally, to offer your boys a good chance to look closely at wild creatures and learn to know them.

Your water supply in the birdbath ought to be from 1/2 to 3 inches deep.



Catching Insects

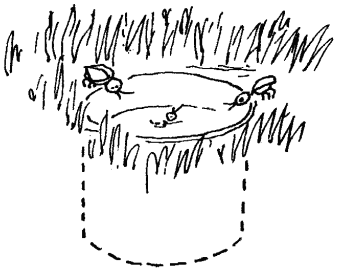
Among the requirements for the Naturalist badge is one calling for the boy to keep a "zoo" of insects he has caught. He shouldn' t have trouble finding then, but if he wants a particular kind, you may be able to suggest a way to get one.

For beetles and crickets, the Webelos Scout might bait a ground trap. To do this, he sinks a small jar or can in the ground with the top level with the surface. Then he pours in about an inch of a mixture of two parts

For feeding birds, you can get a good mix of seeds cheaply at the local supermarket. This will attract sparrows, cardinals, juncos, finches, and titmice.

If you want to see robins, cedar waxwings, and mockingbirds, put out fruit. Woodpeckers, nuthatches, and other insect-eating birds will be drawn to suet or fat trimmings from beef and other meats.

Building one of these bird feeders, by the way, is a good project for the Craftsman badge.



molasses and one part water or some other very sweet mixture. This gooey mess will attract hordes of insects which promptly tumble in and are trapped. They will drown in a short time, so the Webelos Scout must check his trap every hour or so if he wants a live one.

For butterflies, moths, and other flying insects, use a sweet mixture, too. Paint it on a tree trunk or two. Especially good for the bait is a sweet, slightly fermented pulp of fruits like peaches and apricots.

Outdoorsman

OUTDOORSMAN
Outdoor Group

IF YOU ARE LOST:
Webelos Resource Book pg. 161 (Helpful hint for Requirement 4)

1. Stop, sit down, and try to figure out where you are. **Use your head, not your legs.**
2. If caught by night, fog, or a storm, stop at once and make a camp in a sheltered spot. Build a fire in a safe place. Gather plenty of dry fuel.
3. Don't wander about. Travel only downhill.
4. If injured, choose a clear spot on a mountain and make a signal fire.
5. Don't yell, don't worry, and above all, don't quit.

OTHER IDEAS:

1. **If the weather is good, try to find a big open area so that you can be seen from above.**
2. You can use rocks to spell out a message. For example, an arrow shows which direction you may have gone if you do have to move. But remember, staying put is the best advice.
3. If you do have to move, you can also try and mark your trail with something such as an extra article of clothing torn into strips and tied to trees.
4. If it is safe to do so, climb a tree and tie something to a branch near the top.
5. HUG A TREE

Resources for Outdoorsman Activity Badge
(Webelos Leader Guide Book)

1. The Complete Guide to Knots and How to Tie Them, by Walter B Gibson (Lifetime Books, 1997)
2. Boys' Life Magazine
3. Webelos Scout Book, No. 33108
4. Cub Scout Leader How-To Book, No. 33832
5. The Boy Scout Handbook, No. 331056.
6. Cub Scout Leader Book, No. 33221
7. Also check with the stores that sell outdoor equipment in your area.

OUTDOORSMAN - MIDWAY

OUTDOOR TENT

(By Ron Ely 1972)

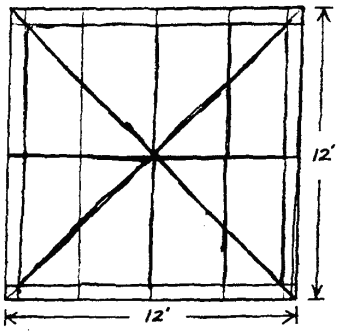
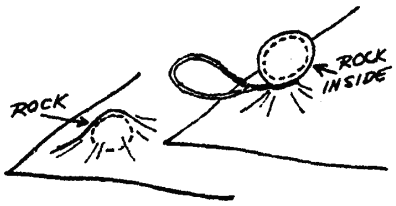


Diagram A

Materials:
Plastic tarp 12 ft. x 12 ft.
150 ft. of 1/2" wide adhesive filament tape (strapping tape)
30 to 40 ft. #36 nylon twine (260# Test)
26 ft. nylon braided rope (for ridgeline)
Scissors; yardstick; chalkline (string 20 ft long)

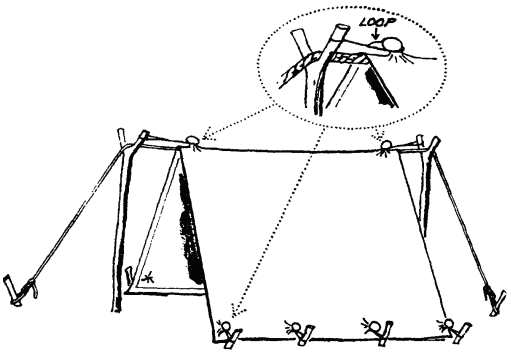
Directions:

Lay out your tarp on a clean dry surface. Be careful not to punch any holes in the tarp (you can repair with the filament tape). The tarp must be clean and dry. Using the yardstick and chalk, mark the lines along which the filament tape must be attached (see Diagram A).



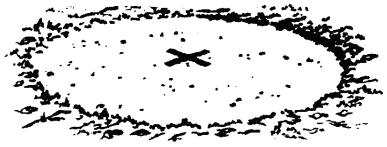
Now, pitch your tent! The easiest way to do this is shown in Diagram at left. Using two half-hitches, tie up a wad of leaves or a smooth rock the size of a walnut in the plastic where you want the rope or peg to be attached. Then loop the twine around the plastic-enclosed rock.

The taped side of the tarp serves as the inner side of the tent. Using nylon twine and tent pegs, tie down tightly the ridgeline, all corners, and at several points where the tent meets the ground. Allow for ventilation. (See Diagram at right).

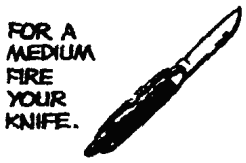


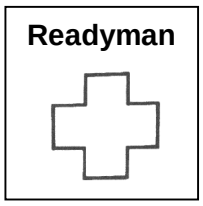
Fire Starting--Easy and Safe

Experienced campers build different fires for different jobs. There are four simple steps in building any fire for safety and easy starting.

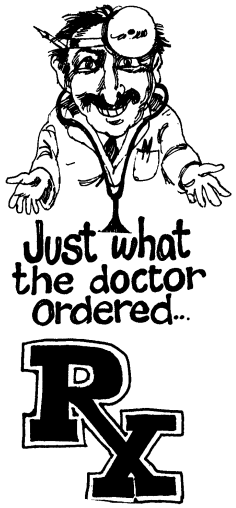


1. Clear a space 10 feet in diameter away from trees, brush, and overhanging branches. Build your fire in the center of this space.
2. Collect plenty of tinder, kindling, and fuel. Lay them within easy reach before you light your fire.
3. Light a handful of tinder, then stuff flaming torch into the kindling or under a crisscross of kindling. Light it from windward side.
4. Place more kindling, then fuel (larger wood pieces) on down wind side.





READYMAN
Community Group



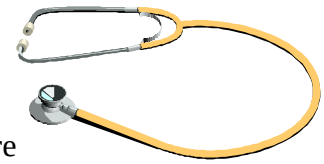
RESOURCES:
Webelos Scout Book pg 228-249
Webelos Leader Guide pg 112-117
Cub Scout Academics and Sports Program Guide, 2002 revised pg 69-70

The Boy Scout motto is **BE PREPARED**. The Readyman Activity Badge prepares the Scout for First Aid hurry cases, teaches how to get help when needed, and teaches safety.

OBJECTIVES:
- To teach Webelos simple first aid and emergency first aid for the "hurry cases."
- To make Webelos more aware of safety around the home, cars, and bicycles.

WHERE TO GO AND WHAT TO DO

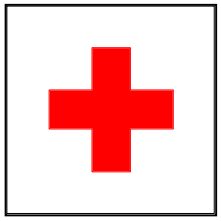
- **Visit** a hospital, fire or police station to learn how they handle first aid in emergency situations.
- In coordination with the Aquanaut activity badge, requirement 6, **study 'Safe Swim Defense'.** Be sure Webelos can explain it and its importance.
- Invite a police officer to explain to your den about car and bicycle safety.
- I**nvite a Boy Scout working** on First Aid Merit Badge to teach Webelos first aid skills.
- Make First Aid kits for (a) personal, (b) family, (c) car, (d) den hiking or camping trips.
- Check to be sure emergency and medical information on all den members and leaders is **up-to-date.** Be especially sure to have date of last tetanus inoculation because of danger of infection from camping and other outdoor accidents.
- Make a **simple stethoscope** by using a craft knife to cut a hole the size of one end of a paper towel tube in the bottom of a paper cup. For a decorative look, you can cover the tube in aluminum foil, then insert one end of the tube into the hole in the cup. Secure the tube in place with duct tape. You can take turns placing the cup over someone's heart and listening through the other end of the tube.



- **First Aid Jeopardy** can be a fun way to learn first aid information. Choose subjects such as stopped breathing, serious bleeding, etc., then do your answers (i.e. Gushing or spurting wound. Question, What is severe bleeding?) Assign point values and have a host to run the show. To enhance learning, let the boys come up with the answers and questions.
- **Practice** hurry cases. This can be an interesting and fun activity. The first thing for boys to remember to do is stay calm. They can learn slowly and repetition helps boys learn concepts carefully. Discuss with the boys why or why not their solutions will or will not work.

READYMAN - MIDWAY

IDEAS FOR TEACHING THE BADGE:



In keeping with the Boy Scout motto "Be Prepared," Webelos Scouts begin learning how to be prepared for emergency situations. The Readyman requirements will help boys understand typical situations they could encounter.

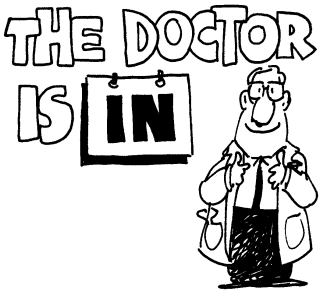
MEETING 1: Define First Aid

At your first meeting, explain what first aid is *(Requirement #1)*. First Aid is immediate help right after an injury. First Aid is not playing doctor. It is 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 will be cool and calm because you know you can help.

MEETING 2: Have a guest speaker

Speakers to consider are:

- First Aid Merit Badge Counselor from a Scout troop who will explain the items in a first aid kit and show what to do for "hurry cases."
- Have troop members show first aid for cuts and scratches, burns and scalds, and choking.
- Invite a local police officer to speak on bicycle safety.
- Have a swim instructor cover the safe swim defense plan.



MEETING 3: Field Trips

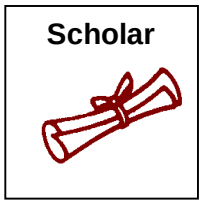
You might plan a field trip to a Fire Station or an Ambulance Company.

MEETING 4: Evaluation

After the boys have completed the requirements, you could have them:

- Present a talk or demonstration to the younger Cub Scouts on one portion of the Readyman. Bicycle safety might be a good choice.
- Have them put together a first aid kit for your Pack to take on outings.

Do not rush through the requirements for this badge. Vary the activities but allow the boys plenty of time to learn the information and skills.



SCHOLAR
Mental Skills Group

This is one of the activity badges that can challenge the Webelos leader to "Keep it simple, make it fun." Because of the nature of this activity badge, it is easy to get into a lecture mode and lose the attention of your den. The best way to teach this badge is with a lot of games and participation. Here are some examples of how to use your imagination and be creative!

Requirement 1: Showing good marks in attendance, behavior and grades on their report cards can pass this off. Assist your den members to set individual goals on what they think they can do to improve in these three areas. Write up their list of goals and decide how long the goals will be worked on. Review the goals throughout this time period, and ask the parents to assist their sons. If current attendance, behavior, and grades are good, you can set goals that support a good school environment. For example, go to bed or work on homework at a certain time each day.

Requirement 2: It is worth your time to find out the school's schedule, such as when service projects and school activities are scheduled. Boys will participate in these activities and parents will make sure their boys are involved when they know that a requirement can be passed off.

Requirement 3: If you know when a parent teacher conference is, you can suggest that the boys take their Webelos Books with them and specifically ask the teacher to discuss the value of education. As a leader, you can reinforce the value of having an education through a group discussion about things the boys do and don' t like. Guide the conversation to doing work they *enjoy* versus being *stuck with a job* they don't enjoy. Education provides choices, instead of having to settle.

Requirement # 4: Have your den sit in a circle, slapping their thighs twice and clapping once. When everyone's hands come together in the clap, the boy whose turn it is must list something they can do because of school. The rhythm of the group continues and on the next handclap of the group, the boy must then call out a name of someone else in the circle. When a boy isn't able to think of something and misses the beat of the handclap, he has to back out of the circle. After the game is over, have all of the boys write down everything they can think of that they can do because of school.

Requirement # 5: Play a trivia game using the information on pages 112 – 114 in the Webelos Scout Book, on "History of Schools". Let it be open book (It's a good way to keep their attention).

Requirement # 6: Tell your den to study the chart, "Who Runs Your School" on page 114 in the Webelos Scout Book because there will be a contest at the next den meeting (copy for any boys that don't have their book). Before the next den meeting, prepare poster-board cards that are labeled just like the ones on the chart and prepare a poster-board game board with un-labeled spaces where the cards will be placed. In den meeting, play a game called, "Who's the Boss?" The labeled cards are mixed up and in a stack. Each boy, in turn, must

(Scholar continued)

take the top 'card' and place it where it belongs. Every time a boy is correct, he gets a piece of candy. At the end of the game, all of the cards will be placed just like the chart in the Webelos manual. The idea is to help the boys see the lines of authority in a school and to explain the various job duties as the game is played. After your chart is complete, quiz the boys as they look at the chart, to pass off requirement # 8.

Requirement # 7: Prepare a page that the boys can take home. The page should include the questions they are going to ask, and a place to write the list of adults that they would like to talk to. Assist your den members in writing down which adults they are going to ask the questions. Call the parents of each den member and ask them to help their boys complete the assignment.

Requirement # 9: *This is a good one to set goals to "Do a Good Turn".*

SCHOLAR - MIDWAY

Write a letter to the boy's teacher. Here is an example.

Dear Mr./Mrs. _____,

Fred Flintstone is working on his Scholar Activity badge for Cub Scouts. He is a member of Webelos Den #, Pack _#_, from Bedrock.

As a requirement for the Scholar Activity Badge, Fred must:

1. Have a good record in attendance, behavior, and grades at school.
2. Take an active part in a school activity or service project.

If you feel that he has not completed these two requirements, please help him by discussing and setting goals to complete them. When he has completed the requirements, please sign below.

I appreciate the time it takes an educator to respond to individual student needs, especially those that are outside the normal curriculum. Thank you again for your time.

Sincerely,
Wilma Flintstone
Webelos Den Leader

Scientist

SCIENTIST
Technology Group

A boy' s curiosity about many things can be stirred by the experiments tried while working on the scientist activity badge.

Requirement #1 - Read and Show Bernoulli's Principle

I like the spool and paper trick, as described in the Webelos Book, because the boys always try so hard to blow the paper away from the spool, but have no success. The boys always ask "how does it work?".

Requirement #2 - Read and Tell Inventions That Use Pascal's Law

I like to use the largest boy in the den for the hot water bottle filling experiment, found in the Webelos Scout Book. This is a good way to show how strong a hydraulic lift can be.

Requirement #3 - Read Newton's First Law of Motion and Show Three Ways It Works

Don't miss the chance to have the boys try the challenge of dropping pennies into a jar or twirling a bucket over their heads. The hard-boiled egg trick is good, too.

Requirement #4 & 5 - Show Effects of Air and Atmospheric Pressure

The boys really enjoy the experiments in the Webelos book.

Requirement #6 - Show Effects of Water Pressure

I like to serve juice refreshments at the end of den meeting. Have one of the boys open a small hole in the can and pour the juice. Now have him open another small hole in the can and the juice gushes out. A good way to teach and have fun.

Requirement #7 - Build and Launch a Model Rocket

Boys always love building 2- liter pop bottle rocket launchers. See page 221 in the old Webelos Resource Book.

Requirement #8 - Explain and Show Fog

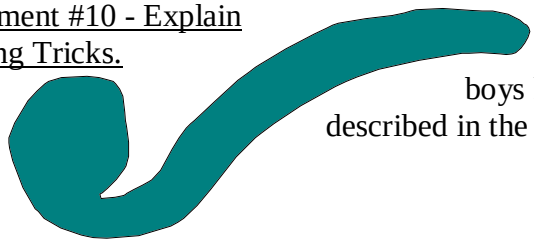
Instead of creating fog in a bottle (page 318 in the Webelos book) on a cold day, the boys could simply blow on a window. The resulting water droplets will be the same.

Requirement #9 - Explain and Make Crystals

Crystal candy can be fun, and the one in the Webelos Book is no exception. As with any experiment, this one should be tried before den meeting. I failed twice before achieving success.

Requirement #10 - Explain Your Center of Gravity & Show Three Balancing Tricks.

The boys have fun with the chair against the wall trick, as described in the Webelos Book. Try this balancing comma.



SCIENTIST - MIDWAY

Ever wonder how a water bug can glide across a pond or brook? The bug's body takes advantage of a water property called surface tension. Water molecules along the surface pull together to form a skin that is strong enough to support the waterbug's weight. Intrigu ed? Here are **four ways** you can explore the amazing attributes of surface tension.

TIE A WATER KNOT

This activity demonstrates how surface tension can "tie" streams of water together.

1. With a small nail, make four small holes in a horizontal line near the bottom of a large plastic soda bottle.
2. Set the bottle where the water can run into a sink or onto the ground and fill it with water.
3. With two fingers, pinch together the four streams of water then quickly remove your hand.

The surface tension of the spouts will join into one skin until the flow of water pushes them apart again.

FLOAT A PAPER CLIP

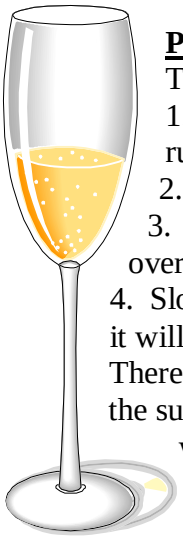
This quick trick lets you use surface tension to keep an object from sinking.

1. Fill a small container with water, drop in a paper clip , and it will sink.
2. Remove the paper clip, dry it, and set it on the tines of a fork. Slowly lower the fork until the clip rests on the water surface. Remove the fork and the clip will float.

SCATTER PEPPER

Here is an experiment that lets you see what happens when surface tension is broken.

1. Pour water into a bowl then sprinkle pepper on top.
2. Dip a bar of soap into the water. Soap molecules will break the surface tension causing the pepper to scatter. The water that the soap didn't touch retains its tension and pulls the pepper towards the sides of the bowl.



PUT ON AN INVISIBLE LID

Try this feat to find out how surface tension and air pressure team up to defy gravity.

1. Lay a piece of wet cheese cloth over the top of a glass and secure it tightly with a rubber band.
2. Pour water through the cheese cloth to fill the glass.
3. Cover the cheesecloth with one hand. Then hold the glass over a sink and turn it over . Count to three.
4. Slowly remove your hand. At first, some water may dribble out of the glass but then it will stop.

There are a couple of reasons for this. The holes in the cheese cloth fill with water and the surface tension forms a seal, and the air pressure outside the glass presses against the water holding it in.

SHOWMAN
Mental Skills Group

Here are some helpful hints for the Showman activity badge:

PUPPETRY

- A good source for simple material for ideas on writing a puppet play is to adapt jokes from ' Think and Grin' as well as stories from the magazine *Boys' Life*. You can also get ideas to adapt from the pages of *Program Helps*. The boys can do their own comical version of fairytales or stories from their own life experience.

- The library has a lot of books on puppet plays and skits as well as puppet making techniques, from very simple puppets to very elaborate puppets. You can get a lot of 'facial' expression from puppets with a soft face (for example, a sock puppet) and you create a more detailed puppet with mediums like paper-maché.

- You can put on a better puppet show if your boys practice in front of a mirror. Also, videotape the practice, then have them watch it before the final performance. This will give them a feel for what the performance should be like, and will give them some helpful ideas for improvement.

- A fun way to perform with puppets is to have the puppets 'sing along' to music where the playback speed has been sped up on a record player or cassette player to give the voices a Muppet-like quality.

MUSIC

- Irish whistles are easy instruments to play (even easier than recorders). They are inexpensive and can be purchased at most music stores. You will find that a lot of your Webelos Scouts will already have recorders. It is a popular instrument that kids learn in Elementary School. Practice a simple number as a den and perform it at pack meeting.

- Be aware of the themes coming up during the year. Often times, the pack theme will be suitable to do a folk song as a den for requirement # 4.

- Frequently, you'll find that some of the boys in your den are learning to play an instrument through school or private lessons. If that is the case in your den, practice a simple piece of music combining all the instruments and even have some leaders or Cub Scouts sing along at pack meeting. It can be a lot of fun!

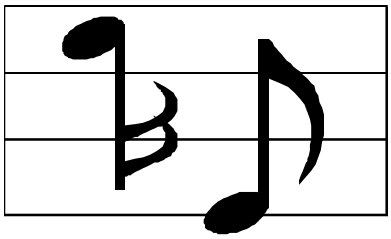
(Showman continued)

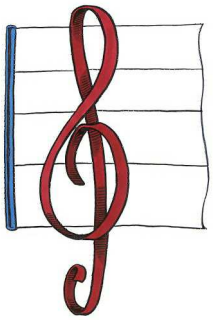
DRAMA

- Just as for puppets, a great source for jokes, run-ons and skits is the ' Think and Grin' section of *Boys' Life*
- You can assign a Webelos Scout to do the 'Cubmaster's Minute' at the end of pack meeting or give a short introductory thought related to the theme at the beginning of pack meeting. This would meet requirement # 1 in Drama.
- The public library is an excellent resource for short plays that can be read as a den. You can make it more entertaining by assigning the boys in the den to a specific character in the short play. Make some simple costumes to wear while you read the play as a den activity. The library also has books on how to make simple costumes and props out of things you can find around the house. *Program Helps* will often have costume ideas.

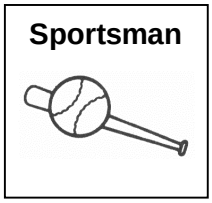
SHOWMAN - MIDWAY

The difference between 2/4, 3/4, and 4/4 is that in 2/4 you have 2 beats per measure with a quarter note getting one beat or count. In 3/4, you have 3 beats per measure with a quarter note getting one beat or count. In 4/4, you have 4 beats per measure with a quarter note getting one beat or count. The general rule is that the top number tells you the amount of beats per measure and the bottom tells you what kind of note gets one beat. Have the boys show that they understand by beating time or playing an instrument.

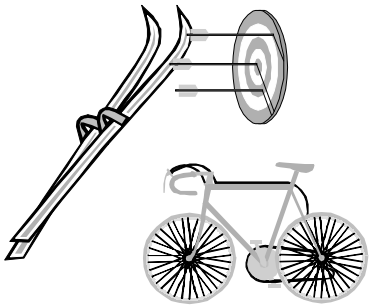




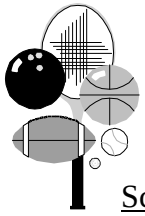
Draw a staff and on it draw a clef, a sharp, a flat, a natural, a note, and a rest. Tell what each is used for. You use a staff to write music on. You have notes that you put on the staff to tell you what to play or sing. A clef tells you whether it is a bass note or a treble note. A sharp is played a half step higher than the note written and a flat is played a half step lower than the note written. A natural has you forget the sharps and flats and play the original note. A rest tells you not to play any notes and to just wait those counts.



SPORTSMAN
Physical Skills Group



Requirement 1 for the Sportsman Activity Badge reads, "Show the signals used by officials in one of these sports: football, basketball, baseball, soccer, or hockey." **It does not say** that the Webelos have to learn or memorize the signals. Never require the boys to do more or allow them to do less than the stated requirements. All of the boys could demonstrate the signals together, if you wish. A large poster with the signals on it would be very helpful when working on this requirement. Some of the signals could be demonstrated by having the boys draw them out using stick figures. They do not have to learn or memorize the signals to pass off the requirement.



Requirement 3 for the Sportsman Activity Badge says, "While you are a Webelos Scout, earn Cub Scout Sports belt loops for two individual sports."

Requirement 4 reads, "While you are a Webelos Scout, earn Cub Scout Sports belt loops for two team sports."

Check out the requirements for the individual and team sports in the Cub Scout Academics and Sports Program Guide. If a boy has already earned all of the sports belt loops while a Wolf or Bear Cub Scout, he can choose to do the requirements for the belt loops of choice a second time. Whether or not the unit presents him with a second belt loop or not is up to the individual pack committee and the charter organization. Sometimes budget restrictions won't allow for the extra belt loops to be purchased. (There is a new Program Guide just out, 2002 revision, #34299A--many requirements are different, and a boy might do these.)

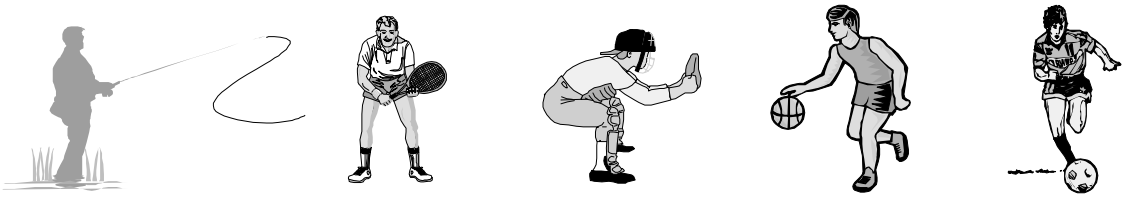
There are some boys who will not do requirements for a belt loop a second time and parents who would like their boy to not repeat the same requirements. To solve this problem, it may be possible to come to an agreement with the parents and the Wolf and Bear leaders to have the boys reserve two team and two individual sport belt loops of the boy's choice specifically to be earned as a Webelos Scout. The annual pack planning meeting and the annual parents' meeting can be good meetings at which to present this idea.

Special Note: Be sure to remember that BB Shooting and Archery Cub Scout Sports belt loops can only be earned at a council camp or activity.

There are a lot of creative ways to accomplish belt loops for this activity badge. If you decide to do the Marbles Belt Loop, why not use gumballs instead of marbles.

If you decide to do fishing, consider having the families meet and go to a trout farm. It is a lot more fun to fish when you actually catch something, and you are usually successful at a trout farm.

Ask young people who play for high school or college to come help with a belt loop. That gives the Webelos an opportunity to work with new people, which will help them later in working with merit badge counselors.



SPORTSMAN - MIDWAY

Careers And Speakers

(*Source:* "BALOO' S BUGLE"; Volume 4, Issue 7; March 1998)

- Invite the following as guests to your meeting: sports equipment sales, resort owner, bicyclist, jogger, tennis player, professional ball team member, boat captain, community education speaker, softball league coach, children' s athletic coach, tour guide.

Field Trips

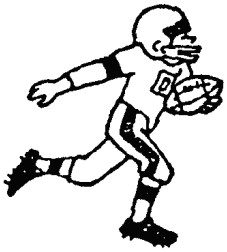
(Source: "BALOO' S BUGLE"; Volume 4, Issue 7; March 1998)

- Visit a local golf course and get permission to hike around looking at the layout and par numbers for the holes. Ask for a tour of the shop. Look at the equipment and balls. Practice your swing.
- Attend a local high school, college, or professional basketball game. Make arrangements to talk to the referees afterwards. Ask about their training and their work schedule. How much travel is involved?

Activities

(Source: "BALOO' S BUGLE"; Volume 4, Issue 7; March 1998)

- Visit a sports shop and talk with the owner about selecting equipment.
- Play some backyard games such as horseshoes, croquet, or badminton.
- Have a parent/son game.
- Visit a racquet club or tennis court.



How many teams can you name by these descriptions?

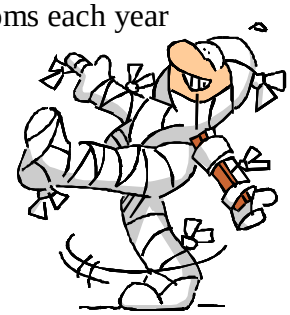
1. Seven squared	a. Browns
2. American Gauchos	b. Eagles
3. A 747	c. Buccaneers
4. Sun-tanned bodies	d. 49ers
5. Six Rulers	e. Chargers
6. Rank in Boy Scouts	f. Cowboys
7. Credit Card Users	g. Vikings
8. A Dollar for Corn	h. Jets

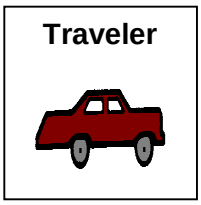
Answers. 1d, 2f, 3h, 4a, 5g , 6b, 7e, 8c

Sports Injuries

(Source: "BALOO' S BUGLE"; Volume 4, Issue 7; March 1998)

- Over a million children (ages 5-14) are seen in hospital emergency rooms each year for sport-related injuries. The sport with the largest number of injuries is bicycling, followed by football, playgrounds, baseball and basketball.
- Be sure to include safety demonstrations and stress the use of proper protective equipment with all your den activities this month.
- Invite a sports trainer or orthopedic doctor to visit your den and talk about the kinds of injuries that are common in the various sports. How can they be prevented?





TRAVELER
Mental Skills Group

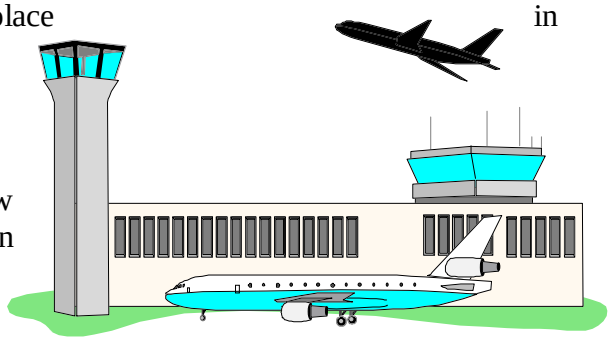
This activity badge is a good one for the leader to review with parents of Webelos before they go on a family vacation, usually in the summer months. If the parents are aware of the requirements, they can help their son pass them off as they prepare for their trip. Even though this activity badge can be earned in den meeting, most or all of the requirements can be passed off during a family vacation. Remember, though, the Webelos leader is the person that needs to sign off the requirements in the book.

Requirement 1--Bus Route Schedules: Most shopping malls and libraries will have bus schedules at their information booths, or you can call bus information to find out where you can obtain specific route schedules. Prepare before the day of your den meeting by obtaining enough route schedules for each boy in your den. Next, figure out ahead of time the location of several places on the route map. Have the boys look up these locations.

Requirement 2--Timetables: Travel agencies, bus terminals, airlines and railway stations are some resources for timetable information.

Requirement 3--Field Trip Ideas: You can help the boys pass off several of the traveler activity badge requirements by taking your den on a field trip somewhere locally, where the den can also earn a temporary patch for their uniform. "Cub Scout Awards, Activity Patches, and Policies" (42175) is a booklet available at the Scout shops that have the requirements for all of the temporary patches that can be earned. Be sure to check if any tour permits are needed before you go on a field trip. "Fun Field Trip Ideas", also at the Scout shops, has more ideas for den trips.

SAFETY NOTE: Remember that every boy must have a seatbelt, and you need to have at least two leaders. (See Council Guideline pages in the "Leader Helps and Hints" section of this book for a permission slip and other information.) It is also a good experience for your den members to take them on a field trip to a bus station, railway station and the airport terminal. When going somewhere as a den, everyone should be in uniform. Review how the den should behave while in public, and always have a plan in place in the event someone gets separated.



Requirement 4--Travel Costs: Encourage the parents to include their son in planning a timetable of travel, the route they will take on a map, and how much it will cost per mile to travel to the destination of their family trip *(requirements 2 and 4).*

(Traveler continued)

Requirement 5--Route Planning: Using a United States road atlas, plot out four trips of where the boys would like to go someday. Insurance offices will often have road atlases that they will donate to your den.

Requirement 6--Pack Suitcase: With the parent's guidance, their son should be able to pack his own suitcase (or backpack if they are going camping).

Requirement 7--Family First Aid Kit: The parents can make a family activity of putting together a first aid kit for their car.

MORE IDEAS:

- One den activity you can do just for fun is put together a travel game kit.

- As you continue to add to your den equipment, keep the road atlases, route schedules, etc., that can be used for future den meetings. You can also put together a suitcase with boy-sized clothes and travel items for your Webelos to pass off packing a suitcase in den meeting.

TRAVELER - MIDWAY

Play the suitcase packing game found on page 145 of the *Webelos Leader Guide*. Use the following items, but use BOY sizes, not adult.

Shorts, pants, underclothes, pajamas, tooth brush, tooth paste, washcloth, socks, shirts, and shoes.

WEBELOS HELPS & HINTS

"USE YOUR COMMUNITY"
(Activity Badge Resources)

We are so blessed to live in a Scout friendly community! As leaders we need to learn to use our resources. It can be very overwhelming trying to do it all by yourself! Believe it or not there are thousands of people around who are willing to help. Mayors, Council People, Neighbors, Teachers, Store Owners, Co-Workers, a Friend of a Friend, even Complete Strangers from the Phone Book. Ask for help and you will be surprised at how many people will say yes. Give someone else the chance to help and you may even learn something yourself. Within the next several pages you will find resources and ideas to help make your job easier.

Uniforms - Sandii Lynch 278-6427
Sandii has slightly used uniforms and supplies in good shape

Books, Charts & Software:

Pow Wow Rom
800-949-5860 or 801-491-7676
www.misite.com
P.O. Box 51373 Provo, UT 84605-1373

Family Fun Magazine
800-289-4849
$14.95/year US
www.familyfun.com
P.O. Box 37032 Boone, IA 50037-0032

Oriental Trading Company, Inc.
800-228-0475
www.orientaltrading.com
P.O. Box 2654 Omaha, NE 68103-2654

Clipart:
http://www.emf.net/~troop24/icons/clipart.html
http://www.benzfamily.net/Scouts/SP_Home.htm
Cub Scout Ranks (badges.zip) , Cub Scout Sports and Academic Pins (sports.zip)
Webelos Activity Pins (webelos.zip)

Clip Art for Cub Scouts and Boy Scouts CD's available at the Boy Scouts of America Great Salt Lake Council Scout Shop $6.95/each

General Webelos Information

www.creighton.edu/~bsteph/pack114/library/webcampactbadge.html
** I ended up searching for Webelos on the school website

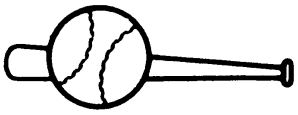
Physical Skills

Aquanaut

Aquanaut Camp Information is available at the Boy Scouts of America Scout Shops
County Parks & Rec
Salt Lake County http://www.parks-recreation.org
Tooele County http://www.co.tooele.ut.us/parks.html

Athlete

Track Meets
High School or College Athletic Events
Salt Lake Community College Lifetime Activity Center
801-957-5808 http://www.slcc.edu/athletics/athletics/
University of Utah http://utahutes.fansonly.com/
Weber State University http://weber.edu/athletics/
Brigham Young University http://www.byucougars.com/
Utah Valley State University http://www.uvsc.edu/newsevents/
Gymnastics exhibit or meet
Gym or Health Club



Fitness

Gyms
County Parks & Rec
Salt Lake County http://www.parks-recreation.org
Tooele County http://www.co.tooele.ut.us/parks.html
Food Guide Pyramid
http://www.nal.usda.gov:8001/py/pmap.htm
http://dccps.nci.nih.gov/5aday
Presidential Physical Fitness Challenge
http://www.fitness.gov/funfit/getfit.html
http://www.fitness.gov/challenge/challenge.html

Sportsman

Delta Center www.deltacenter.com
E Center http://www.theecenter.com/ecenter
University of Utah Jon M. Huntsman Center http://utahutes.fansonly.com/
Salt Lake Community College Lifetime Activity Center
801-957-5808 http://www.slcc.edu/athletics/athletics/
http://www.maximumedge.com/cgi/dir/index.cgi/Sports/Officiating

Mental Skills

Artist

Art Museum

http://www.utah.edu/umfa
http://www.utohwy.com/a/artmuseu.htm
http://www.utohwy.com/f/famuohaa.htm
http://www.utohwy.com/m/muofchaa.htm
http://www.utohwy.com/l/libepark.htm
http://www.utohwy.com/m/museoart.htm
http://www.utohwy.com/n/noechmoa.htm

Art School

www.byu.edu/visualarts/home.html
www.suu.edu/pva/art/
www.ceu.edu/Academics/DivisionB/FineArts/Art/default.htm
www.sundance.org.www.utah.edu.html
www.usu.edu/~artdept/index1.html
www.uvsc.edu/avc/
http://dova.weber.edu
www.wcslc.edu/academics/artscience/art/art.html

Ad Agency

Color Wheel Pictures for Artist
http://www.sanford-artedventures.com/study/g_color_wheel.html
http://www2.evansville.edu/studiochalkboard/c-pigmix.html
http://www2.evansville.edu/studiochalkboard/c-wheel.html

Scholar

State Office of Education 801-538-7500
http://www.usoe.k12.ut.us

Showman

Utah Arts Council 801 236-7555
Recording Studios
Utah Symphony 801-533-6683 http://www.utahsymphony.org
Hale Center Theater http://www.halecentretheatre.com
High School/Jr. High Drama Departments
Costume Shops
Salt Lake Community College Grand Theater 801-957-3322
Ballet West http://www.balletwest.org/home.cfm
Community Theaters
Utah Opera Company 801-736-4618 http://www.utahopera.org
Costume Shop 801-736-4610
Museum of Fine Arts 801-581-7332

Traveler

UTA & Trax RIDE UTA (743-3882) www.Rideuta.com
Safety Supply & Signs 3200 South Redwood Road
Utah Travel Council 801-521-2822 http://www.utah.com

(Traveler continued)

Capitol Hill 801-538-1030
Chambers of CommerceSalt Lake Area 801-364-3631 www.slacc.org
175 East 400 South Suite 600 Salt Lake City, UT 84111
South Salt Lake 801-466-3377
220 East Morris Avenue
Murray 801-263-2632 www.murraychamber.net
5250 South Commerce Drive #180 Murray, UT 84107

West Jordan 801-569-5151 www.wjcc.ut.net
8000 South Redwood Road West Jordan UT 84088
Southwest Valley 801-446-2970 www.swchamber.org
P.O. Box 95848 South Jordan UT 84095
Sandy Area 801-566-0344 ext. 103
Salt Lake International Airport 801-575-2930
Travel Agencies
Historical Society 801-533-3500

Community

Citizen

Flag Etiquette http://www.geocities.com/mkcathy/flag.html
http://bulkfuel.org/flag_etiquette.htm
State Representatives 801-538-1029 http://www.le.state.ut.us/house/
State Senators 801-538-1035 http://beta.utahsenate.org/perl/sperl/index.pl
Flagpoles at local Schools
Capitol Hill
Legislative Session www.le.state.ut.us
http://www.le.state.ut.us/Documents/legproc.htm
Begins on the 3rd Monday in January runs for 45 calendar day

Communicator

Morse Code http://freenet.msp.mn.us/people/calguire/morse.html
TV Stations
FOX 13 532-1300
http://www.fox13.com/
5020 West Amelia Earhart Drive
KJZZ 14 537-1414
5181 West Amelia Earhart Drive
NBC/KSL 5 575-5555 http://www.ksl.com/TV/
55 North 300 West

(Communicator continued)

ABC/KTVX 4975-4400 http://www.4utah.com/main.html
2175 West 1700 South, Salt Lake
CBS/KUTV 2 973-3000 http://www.kutv.com/
KUED 7 581-7777 http://www.kued.org/
101 Wasatch Drive
Radio Stations http://www.saltlakeradio.com/stations.html
1160 AM KSL 575-7600 http://www.ksl.com/radio/guide/schedule
1620 AM K-Utes http://www.kute.org/
97.1 FM KISN 908-1300 http://www.kisnfm.com/
107.5 FM KENZ 570-1075 www.1075.com
98.7 FM KBEE 485-6700 http://www.b987.com/
ARROW 103.5 FM 570-1035 http://www.arrow1035.com/
101.9 FM KKAT 908-1300 http://www.k102fm.com/main.html
KSOP 972-1043
Special Ed Schools/Teachers
Harvigsten Elementary School 268-8571 350 East 3605 South
Utah School for the Deaf and Blind 800-990-9328 http://www.usdb.k12.ut.us/home/
Sign Language http://www.bconnex.net/~randys
http://www.handspeak.com
Word Puzzles http://www.billsgames.com/brain-teasers
http://www.eyetricks.com/swys/swys0101.htm

Family Member

Sanitation Dept.
UP&L 888-221-7070
Questar 801-324-5111 or 800-521-2151 http://www.questar.com
Water Conservancy Dist.
Grocery Stores

Readyman

Utah Fire Museum - Don North hm. 435-884-3376 cell 435-830-4079
www.utahfiremuseum.com Hours: Friday & Saturday 11-3
American Red Cross 801-323-7014 http://www.redcross.org
Poison Control 800-222-1222 or 801-521-2151
Ambulance Personnel
Gold Cross 972-3600 or 888-771-3606
Draper 495-2960

High School/Jr. High Science Teachers Trauma Centers
Emergency Rooms
Fire Stations
Paramedics, Drs, Nurses, EMTs

(Helps & Hints continued)

Technology

Craftsman

Wood Shops

Huetter Mill & Cabinet Co. Ron Peterson 263-9437
4730 South 500 West #B

Olsen Woodcrafting 233-0400
272 E Pioneer Ave., Sandy

Leather Stores

Tandy Leather 966-0144
1777 Carriage Square, Taylorsville, UT 84119

Beck's Leather 801-567-1115
7045 South State Street Midvale, UT 84047

Lumber Yards

Home Depot http://www.homedepot.com/
Lowe's http://www.lowes.com/
Sutherlands http://www.sutherlands.com/
Anderson Lumber http://www.andersonlumberco.com/

Other Handyman Ideas -

Cabinet Shops
Junior High/High School/Middle School Shop
Teachers
Furniture Factory/Repair Shops
Remodeling Centers
Tannery
Metal Shop
Carpentry Shop
Sawmill

Engineer

Paper Airplane Derby http://www.paperplane.c
www.learn2.com/06/0646/0646.asp
http://www.khs.com/aboutgpa.htm

Architecture/Design Firms
Construction Sites
City Planning Office

Handyman

Bike Shops
Auto Service Centers
David Early

Jiffy Lube
Tunex
Wal-Mart
Sam's Club

(Technology continued)

Scientist

Optical Illusions

http://members.aol.com/webcarlos2/Optical/Opticalframes.htm
http://www.strategicimaging.com/illusion/directory.html
http://www.geocities.com/SouthBeach/Port/2701/illusions.htm
http://www.eyetricks.com
http://www.brainbashers.com/
http://naute.com/puzzles/
www.Nyelabs.com Home Demos has experiments you can try

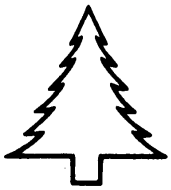
Nations Creations 355-2490 50 South Main Street
Carries Newton's Cradle for $12.99

Outdoor

Forester

1-3 inch Horizontal Slices from a tree-trunk (sometimes called tree cookies) including bark sanded a bit and varnished so the boys can see the growth ring patterns. Small ones can also be made into neckerchief slides.

Plant A Tree Julie Hess 569-5700
Arbor Day Foundation 888-448-7337 http://www.arborday.org/

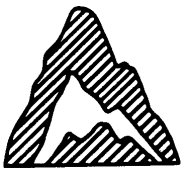


Nurseries:
Wasatch Shadows 566-0686 929 5outh 255 West Sandy
Western Garden Centers 968-4711 4050 West 4100 South West Valley
364-7871 550 South 600 East Salt Lake
571-9241 9201 South 1300 East Sandy
Glover Nursery Rod or Bryce or Donna Emery
562-5496 9275 South 1300 West, West Jordan
Bland's Nursery 561-1321 8630 Redwood Road West Jordan

USU Extension Service Horticulture Dept. 468-3170
Horticultural Research Farm 451-3204 1817 South Main, Farmington
United States Forrest Service http://www.fs.fed.us/
Lumber Yards
Home Depot http://www.homedepot.com/
Lowe's http://www.lowes.com/
Sutherlands http://www.sutherlands.com/
Anderson Lumber http://www.andersonlumberco.com/

Geologist

Sand & Gravel Pits



Sorenson's Sand & Gravel 569-2327
7382 West New Bingham Highway
Harper Sand & Gravel 250-0132
Reynolds Sand & Gravel 252-0328
High School/Jr. High Science Teachers

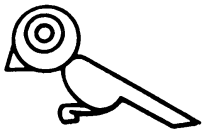
(Geologist continued)

http://www.afn.org/~jbkramer/rock_moh.html
http://www.18carat.co.uk/hardnessmohsscale.html
http://jersey.uoregon.edu/~mstrick/AskGeoMan/geoQuerry13.html
http://www.usgs.gov/education/learnweb/volcano/index.html
http://www.indians.org/welker/geysers.htm
http://www.umich.edu/~gs265/geysers.html

Naturalist

Tadpoles, Betta Fish in used large scented candle jars or wide-mouth quart jars
http://www.birdnature.com/flyways.html
Project Wildlife http://www.wildlife.utah.gov/projectwild.htm
Diana Vos 538-4719 dianavos@utah.gov
Project Wild Coordinator Class Cost $17.00
http://www.utahcdc.usu.edu/ucdc/
http://www.wildlife.utah.gov/notebook.htm
Great Salt Lake Bird Refuge http://wwwdutslc.wr.usgs.gov/birds/
http://www.stoplegacyhighway.org/calendar.htm
http://www.geocities.com/SouthBeach/Shores/9144/
http://www.wildlife.utah.gov/festivals.html
http://www.birdsource.org/gbbc/

Outdoorsman



http://www.korpegard.nu/knot/
http://www.realknots.com/knots/index.htm
http://www.firewise.org/pubs/outdoor/
http://www.sfm.state.or.us/Comm_Ed/FireSafety/outdoor1.htm
www.sfm.state.or.us/Comm_Ed/Publications/brochures2001/outdoor1.pdf

Use the following song to help teach your Webelos the Scout Law....and have some fun.

Tommy, the Trustworthy Scout

(Tune: Yankee Doodle)

Trustworthy Tommy was a Scout,
Loyal to his Mother,
Helpful to the folks about and
Friendly to his brothers.

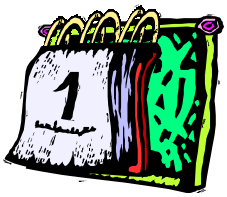
Courteous to a girl he knew,
Kind unto his rabbits
Obedient to his father, too and
Cheerful in his habit\

Thrifty saving for a need
Brave and not a faker
Clean in word and thought and deed and
Reverent to his Maker.

Arrow of Light and Graduation Ceremonies

The Arrow of Light Ceremony is an important part of a Cub Scout's life. It is the crowning achievement of his career in Cub Scouts as a Webelos Scout, and will largely determine if he continues in Boy Scouts. The ARROW OF LIGHT badge is one of only two Cub Scouting awards that can be put on his Boy Scout uniform. It is important that he receive this award in a manner that will remind him of the rich symbolism associated with this award. In years to come, as an adult leader, he can proudly wear the Arrow of Light knot, knowing he accomplished a great thing as a boy.

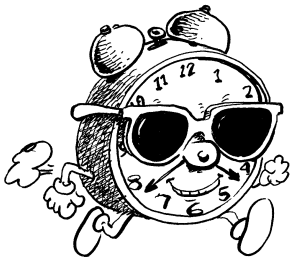
Some ideas to present this award in an effective manner include:



Timely. The Cubmaster and Pack Committee Chairman need to assure that each boy be properly recognized for this accomplishment in a timely manner. There are some ways in which the boy will feel he has been cheated out of the recognition for having earned this award. An untrained leader may miss the opportunity to properly recognize the boy because of the lack of training on his part.

Dignified. The occasion should be one of dignity. The leader should be in uniform, and opportunity should be taken to make it a ' special occasion.' There are instances where an untrained leader will bring the boy in front of his peers and award the Arrow of Light without setting the proper example for the rest of the boys. The leader will say something like "Yes, Johnny, today you're receiving the Arrow of Light, the highest award a Cub Scout can earn. You can proudly wear this award on your Scout shirt." At the end of this monologue, the leader will blandly give the boy his arrow, his patch, and his certificate and think he has done a great service.

Leader Prepared. Another common mistake is that the leader says, "I was trained 15 - 20 years ago and I know how to do these ceremonies. Besides, it can't be that hard, can it?" This error leads many to the false belief that BSA does not constantly upgrade training and procedures as times and circumstances change. The need for constant updating of skills and knowledge is constant. The BSA of 20 years ago is not the same BSA of today.



Ceremony Short. The ideal ceremony should last from 10-15 minutes because the boys as well as the parents will lose interest in it if it lasts much longer than that. Studies done in the past have shown that the attention span of most adults who have a college education is about 18 minutes. Unless the long ceremony is really exciting, you'll lose most people in about 18 minutes. Imagine the attention span of a 10-year-old boy. There is an acronym that sums up this concept very well. It is *KISMIF (Keep It Simple, Make It Fun).*

(Arrow of Light Ceremony continued)

Involve Others. You may be thinking, "I've never seen an Arrow of Light ceremony. Where do I begin?. Don't fear. You're not alone. Ask for help from experienced leaders, from Pack Committee members, and from parents. The ideal ceremony should have at least 3 people involved besides the boy and his parents. They are the Cubmaster, the presenter, and the 11-year-old Scout leader (or other New Scout Patrol representative) if the boy is also graduating to the Boy Scout program at this time.

Story: The Value of Asking:

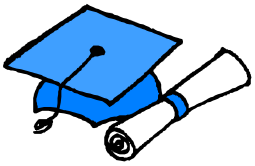
I'm going to relate a personal experience I had as Cubmaster. When I was brand new, my oldest boy was a Webelos scout. He had earned his Arrow of Light and wanted it badly. I was unsure how to put a ceremony together. I spoke with the previous Cubmaster, and she shared one of her ceremonies. It went well after I practiced it a few times, and my boy had a memorable ceremony.

A famous person once said, "I'd rather ask twice than get lost once." The same philosophy applies in this case. I'd rather see a new leader ask twice or even three times rather than doing something wrong and possibly lose a boy from the program.

Benjamin Franklin said, ***"Well done is better than well said."*** If you promise a boy or parent something, follow through with it. It won't matter 20 years from now what sort of person you said you were. What matters is if you came through on your promises. That sort of consistency will be remembered many years from now by the boy who was served by you.

Creative Ceremony. There are many excellent ways of presenting the Arrow of Light that will make the boy's experience memorable. The **presenter** may choose to do a skit, to dress up in costume, to involve many participants or just one. The book Ceremonies for Dens and Packs, p. 8-10 to 8-12 has some ceremony examples. Use these or write your own.

Combining with Graduation. The graduation from Scouting, while not a part of an Arrow of Light ceremony, often occurs at the same time. The **Cubmaster**, in uniform, escorts the boy to the **Boy Scout leader** (also in uniform), who should be there to welcome the boy into the troop. This lets the boy know he's welcome and wanted in the troop. The troop leader should also be wearing his uniform, to set an example for the new Scout. The troop neckerchief and/ or patrol emblem patch may also be presented at this time.



Graduation Ceremony Resources. Ceremonies for Dens and Packs has great ideas. Chapter 9 is devoted to graduation ceremonies, including suggestions on presenting and some ideas for ceremonies.

Other Resources. An excellent source for Arrow of Light ceremonies is the **Order of the Arrow.** These junior leaders are still young enough to relate to the Scouts, and they represent the potential and excitement of remaining in the program.

Sample Arrow of Light Ceremony

By *Reinhard Haidenthaller,*

SETTING: A Court Room
PROPS: Tables, chairs, judge's robe (if possible), a gavel (a hammer of some sort; meat tenderizer, claw hammer, ball-peen hammer, rubber mallet, etc.).

PERSONS INVOLVED: Judge – the presenter
Bailiff – troop leader
Defense Attorney – Committee Chairman
Prosecuting Attorney – Other Pack Leader
Witness #1 - Father or Mother
Witness #2 – Webelos Leader

All persons are gathered in their assigned places except the presenter who is waiting outside the room at the door.

Bailiff (standing): "All rise, the Honorable Judge (name of presenter) presiding." The judge enters the room and goes to his table as everyone stands.

The **judge** picks up the gavel, hits the table and says, "Court is in session, you may be seated," as he sits down. Everyone else sits down too.

(The **judge** then says, "This is a matter of (name of boy) receiving his Arrow of Light award. Defense – are you ready to present your case?"

Defense Attorney: "Your honor, (name of boy) petitions this court to receive his Arrow of Light."

Judge: "Call your witnesses."

Defense Attorney: "Defense calls (name of boy)'s father/mother." The parent takes the chair next to the judge's table.

Defense Attorney asks the parent: "Has (name of boy) completed all the requirements for his Arrow of Light?"

The **parent** says, "Yes, he has."

Defense then asks, "Does he understand the meaning of the seven virtues of Wisdom, Courage, Self-control, Justice, Faith, Hope, and Love symbolized in the rays on the patch?"

The **parent** answers, "Yes, he does."

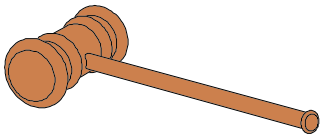
Defense then says, "Thank you." Turning to judge, "Your honor, I have no more questions for this witness."

Judge tells the parent, "You may be step down." *The parent returns to his/her seat.*

Defense says, "Defense calls (name of Webelos leader)." The leader sits in the chair the parent sat in. The defense attorney then says, "Has (name of boy) completed all the requirements for his Arrow of Light?"

Leader says, "Yes, he has."

(Arrow of Light Ceremonies continued)



Defense then asks, "Does he understand the seven virtues and is he willing to do his best to live by them?"

Leader then says, "Yes."

Defense attorney: "Thank you." The defense then turns to the judge and says, "Your honor, I have no further questions for this witness."

Judge, turning to the leader, "You may step down." The leader returns to his/her seat.

Defense attorney says, "Your honor, the defense has no more questions and recommends that (name of boy) receive his Arrow of Light award."

Judge, turning to the prosecuting attorney, asks, "Does the prosecution have any objection to this recommendation?"

Prosecuting attorney answers, "No your honor, I'm satisfied that (name of boy) has earned his Arrow of Light and I endorse the recommendation."

Judge then turns to the boy and says, "(name of boy), please approach the bench." The boy walks to the table and the judge walks around to the front of the table. The judge then says, "It is the decision of the court that (name of boy) receive his Arrow of Light award. This court expects you to live by the virtues the rays symbolize, they being Wisdom, Courage, Self-control, Justice, Faith, Hope, and Love. Congratulations (name of boy)"

Th**e judge** then shakes the boy' hand and gives the boy the Arrow of Light patch, the certificate, the arrow, and the mother's pin to the boy. The judge then tells the boy that his mother needs to come forward to receive her pin. The boy pins the mother's pin on his mother's clothing or ribbon carefully as the judge returns to his chair. The judge then excuses the boy and his mother to sit down and picks up the gavel and says, "This court is adjourned." The gavel is hit on the table and the judge exits the room through the same door he entered.

In Conclusion: This officially ends the ceremony and any socializing and picture taking then happens. (This ceremony assumes that the Webelos leader has explained the Seven Virtues mentioned in this ceremony.)

Remember. If you feel inadequate about doing an Arrow of Light Ceremony or setting one up, don't panic. You're not the first person with such concerns, nor will you be the last. Do your best, learn from the experience, and ENJOY yourself..

PACK AND CEREMONY EQUIPMENT

The Arrow of Light "Arrow"

The 1981 Pow Wow staff recognizes this inclusion from the Mohawk District 1980 Pow Wow Book as one of the best ceremonies for the recognition of a boy's achievements. The following instructions are for the preparation and painting of the "Arrow" for the Arrow of Light Ceremony.

Preparation: Several dads work together to decorate the arrow which is emblematic of each boy's achievements in Cub Scouting.

Instructions:

- Select a wooden arrow with a length of approximately 23 inches. Remove the finish and any other markings with the use of a paint and varnish remover. Be sure to keep the stripper away from the feathers because it may eat away the glue holding them in place. Allow the arrow to dry before continuing.
- Do the layout first as some adjustments will probably be necessary. Start from the feathered end. Measuring in one inch from the position of the feathers, paint a one inch **light blue band** around the arrow shaft. This is the symbol for the **BOBCAT** rank.
  (Note: It is suggested that you use masking tape when laying out the areas to be painted since this will give you a neat looking project. True, this involves more work but the final product will show that it was worth it.)
- Skip one-half inch and paint a one inch **red band** around the shaft. This is the symbol for the **WOLF** rank.
- Skip one-half inch and paint one-half inch bands around the shaft in **gold** for **GOLD ARROWS** and **silver** for the **SILVER ARROWS** earned under the Wolf badge.
- Skip one-half inch and paint a one inch band of **aqua** around the shaft. This is the symbol for the **BEAR** rank.
- Skip one-half inch and paint one-half inch bands **gold** for the **GOLD ARROWS** and **silver** for the **SILVER ARROWS** earned under the Bear badge.
- Now skip one and one-half inches and paint a one and one-half inch of **dark blue** around the shaft. This symbolizes the **WEBELOS** badge.
- Skip one-half inch and paint one-half inch bands in **gray** color for every **activity badge earned in the WEBELOS program.**
- After the last activity badge, skip one and one-half inch and paint a three inch **yellow band** around the shaft. This stripe shall symbolize the "**ARROW OF LIGHT**" badge. Cover the bare wood areas of the shaft with a thin coat of varnish. Let dry.