



JAN '00 - DOES NOT COMPUTE

CEREMONIES

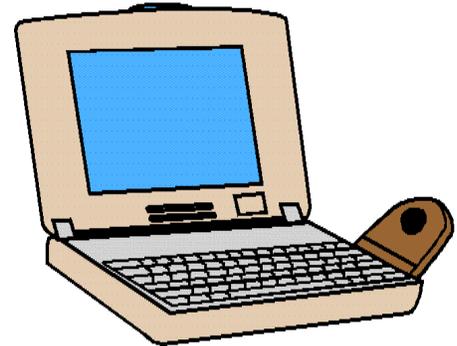
CUBS OPENING OR CLOSING

Preparation: Four boys, each holding a card with one of the letters C-U-B-S. Each boy will hold up his card and say his line, which may be written on the back of the cards as a memory aid.

- C Computers are important in our lives.
- U Understanding them is the key.
- B Boys who learn will gain much for their future.
- S Scouts who search for knowledge will find success indeed.

WORLDS LARGEST COMPUTER ADVANCEMENT CEREMONY

Preparation: A large box to be used as a computer monitor, another box to be used as a keyboard and, if needed, another to use as a printer. Cubmaster may wish to have an Assistant Cubmaster ready to put letters up onto the screen at the appropriate time. Letters are cut out or plain paper with letters written on them.



CUBMASTER:

We have anxiously waited for this time to arrive. The year 2000 with its double digit 0 has mystified computer programmers, users, and the common man for many years. Man has studied the potential problem for at least 2 decades. But we are past the 2000 problem. You see, we have just completed building the world's largest computer and just in time! Many boys and their families have been working on achievements and advancements. All of their hard work has been entered into the computer and, tonight, we will find out the results! We have also entered into the computer the requirements for each rank and advancement. And now – let's see how many matches we have!

Cubmaster pretends to key in the letters W-O-L-F and Assistant puts them up onto the screen. Have either a large page with each boy's name listed to put on the monitor or get a printout and read the boys names. When each boy comes forward with his parents, hand them the awards and ask them to stand at the side. Repeat this for each award (i.e., B-E-A-R or W-E-B-E-L-O-S). You can give arrow points and activity pins with the ranks or handle them separately in a like manner.

CUBMASTER:

Parents, you have helped to develop your boy's character to what it is today and will be tomorrow. You guide them and help them to learn by their experiences on a daily basis. You have been handed your boy's rank in Cub Scouts and he must do one more thing to get it sewn onto his uniform. Each boy is to do a good turn before his rank may be sewn in place. Until then, use the parent's pin to hold the patch upside down on his uniform.



CUB SCOUTS



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APPLAUSES

Computer Applause

Turn your computer on and say “Click!” Type in your password and say, “Click! Click! Click! Click!” Say, “What does the computer say?” Audience answers, “DOES NOT COMPUTE!”

Terminally Incompetent Applause

Hold hand flat in front of you. Push it forward, as if sliding a disk into a disk drive. Say, “Whirr! Whirr!” Type and say, “Click, click, click, click!” Save and say, “Whirr! Whirr!” Shout, “WHERE DID IT GO? WHERE DID IT GO?”

SKITS

A BUG IN THE SYSTEM

Preparation: 3 boys; boxes painted to look like a large, mainframe computer.



Narrator: Early computers used thousands of switches to hold numbers. Harvard University and IBM called one of these huge computers, made in 1944, the Mark I.

Boy 1: Well, I just don’t know why this Mark I is acting like this. It is not programmed to do this.

Boy 2: I know you entered the information and hit enter, but all the screen keeps saying is, INVALID ENTRY!

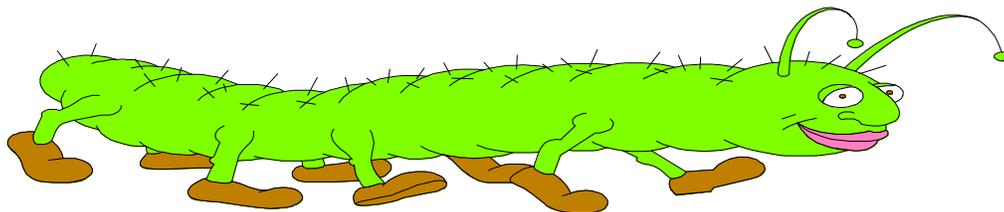
Boy 1: I’ve done everything but take it apart.

Boy 2: Well, we might as well. *(Boys pretend to take computer back off; they start looking at and tinkering with the computer.)*

Boy 1: Look at this! An insect!

Boy 2: Well, I’ll be! That’s a moth caught in the switch!

Narrator: And, from that day forward, a problem with a computer has been called “a bug.”





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I CAN ICON SKIT

Preparation: Narrator and any number of Cubs. Large, simple drawing of the function icons you will be using; a flipchart may make this flow easier. Cubs line up across stage; narrator stands to the side

NARRATOR: This month, we have been learning about computers and some of the wonderful things they can do. We have learned that there are certain pictures, called icons, that help us operate some computer programs. We would like to demonstrate some of these for you now (*holds up picture of "open file"*).

CUBS: Open! (*boys raise their arms wide over their heads*)

NARRATOR: (*holds up picture of "save file"*)

CUBS: Save! (*boys cross arms over chests and crouch down to the ground*)

NARRATOR: (*holds up picture of "undo"*)

CUBS: Undo! (*boys return to their starting position*)

NARRATOR: (*holds up picture of "cut"*)

CUBS: Cut! (*one designated boy backs out of line and hides behind the others*)

NARRATOR: (*holds up picture of "paste"*)

CUBS: Paste! (*the "cut" boy comes back in line in a different spot*)

NARRATOR: (*holds up picture of "boldface"*)

CUBS: Boldface! (*boys puff out their chests and strike a "weightlifter" pose*)

NARRATOR: (*holds up picture of "undo"*)

CUBS: Undo! (*boys return to their starting position*)

NARRATOR: (*holds up picture of "italicize"*)

CUBS: Italicize! (*boys all lean to the left*)

NARRATOR: (*holds up picture of "undo"*)

CUBS: Undo! (*boys return to their starting position*)

NARRATOR: (*holds up picture of "align left"*)

CUBS: Align left! (*boys scramble to form single file line at left end of stage*)

NARRATOR: (*holds up picture of "align right"*)

CUBS: Align right! (*boys scramble to form single file line at right end of stage*)

NARRATOR: (*holds up picture of "center"*)

CUBS: Center! (*boys scramble to original position in middle of stage*)

NARRATOR: (*holds up picture of "E-mail"*)

CUBS: Oh no! E-mail! (*all boys run off stage*)



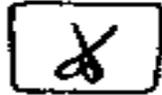
OPEN FILE



SAVE FILE



UNDO



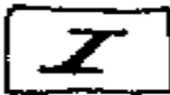
CUT



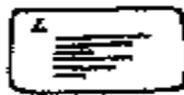
PASTE



BOLDFACE



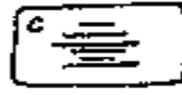
ITALICIZE



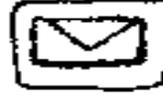
ALIGN LEFT



ALIGN RIGHT



CENTER

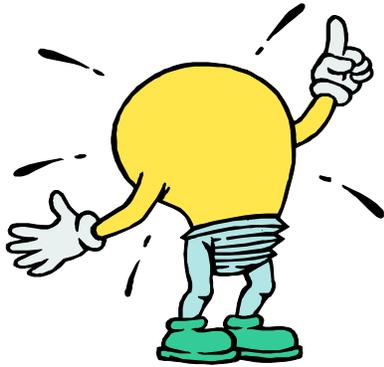


E-MAIL

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RUN ONS

Did you hear they caught the burglars who were robbing all the computer stores?
No, how'd they catch them?
Well, their get-away car broke down, because they had a HARD DRIVE!



Boy comes on vigorously waving a butterfly or fishing net.
Hey, what are you doing?
I'm catching computer viruses.
What's that you're using?
It's an INTER-net!

Boy rushes out, glancing backwards, obviously frightened.
Help, help it's scaring me!
What's scaring you?
My computer, I heard that it BYTES!

GAMES AND ACTIVITES

ALGORITHM MAGIC

Computer programs are made up of many algorithms (pronounced al-gore-rhythm). An algorithm is a set of instructions that give you an answer or a finished product. Each performs a specific job. Many logic and math games are algorithms. Try the one below. No matter what number you start with, you always get 10 for an answer.

- 1.) Think of a number from 1 to 10.
- 2.) Add 6 to the number.
- 3.) Subtract 4 from the number.
- 4.) Subtract your original number.
- 5.) Add 3 to the number.
- 6.) Multiply the number by 2.



EMOTICONS

An emoticon is a simple picture made of keyboard strokes that you can use to express your feelings. Smiley faces :-)) and sad faces :-(are 2 popular emoticons. Emoticons sit sideways.

:-)	Smiley face	:-(Sad face	:-o	Surprised
;-)	Wink	:-}	Smirk	I-(Sleeping/board
B-)	Glasses	==:-)	Nerd	:-P	Sticking tongue out
:-D	Laughing	(:-)	Bald head	:-)X	Snappy dresser



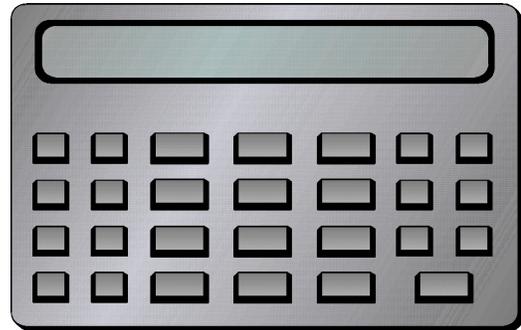
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CALCULATOR GAME

If you have a pocket calculator, the den can play a spelling puzzle game. The game is based on the fact that, when the calculator's display is held upside down, seven of the numbers look like letters of the alphabet. They are:

1 = I 7 = L
3 = E 8 = B
4 = H 0 = O
5 = S

Turn your calculator upside down and enter the digits 3, 3, 8. The display will show "BEE." The object of the calculator game is to see how many words a boy can spell in this fashion. Remind the boys that the words must be spelled backwards into the calculator.



CALCULATOR RIDDLES

Read the riddles and do the math problem on a hand held calculator. Turn the calculator upside down to read the answer. Remember that sometimes the answer may be more than one word and there are no spaces. Make copies of this page for the boys to work on with calculators.

- 1.) Hello! Hello! You still can't hear? What will make an ear hear?
Answer: $28 \times 8 \div 56 =$
- 2.) What did Jack say to Jill after she tumbled down the hill?
Answer: $257 \times 2 \times 50 + 57 \times 2 =$
- 3.) It honks but isn't a car. It flies but isn't a jet. It floats but isn't a boat. What is it?
Answer: $50 \times 7 \times 100 + 9 =$
- 4.) It's strange. These come in many different sizes but they are always exactly one foot long.
Answer: $53 \times 40 \times 5 + 9 \times 5 =$
- 5.) What comes in the middle of every August but in no other month?
Answer: $1323 \div 7 \div 21 =$
- 6.) What are made of ice to keep people warm?
Answer: $50 \times 40 \times 250 + 791 =$
- 7.) The runner was fast. He beat hundreds of others in the race. Then he said, "I can't race again. I'm so tired now, I couldn't even beat...."
Answer: $12 \times 50 - 1 \times 10 + 3 =$

Answers to calculator riddles are on the next page.

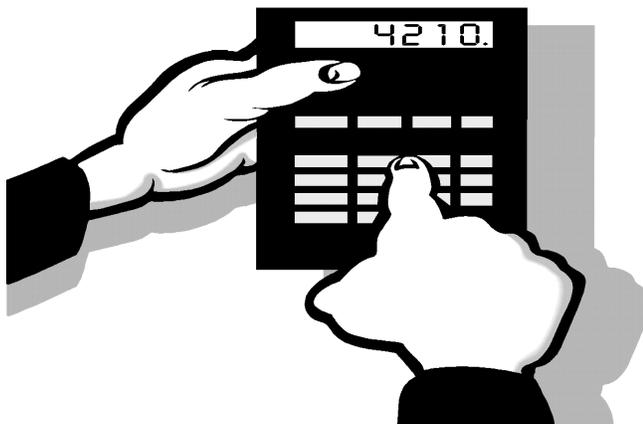


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CALCULATOR RIDDLES, continued

Answers to calculator riddles:

- 1.) 4, H
- 2.) 51514, HISIS
- 3.) 35009, GOOSE
- 4.) 53045, SHOES
- 5.) 9, G
- 6.) 500791, IGLOOS
- 7.) 5993, EGGS



COMPUTER TERMS WORDSEARCH

In the puzzle below, located the words that appear on the word list. You may find the words written backward, forward, up, down or diagonally. When you find a word, circle it on the puzzle and cross it off of the word list. Do you know what these computer words mean?

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

BOOKMARK
DRIVE
ENTER

LINK
MOUSE
INTERNET

LOCATION
PROGRAM

MODEM
SAVE

MONITOR
SEARCH

This puzzle was created at www.puzzlemaker.com

