

Campfire Tales & Traditions



August 2005

AUGUST 2005 - Campfire Tales and Traditions

A campfire is a great way to close the summer and begin the fall. How about telling a few tall tales, songfest, folklore, and Native American lore? Use the Campfire Planning Guide as dens are assigned to prepare the different parts of your pack's campfire program. This will be a great opportunity to recruit, so invite potential new Cub Scouts. Webelos Scouts can learn about fire building and fire safety. How about marshmallows or s'mores around the campfire? Don't forget to leave the area as clean or cleaner than you found it so that others can enjoy it as well.



Websites:

- Reserve America: www.reserveamerica.com
The online camping and campground reservation site, for most National and state campgrounds. Make sure you make reservations many months in advance – the popular parks fill up fast.
- MacScouter Campfire Resources: www.macscouter.com/Campfire
This is a great site with lots of resources for planning a campfire program, including songs, skits, openings, closings, and stories.



Camping Crossword
(From: discoveryschool.com)

Across

2. Drive to Camp _____.
4. Swim in the _____.
5. Act out a _____.
7. Light a _____ to cook on.
10. Let's go _____.
12. Sing a couple of _____.
13. Play lots of _____.
16. Tell a few _____.
17. Sleep under the _____.
18. Pack our _____.
19. Collect _____ for a fire.

Down

1. Set up our _____.
3. Unroll our _____.
6. Hope no _____ come sniffing around.
8. Play capture the _____.
9. Go for a _____ through the woods.
11. Feel a little _____.
14. Wish those pesky _____ go away.
15. Gather 'round the _____.

Let's Go Camping



Camping Word Search

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

Find the following camping-related words in the puzzle. Words can read forwards or backwards.

CAMPER
 CAMPFIRE
 CAMP GROUND
 CAMPING
 CAMPSITE
 CAMP SONGS
 CANTEEN
 CRICKETS

DUTCH OVEN
 FIRE STARTER
 FISHING
 FLASH LIGHT
 HIKING
 LANTERN
 MARSHMALLOW
 OUTDOORS

SLEEPING BAG
 SMORES
 STOVE
 SWIMMING
 TARP
 TENT
 TRAILS
 WILDLIFE



Get Acquainted

Each person is given 6 beans as he enters the Pack meeting. He is also given the name of an animal, bird or insect. This name is pinned to his shirt. When anyone speaks to another person he must first say the animal, bird or insect name. The person spoken to must do the same when answering. Anyone who catches a person speaking without saying the name first, collects a bean from that person. The person with the most beans at the end of a given time, wins the game.

Use names of creatures other than the ones people are familiar with. This will make it a little more interesting; and later in the meeting you could tell about some of the ones you used for those who are not familiar with them.

Outdoor Adventure Game

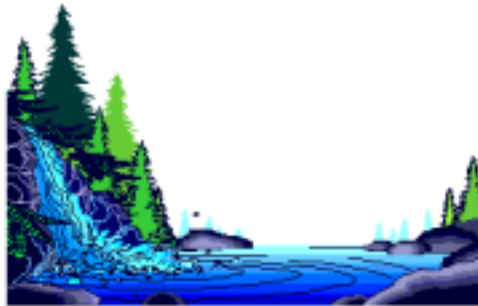
Each den is going on an adventure. Each den is going somewhere different. Give each Denner a sheet of paper on which one of the following sentences is written. Each den has five minutes to write down as many things they as would take with them on this adventure. Have the parents and den leader help. The den with the most items wins.

Den 1: We are going to the mountains over night. What do we take?

Den 2: We are going to the lake over night. What do we take?

Den 3: We are going to spend the night at a beach campground. What do we take?

Webelos Den: We are going to a Webelos overnighter. What do we take?



Quotations

Quotations contain the wisdom of the ages, and are a great source of inspiration for Cubmaster's minutes, material for an advancement ceremony or an insightful addition to a Pack Meeting program cover.

"The Cubmaster can command rapt attention at any time by telling his Cubs a story, and through it he can convey the lesson he wants to inculcate."

– **Lord Robert Baden-Powell**

"Storytelling reveals meaning without committing the error of defining it."

– **Hannah Arendt**

"There have been great societies that did not use the wheel, but there have been no societies that did not tell stories." – **Ursula K. LeGuin**

"The tale is often wiser than the teller."
– **Susan Fletcher (as Marjan, in Shadow Spinner)**

"'Thou shalt not' is soon forgotten, but 'Once upon a time' lasts forever." - **Philip Pullman (1996 Carnegie Medal acceptance speech)**

"Stories tell us of what we already knew and forgot, and remind us of what we haven't yet imagined."

– **Anne Watson**

Ceremonies

Ceremonies are important, even in the outdoors. You need an opening and closing ceremony, and, if this outdoor event is your pack meeting, an advancement ceremony. Consider these points:

- **WEATHER** – Candles won't stay lit in the wind or the rain; have a "Plan B."
- **ACCOUSTICS** – Wind will carry a voice the wrong way; make sure the speaker can be heard.
- **NATURAL SURROUNDINGS** – Lakefronts, open areas, grassy parks make great outdoor ceremony sites; make the most of what you have to set up your ceremony.
- **LENGTH** – Make it short, especially if everyone has to stand.
- **FLAG** – Insist on respect for the flag, indoors or out; make sure flags are secure; normal flagstands will not stand in the wind.
- **UNDERSTANDABILITY** – Ceremonies should be meaningful and Cub Scouts should be able to relate to them.

Animal Opening

Cubmaster stands in front and calls, “Tigers”	All Tiger dens stand and roar.
Cubmaster calls for Wolves	All Wolf dens stand and howl.
Cubmaster calls for Bears	Bear dens stand and growl.
Cubmaster calls for Webelos	All Webelos Scouts stand and yell, “We-be-los! We-be-los!”

When all boys are standing, the Cubmaster makes the Cub Scout sign and calls, “Akela Welcomes the jungle animals to his pack. Let’s see to it that we work and play in peace and become strong and wise Cub Scouts.”

Campfire Opening

Props: Real or artificial campfire, seven candles.

Personnel: Narrator and seven Cub Scouts. As each boy reads his part, either he or a leader lights one candle

Narrator: Welcome to the Cub Scout campfire. Let us draw from this campfire the secrets of Cub Scouting and the spirit of brotherhood.

Cub 1: In this light we see new chances to be helpful and to do our best.

Cub 2: From its warmth we strengthen the bonds of fellowship and learn how to get along with others.

Cub 3: From the stones that ring the fire and keep its power in check, we learn how we can curb our tempers and become good citizens.

Cub 4: From the smoke that rises out of the fire, we learn to lift our eyes upward and worship God.

Cub 5: The spark that started this fire reminds us that little Good Turns can lead to greater deeds.

Cub 6: Just as the fire needs fuel to burn brightly, so do we need the care and love of our parents to burn brightly.

Cub 7: In its leaping flames, we see the fun of Cub Scouting and the job of life.

Nature Advancement

Props: 3 x 5 cards, one for each boy, with a picture on it of seeds (Tigers), small shoot (Bobcats), saplings (Wolves), full-grown trees (Bears) and trees with fruit/pinecones (Webelos); attach each boy’s award to the appropriate card.

Cubmaster:

Here we are in the woods (or the park, or...), surrounded by plants in various stages of growth. And, here is our pack, full of Cub Scouts in various stages of growth. Just as a tree may start from a seed, a Cub Scout may start from a Tiger. (Present Tiger awards.)

Eventually, the seed pushes up through the ground, and a little shoot is seen. In the same way, a Cub Scout makes effort to learn the Cub Scout Promise and the Law of the Pack, and becomes a Bobcat. (Present Bobcat awards.)

The tree takes its nourishment from the sun and the earth, and continues to flourish. Likewise, our Wolves are learning things from the world around them, learning, growing and flourishing. (Present Wolf awards.)

Over time, the tree matures, its branches extending outwards and upwards, just as our Bears are expanding their knowledge and abilities. (Present Bear awards.)

Eventually, a tree will flower (or bear fruit, or produced pinecones). In this same way, a Webelos scout learns to be fruitful and productive. (Present Webelos awards.)

Just as a tree naturally matures, so does a Cub Scout. Guided by good leaders and a supportive Pack, our scouts, just like the trees, grow straight and tall and become outstanding members of their community. Congratulations to all of our growing Cub Scouts.

Outdoor Pledge of Allegiance

The Pledge of Allegiance is always a good way to begin or end a Pack meeting or activity. If it is night and you forgot to bring your flag, remember that there is a U.S. flag standing on the moon, planted there by a former Boy Scout. It is appropriate to stand and salute this flag even though it can only be seen through the imagination.

Prayer for the Wild Things Closing

Oh, Great Spirit, we come to you with love and gratitude for all living things. We now pray especially for our relatives of the wilderness – the four-legged, the winged, those that live in freedom and enjoy their right to be wild. Fill our hearts with tolerance, appreciation, and respect for all living things so that we might live together in harmony and peace.

(Marcellus Bear Heart Williams)

Campfire Closing - Listening

Instruct all present to sit quietly and listen to the sounds of nature at night. Note anything especially interesting. Then challenge all to be more aware of their surroundings.

Run-Ons

- How do you keep a skunk from smelling?
 - Hold its nose.
- What is green and pecks on trees?
 - Woody Wood Pickle.

Hello, operator? I'd like to speak with the king of the jungle.
Sorry sir, but that lion is busy right now.

- We interrupt this program for a newflash (Cub Scout turns flashlight on, then off)

Cub Scout 1: I'm a great jumper.

Cub Scout 2: I can jump, too. I bet I can jump higher than that tree.

Cub Scout 1: This I gotta see.

Cub Scout 2: (Makes a small hop)

Cub Scout 1: That's higher than that tree?

Cub Scout 2: Sure. That tree can't jump at all.

Skits*Lost Item around Campfire*

Scout 1: (Scout searches the ground around the campfire)

Scout 2: What are you looking for? Maybe I can help you find it.

Scout 1: I dropped my neckerchief slide.

Scout 2: Where were you standing when you dropped it?

Scout 1: Over there. (He points into the darkness)

Scout 2: Then why aren't you looking over there?

Scout 1: Are you kidding? It's too dark over there. You can't see a thing!

Setting Up Camp

Scene: A loaded mini-van pulls into the only remaining campsite. Four children leap from the vehicle and begin feverishly unloading gear and setting up the tent. Two of the boys rush to gather firewood, while the other two setup the camp stove and cooking utensils.

Nearby Camper (to Father): That sir, is some display of teamwork.

Father: I have a system – No one goes to the bathroom until the camp is set up.

The Camping Trip

Scene: Two campers, one big and one little, are needed. A group of Scouts to act as a motorcycle gang are also needed. The big and little campers enter carrying packs. They both go through the motions of pitching a tent.

Big Camper: I hate to tell you this, but it looks like there will only be room for one person in this tent. You'll have to sleep outside.

Little Camper: But that's not fair! Give me a good reason why you should stay in the tent.

Big Camper (Raising his hand): I'll give you five good reasons. 1, 2, 3, 4, 5 (as he counts with his fingers, he makes a fist, and puts it in the face of the smaller camper.

Little Camper: Those are five good reasons! I think I'll sleep outside!"

(Both campers bed down, and fall asleep. From offstage this motorcycle gang enters, preceded by the gang saying in unison, "and from out of the blue come the Gutstompers motorcycle gang!" The gang proceeds to beat up the little guy, and quickly leave. Little camper goes over to the big camper to complain.)

Little Camper: Hey, I was just attacked and beaten up by a motorcycle gang.

Big Camper: Oh sure! You just want to sleep in the tent. Now go back outside and go to sleep.

(The little camper goes back and falls asleep. The Gutstompers again enter, preceded by the slogan, "And from out of the blue come the Gutstompers motorcycle gang!" The gang proceeds to beat up the little camper again, and leaves again. Little camper again complains to the big camper.)

Little Camper: Hey! That motorcycle gang came back and beat me up again! It's not safe out there!

Big Camper: Okay, if you are that scared, you sleep in the tent, and I'll sleep outside.

(The campers change places, and quickly fall to sleep. From offstage the gang enters.)

Motorcycle Gang Leader: Do you know what guys? We've picked on this guy outside of the tent long enough. This time, let's beat up the guy inside the tent.

(At that moment the little camper quickly wakes up, and the motorcycle gang chases him off stage)

The Campfire Wave

If you have a big group sitting around the campfire, try doing the campfire wave. Pick the oldest person to go first. He stands up and raises his hands over his head, lowers his hands and sits down. The person beside him starts to stand up when he is raising his hands, followed by the next person and so on. It's fun to start out slowly, then keep going around the circle faster and faster until everyone collapses – laughing and exhausted.

RainMaker

If it's been a hot day and you need cooling off, try rainmaking. One person begins and is joined by the person on his right and so on until the action travels all the way around the circle. The noise gets louder as each person in the circle joins in. Then the first person will do the next action and it will travel around the circle.

Round 1: Rub your hands together so they make a swishing noise.

Round 2: Snap the fingers of both hands, moving your arms up and down, while making a popping sound with your tongue on the roof of your mouth. It sounds like water falling to the ground.

Round 3: Slap hands on your knees. The rain is really splashing down.

Round 4: Pound the ground with fists or palms. The storm is at its height.

Round 5: Slap hands on your knees more quietly.

Round 6: Snap fingers very quietly.

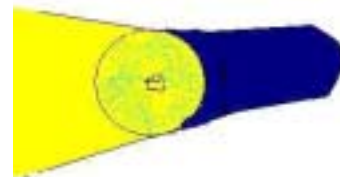
Round 7: Rub hands forward and back, pressing lightly.

Sit still and listen. The storm has passed – do you feel cooler?

Songs*By the Light of My Camp Flashlight*

(Tune: By the Light of the Silvery Moon)

By the light of my camp flashlight,
Wish I could see, what it was that just bit my knee,
Batteries, why did you fail me?
The chance is slim, the chance is slight,
I can last through the night, with my camp flashlight.

*In a Cabin in the Woods*

(Follow the actions. Repeat the song and leave out each of the lines one at a time, but still gesture the actions. The last verse should be all actions and no singing.)

In a cabin in the woods,
 Little man by the window stood,
 Saw a rabbit hopping by,
 Knocking at his door –
 “Help me! Help me! Help me!” he cried,
 “Or the hunter will shoot me dead!”
 “Come, little rabbit, come inside.
 Happy we will be.”

(trace a cabin outline with your fingers)
(trace a window outline)
(2 fingers of one hand like rabbit ears, hopping)
(knock with hands)
(throw arms up for each “help me”)
(aim a rifle)
(stroke an imaginary rabbit in hands)
(hug yourself)



The Bear Went Over the Mountain

The Tiger went over the mountain,
 The Tiger went over the mountain,
 The Tiger went over the mountain,
 To see what he could see.

He saw the Wolf mountain,
 He saw the Wolf mountain,
 He saw the Wolf mountain,
 That's all that he could see.

The Wolf went over the mountain,
 The Wolf went over the mountain,
 The Wolf went over the mountain,
 To see what he could see.

He saw the Bear mountain,
 He saw the Bear mountain,
 He saw the Bear mountain,
 That's all that he could see.

The Bear went over the mountain,
 The Bear went over the mountain,
 The Bear went over the mountain,
 To see what he could see.

He was the Webelos mountain,
 He was the Webelos mountain,
 He was the Webelos mountain,
 That's all that he could see.

The Webelos went over the mountain,
 The Webelos went over the mountain,
 The Webelos went over the mountain,
 To see what he could see.

He saw the Boy Scout mountain,
 He saw the Boy Scout mountain,
 He saw the Boy Scout mountain,
 That's what he wants to be.

Waddily Acha

This is a song that uses nonsense words and movements.

Waddily Acha
Waddily Acha
Doodily Doo
Doodily Doo

(pat knees twice, clap hands twice)
(zig-zag hands in front of you four times)
Doodily: (with right hand touch nose then left shoulder)
Doo: (with left hand touch nose then right shoulder)

Waddily Acha
Waddily Acha
Doodily Doo
Doodily Doo

Repeat movements as above.

It's the simplest game
There isn't much to it
All you have to do is
Doodily Doo it
I like the rest
But the part I like the best goes
Doodily Doodily
Doodily Doodily
Doodily Doodily Doo
Beep Beep

Doodily: (with right hand touch nose then left shoulder)
Doo: (with left hand touch nose then right shoulder)

Doodily: (with right hand touch nose then left shoulder)
Doo: (with left hand touch nose then right shoulder)

Touch one hand to your nose for "Beep Beep"



How to Tell a Ghost Story/Classic “Golden Arm”

(Make sure your families are comfortable with this, and know it’s going to happen; ask parents to bring flashlights for younger children to help them feel safe.)

Tell the story in your own words, and embellish it with details from your local area that are familiar. It’s much scarier if it’s set in your own home or town. Before you start, pick out a person who you think will be game to be the focus of the story.

* * * *

Once there was a man whose wife had a gold arm. She was very proud of it. She told her husband, “If I die, promise to bury me with my golden arm.” When the wife died, the man buried her with her golden arm beside her, just as he had promised.

After awhile, he began to think about what he could do with all that gold. He decided he wanted the golden arm. So, one dark night, he went to the graveyard and dug up the golden arm.

He tucked it under his long, dark coat and began to walk back home. On the way, it started to rain, hail, snow and blow. When he got home, he didn’t know where to hide the golden arm, so he put it under the bedcovers with him. But he couldn’t get warm because the golden arm was as cold as ice. He shivered and shook.

The winds rose outside. Then the man thought he heard a voice, way, way off in the distance. It sounds like this. (At this point, switch to your spookiest voice; the first time you say the phrase, whisper it. As you go along, increase the volume.)

“W-H-E-R-E’-S M-Y G-O-L-D-E-N A-R-M?”

The man pulled the covers up around his ears so he wouldn’t hear it. But, he heard it coming down the road. It was crying, “W-H-E-R-E’-S M-Y G-O-L-D-E-N A-R-M?”

Then, he heard it on the porch, “W-H-E-R-E’-S M-Y G-O-L-D-E-N A-R-M?”

The wind howled as the front door flew open. The man shook under the covers. He could hear it coming up the stairs. Then, the door to his room opened and he peeked out from under his covers. There is was—tall and white—and he could see right through it.

“I’-M-M I-N-N T-H-E R-O-O-O-M....”

He was scared. Then, it was by the bed.

“I’-M-M S-T-A-N-D-I-N-G B-Y-Y T-H-E B-E-D-D....”

He pulled the covers up over his head.

“I’-M-M P-U-L-L-I-N-G D-O-W-N-N T-H-E Q-U-I-L-T....”

“I’-M-M G-E-T-T-I-N-G I-N-N T-H-E B-E-D-D....”

The man was so scared, he couldn’t speak. And then... (get ready to reach out and get your “victim”) it grabbed him!

Stick-Puzzle Pals

Materials: Jumbo craft sticks; crayons or markers; tape.

Directions:

1. Place sticks side by side so that they touch. Use as many sticks as you like. Line the sticks up evenly. Cut a piece of tape that's longer than the stick bundle. Lay the tape across the middle of the sticks and press down firmly. This holds the sticks together.
2. Turn the sticks over. Using crayons or pens, make a drawing on the sticks.
3. Turn the sticks over again. Pull the tape off the back of the sticks.
4. Now, mix up the sticks and put the puzzle back together again.

Luminaries

A fun way to light the path to your campfire or to add a special glow to the stage.

Materials: Paper bags (lunch-size +/-); scissors; sand; tea lights, votive candles or glow sticks.

Directions:

1. Have the boys cut out designs from the top portion of a bag.
2. Place sand (at least an inch) in the bottom of each bag.
3. Place candle or glow stick in the bag and light when ready to use.

Fancy Moving Ants

Materials: Paper; scissors; pencil; paper fasteners (magnet-attracting); crayons, markers or colored pencils; paper plate; small magnet.

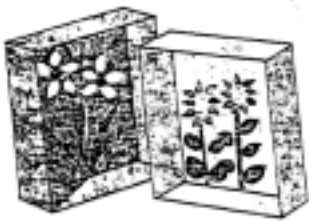
Directions:

1. Make a Crazy ant body by cutting a small oblong shape (about the size of a peanut shell) from paper (and color you like). Cut curves along the sides, if you like.
2. With adult help, use a pencil to poke 3 holes in the ant's body. For the legs, place 2 paper fasteners into two adjacent holes. Bend the points out so they lie flat. Turn the ant over. For the antennae, place another fastener, point side up, in the last hole. Bend back slightly.
3. Make as many ants as you wish. Draw some food on a paper plate for your ant to "eat." Put the ants on the plate. Place the magnet underneath the plate near one of the ants, and move the magnet to make the ant crawl.

Comb Designs

You will need tempura paint, white construction paper or newsprint, and a small comb. You can use broken pieces of combs too. Dip the comb in the tempura paint. Move it any way you wish on the construction paper. You will need to dip the comb in the paint each time you move it on the paper. Let the paper dry thoroughly after your design is finished. See how many different designs you can make.

Mini Seed Pictures

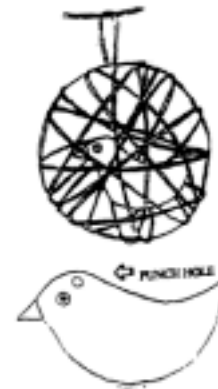


Save and dry apple and orange seeds. Paint the inside of a small flat box. Glue on paper or dried stems and leaves. Add the seed blossom. Use an apple seed for the center of the orange-seed blossom and an orange seed for the center of apple-seed blossom. Glue a yarn loop to the back for a hanger.

Bird in a Cage

Supplies: Balloon, String, White glue, Construction paper (color of bird), Paper hole punch

Blow up the balloon and knot the end. Dip the string in white glue and wrap it around the inflated balloon. Continue wrapping, running the string over other wraps until the string begins to resemble the bars of a cage. Let dry. When the string is completely dry, pop the balloon, and pull the pieces out of the string cage. Draw a bird on the colored paper and cut it out. Punch a hole in the top of the bird and hang it by a string inside the cage. Use another piece of string to hang the cage from a tack in the ceiling or on the patio, or on a tree branch.



Story Stick

There is a tradition at the council meeting of Native Americans – whoever is holding the stick has the right to speak. If everyone in your family talks at once, command their attention with a piece of driftwood or an unusual stick. Talk when you're holding the stick and listen when you're not. Once you've had your say, pass the stick to the next person.

Campfire Alphabet Stories



Sit around the campfire, and decide who will be the first storyteller. The story starts with “It was a cold and stormy night when...” The first person adds a few sentences to the story and ends with a word beginning with the letter “a,” such as apricot. The next person picks up the thread of the story, adds to it and ends with a word beginning with “b,” such as bandana. Continue through the alphabet, helping each other out with the hard letters such as Q and X.

Puff War

This is a game in which the players must blow a ball to get it off a blanket.

Supplies: Blanket, 4 Ping-Pong balls

Spread a blanket out on the ground and pull it tight so there are no wrinkles. Divide the players into four teams, with team positioning themselves on one side of the blanket. Each team is given a Ping-Pong ball. At a signal, players put the ball down in front of them and without touching it, start to blow it toward the other team. Each time a team succeeds in blowing the ball off the blanket on the opponent's side, they score a point. The ball is then returned into play. The game is played to a set amount of points, or whoever gets the most points within a given time. To make it easier to keep track of the balls, number the balls, or use four different colored balls.

Terrific Tree Tag

This is a great game to play in the woods. You will need at least 10 to 12 trees, preferably more trees than children. Begin by designating boundary areas so children don't get lost in the woods. Each child stands by a tree. One person is designated “It,” who stands in the center of the trees and shouts, “Terrific Tree Tag!” Everyone runs to another tree as “It” tries to tag someone who is not touching a tree. There can only be one person per tree. If “It” tags someone, that person becomes “It” and calls out “Terrific Tree Tag” as everyone else scrambles for a new tree. If you are lucky enough to be in an area where trees are spread out, this is a great way for the children to burn up some energy before the campfire starts.

Popcorn Brittle

Supplies: a pot, spoon, oven mitts, baking pan

Ingredients:

- ½ cup butter or margarine
- ¾ cup brown sugar
- ¼ cup white corn syrup
- ½ tsp. baking soda
- 8 cups popped popcorn
- 1 cup peanuts (optional: check for allergies)

Directions

1. Preheat oven to 350°F
2. Melt the butter or margarine in a pot on the stove and then add the brown sugar and corn syrup. Heat the mixture until it comes to a boil. Then, lower the heat and let it simmer for 3 minutes without stirring.
3. Take the mixture off the stove and stir in the baking soda to make it foamy.
4. Pour the popped popcorn (and peanuts, if you like) onto the baking pan and then cover with the foamy mixture. Stir to coat all the pieces.
5. Place baking pan into the oven and cook for 7 to 10 minutes.
6. Remove the pan from the oven and let cool. Stir once or twice. When it's cool enough to touch, break the large pieces apart with your hands. Store what you don't eat in a sealed cookie tin or plastic bag.



Ranger's Apple Pie

Supplies: 1-pint Ziploc plastic bags, cooking stick

Ingredients:

- 1 cooking apple (Granny Smith, Jonathan, or Rome apple)
- 1/8 cup sugar
- 1 Tbsp. brown sugar
- 1 tsp. cinnamon

Directions:

1. Combine sugar, brown sugar, and cinnamon in a 1-pint Ziploc plastic bag and set aside.
2. Place apple on cooking stick.
3. Roast apple 4 inches over coals, slowly turning apple so all sides will cook. Roast until the skin puckers all over, for about 15 minutes.

4. Carefully remove the skin, using a fork or small stick. If the peel doesn't come off easily, cook the apple a little longer.
5. Put apple into open plastic bag, while leaving it on the stick, and roll in sugar mixture until coated.
6. Return apple to heat, turning slowly allowing sugar to melt (about 2 minutes).
7. Eat the apple in a bowl or off your stick after it has cooled.

Hop Toad Popcorn

Supplies: Aluminum foil, cooking stick

Ingredients:

- 1/3 cup vegetable oil
- 1/2 cup popping oil
- 1/2 tsp. salt
- 2 Tbsp. parmesan cheese



Directions:

1. Put oil, corn, and salt in center of 18-inch square piece of foil.
2. Fold into pouch, carefully turning down all seams just twice so steam won't escape. The pouch may seem too big for the corn, but the corn needs room to pop.
3. Push the pouch onto cooking stick by poking stick through the center of the top, just beneath the fold.
4. Hold pouch low over hot coals, shaking gently and constantly. Soon you will hear popping.
5. When the popping stops or slows to more than 5 seconds between pops, open pouch carefully and add Parmesan cheese.

Campfire Stew

(Serves 8)

Ingredients:

- 1½-2 lbs hamburger
- 1 large onion, peeled and diced
- 2 cans condensed vegetable soup
- Water
- Salt & pepper

Directions:

1. Brown hamburger and onions, stirring frequently. Add salt and pepper to taste.
2. Pour off excess grease.
3. Add soup and enough water to prevent sticking.
4. Cover and cook slowly until hamburger is cooked through. (The longer, the better.)

Camper's Bedroll

Ingredients:

- 1 slice bologna
- Cheese spread (smoky)
- 1 slice pickle
- 1 slice bread, roll or tortilla

Spread bologna with cheese, place pickle in center, and roll up. Spear with sharp stick or skewer and toast. Serve in bread, roll or tortilla.

Wormy Apple

With a sharp knife, remove the core from an apple, and make a small horizontal hole all the way through the remaining apple using a thin vegetable peeler. Insert a gummy worm through the hole. Your kids will eat the entire apple just to enjoy the gummy worm. Apples are a good source of fiber.

Owl Cookies

Ingredients:

- 2½ cups all-purpose flour
- 2 tsp. baking powder
- ¼ tsp. baking soda
- ½ tsp. salt
- ¾ cup butter, room temperature
- 1 cup light brown sugar, firmly packed
- 1 egg
- 1 teaspoon vanilla extract
- 1½ ounce unsweetened chocolate, melted and cooled
- 4 dozen chocolate chips (or use other candies for eyes)
- 4 dozen cashews

Directions:

1. Sift together the flour, baking powder, baking soda, and salt. In a mixing bowl, cream butter and sugar; beat in egg and vanilla, beating until smooth and creamy.
2. Gradually blend in dry ingredients. Remove about 2/3 of the cookie dough to a floured surface. To the remaining dough, add the cooled melted chocolate, blending well.
3. Roll out half of the vanilla dough to a 10- x 4½ -inch rectangle. Shape half of the chocolate dough into a roll 10 inches long; place on the vanilla dough portion. Wrap the vanilla dough around chocolate dough; wrap in foil.
4. Repeat with remaining vanilla and chocolate dough; chill rolls for about 2 to 3 hours.
5. Cut rolls of dough into slices about ¼ inch thick. Place two slices together on a greased cookie sheet; pinch upper edge of each cookie to make ear tufts and place a chocolate chip in the center of each chocolate dough eye section. Place a cashew at the bottom connection of the two cookies to make the beak. Repeat with remaining cookies.

6. Bake owl cookies at 350°F 8 to 12 minutes, until lightly browned. Remove from baking sheet and let cool on racks. Store between layers of waxed paper or foil in tightly covered containers.



Best Bug Cookies

Ingredients:

- ½ cup butter or margarine
- 1¾ cup flour
- ½ cup sugar
- ½ cup packed brown sugar
- ¼ cup sour cream
- 1 egg
- 1 tsp vanilla
- ½ tsp baking soda
- ¼ tsp salt
- 1 sq (1 oz) unsweetened chocolate, melted & cooled
- Assorted nuts & raisins

Directions:

1. Beat the butter with a mixer on low speed about 30 seconds or until softened.
2. Add sugar, brown sugar, sour cream, egg, vanilla, baking soda, salt and about half of the flour. Beat on low to medium speed until thoroughly combined, scraping the sides of the bowl often. Beat or stir in remaining flour.
3. Divide the dough in half. Stir cooled chocolate into one half. (If dough is sticky, cover and chill about 2 hours.)
4. To form bugs, drop vanilla and chocolate dough by rounded teaspoons onto ungreased cookie sheets so that mounds of dough just touch. Keep bugs 3 inches apart.
5. Decorate with nuts, raisins or little bits of dough.
6. Bake in 375-degree oven for 8 to 10 minutes or until vanilla part of cookie is golden. Remove from cookie sheets. Cool on wire rack. Makes about 20 bugs.

Cookie decorations: There are lots of goodies you can use to decorate the bugs. Assorted nuts, dry cereals, mini chocolate chips, raisins, coconut and wheat germ all work well.