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Scouting is a game with a purpose...so,

LET'S PLAY!



2006 POW WOW

Great Salt Lake Council

Boy Scouts of America

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Boy Scouts of America
Salt Lake City, Utah 84113

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LET'S PLAY!



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Dear Friends and Fellow Scouters,

Welcome to Pow Wow 2006. As we strive to do our best to help boys learn, grow and develop into citizens of this great country, I hope you are able to find joy in this great service. Have fun as you play at this thing called Cub Scouting. Today as you get to grow and learn I hope you are appreciative to the great staff members who have worked to prepare classes to help you in your dens and packs. This in turn helps the boys and their families.

If you are a new leader, soak in all the helps that are here to train and inspire you. Apply all that you learn to strengthen the boys you work with. If you are an experienced leader then share and enrich the knowledge of other leaders around you.

The Cub Scout committee of the Great Salt Lake Council is always being reminded that we give service to that one boy. The one who needs to feel included, feel excitement and have the sense of adventure that scouting brings.

I don't want to end without thanking my family and friends for all of their support during this adventure. I also owe a great deal of thanks to the steering committee for coming through with great teachers and other support personnel who have worked so hard to bring this altogether.

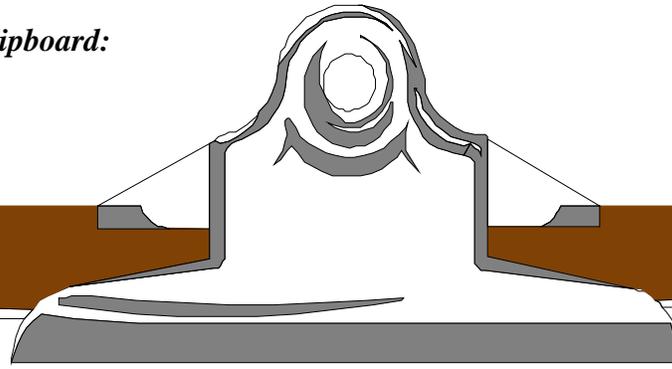
The founder of Scouting Baden Powell said that scouting is a game with a purpose...so,

LET'S PLAY!

Enjoy the Game!

*Linda Cable
2006 Pow Wow Chairman*

From the editor's clipboard:



To Everyone:

Working on this pow wow book, has reminded me even more of the "miracle of Scouting." That is, that there are a bunch of dedicated people, out there, who ultimately are the ones that make Scouting happen. These people work on Scout stuff week in, and week out, with no material compensation for their efforts. Why? It is because somewhere out there they caught the vision of what Scouting is and can do. They caught this vision, likely, because there was a boy they knew that needed Scouting, and they were in the right place to be able to help this boy be involved in Scouting.

I hope that what you find in this book will be something that will make your job as a Cub Scout leader easier. It is loaded with all kinds of resources, training, crafts, games, recipes, activity badge ideas, themed material, a scouting dictionary, internet resources, and much, much more. Take time to "get to know it," so that you will know what is available to you, through its pages.

I would like to thank everyone who contributed material for this book. I would also like to thank those who have done previous books, for their contributions and advice. I would like to thank the section leaders for their efforts in gathering the material, and the steering committee and all the others who helped with the proofreading process. My biggest thanks go to those who provided their support and sacrifice to get this done. That includes my family, particularly my husband, Joe, and my sons, J.J., Ben, Spencer, Sam, and Nathan. I would also like to thank my sister, Janae, for agreeing to be on my committee, and for her many contributions. Additional thanks go to Linda Cable, Kathi Robertson, Mary Jo Page, Amy Martinez, Cynthia Lloyd, and Amber Green for their assistance in the process. The contributions of each person have come together to make a great reference tool.

I hope you will all enjoy Pow Wow 2006. Thanks for being there for a boy who needs Scouting.

Very Sincerely,

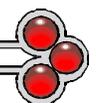
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Doree Despain 942-2017

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Duchess Despain 942-2017

Gathering/Pre-openers

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*A special thanks to those who served,
but whose names were unavailable at
the time of printing!*





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September • Cub Scout Express

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Barbara Mullins 435-882-7372

+++THEME MIDWAY+++

October • Down on the Farm

Linda Druce 943-1334

December • Cub Scout Stars

David Allred 968-5822

November • Indian Nations

Jeff Confere 981-1821

Sheryl Confere 981-1821

January • Poles Apart

Lee McQuillan 262-3747

+++WEBELOS MIDWAY+++

February • Aloha, Cub Scouts

Nancy McQuillan 262-3747

Webelos Community

Karen Brasher 966-5666

March • Baloo Skies

Trudy Hanson 298-3834

Webelos Mental Skills

Don Emery 918-1487

Lori Emery 918-1487

April • Cub Café

Karen Thatcher 968-7636

Anetta Moeller 967-8581

Webelos Outdoors

Misty Cash 518-7416

May • Cubs and Bugs Galore

Veon Steele 966-7899

Webelos Physical Skills

Katharine Allen 484-8549

Nancy Lynn 484-4816

June • Wheel Into Summer

LaDawn Tracy 435-884-6828

Webelos Technology

Annie Smith 719-9816

Pam Backman 292-7784

July • The Rockets Red Glare

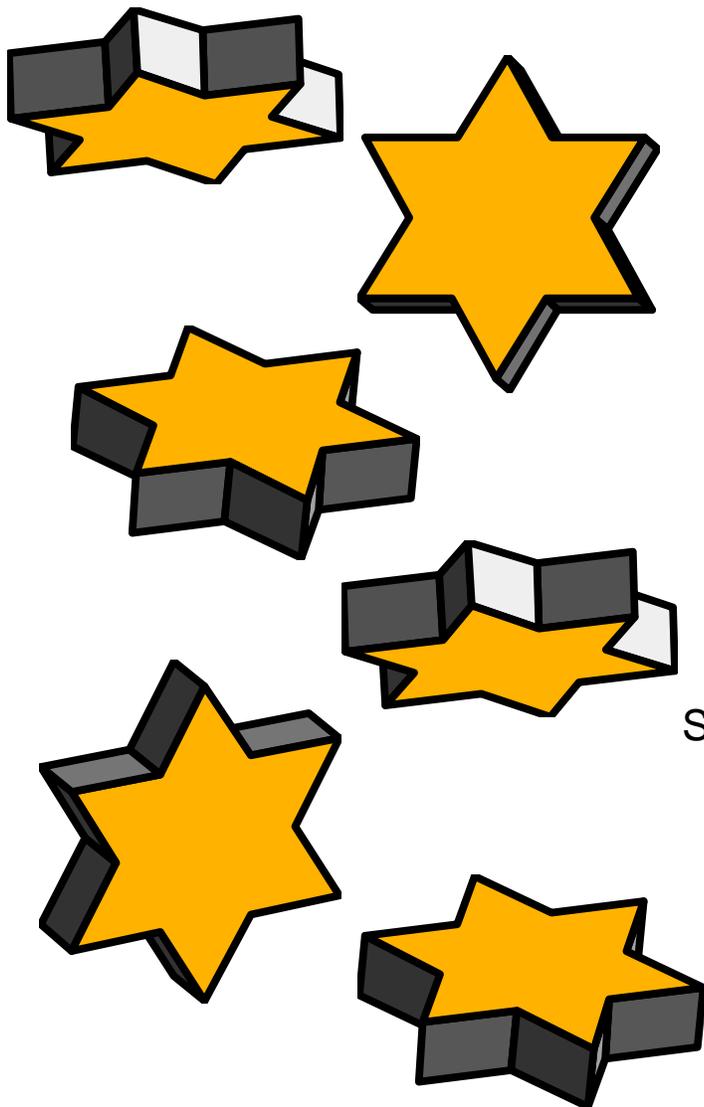
Janet Haroldsen 967-6940

Carolyn Trowbridge 964-8276

August • A Century of Scouting

Debbie Korous 860-6189





DECEMBER CUB SCOUT STARS

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Lord Baden-Powell, the founder of Scouting, said this to Scouts everywhere:

“I often think when the sun goes down, the world is hidden by a big blanket from the light of Heaven, but the stars are the little holes pierced in that blanket by those who have done good deeds in this world. The stars are not all the same size; some are big, some are little, and some men have done small deeds but they have made their hole in the blanket by doing good before they went to Heaven. Try and make your hole in the blanket by good works while you are on earth. It is something to be good, but it is far better to DO good.”

Think of Baden-Powell’s words when you promise “to help other people.”



CHARACTER CONNECTION

CUB SCOUT STARS

CORE VALUE: POSITIVE ATTITUDE

Like the stars that shine to brighten the night, a service activity will give the Cubs a positive attitude toward life, and give them the opportunity to shine like stars in the eyes of those they serve. At pack committee meeting, plan a service activity for the pack involving your community or neighborhood. Use den meetings to plan, prepare, and complete the project. At pack meeting, have a tree full of stars (scouts names on the stars) and larger cutout stars to put around the room with the names of the boys receiving awards. The Cubmaster will then take the stars from the wall to present the awards, leaving the Cub Scout with the star to take home. Even the stars from the tree could be given to the Cub Scouts to keep, or given to an organization for the holiday.



BSA FAMILY PROGRAM

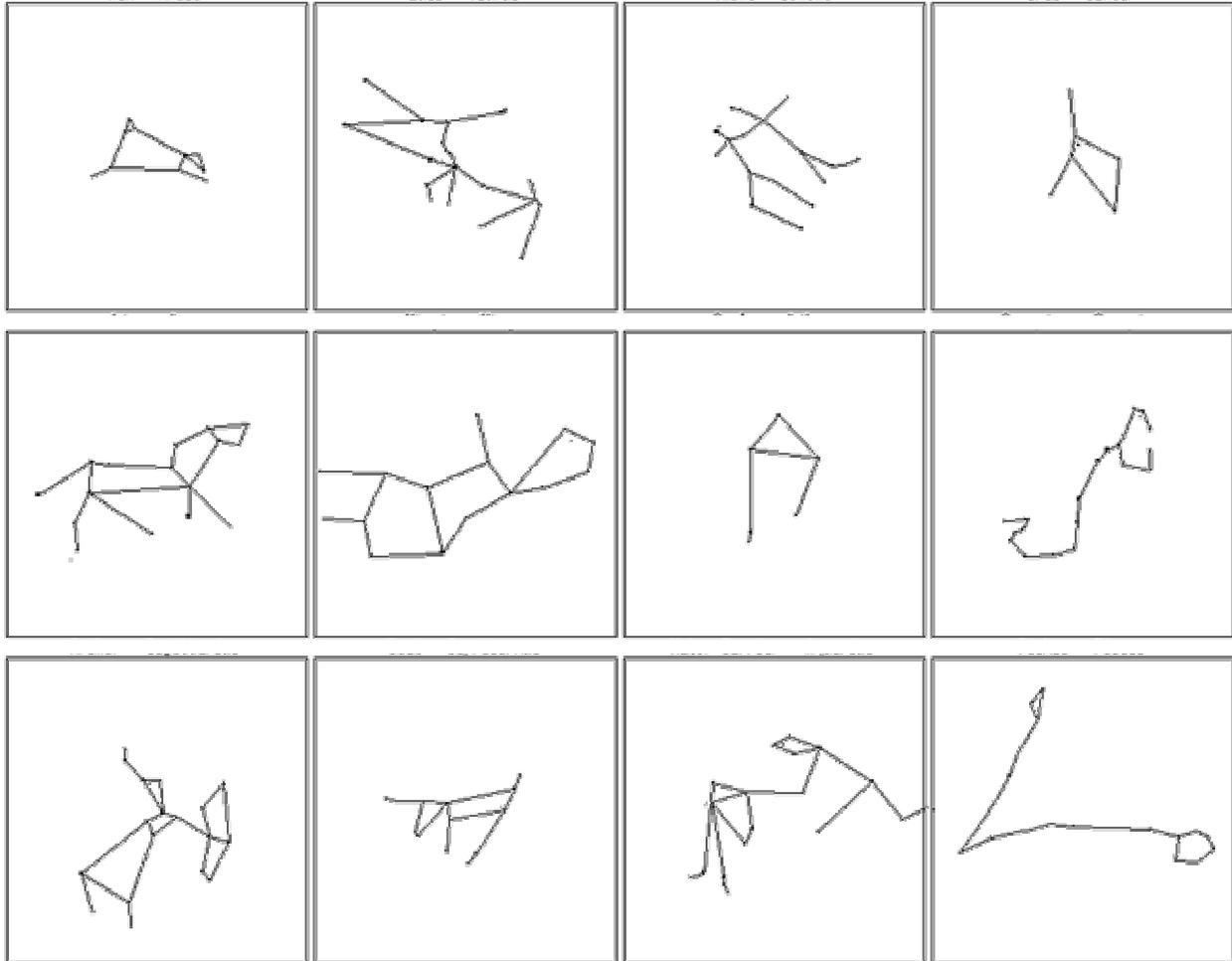


DECEMBER SUGGESTED ACTIVITIES:

- Page 7 – Enjoying Family Fun - #14 – Visit a planetarium or go star gazing.
- Page 8 – Knowing It’s Make-Believe - #3 – Perform magic tricks with your children.
- Page 9 – Cultivating Talents - #10 – Plan a “Talent Night”.
- Page 14 – Strengthening Family Traditions - #1 – Give service to pass on traditions of faith.
- Page 15 – Understanding Siblings - #4, #10 – Have siblings teach each other skills; make family stars.
- Page 16 – Showing Love - #4, #6 – Notice acts of kindness; assign family secret buddies.
- Page 19 – Sharing - #4, #6 – Share family time or talents; have a family-sharing week.
- Page 21-22 – Learning Duty to God - #3, #21, #25 – Have a family outing; collect and distribute to those in need; make a mural of God’s creations.
- Page 23 – Fostering Self-Esteem – #1, #10 – Spotlight a family star; showcase abilities.
- Page 24 – Accepting Success – #8 – Write congratulatory notes.
- Page 26 – Giving – #1, #2, #3, #5, #6, #7, #8, #9, #12 – Several ideas to give service; notice service given; read a book about giving.
- Page 28 – Accepting Differences – #11 – Provide service to special people.
- Page 29 – Developing Responsibility – #1 – Complete a ‘family service’ chart listing all chores.
- Page 33 – Managing Money – #4 – Donate money to a worthy cause.
- Page 36 – Adjusting to a Move – #13, #14 – Make a person feel welcomed; help when moving.
- Page 37 – Coping With Long-Term Illness – #3, #7, #9, #10 – Make a gift; visit a nursing home; help a family with an ill member.
- Page 38 – Loss of Loved Ones – #5, #7 – Support those who have had a death; send a card.

GATHERING & PRE-OPENERS

Match the constellation with its proper name. Put the letter in the box with the constellation.



- | | |
|-----------------------------|-------------------------|
| A. Leo (lion) | G. Sagittarius (archer) |
| B. Virgo (virgin) | H. Libra (scale) |
| C. Pisces (fish) | I. Gemini (twins) |
| D. Taurus (bull) | J. Aries (ram) |
| E. Cancer (crab) | K. Capricorn (goat) |
| F. Aquarius (water carrier) | L. Scorpio (scorpion) |

Answers going across: J, D, I, E, A, B, H, L, G, K, F, C

OPENING, CLOSING, & FLAG CEREMONIES

Opening Ceremony

Out in Space

Setting: Four Cub Scouts are standing on stage looking up to the sky.

Cub 1: What's out in space?

Cub 2: Mostly lots and lots of space, but also billions and jillions of stars, galaxies and solar systems, planets, and moons, blazing comets and deadly rays.

Cub 3: Yeah, and sometimes even people!

A fifth Cub Scout walks out dressed in a space helmet and says those famous words of Neil Armstrong: "One small step for man. One giant leap for mankind."

Cub 4: That's what's out in space!



Flag Ceremony

The Flag on the Moon

The United States has many things of which to be proud. One of those many things is that we were the first to get a man to the moon. "Old Glory," our beloved flag, was placed there as evidence of this great achievement. This, indeed, is something which we all, as Americans, can be proud. As we join together in the Pledge of Allegiance to our flag, let us be thankful to the courageous astronauts of our country. Because of their actions, someday some of our own Cub Scouts may be able to leave their own footprints on the moon.

Let's all stand and remember the American flag flying on the moon. Please join with us in the Pledge of Allegiance.

Closing Ceremony

Toy Story

In the movie *Toy Story*, an action figure named Buzz Lightyear became a hero. But at the beginning of the movie, Buzz did not act much like a hero. He acted more like a show-off, always thinking he was better than all the other toys because he could fly. It took a few hard bumps for Buzz to realize that he could not fly and that he was just another toy. That was a sad discovery, but it led to a much happier one. Buzz learned that when a person makes an extra effort to help a friend, then that person is a hero. Buzz rose out of his own disappointment and fear to help save his friend Woody from disaster. That's the way it is with us, too. We might never be able to fly off into space and save a galaxy, but if we learn how to be trustworthy and loyal to the people who depend on us, then we are heroes in the deepest sense of the word.



ADVANCEMENT CEREMONY

Pack Walk of Fame

The lyrics of "Celluloid Heroes," an old song by sang by The Kinks, tell us:

"You can see all the stars as you walk down Hollywood Blvd.. " You are not likely to see any real movie stars on the Boulevard in Hollywood but you would see bronze star plaques on the world's most famous sidewalk called the Hollywood Walk of Fame that Ray Davies sang about.



This would make a great addition to a pack meeting theme--celebrating the stars that the cubs are by earning their rank advancement. The pack meeting could have a talent show, magic acts, or a circus, not just the stars in the heavens.

Preparation:

1. Large Microphone (Black tube with ball on top will work great.)
2. A piece of red carpet if possible or red poster paper/cardboard
3. A large sheet of butcher paper decorated like a sidewalk with stars for each Cub in the pack.
 - a. Put Pack Number or Name on each star and each Cub Scout's name in the pack. (If you are fortunate enough to have too many Cubs to fit, then just use the Cubs to be awarded.)
 - b. The Stars in Hollywood have 5 categories represented by the little circles in the 5 points of the star. It would be good if you could print and cut out or put stickers of the badges each cub has earned previously on his star. (Decorating the stars might even be a good Den meeting activity.)

Personnel: Committee member (Could be Cubmaster if desired) costumed as a Master of Ceremonies with a microphone. Again, the more people you involve, the more fun the ceremony is.

Arrangement:

1. Set up sidewalk crosswise in front of audience.
2. Place a red carpet towards audience.
3. MC stands between the carpet and sidewalk.

Ceremony:

MC builds up one of the Cubs with all the butter the MC can think of with out saying the Cub's name. Then say, "Lets give a big welcome to [state the Cub's name]" and ask he and his parent(s) to come up across the red carpet. While they are coming up, clap your hands and encourage the audience to cheer and whistle encouragement, just like real fans. When the cub and parents are across the carpet, present the rank advancement. With much ado place a star, or the copy of the badge, on the Cub's star. Have the cub say something he likes about Cub Scouting and encourage him to thank his parents and anyone who helped him, just like a star in Hollywood does. (Don't make a big deal but you could have him give his parents a hug if he doesn't play along.) If a Cub is too talkative, you stop him by starting another loud round of applause, thanking him, and going on with the next award.

SKITS & STORYTELLING

A CHRISTMAS STORY (Audience Participation)

Characters:

HOUSE Hands over head in inverted “V”

SHED Hands in front of chest in inverted “V”

SLED Hands together as in praying, waving from left to right.

REINDEER One hand, palm forward, at each side of head, thumb touching temples

PACK Both hands over shoulder as if carrying a load

LITTLE GIRLS All girls (young and old) stand up

LITTLE BOYS All boys (young and old) stand up

BOX Show dimensions with hands

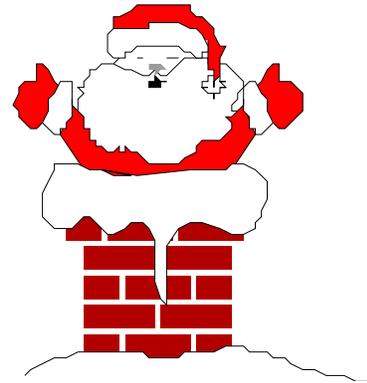
LION Growl

DOLL Both hands as if praying at side of head, head slightly bent

SOLDIER Give Cub Scout salute while standing at attention

TRAIN Pump arms, at sides, in circular motion

SANTA CLAUS Pat stomach with both hands and say, “Ho, Ho”



Narrator: Now let us begin our story.

This is the HOUSE where SANTA CLAUS lives.

This is the SHED behind the HOUSE where SANTA CLAUS lives.

This is the SLED that is kept in the SHED behind the HOUSE where SANTA CLAUS lives.

These are the REINDEER that pull the SLED that is kept in the SHED behind the HOUSE where SANTA CLAUS lives.

This is old SANTA CLAUS who guides the REINDEER that pull the SLED that is kept in the SHED behind the HOUSE where SANTA CLAUS lives.

This is the BOX that is in the PACK all filled with toys for good LITTLE GIRLS and good LITTLE BOYS that is carried by old SANTA CLAUS who guides the REINDEER that pull the SLED that is kept in the SHED behind the HOUSE where SANTA CLAUS lives.

This is the LION that frightened the DOLL that is in the BOX that is in the PACK all filled with toys for good LITTLE GIRLS and good LITTLE BOYS that is carried by old SANTA CLAUS who guides the REINDEER that pull the SLED that is kept in the SHED behind the HOUSE where SANTA CLAUS lives.

This is the SOLDIER that shot the LION that frightened the DOLL that is in the BOX that is in the PACK all filled with toys for good LITTLE GIRLS and good LITTLE BOYS that is carried by old SANTA CLAUS who guides the REINDEER that pull the SLED that is kept in the SHED behind the HOUSE where SANTA CLAUS lives.

This is the TRAIN that runs on a track and carried the SOLDIER forward and back, who shot the LION that frightened the DOLL that is in the BOX that is in the PACK all filled with toys for good LITTLE GIRLS and good LITTLE BOYS that is carried by old SANTA CLAUS who guides the REINDEER that pull the SLED that is kept in the SHED behind the HOUSE where SANTA CLAUS lives.

Now old Santa must be on his way. He has one parting thought for you parents. Work hard at Cub Scouting with your sons, and it will be like Christmas every day of the year.

MERRY CHRISTMAS TO ALL!

SONGS, SPARKLERS & CHEERS

The Noble Captain Kirk

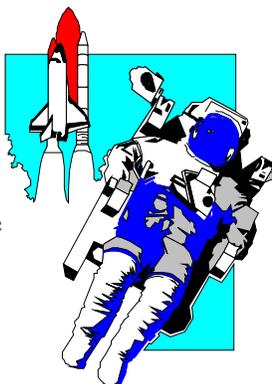
Tune: The Grand Old Duke of York

The Noble Captain Kirk
He had 500 men.
He beamed them up to the Enterprise,
And he beamed them down again.
And when they're up, they're up.
And when they're down, they're down.
And when they're only halfway up,
They're nowhere to be found.

Cheers

Martian Cheer: Take me
to your leader!

Rocket Cheer: Hunch
down, count down, then
blast off by jumping into the
air.



Bring Back My Spaceship to Me

Tune: My Bonnie Lies Over the Ocean

I went for a ride in my spaceship
The moon and the planets to see
I went for a ride in my spaceship
Now listen what happened to me.

(Chorus)
Bring back, bring back,
Oh bring back my spaceship to me, to me.
Bring back, bring back,
Oh bring back my spaceship to me.

While sitting aloft in my spaceship
The capsule was crowded and tight.
To lessen the cramps in my muscles
I went for a walk in the night. (Chorus)

I went for a walk in my spacesuit;
The ship was controlled from the ground.
Then someone in charge down at NASA
Forgot I was walking around. (Chorus)

Cub Scout Star Actors

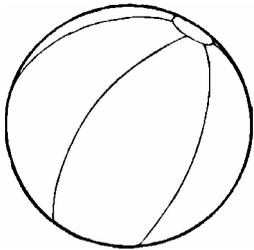
"WATER" SKIT

Over to one side of the "stage" area, there is a glass of water. One by one a scout approaches and crawls across from the opposite side of the "stage" area, toward the glass, exclaiming "Water, water!" Each scout stops short of the glass and "collapses down dead" a little closer to the glass than the previous one. When the last person finally is able to reach the cup, he pulls a toothbrush out of his pocket, dips it in the glass, and begins brushing his teeth. (Variation-the last boy dips a comb in the water and combs his hair.)



GAMES, GAMES, GAMES

SPACE BALL



Materials needed:

One large beach ball

Play:

Players either form a circle or place themselves equal distance from each other around the room. The object of the game is to keep the ball in the air without letting it hit the ground. Challenge the group to set a goal and try to beat their personal best or "world" record.

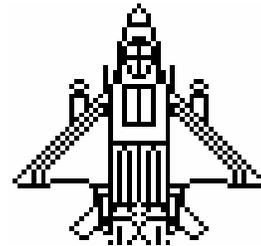
ROCKET RACE TO MARS

Materials needed:

Large piece of plain paper about 36" x 36", Crayons or markers,
Paper for folding airplanes, Blind fold

Play:

Lay the large piece of paper on the ground. This paper represents a space map of the universe. With a heavy red crayon or marker draw a solid colored circle about 3 inches in diameter on the space map. This red circle will be Mars. Next draw several other planets on the paper using different colors. Each player gets to make a space ship (a paper airplane) using the other paper. When it is a player's turn, blindfold him, spin him around before he flies (throws) his ship to land it on Mars. Make sure each ship has the player's name on it so you can tell whose is the closest. The winner is the one with the ship closest to Mars.



STAR WARS



Materials needed:

As many Nerf balls as possible, rope to use as a divider, 2 pool noodles, 2 poly-spots

Play:

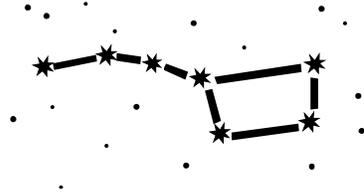
Divide the playing space in half with the rope. Each team has one Jedi knight (with a light saber [pool noodle]), a star base (poly-spot), and many death stars (Nerf balls). At the start, both teams rush to the dividing line, gather as many death stars as possible and begin hurling them at their opponents. If a death star hits a player, they become frozen immediately. If a player catches a death star, the thrower becomes frozen instead. A player can only get back in the game if they are touched by the light saber of the team's Jedi knight. In order to "save" a frozen team player, the Jedi must leave his star base, hopping on one leg to the frozen player and tap him with the light saber. As long as the Jedi is back on the star base, he is safe. If a death star hits him, he is frozen for good. The team who has players left standing and not frozen is the winner.

CUBS IN THE KITCHEN

CONSTELLATION CAKE

Ingredients:

1 boxed cake mix; any flavor
 1 can of white frosting
 Blue food color
 Star shaped sprinkles



Mix and bake cake mix according to the directions on the box making 2 - 9 inch rounds. Frost each cake with icing tinted blue. Use the star sprinkles on the cakes to make winter constellations.

GLAZED BROWNIE STARS

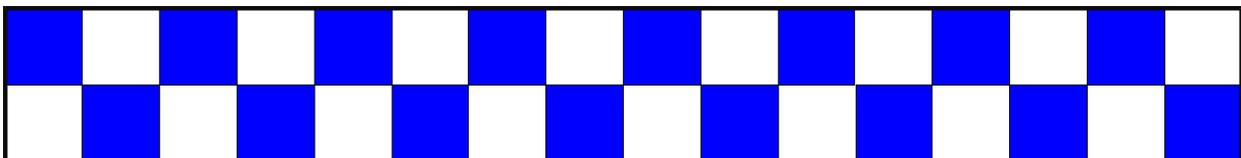
Ingredients:

1 box, fudge brownie mix
 1 can white frosting
 Colored sugar sprinkles



Line the bottom and sides of a 9" x 13" baking pan with a piece of aluminum foil. Mix the brownies according to the directions and pour into the foil-lined pan making sure the batter is smooth on top. Bake according to directions. Cool for 45 minutes. Cover the pan of brownies tightly with another piece of foil. Freeze for 30 minutes. Place a piece of waxed paper under a wire cooling rack. Remove the brownies from the freezer and peel off the top piece of foil. Remove the brownies from the pan by gently pulling the foil. Flip the brownies upside down so the foil is on top. Peel the foil off the brownies. With a small star shaped cookie cutter, cut out brownie stars. Put the stars on the wire rack. Remove the lid from the can of frosting and microwave on high for 30 to 40 seconds, until it is runny but not bubbly. Stir until smooth. Carefully spoon the melted frosting over the brownie stars and immediately sprinkle with the colored sugar.

See more on the CD ROM

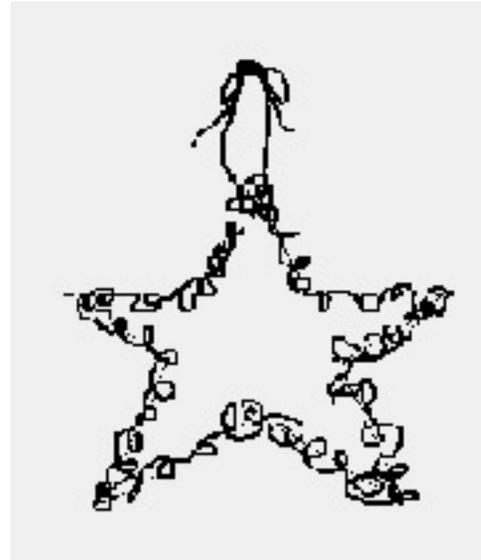
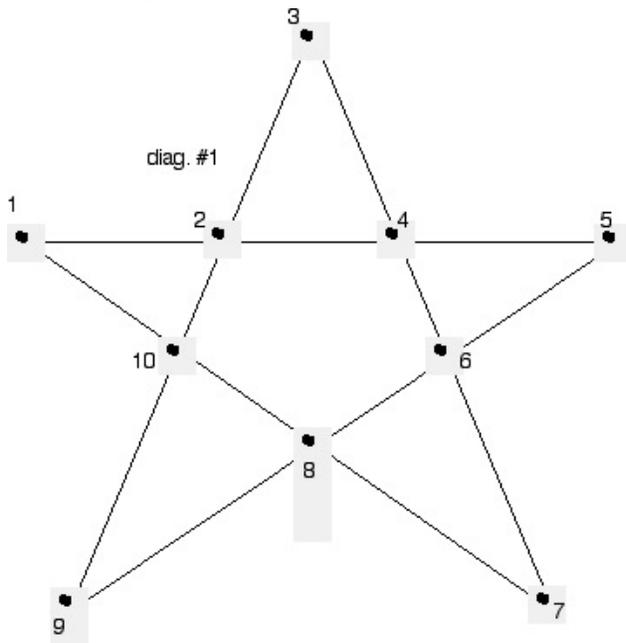


THEME CRAFTS

WIRE STARS

- 1/4-1/2 thick piece of plywood or masonite 6x6 inches.
- 10 nails at least 2 inches long.
- 24 gage wire - bronze or silver colored
- 18 gage wire - gold or some other color
- 8 inch piece of 1/4 satin ribbon or jute twine.

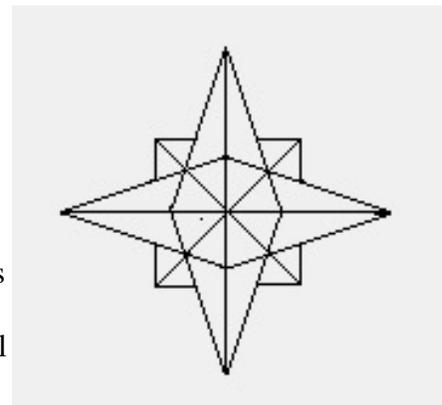
Put something under the wood, so that you can prop it up and hammer the nails through the board but without reaching anything behind the board. Mark wood according to diagram #1. Put a nail in each spot, hammer nail through to the head, then turn the wood over so the nails all point up. Take the 24-gauge wire and bend around nails according to pattern, repeat three revolutions. Carefully remove star shape, then wrap the 18-gauge wire around the star shape making some revolutions tight and others loose. Tie ribbon or twine to one of the points of the star and hang for a sun catcher tree ornament or decoration.



STAR SLIDE

Cut various colors of craft foam into different shaped stars, decorate with glue and glitter. Glue the stars together and add a chenille stem to the back for a sparkling neckerchief slide.

**Note: In the month of April, we will be giving you suggestions for a new neckerchief slide for each month. A display board is included for them in the month of April as a craft so the cubs will have a set for this special 100th year of Scouting.



CRAFTS ON A SHOESTRING

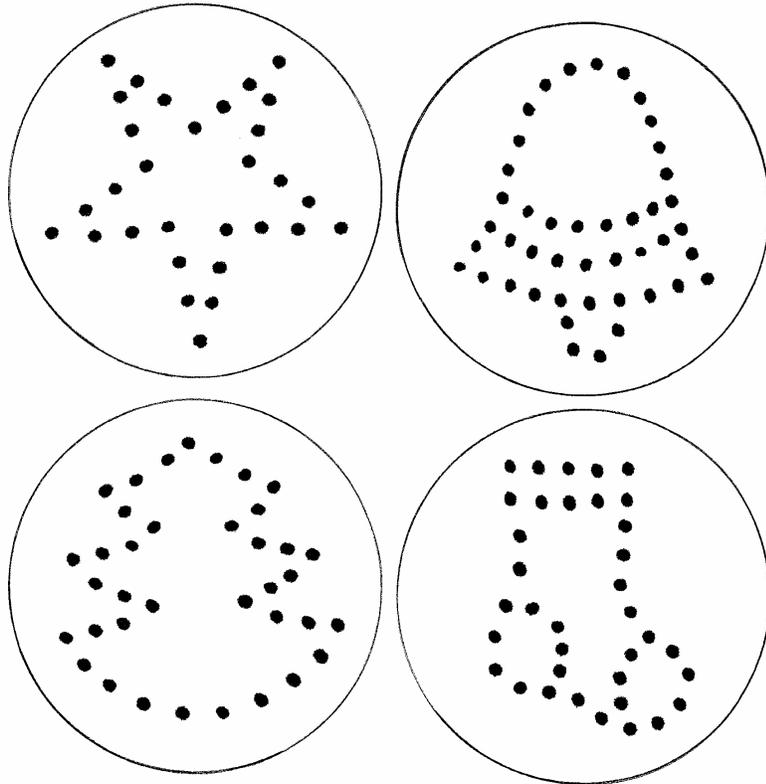
TIN PUNCH ORNAMENT

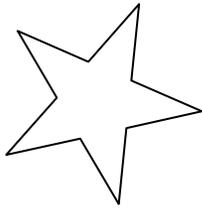
Materials Needed:

- Juice can lid
- Copies of patterns
- Scissors
- Masking Tape
- Finish Nails
- Hammer
- Hammering board
- 1/8" ribbon; 12" per lid

Procedure:

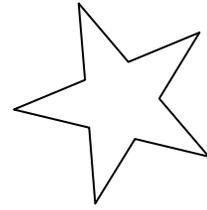
1. Remove any ink from lids using a small amount of nail polish remover and a cotton ball.
2. Cut out pattern on solid line.
3. Tape pattern onto lid.
4. Put the lid down on the hammering board.
5. Using the hammer and nail, punch a hole through every dot in the pattern, 2-3 strikes per hole.
6. Check the back side of the lid for any holes you may have missed or punched incorrectly. Redo any holes, and then remove the paper.
7. Gently tap the backside of the lid with the hammer to flatten the rough edges.
8. Hammer a hole in the top of the lid. Thread a length of ribbon through the hole and tie the ribbon ends together.
9. Decorate as desired: lace around edges, color with permanent markers, e





THEME MIDWAY

Cub Scout Stars



This is a great time for a trip to a planetarium or observatory. Get out some telescopes and view the night sky from a remote area. Cub Scouts can work on earning the Astronomy belt loop and Pin.

Let the Cub Scouts be the stars. Have each den put on a skit.

Beam Me Aboard Skit:

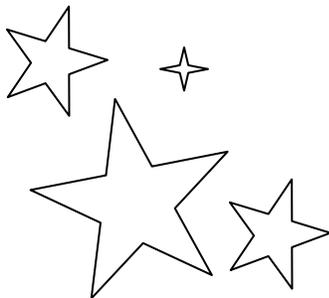
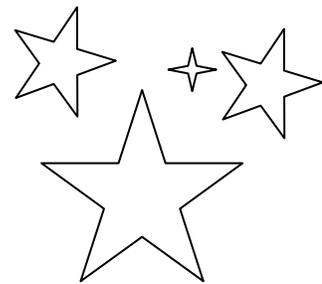
Some of the boys are on an 'away mission' exploring the stage, using a 'tri-corder' to examine items. After a while the captain assigns the rest to go on while he returns to the ship. The captain is alone on the stage. He uses his communicator to call the ship.

Captain: Enterprise this is the captain.

Voice from off stage: Go ahead captain, this is the Enterprise.

Captain: Enterprise, beam me aboard.

Some one from off stage tosses a piece of wood on to the stage. All run on for a bow, pick up the board and run off.



Run-on:

Q: What do you call an expert marksman?

A: A Shooting Star.

Cheer:

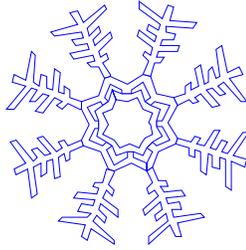
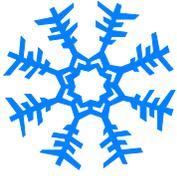
Meteor shower Cheer: We're watching shooting stars. Ooo...

Ahh... Then scream as one comes at you.

Online Resources:

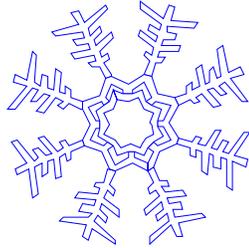
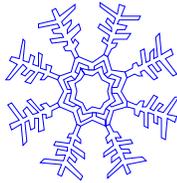
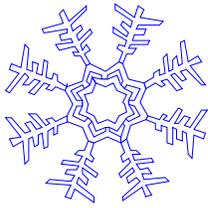
- Star Child - A Learning Center for Young Astronomers. <http://starchild.gsfc.nasa.gov>
- NASA Observatorium <http://www.rspac.ivv.nasa.gov/nasa/core.shtml>
- Space Views - Pathfinder Arrives at Mars <http://www.seds.org/spaceviews/pathfinder/>
- The Space Place <http://spaceplace.jpl.nasa.gov>
- KIDS SPACE <http://liftoff.msfc.nasa.gov/kids/>





JANUARY

POLES APART



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*"Men Wanted for hazardous journey. Small wages, bitter cold, long months of complete darkness, constant danger, safe return doubtful. Honor and recognition in case of success." — Ernest Shackleton [probably fake] newspaper announcement before his *Endurance Expedition* toward the south pole.*

"The personnel of an expedition of the character I proposed, is a factor on which success depends to a very large extent. The men selected must be qualified for the work, and they must also have the special qualifications required to meet polar conditions. They must be able to live together in harmony for a long period without outside communication, and it must be remembered that the men whose desires lead them to the untrodden paths of the world have generally marked individuality."

[Ernest Shackleton](#) (1874–1922)



CHARACTER CONNECTION

POLES APART

CORE VALUE: PERSERVERANCE

This month teaches the Cub Scouts, in an enlightening way, about the creatures of both icy poles that persevere the cold climate, just to exist. At pack committee meeting, plan a winter wonderland with snowflakes and fake snow. After Christmas sales would be a great time to purchase such winter decorations. Use den meetings to draw and build such things as snow huts or igloos, icicles, and snowflakes to decorate with. At pack meeting have your cub master dress up as a snow king and present the awards on snowflakes. Your pack could be called “the ice pack”. Other encouragement awards could be called an iceberg or glacier award. Serve snowball cupcakes, ice cream or shaved ice for refreshments. Your cub master could tell the story of Paul A. Siple, an author and explorer of Antarctica, who made his first trip in 1928 as a boy scout with Commander Richard E. Byrd of the U.S. Navy. Siple persevered the cold to learn more and teach about the great Antarctica.



BSA FAMILY PROGRAM



JANUARY SUGGESTED ACTIVITES:

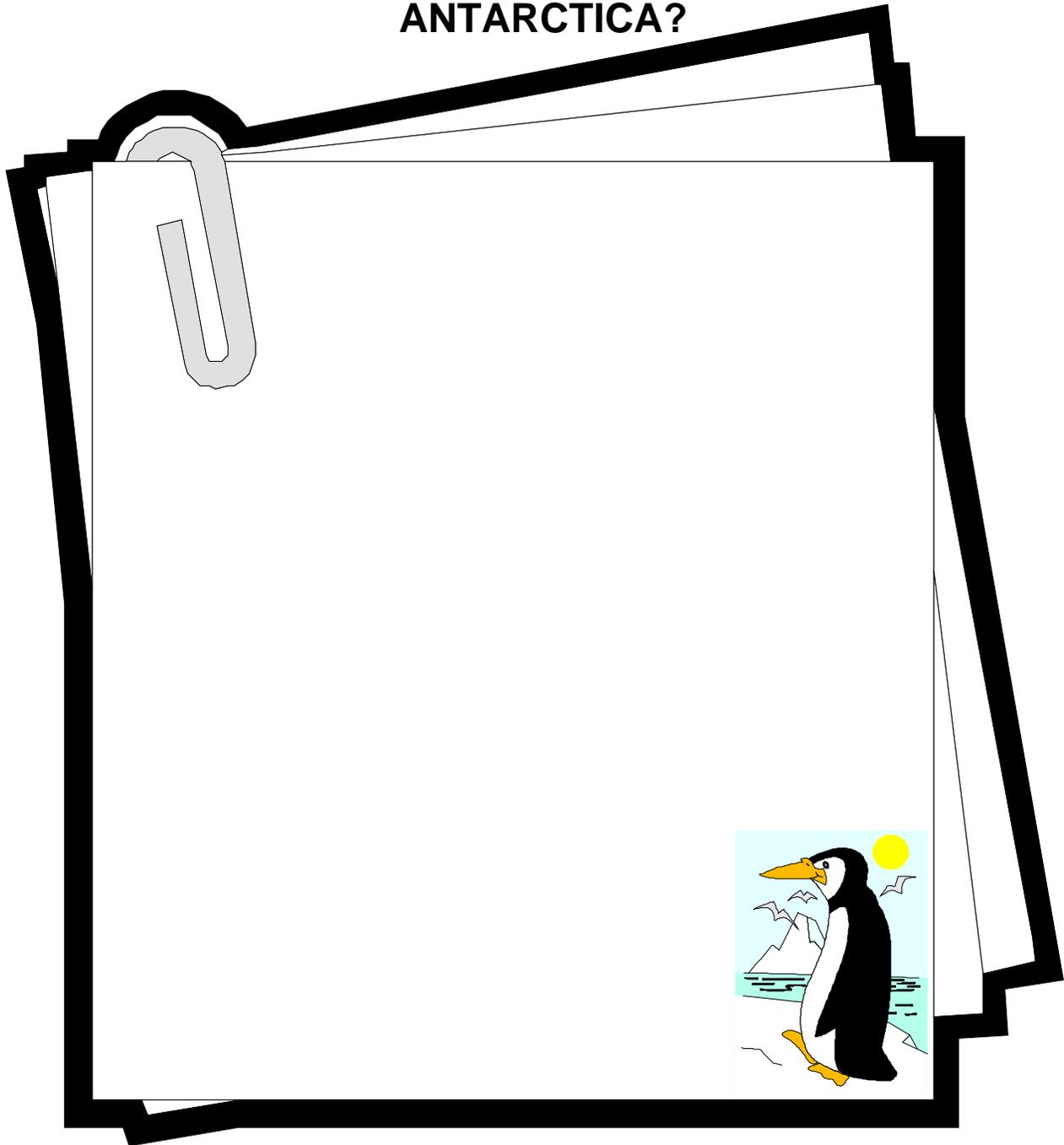
- Page 7 – Enjoying Family Fun - #2 – Use a map and compass to visit a historic site.
- Page 7 – Enjoying Family Fun - #15 – Have a winter fun day.
- Page 7 – Enjoying Family Fun – #19 – Read aloud a book or story about polar explorers.
- Page 9 – Cultivating Talents - #5 – Complete a family activity using magnets.
- Page 11 – Being Patriotic - #27 – Read aloud a book about people or events in our nation’s history.
- Page 36 – Adjusting to a Move – #1 – On a map, pinpoint the location and route to a new home.



GATHERING & PRE-OPENERS

How many words can you find that you can spell out
of the word...

ANTARCTICA?



OPENING, CLOSING, & FLAG CEREMONIES

Opening Ceremony

Eskimo Pie

Scene: Group of Cub Scouts around a table.

Props: Ping pong ball, sponge, white golf tees, pan with ice cream bars in the bottom.

Cub 1: Isn't it great our leader is letting us make a pie for our pack meeting treat?

Cub 2: Sure is. I don't know what kind of pie it is, but here are the directions.

Cub 3: Let's see, first you put in these walrus eyes. (Puts ping pong balls in pan.)

Cub 4: Ok, next put in a pound of blubber. (Puts in white sponges.)

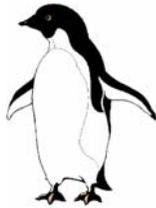
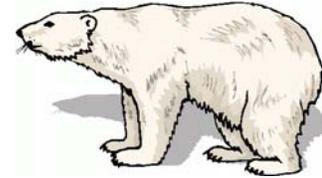
Cub 5: The next thing to add are two dozen polar bear teeth. (Puts in golf tees.)

Cub 1: Now we let it freeze for one hour. (Put lid on pan.)

Cub 2: (Hold up sign that says "One hour later...")

Cub 1: Let's see what we've got. (Uncovers pot.)

All: (Look into pan and exclaim.) Eskimo pies!!!! (Pull out ice cream bars, open and eat.)



Flag Ceremony

USS Nautilus (SSN 571)

The USS Nautilus is the first nuclear powered submarine in the world. From the beginning, the submarine proved worthy of her motto, "The First and Finest." Nautilus underwent extensive trials and shattered all submerged speed and distance records. With her infinite power supply and ability to make oxygen and purified water from seawater, Nautilus had only one limitation: food for her crew.

In 1958, the submarine embarked on her most secret mission, *Operation Sunshine*. With 116 men on board, the voyage made USS Nautilus the first vessel in the world to travel beneath the Arctic icepack to the North Pole. When the ship arrived, the crew broadcast the famous message "Nautilus 90 North."

Let us show our respect for the USS Nautilus and her crew. Please join me now in repeating the Pledge of Alligence...

Closing Ceremony

Polar Express

The Christmas season has recently passed but I'm sure it's still fresh in your minds. Do you remember all the fun times you had with friends and family and your participation in some Christmas traditions? One of your newer family traditions may be to watch and discuss the movie "The Polar Express." It's one of my new traditions too. When we watch that movie, what kinds of characteristics does the boy possess that we want to try to keep with us? He had courage and a desire to believe. This month as you complete Cub Scouting requirements, work on them with a new feeling of determination and "Do Your Best!"



ADVANCEMENT CEREMONY

Four Corners of the Earth

Personnel: Cubmaster and four Cub Scouts representing four corners of the earth. East||South|| North||West.

Preparation: Place each scout at a different corner of the meeting place, matching east, west, north, and south.

Materials: Add interest with a headband with a symbol of each corner of the Earth for each helper. East--Chinese laborer cap, South--sombbrero, North--furred hood, West--Indian head dress/Cowboy hat.



Script :

Cubmaster: O Great Spirit, bring forth the four winds.

East: I am East. From me comes the sun each day, sharing it life giving light to all living. Just as I am the first direction, Cub Scouting begins as the Bobcat.

South: I am South. From me comes heat and rain, so all living things might have warmth and water to drink. Just as I am the second direction, Cub Scouting's second step is the Wolf.

North: I am North. From me comes cold and snow, so all living things might experience coolness and the beauty of winter. Just as I am the third direction, Cub Scouting's third step is Bear.

West: I am West. To me the sun comes at the end of each day, giving the world darkness so all living things might rest. Just as I am the last direction, so Webelos is the last step of Cub Scouting.

Cubmaster: (Name each boy to receive his rank advancement and have him join the boy representing the direction for the rank he has earned.)

Brothers East, South, North, and West, will you lead us in the Law of the Pack?

(4 scouts raise the Cub Sign)

East: "The Cub Scout follows Akela."

South: "The Cub Scout helps the pack go."

North: "The pack helps the Cub Scout grow."

West: "The Cub Scout gives good will."

Presentation: Cubmaster has each Cub Scout receiving his advancement escort his parents in turn to stand in front of the audience with the Cubmaster. The Cubmaster presents the rank to the parent and the parent pins it on the Cub.

SKITS & STORYTELLING

HAPPINESS IS—MISERY IS (Skit)

CAST: 2 to 8 Cub Scouts, or more. (Cubs alternate, first boy says, “HAPPINESS is...,” second boy says, “MISERY is...”)

PROPS: Hold up cards or cardboard cutouts (painted) of smiling and sad faces that boys can make themselves.

1ST CUB: HAPPINESS IS...hearing your Dad has won an all expense paid trip to Hawaii.

2ND CUB: MISERY IS...when you find out that the trip is for two and you have to stay home with a baby-sitter.



1ST CUB: HAPPINESS IS...when your Dad drives you to school in his brand new car and all your friends are there to see you.

2ND CUB: MISERY IS...when you get out and the door falls off and lands on your toes.

1ST CUB: HAPPINESS IS...when your Mom takes you and your friends for a ride in her new convertible with the top down.

2ND CUB: MISERY IS...when it starts to rain cats and dogs and the top won't go up.

1ST CUB: HAPPINESS IS...when you are flying in outer space in a big space ship and you are in command.

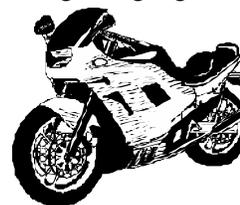
2ND CUB: MISERY IS...waking up with a big headache after you have fallen out of bed from the top bunk.

1ST CUB: HAPPINESS IS...getting to do it yourself—build your own motorcycle kit and your Dad is going to help you put it together.

2ND CUB: MISERY IS...opening the box and finding the instructions are in a foreign language.

1ST CUB: HAPPINESS IS...getting a bike for your birthday.

2ND CUB: MISERY IS...when you find it has three wheels.



RUN ONS:

Cub Scout #1: What is black and white and red all over?
Cub Scout #2: A sun-burned penguin!

Cub Scout #1: Knock, knock.
Cub Scout #2: Who's there?
Cub Scout #1: Wanda.
Cub Scout #2: Wanda who?
Cub Scout #1: Wanda hear another joke? Knock, knock.
Cub Scout #2: Who's there?
Cub Scout #1: Noah.
Cub Scout #2: Noah who?
Cub Scout #1: Noah don't.



SONGS, SPARKLERS, & CHEERS

I'd Like to Teach the World to Sing

I'd like to build the world a home and furnish it with love.
 Grow apple trees and honey bees and snow white turtle doves.
 I'd like to teach the world to sing in perfect harmony.
 I'd like to hold them in my arms and keep them company.

I'd like to see the world, for once, all standing hand in hand,
 And hear them echo through the hills for peace throughout the land.
 That's the song I hear, let the world sing today.
 A song of peace that echos on and never goes away.



(Verses can be sung at the same time with 2 different groups.)

Cheers:

Frozen Cub (Scout): Wrap your hands around yourself and say "Brrrrrrr".
 Seal: Extend arms, cross hands at the wrist and flap hands several times.
 Wolf: Say "Wolf, wolf, wolf," then give wolf howl.

The Scout's Winter Song

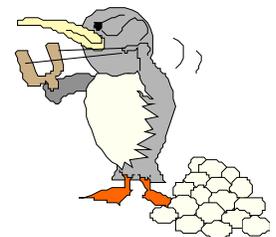
Sung to tune "If your happy and you know it"

If you have a cold and you know it blow your nose
 If you have a cold and you know it blow your nose
 If you really have a cold, then grab just one of those
 If you really have a cold blow your nose.

If you're a Scout and you know it say 'Do Your Best'
 If you're a Scout and you know it say 'Do Your Best'
 If you're a Scout and you know it, then your deeds will surely show it,
 If you're a Scout and you know it say 'Do Your Best'



If you're in a snowball fight, duck your head.
 If you're in a snowball fight, duck your head.
 If you're in a snowball fight, then don't freeze up in fright.
 If you're in a snowball fight, duck your head.



If you sing our winter song, then do all three.
 <<sniffle, sniffle, Do Your Best, Kersplat, Too late!>>
 If you sing our winter song, then do all three.
 <<sniffle, sniffle, Do Your Best, Kersplat, Too late!>>
 If you sing our winter song, then the cheer will keep you warm.
 If you sing our winter song, then do all three.
 <<sniffle, sniffle, Do Your Best, Kersplat, Too late!>>

GAMES, GAMES, GAMES



YOU DID IT!

Materials needed:

Compass for each team, compass directions for each team, puzzle pieces with message for each team, prizes

Play:

When you lay out the course, place two parts at each location. One part has the compass directions to get you to the next place and the other part is the actual puzzle piece. Divide the Cubs into teams of two or three players per team. The players use their compass to follow the directions to move from one point to another and collect their puzzle pieces. When they have completed the course, each team should have all of the pieces to complete the puzzle. When completed and assembled the puzzle should have a message such as “You Did It! You’re the best cubs. Bring this to for a special prize.”

POLAR BEARS FLY

Materials needed:

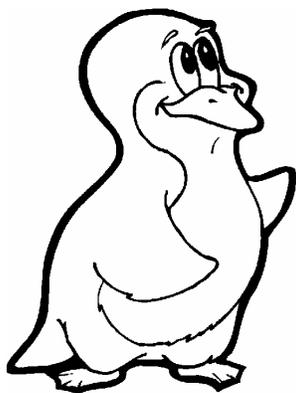
None

Play:

The players stand in a group facing the leader. Each player should have enough room to make full "flapping" movements with their arms. The leader calls out "Ducks fly." "Owls fly." "Polar bears fly" ...and so on. If the animal that is called out really does fly, the players should continue flapping their "wings". If the animal is the type that does not fly, the players should stop flapping. If a player flaps when he shouldn't or doesn't flap when he should, he is then out until the game begins again. The game begins again after everyone has been caught.



PENGUIN TAG



Materials needed:

None

Play:

One person is "IT." Every other player tries to avoid being tagged. If they get tagged, they become frozen until they are tagged by another player. To avoid being tagged, players can put their arms at their sides, legs together, feet turned out and waddle like a penguin. Players are only safe in this pose for 10 seconds.

CUBS IN THE KITCHEN

OREO PENGUIN SNACK

Ingredients:

Oreo cookies
Chocolate Kisses
Candy corn



Divide the Oreo into two pieces. Break or cut (with serrated knife) the half that does not have the icing on it. Unwrap candy Kiss and push the flat part into the frosting at the top of the Oreo cookie. Take the two halves of the other part of the cookie and place on icing with curved sides facing the center. Use two pieces of candy corn to make the feet. Eyes can be added by taking a little bit of frosting from the cookie, with a toothpick.

POLAR BEAR POPS

Ingredients:

4 firm, ripe bananas
8 wooden craft sticks
Peanuts
2 cups white chocolate chips
1-1/2 Tbsp. vegetable shortening
Wafer candies
Cherries
Assorted small candies



Cut each banana in half. Insert a craft stick at the bottom, position two peanut halves at the top to look like ears and place on a wire rack. Melt chocolate and shortening on top of a double boiler. Pour mixture over the banana as it sits on the rack until it is well-covered.

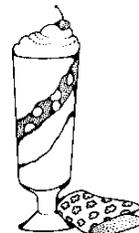
To make a bear face: Place a wafer on the banana for the snout area, attaching it by adding a tiny amount of the chocolate mixture. Use a piece of cherry for the mouth, attaching it with the chocolate mixture. Add a circle candy for the nose and two small candies for the eyes. Place on a tray lined with wax paper and freeze for an hour.

POLAR ICE CAP DRINK

Ingredients:

Blue Kool-aid (prepared as directed)
Lemon-lime soda
Vanilla ice cream

Put the Kool-aid and the soda in the refrigerator until they are cold. Fill a clear plastic cup almost halfway with the blue Kool-aid. Add the soda almost to the top of the glass. Carefully drop in a scoop of vanilla ice cream. Enjoy your "North Pole" drink with a straw!

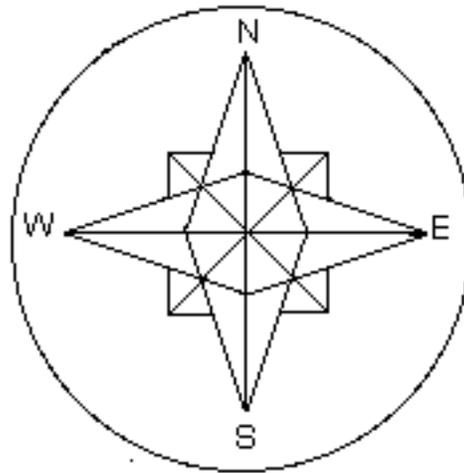


See more on the CD Rom

THEME CRAFTS

COMPASS SLIDE

Draw a compass on craft foam and attach a ring of chenille stem on the back for a "polar'iffic" neckerchief slide. Discuss with the boys the importance of a compass in our lives.



PENGUINS AND POLAR BEARS

- 1-10 small wooden game pieces or bowling pin shapes (Look for shapes at craft stores or thrift stores from old games.)
- Black paint
- White paint
- Orange Paint (for beak and feet on penguin)
- Small paint brush
- Medium small paint brush

Paint the wooden pieces as illustrated for either penguin or polar bear. Line them up in the classic bowling position and shoot marbles at them for a fun mini bowling game. Or draw tic-tac-toe squares and use the pieces in place of X's and O's.



CRAFTS ON A SHOESTRING

GEODESIC DOME (IGLOO)

Make 25 newspaper logs using 4 sheets per log.

- Spread sheets open on flat surface one on top of the other.
- Set a pencil in the corner and roll across the diagonal using the pencil as a general guide to help roll evenly. Don't make the logs as thin as the pencil. When you get to the other end of the paper, you'll have a tube log.
- Slip out the pencil and tape the log shut. Repeat until you have 20 logs. Trim the ends, making sure all logs are the same length.

To build the dome:

- Staple 3 logs together to create a triangle. Repeat until you have 5 triangles.
- Staple the 5 triangles to each other at the bottom corners. Add connecting logs across the top.
- Raise the triangles, or walls, off the floor and staple the ends together to form a pentagonal structure. It helps to have someone hold up the walls while you staple.
- Take the remaining 5 logs and staple them together at the center to make a star.
- Staple the free ends of the star to the junction of the triangles on the top of the base and the structure will stand by itself.

ICICLE ORNAMENTS

String beads onto 24 gauge gold wire in the following order:

- 1 – 4 mm clear faceted bead hooked onto the end of the wire
- 7 – 10 mm clear star beads
- 6 – 12 mm clear star beads
- 7 – 18 mm clear star beads
- 6 – 25 mm clear star beads
- 1 – 18 mm clear star bead
- 16 – 3 mm gold round beads

Wrap gold beads into a loop and wrap wire between first and second bead. Cut off wire.

	oooooo
16-3mm	o o
round	o o
	oooooo
18	—
25	—
25	—
25	—
25	—
25	—
25	—
18	—
18	—
18	—
18	—
18	—
18	—
18	—
12	—
12	—
12	—
12	—
12	—
10	—
10	—
10	—
10	—
10	—
10	—
10	—
10	—
Faceted	o



THEME MIDWAY

DID YOU KNOW?



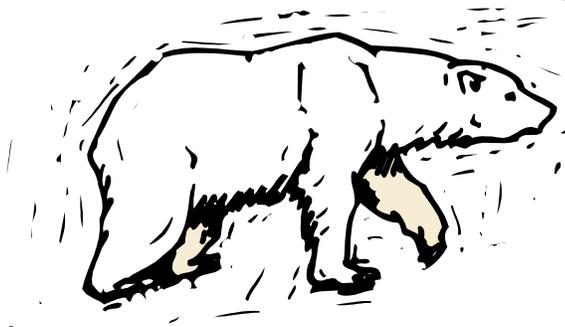
SOUTH POLE

- ❖ There is a large complex of buildings for research at the South Pole.
- ❖ The South Pole is a desert climate; it almost never receives any precipitation. High winds can cause the blowing of snowfall, which can cover the South Pole stations.
- ❖ The first humans to reach the Geographic South Pole were Norwegian Roald Amundsen and his party on December 14, 1911.
- ❖ The South Pole's highest recorded temperature ever recorded was 7 F degrees.
- ❖ The South Pole ice cap is moving about 10 meters per year.
- ❖ The first to fly over the South Pole was U. S. Admiral Richard Byrd and his pilot Brent Balchen.
- ❖ Most penguins feed on krill, fish, squid, and other forms of sea life caught while swimming underwater. They spend half of their life on land and half in the ocean.



NORTH POLE

- ❖ The North Pole is not located on land – it is a sea of ice.
- ❖ The first expedition to the North Pole was April 6, 1909 by Robert Peary and his party.
- ❖ The United States Navy submarine USS Nautilus crossed the North Pole on August 3, 1958; and on March 17, 1959, the USS Skate surfaced at the Pole, becoming the first naval vessel to reach it.
- ❖ The Canadian government claims the North Pole to be part of their territory, but other countries claim it to be an ice sea and can not be claimed as part of any country.
- ❖ Cultural reference to the North Pole is that Santa Clause lives there in his workshop with his elves.
- ❖ The polar bear is also known as the white bear, northern bear and the sea bear. It is a large bear native to the Arctic. It is the largest land carnivore within the Polar region. It is well adapted to its habitat; thick blubber and fur insulate it against the cold, its white color camouflages it from its prey. The polar bear hunts well on land, on the sea ice, as well as in the water.



- ❖ The largest polar bear on record was shot at Kotzebue Sound, Alaska in 1960. The big male weighed 1960 pounds and was 11 feet, 11 inches long.



FEBRUARY

ALOHA, CUB SCOUTS

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Hawaiians are known
for their generosity, hospitality
and warm sharing.
This giving nature is grounded in the
principle of reciprocity.
When given, the Hawaiian will give back
in equal measure or more,
be it a gift or a smile.



CHARACTER CONNECTION

ALOHA CUB SCOUTS

CORE VALUE: RESPECT

As we travel the world to see other lands and cultures, we learn to respect each in its own way. Pack committee, take a break from the usual Hawaiian luau and plan an Aloha Festival according to early Hawaiian culture 1500 years ago. Aloha means hello and welcome. In the den, learn about King Kamehameha and Queen Liliuakalani. Study the Islands of Oahu, Molokai, Maui, Lanai, Kahoolawe, and Kauai. Discuss the early settlers; the Japanese, Filipino, Chinese, Korean, Portuguese, Puerto Ricans, and those of Samoan ancestry. Plan your blue and gold banquet around these cultures. You will have a greater respect for them.



BSA FAMILY PROGRAM



FEBRUARY SUGGESTED ACTIVITIES:

- Page 7 – Enjoying Family Fun - #3 – Learn a folk dance.
- Page 7 – Enjoying Family Fun - #19 – Read aloud a book or story about Hawaii.
- Page 10 – Being Patriotic - #2 – Read about a special event in American history or a hero.
- Page 10 – Being Patriotic - #8 – Learn about the history of the Hawaiian state flag.
- Page 11 – Being Patriotic - #27 – Read aloud a book about people or events in Hawaii’s history.
- Page 27 – Accepting Differences – #1 – Color paper exercise

and discussion.

- Page 28 – Accepting Differences – #6 – Learn how to say useful phrases in another language.
- Page 28 – Accepting Differences – #8 – Celebrate with foods and customs of a different culture.
- Page 28 – Accepting Differences – #9 – Pretend you are visiting another country.



GATHERING & PRE-OPENERS

Capital: Honolulu

State Abbreviation: HI

State Bird: Hawaiian goose

State Flower: Yellow Hibiscus

Nickname: Aloha State

Get more info at: www.hawaii-nation.org

Borders: This state is bordered by the Pacific Ocean on the east, the Pacific Ocean on the south, the Pacific Ocean on the west, and the Pacific Ocean on the north.



On which island will you find the following Hawaiian cities (write their names in the boxes below):

- Makena
- Poipu
- Hilo
- Laie
- Haiku
- Hawi
- Kalaupapa
- Pahoa
- Waikane
- Poipu
- Kailua
- Punaluu
- Mana
- Milolii
- Honolulu

Hawaii	Kauai	Maui	Molokai	Oahu

OPENING, CLOSING, & FLAG CEREMONIES

Opening Ceremony

Our Country

Preparations: A flag, picture of Statue of Liberty, mills or factories, scene from Utah, scene of Alaska, Hawaiian scene, map of USA, recorded background music of your choice, 7 Cub Scouts. The Cub Scouts form a semi-circle around the flag, hold up their pictures and say the short verse that goes with it.

1st: (Statue of Liberty) New York is a lovely place, where we see this lady stand.

2nd: (factory or mills) Michigan is a very great state. They make the cars for our land.

3rd: (Utah scene) Utah is our own state; we're proud in many ways.

4th: (Alaskan scene) Alaska has some very cold nights with lots of short, short days.

5th: (Hawaiian scene) Hawaii is our newest state, and we're proud to say she's ours.

6th: (map of USA) But all of the states together make a nation of beautiful stars.

7th: Please join me in singing "God Bless America."



Flag Ceremony

USS Utah

When we think about Hawaii some of us think about beaches and nice weather. Hawaii is definitely a nice place to be to find peace and beauty. But for a moment we need to remember "the day that will live in infamy". On December 7, 1941, we lost 2,403 service members with thousands of others wounded and 21 naval ships from the U.S. Pacific Fleet. Among those ships lost was the USS Utah. This battleship served for 30 years and memorably during WWI. A memorial for the USS Utah is on the other side of Ford Island from the USS Arizona memorial. Today let us remember the 58 service members who served and died on the battleship USS Utah. Please join me in the Pledge of Allegiance.

Closing Ceremony

ALOHA

Boys hold cards spelling "ALOHA" which is Hawaiian for good-bye. Each boy reads one of the parts and after the last one is read, all boys shout "Aloha."

Cub # 1. A - We came together and had our fun. It seems as though we'd just begun.

Cub # 2. L - We sang and danced and played some games. And had some fun with Hawaiian names.

Cub # 3. O - We ate new foods and learned how Hawaiian children play and shout.

Cub # 4. H - We dressed in grass skirts we had made. It was so fun we wish we could stay.

Cub # 5. A - But now the time has come to say, "Aloha until another day!"

"ALOHA!"



ADVANCEMENT CEREMONY

Luau Advancement

Preparation:

1. Obtain 1 lei for each Cub earning an advancement. Instructions to construct paper lei are on the CD at end of the book.
2. Write the name and a Hawaiian translation name on a card for each Cub to be advanced. Names may be found on the Internet at <http://www.alohafriendsLuauu.com/>



- When outsiders began visiting Hawaii, adaptations were made to “translate” non-Hawaiian names to “Hawaiian names” phonetically based on the Hawaiian alphabet and word structure. The 5 vowels a,e,i,o and u as well as the 7 consonants h,k,l,m,n,p, and w make up the entire Hawaiian alphabet. In the Hawaiian language a consonant is always followed by a vowel which means all Hawaiian words end in a vowel.*
3. Attach the name card and advancement cards to a Lei for the Cub.
 4. Decorate a staff as a war club or staff of office. 5’ long pole tied with assorted paper feathers, bones, and anything you can dream up. Make it colorful.

Presentation:

Akela: Imitate a Hawaiian warrior King or Queen with his staff of office moving around wildly and calling loudly O-O-Ka-lay-nay-fa-po-me. Repeat this non-sense phrase three or more times. Stop suddenly holding perfectly still and knock three times on the floor with the bottom of your staff. All pack leadership should respectfully come and stand behind the king facing the audience. They form the King’s council. The council is silent throughout but does all the presentations for the King. They are his eyes, ears and hands.

Wait until it is quiet and the pack leaders are ready, then using an authoritative solemn voice announce, “This Luau is being held to celebrate the achievements of our growing Cub Scout warriors. You have earned your warrior name. Come forth as I call you and escort your parents to the King’s council.” Call out each Cub earning new rank. The Cub escorts his parents to stand between the King and his council facing the audience. The King’s council (den leaders) picks the prepared Lei for the Cub in their den. Facing the audience the king calls out the name of the cub and presents his Hawaiian name to the audience. Instruct all to call him by his Hawaiian warrior’s name for the rest of the night. The king then faces his council and presents the cub by his warrior name and declares that he is worthy to be accepted into fellowship the



[Rank the cub has earned.] Den leader presents lei to the Cub’s parent. The king directs the parent to place the lei over the Cub’s neck. The king explains giving someone a lei symbolizes the love, affection, and respect you have for the person you are giving the lei to. Having a lei exchange is a beautiful way to express your love Hawaiian style. It is customary to give a kiss on the cheek when adorning someone with a lei. Tell them, “You are welcome to honor this tradition if you wish.”

See more on the CD Rom

SKITS & STORYTELLING

REMEMBERING PEARL HARBOR SKIT

1ST CUB: Around 750 AD, the Polynesians discovered the Hawaii Islands and gave them their name.

2ND CUB: The British explorer, Captain James Cook discovered the islands in 1778. He renamed them The Sandwich Islands after Britain’s Earl of Sandwich.

3RD CUB: In 1813, the first pineapple plants were introduced from Spain.

4TH CUB: The first contract laborers from Japan arrived in 1885 to work on the sugar cane plantations.

5TH CUB: In 1892, Macadamia nut trees are first planted in Hawaii.



1ST CUB: Hawaii became a territory of the United States in 1900.

2ND CUB: President Franklin D. Roosevelt visited the islands on July 26, 1934. He was the first US President to visit Hawaii.

3RD CUB: Early on December 7th, in 1941, hundreds of Japanese planes flew over Hawaii and bombed United States warships at Pearl Harbor.

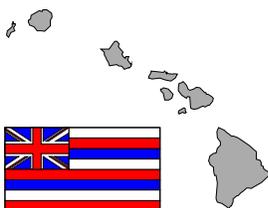
4TH CUB: Approximately 100 ships of the U.S. Navy were present that morning, consisting of battleships, destroyers, cruisers, and various support ships.

5ST CUB: It was a surprise attack and many ships were sunk.

1ST CUB: The biggest loss was four battleships---the Arizona, the California, the Oklahoma, and the West Virginia.

2ND CUB: When the Arizona went down, more than a thousand men were trapped inside. Most of the other ships were repaired and fought again. But the Arizona was left on the bottom, as a grave for its crew.

3RD CUB: Today, a monument spans the water over the Arizona, in memory of all the men who died at Pearl Harbor.



4TH CUB: On August 21, 1959, Hawaii was admitted to the union as our 50th state.

5TH CUB: Hawaii is noted for its beautiful beaches, for pineapple, macadamia nuts and sugar cane. It is a solemn place to remember those who lost their lives defending our freedom.

SONGS, SPARKLERS, & CHEERS

Songs

Superwavehawaiiansurfer
(Tune: Supercalifragilisticexpialidocious)

Superwavehawaiiansurfer, expert of the ocean.

Even though the most of them

Do not use suntan lotion.

When they hit the waves too hard

They always cause a motion.

Superwavehawaiiansurfer, expert of the ocean.

Um diddle diddle diddle, um diddlelie,

Um diddle diddle diddle, um diddlelie.

Because I was afraid to surf

When I was just a lad,

My father took my board away

And told me I was bad.

But then one day I learned the word

That everybody knows,

The biggest word you've ever heard

And this is how it goes...

Superwavehawaiiansurfer, expert of the ocean.

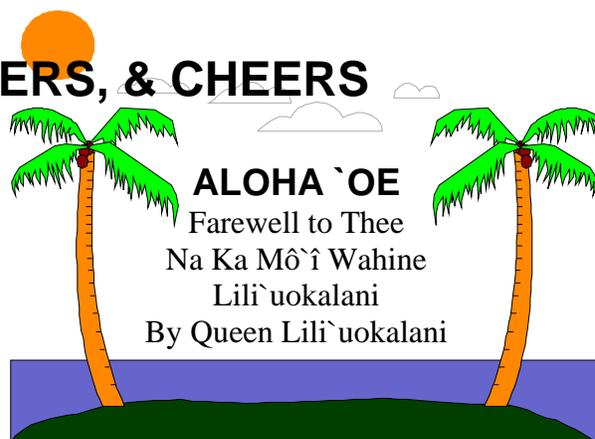
Even though the most of them

Do not use suntan lotion.

When they hit the waves too hard

They always cause a motion.

Superwavehawaiiansurfer, expert of the ocean!



ALOHA `OE

Farewell to Thee

Na Ka Mô`i Wahine

Lili`uokalani

By Queen Lili`uokalani

The haunting Aloha `Oe was inspired by two people in love at Nu`uanu Pali, O`ahu. The song came to her as she watched them in tender embrace before parting.

Ha`aheo ka ua i nâ pali

Proudly by the rain in the cliff

Ke nihi a`e la i kanahale

The creeping silently and softly up the forest

E uhai ana paha i ka liko

Seeking perhaps the bud

Pua `âhihi lehua a o uka,

Flower âhihi lehua of inland.

Hui:

Chorus: Aloha `oe, aloha `oe

Farewell (to) Thee, farewell (to) Thee

E ke onaona noho i ka lipo

Sweet fragrance dwelling in the dark forest

"One fond embrace", a ho`i a`e au

One fond embrace, before I now leave

Until we meet again."

Cheers

Dreamer: Pretend to snore and wake up. Stretch and say, "WOW, that was a Great Dream !!!"

Surfer Cheer: Pretend to stand on a surf board with your arms to the side to keep balance. Say, "Hang 10."

Hot Feet Cheer: Pretend to take off your flip flops, jog in place "across the sand" while saying, "Hot, hot, hot!"

Hula Cheer: Hula to one side, then the other, using hips and arms.

GAMES, GAMES, GAMES

PASS THE COCONUT

Materials needed:

one coconut, music preferably Hawaiian

Play:

Players sit in a circle with one player holding the coconut. The music begins and the coconut is passed around the circle until the music is stopped. The player holding the coconut when the music is stopped is out. The music begins again and the play continues until there is only one player left.

HULA LA

Materials needed for each team:

Hula Skirts, Beachcomber Hats, Flower Bracelets and/or Flower Headbands, Leis, Assorted Beach Wear Items

Play:

Divide players into equal teams. Choose a player from each team to be the "Hula La." Have each team form a line with the "Hula



La" at the end. Place one of each of the items in a pile at the beginning of each line. To begin, the first person in line puts on all the items in the pile. The second person in line can help only by handing items to the person getting dressed. After all items are on the first person's body, he undresses and replaces the items in a pile, with the help of the next person in line, and then he goes to the end of the line. Play continues until all members of the team have dressed and undressed and the "Hula La" is wearing all the items and making sure that everyone

sees that he is wearing all of the items. The winning team is the team that finishes first.

MUSICAL BEACH TOWELS OR MATS

Materials needed:

Beach towels or mats for each player minus one (carpet squares could be used instead as the beach towels could be too slippery), music to play (preferably Hawaiian).



Play:

Lay out one less beach towel/mat than you have players/beach walkers. Have the beach walkers walk in a circle around the towels/mats when the music plays. When the music is turned off the beach walkers must stand on a towel/mat. The beach walker who does not make it to a towel/mat is out until the next game. Remove another towel/mat and start the music again. Keep repeating this until there is only one beach walker left.

SPEAR THROWING

Materials needed:

pool noodles and hula hoops

Play:

Warriors have contests to see how many spears (pool noodles) each can



toss into the pool of fish (hula hoop) accurately. Obviously the warrior with the most hits wins.

CUBS IN THE KITCHEN

DANDY SANDY DESSERT

Ingredients:

16 oz. package vanilla sandwich cookies
2 cups milk
3.4 oz. box vanilla instant pudding
8 oz. tub whipped topping, thawed
10 oz. clear plastic cups (8)
Decorative candies
Paper umbrellas



Crush the cookies and set aside. Combine the pudding mix and milk. Mix as directed on the package. Chill for 5 minutes. Stir whipped topping and half of the crushed cookies into the pudding. Fill each cup with layers of crushed cookies, pudding mix and more crushed cookies. Place in refrigerator for an hour. Decorate.

SHAVED ICE

Ingredients:

2 cups ice
2 oz. flavored syrup



Crush 2 cups of ice in the blender and spoon into 2 - 6 oz. cups. Pour 1 oz. of flavored syrup into each cup of crushed ice. Garnish with fruit and or paper umbrellas. Enjoy!

ISLAND FRUIT FEAST

Have a Hawaiian luau with lots of tropical food, such as fruit salad, bananas dipped in marshmallow and coconut, kiwi slices, pineapple wedges, watermelon balls served in a carved watermelon shell and scooped-out oranges filled with sherbet.



See more on the CD Rom

THEME CRAFTS

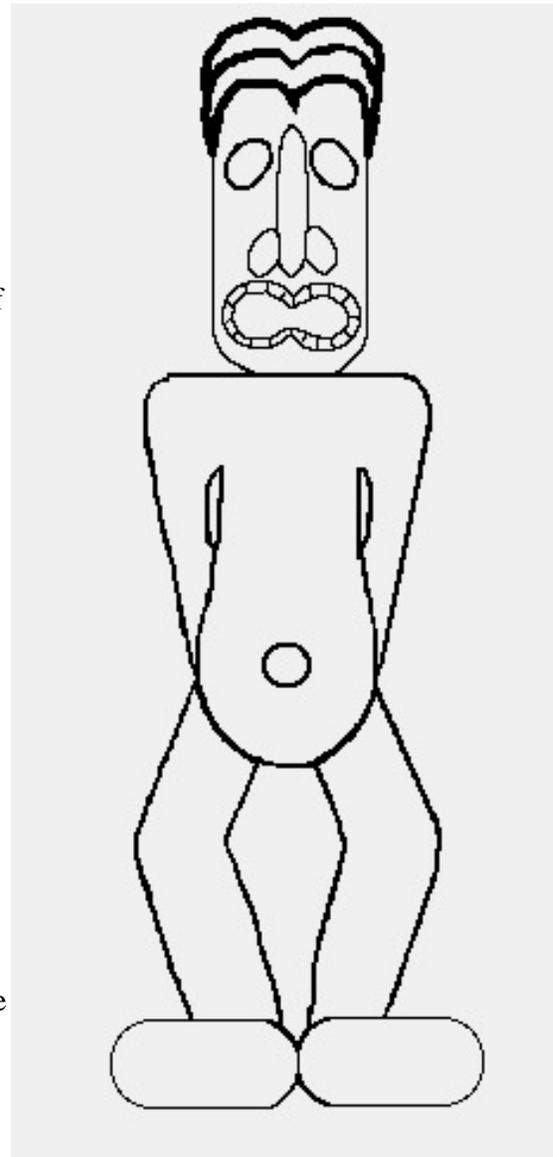
TIKI STATUE

- Several cups of fine saw dust
- White tacky glue
- Container to mix dough in

Pour 1-2 cups sawdust into container. Add 1 Tbsp. of white tacky glue to sawdust at a time stirring until well mixed. A dough will form when enough tacky glue has been added. Quantity of dough depends upon how many statues you make, so experiment with the amounts.

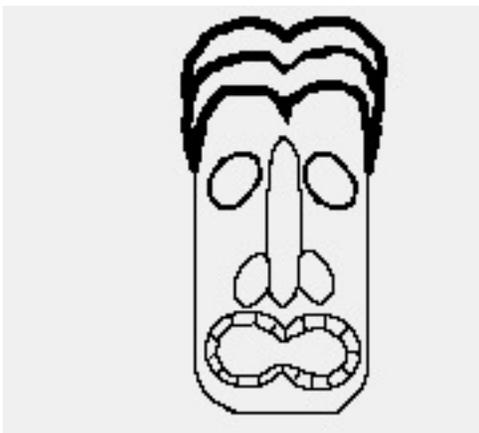
Use the dough to shape a Tiki.

When Tiki is completed let it air dry.



TIKI NECKERCHIEF SLIDE

Use same recipe and methods to make just a head. Attach the Tiki head to a ring of chenille stem or pipe cleaner for your neckerchief slide.



CRAFTS ON A SHOESTRING

SCENERY ON A SHEET

Materials:

- Old sheet or pillow cases
- Crayons
- Iron
- Brown paper sacks



1. Outline scene on the sheet.
2. Color in details. To color large areas quickly, remove wrappers from crayons and color on crayon's side.
3. Place brown paper sacks on and under the crayoned area and iron.
4. Scenery can be pinned to a stage curtain, taped to a wall, held up by parents, worn by Cub Scouts, etc.

CELEBRATION MURAL

Materials:

- Old sheet, pillowcase, old T-shirt
- Tempera paints
- Paint brushes, sponges, squirt bottles
-

1. Soak an old sheet in water and hang it on a clothesline or drape it over a fence.
2. Create picture sand designs using tempera paints and applicator of choice: sponges, paintbrushes, squirt bottles.
3. Mute and mix colors with a water-filled spray bottle.
4. To start over, "canvas" can be hosed

TILE TRIVET

Materials:

- 18 craft sticks
- 81 – 3/8" mosaic tiles
- Craft glue
- Hot glue gun & glue
- Permanent markers

Directions:

1. Line up 12 craft sticks in a row. Diagram 1.
2. Hot glue two craft sticks across the 12 craft sticks locking them in place. See diagram 2.
3. Turn over the trivet base. Use craft glue to "frame" 4 craft sticks into place. Diagram 3.
4. Glue mosaic tiles into place. Adjust the "frame" craft sticks as needed to fit 9 rows of 9 tiles each. See diagram 4.

Diagram 1:

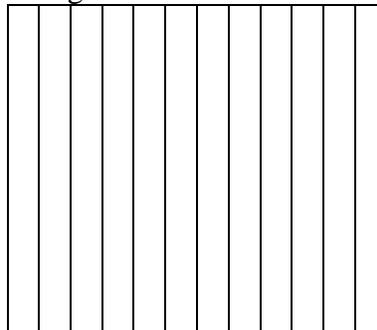


Diagram 2:

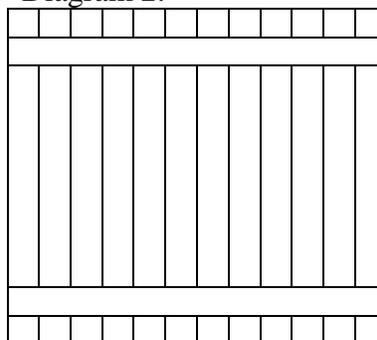


Diagram 3:

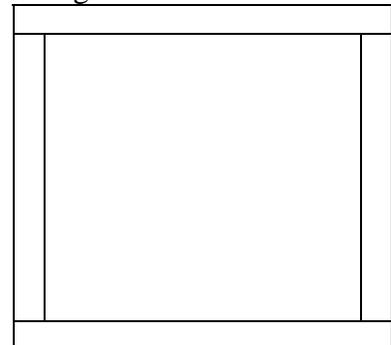
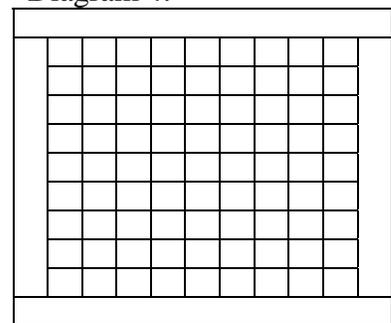
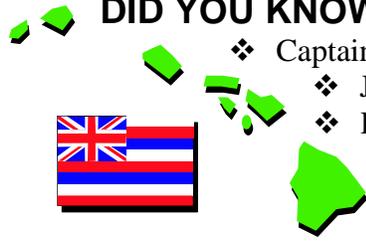


Diagram 4:



THEME MIDWAY

DID YOU KNOW?



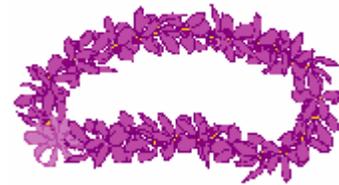
- ❖ Captain Cook arrived in Hawaii in 1778. He was killed in 1779.
- ❖ Japan attacked Pearl Harbor in 1941.
- ❖ Hawaii is our 50th state. It joined the union in 1959.
- ❖ A hotspot beneath the Pacific Plate created Hawaii's volcanic islands. This hotspot has remained stationary for over 40 million years; the plate has drifted west-northwest at a rate of 3 ½ inches per year.
- ❖ The Hula, leis, surfing, vacations. Need we say any more?
- ❖ Pineapple and sugar cane are the major crops.

Hawaii

HOW TO MAKE A LEI

There are many ways to make leis. Flowers, seeds and shells are the major items used in making them.

The history of lei making begins with the arrival of the Polynesians. They honored their gods by twining greens into wreaths and adorning their own bodies with strings of flowers.



Candy leis are very popular here on the main land.

SUPPLIES:

- 1 yard of plastic wrap
- 1 bag of small candy bars
- String – 20 – 30 six-inch pieces



Lay the plastic wrap down flat. Place the candy bars along one long edge of the wrap about 1 ½ inches apart. Roll the wrap around the candy bars and tie the strings between each candy bar. Tie the ends together to make a necklace.

Present the lei to someone who is special or has done something very special. It is often used in ceremonies. Great for rewards for the Cub Scouts!





MARCH

BALOO SKIES

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Evaporation is the process by which water is changed into vapor. It is speeded up by wind and high temperature. It is difficult to see it take place, but we recognize when it has happened because we see clouds formed in the upper air afterwards. Like evaporation, character building is difficult to see as it occurs in the life of a boy. It is speeded up by the Cub Scout Promise and the Law of the Pack. We recognize when it has happened because we see honest and helpful actions demonstrated in the life of the Scout. Let us all help Cub Scout ideals build character in our boys.



CHARACTER CONNECTION

BALOO SKIES

CORE VALUE: RESPONSIBILITY

As the Cub Scouts learn about the local weatherman’s job, the National Weather Service, and how they affect our lives, they also learn the responsibility held by these important people. In den meetings, the leaders will tell about the National Weather Service, study relative humidity, and study different types of clouds. The scouts will learn how to measure rain, make a weather vane, and how weather affects farmers and airline pilots. To make pack meeting more meaningful, you could invite a meteorologist as a guest speaker. Ask him to assist with the awards. If a guest is unavailable, the Cubmaster could dress like a weatherman to present the awards. Use a large map or outline of the U.S. as a backdrop. The name of each scout receiving an award can be on either a cloud or raindrop and put on the map. (Under each cloud or raindrop is a sun with their name on it). As the scouts receive their award the cloud or raindrop will be taken from the map, leaving only a sun with their name, making it an all ‘Baloo’ skies.

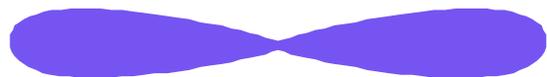


BSA FAMILY PROGRAM



MARCH SUGGESTED ACTIVITES:

- Page 7 – Enjoying Family Fun – #13 – Fly a kite.
- Page 8 – Knowing It’s Make-Believe – #5 – Find objects and faces in the clouds.
- Page 19 – Sharing - #7 – Share things that people do not “own”.
- Page 21 – Learning Duty to God – #1 – Go on a family hike and see things God has created.
- Page 30 – Being Prepared – #5 – Assemble a home survival kit for disasters (tornado).
- Page 31 – Being Prepared – #20 – Read aloud a book about weather safety and preparedness.



GATHERING & PRE-OPENERS

Start

Finish

OPENING, CLOSING, & FLAG CEREMONIES

Opening Ceremony

Cub Scout Airways

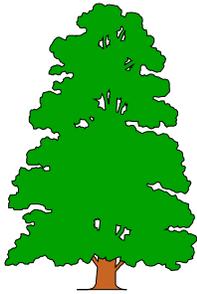
Thank you for choosing Cub Scout Airways. Welcome aboard Flight _____ (pack number). I am your pilot, _____ (give name). We're flying today to adventures in Cub Scouting, with stops in fun, new skills, and advancements. But the good news is you won't have to change planes! We'll be flying at the speed of excitement, so buckle up and prepare for takeoff. (Hold up cardboard sign reading 'Fasten seat belt'). As we cross this beautiful land, please join in saying the Law of the Pack...

Please remain seated until the aircraft comes to a complete stop and the "Fasten Seat Belt" light goes off. (Turn over seat belt sign to side that says "Thanks")

Flag Ceremony

Nature

Arrangement: 6 uniformed Cub Scouts, each holding sign with a letter to spell the N-A-T-U-R-E, read the lines which have been written on back of signs.



1st Boy: N - stands for all the nests in the trees.

2nd Boy: A - is for all the acorns to be.

3rd Boy: T - stands for the trunks so firm and high.

4th Boy: U - is for under the stars in the sky.

5th Boy: R - stands for the rain that makes things grow,

6th Boy: E - is for the earth that we all love so.

Cubmaster: Let us show our respect for the nature of our land, please rise and join me in the Pledge of Allegiance.

Closing Ceremony

The Rainbow

Equipment: Large flannel board, cardboard rainbow cut into separate bands.

Narrator: Almost everyone loves to watch rainbows. They remind us that even on rainy days, the Sun is not far behind.

Cub Scout 1: (Put up the inside purple band) Purple is for hope, as we remember it is always darkest just before the dawn.

Cub Scout 2: Blue is the joy of fair skies and the peace of calm, starry nights.

Cub Scout 3: Next is for the rain, turning the spring world to Green.

Cub Scout 4: Yellow is the sun's gentle warmth, coaxing seeds from the earth each spring.

Cub Scout 5: Orange reminds us of the contrast between the seasons--the beauty of spring, summer's freedom, fall's bounty, and winter's time of rest once more.

Cub Scout 6: Last of all, red is for dreams, born like kites, high on the wind.



ADVANCEMENT CEREMONY

Weather Balloon

Personnel: Cubmaster

Material: 1 Large Balloon for each rank to be awarded
plus 1 extra

Preparation:

1. Write the name of cub to be advanced on Balloon.
2. Insert Badge in Balloon.
3. Blow the balloon up and tie.
4. Repeat for each Boy.
5. Write Happy Birthday on one extra balloon

Set Up:

Place the balloons at the front on a table or have helpers hold so all can see the name on it.

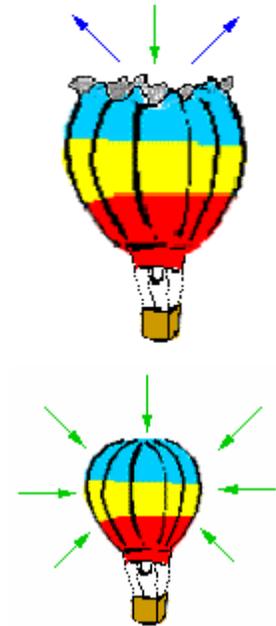
Script:

Cubmaster: Once a family, for one of their children's birthdays, decided to have a family picnic up at Solitude in the mountains. (Display the balloon with Happy Birthday written on it.) They decided to blow up some balloons and put them in the back of the van to take up to the mountains to decorate the picnic site. The balloons were blown up big. They all piled into the van and drove up the mountain. Just before they got there, guess what happened? (Pop the "Happy Birthday" balloon) They heard a big bang. What do you think happened? (Pause: If a cub answers, let him explain. If not, explain as follows...)

Imagine that a balloon is sealed so that no air can escape from it. As the altitude of the balloon increases, (exterior air pressure is indicated by the arrows going in, or the green arrows) the air pressure outside of the balloon decreases. The amount of air in the balloon stays the same and therefore, so does the pressure that it exerts outward. (Interior air pressure is indicated by the arrows going out, or the blue arrows). When the balloon reaches a height where the interior air pressure becomes greater than the exterior air pressure along with the pressure exerted by the balloon's skin, the balloon will burst. (Some of these words may need some explanation in order that the boys will understand.)

Presentation:

Cubmaster: "Weathermen use balloons to tell them what the weather is like at different heights in the sky. Each of you scouts is at a different place on your scouting trail." Call out each boy and ask him to bring up his parents. Tell him that his weather balloon will show where he is on his path. If he would like, have him pop the balloon to discover his badge inside. Present his badge to parents to pin on their Cub Scout.



SKITS & STORYTELLING

Note to Den Leader. If a word is underlined in the following run-ons, the Cub Scout should emphasize or stress that word to help the audience “get the joke.”

CUB 1: How does Mowgli predict the weather?
 CUB 2: If the bear is in the tree, it’s going to be Baloo skies.

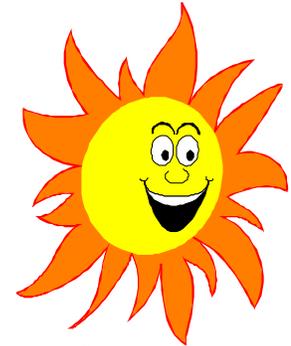


CUB 1: What is worse than raining buckets?
 CUB 2: My guess is hailing taxis.

CUB 1: Did you hear about the cow caught in a tornado?
 CUB 2: I heard it was an udder disaster.

CUB 1: What is the difference between weather and climate?
 CUB 2: You can’t weather a tree but you can climate.

CUB 1: Why did the weatherman always predict cloudy weather?
 CUB 2: Because he didn’t have a sun.

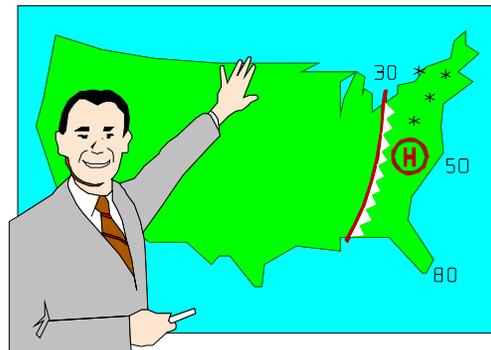


CUB 1: Did you know that I listen to the weather report everyday?
 CUB 2: No. Why do you listen to the weather report?
 CUB 1: To know weather or not I should carry an umbrella.

CUB 1: What day is it, in the month of March, when a full moon appears?
 CUB 2: The tides of March..

CUB 1: Weathermen can be very negative.
 CUB 2: When is that?
 CUB 1: When they say that it is going to be partly cloudy instead of mostly sunny.

CUB 1: Why do weathermen get such bad press?
 CUB 2: By nature, their reports come from the elements of surprise.



SONGS, SPARKLERS, & CHEERS

Sun or Moon

1st Person: "Excuse me, but is that the sun or the moon?"

2nd Person: "I don't know. I'm new to these parts too."

Waking Home

Cub #1...Do you ever walk home from school in the snow?

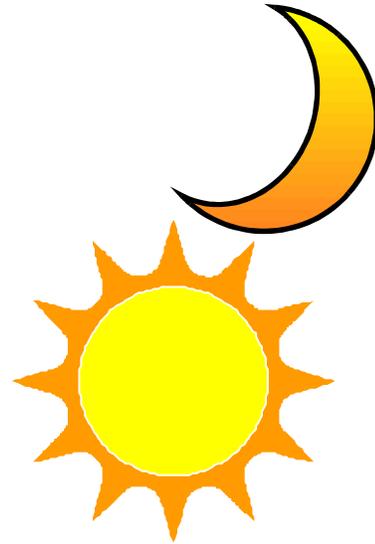
Cub #2...Nope!

Cub #1...How about in the rain, sleet, hail, or even sunshine?

Cub #2...Nope!

Cub #1...Then what do you walk home in?

Cub #2...Sneakers!



Cheers

Lightening Cheer: With one hand draw a zig zag in the air while saying, "Zap, zap, zap!"

Tornado Cheer: Stand and spin while making loud wind noises.

The Sun's Dilemma—Audience participation story

Divide the group into four groups. Assign each group a part and have them do the following when their part is mentioned:

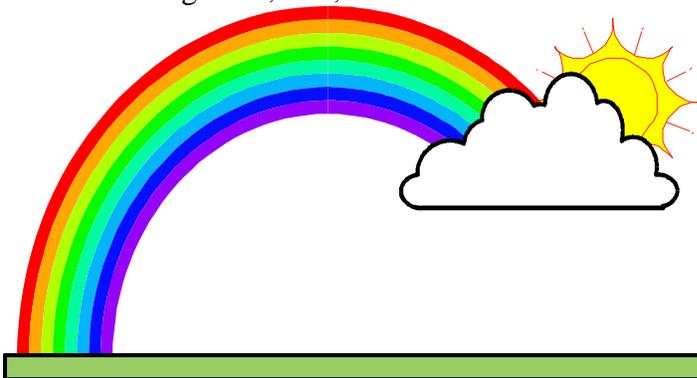
RAIN—Wiggle fingers down and say, "Drip, drip."

SUN—Put arms overhead make round shape and say, "Shine, shine."

CLOUDS—Hold round arms in front of chest and say, "Foggy and damp."

WIND—Wave arms back and forth across body, and say, "Blow, blow."

One day the SUN had a talk with the CLOUDS and the WIND. The CLOUDS were always coming along, blown by the wind, and covering the SUN. This was making the SUN so angry, he was burning. But, alas, the CLOUDS didn't care. They thought the SUN was just full of hot air and began arguing. The fighting and yelling got louder and louder. The WIND blew harder and the CLOUDS bumping together created a RAIN storm. The RAIN fell all night and the next day. The CLOUDS dried out, the WIND then blew them away, and the SUN was able to shine brightly again.

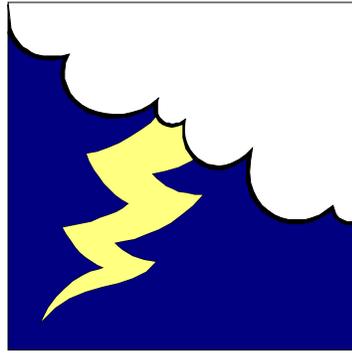


GAMES, GAMES, GAMES

LIGHTENING STRIKES

Materials needed: Pool noodle

Play:



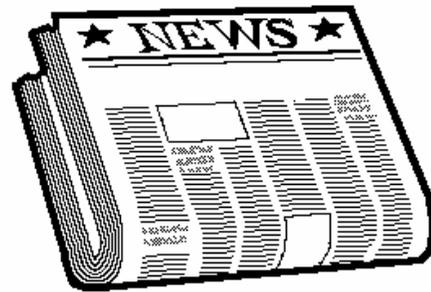
Players form a circle seated on the ground with their feet extending into the middle. One player stands in the middle with the lightening (pool noodle) in his hand. All players assume the name of a weather element such as “fog” or “tornado”. One of the players seated in the circle will start by saying the assumed name of someone else in the circle. The player in the middle tries to tap the feet of the person who's name was called out, with the lightening, before he can say the name of someone else. If he is tapped before he can say someone else's name he will be the player in the circle. The game may be played seated in chairs if the players are uncomfortable sitting on the ground. Revise the rule so that the person in the middle taps the knees of people seated in the circle.

HURRICANE SHELTER

Materials needed: several newspaper pages

Play:

Fold newspapers into squares having one less than the number of players. Tell player that the squares are hurricane shelters. Pick one player to be the hurricane. Have the players move around until you shout “Here comes hurricane (player's name)!” Then players



have to jump on a hurricane shelter to be safe before they are tagged by the hurricane. When all players are on shelters, “Hurricane _____” says, “No food here, I guess” and the players know it’s safe to come off or out of the shelters again. The play starts over. Take away one of the shelters each time and keep doing it until you are down to the last shelter. Any player that gets caught or falls off or out of the shelter is out of the game.



THE BIG WIND BLOWS

Materials needed: none

Play: The players form a circle sitting about arm’s length apart. One person is chosen to be the “wind”, and stands in the center of the circle. The game begins when the person in the middle acts like the wind by turning in a circle and waving his arms and saying “The Big Wind Blows ...”. He must then state what the

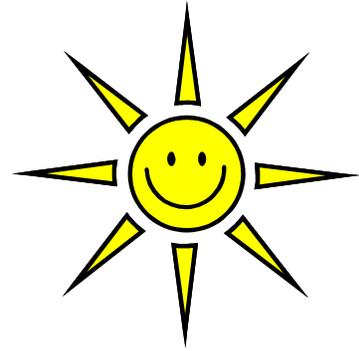
wind blows, such as "everyone with blue eyes." All players with blue eyes including the wind must stand up and run across the circle to an empty chair on the other side. One player will be left over, he is now the wind and the game continues.

CUBS IN THE KITCHEN

SUNSHINES

Ingredients:

17.5 oz. boxed sugar cookie mix
 ½ cup melted margarine or butter
 1 egg
 Bugles® corn snacks
 Ready made white icing
 Yellow food color
 Yellow decorating sugar



Combine the first three ingredients. Drop by rounded tablespoons onto cookie sheets. Insert 6 Bugles® into each cookie dough ball. Flatten dough slightly. Bake for 10-12 minutes at 375° or just until the cookie dough begins to brown. Let cool. Tint the icing a bright yellow with several drops of food color. Frost Bugles® corn snacks and tops of cookies with yellow icing. Sprinkle with yellow decorator sugar.

APPLE CLOUDS

Ingredients:

2 cans apple pie filling
 1 white cake mix
 ½ cube margarine or butter



Preheat oven to 350°. Spray a 9" x 13" pan with nonstick cooking spray. Pour the apple pie fillings in the pan. Sprinkle the dry cake mix evenly over the top. Slice the margarine or butter into thin pats and dot the top of the cake. Bake for 40 minutes. Apple cloud may be served warm, plain or with a chance of snow (ice cream). This can also be cooked in a 12 inch Dutch oven.

ICE CREAM SNOWBALLS

Ingredients:

Vanilla ice cream
 Shredded coconut



On a sheet of waxed paper, spread shredded coconut. Scoop vanilla ice cream balls and roll in the coconut. Place on wax paper lined dish and refreeze. Serve as is or in a small dish with your favorite toppings.

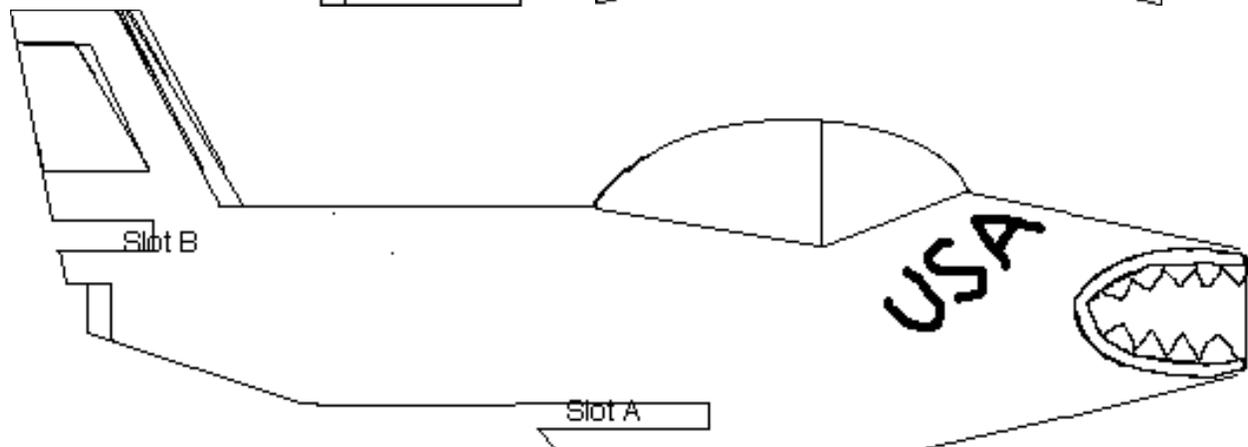
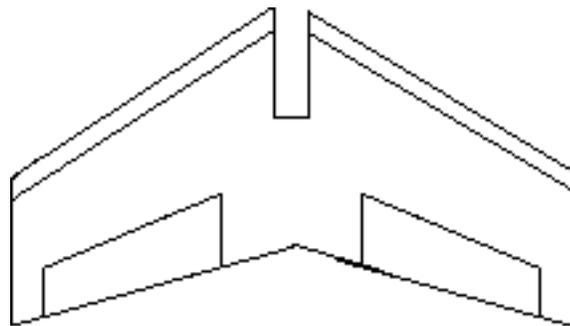
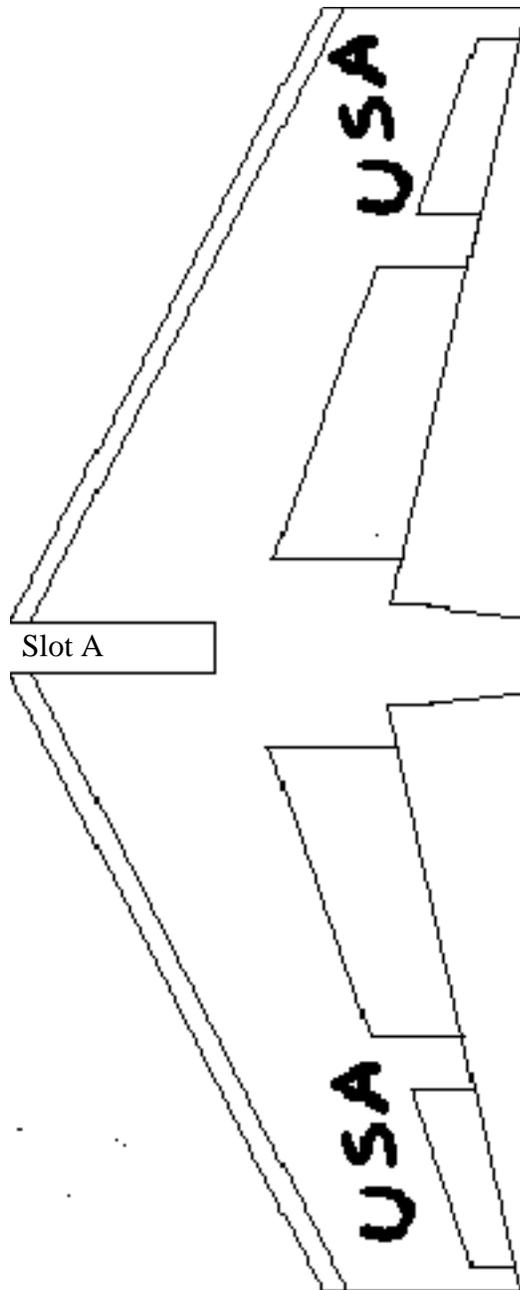
THEME CRAFTS

SHRINK ART PLANES

- 8 1/2 x 11 sheet Shrink Film for each plane
- Fine grade sandpaper
- Permanent markers, colored pencils or paint
- Scissors
- White tacky glue

For each plane, take fine grade sandpaper and lightly rub over the whole sheet going in one direction, on both sides of film. This gives the color a way to stay on the film. Lay the sheet of shrink film over pattern and trace with a black permanent marker. Cut out and color plane as desired on both sides with markers, pencils or paint. Shrink Film all shrinks at different temperatures and rates etc., so follow manufacturer's directions. Match slots and glue in place if necessary.

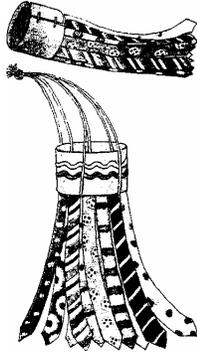
Note: See the CD for this month's neckerchief slide idea.



THEME MIDWAY-- WIND THINGS

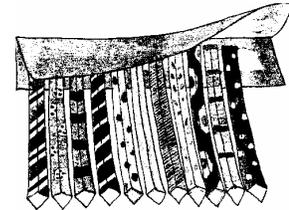
WINDSOCK

Materials: 12- by 18-inch piece of construction paper, 10 crate paper steamers 2 feet long, markers, white glue (not stick), stapler, hole punch, hole reinforcers, yarn, scissors



Instructions: Fold construction paper in half lengthwise (hot dog style).

Decorate one side of the folded paper. This will be the side that will be scene. Open the folded paper, put glue on one side, and attach crate paper steamers. Leave about one inch on each end. Fold the construction paper into a circle with the streamers at the bottom. Staple the edges together. Punch 3 holes, evenly spaced, in the top.



Reinforce. Cut 3 lengths of yarn 18 inches, thread one piece of yarn through each hole and tie to attach. Tie yarn together at other end.

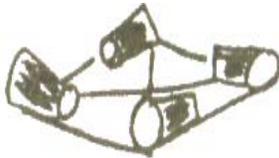
(Adapted from Necktie Windsocks in Crafts for All Seasons by Kathy Ross, c.r. 2000, pp 102-103)

The following windmills were found on Pow-Wow Rom Products, Animatics, Inc. www.misite.com/pwr

PERSONAL WINDMILL

Materials: Four cups, a square piece of cardboard, tape or stickum, bead, pin, stick

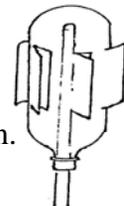
Instructions: Draw two lines on the cardboard from corner across to corner. Attach a cup to each corner of the cardboard. Put the pin in the cardboard where the two lines cross. Attach the pin to the stick. Take it outside in the wind. If the weather is not cooperating, the boys can make their own wind by running.



POP BOTTLE WINDMILL

Materials: Broomstick or dowel, 2- or 3-liter pop bottle, scissors.

Instructions: Cut 4 flaps on side of bottle and bend them out. Put broomstick or dowel into the ground about 5 inches. Place bottle on stick with the opening down. When the wind blows the bottle will spin.

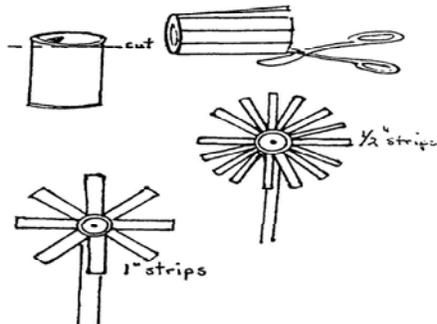


WINDMILL FOR THE YARD

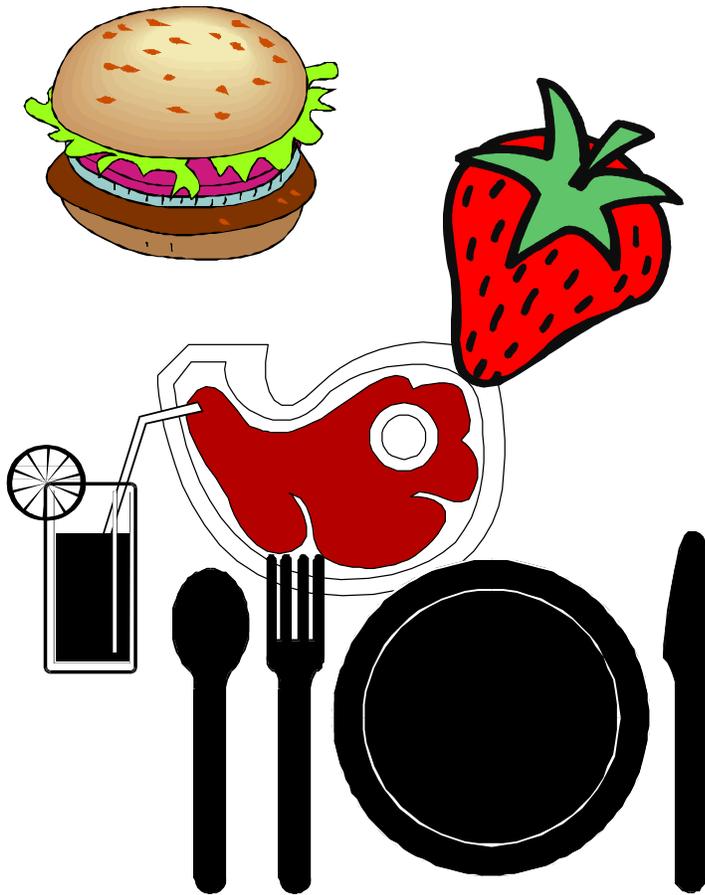
Materials: Nail, broomstick or dowel, pop can, metal scissors.

Instructions:

Cut the top off the can. Cut 1 inch strips down the side of the can stopping at the bottom. Flatten can. Nail to the broomstick or dowel through the center of the bottom on the can to the top side of the stick. Paint if you wish. Put in the ground.



Ideas for a homemade weather station are on the CD-Rom.



APRIL

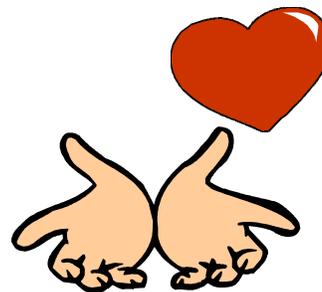
CUB CAFÉ

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Recipe for a Den Leader

- Lots of Love
- Plenty of Energy
- A large helping of patience
- King-size sense of humor
- Two extra hands
- A den leader's uniform
- A generous helping of training
- Double, so two-deep leadership will occur



CHARACTER CONNECTION

CUB CAFÉ

CORE VALUE: FAITH, HONESTY

Café means small restaurant. The meaning of restaurant is, “to restore”, a place for the weary traveler to rest, eat, and travel on. Compare a den meeting to a café. Take a break from your usual den meeting and learn something new. Discuss the restaurant business, budgeting money, and food production & preparation. Teach them Faith in those who produce the food we eat; Responsibility in budgeting money and Honesty in managing it; and Health & Safety in the foods we choose to put into our bodies. For pack meeting, use a red and white checkered tablecloth to decorate. Have your cub master dress as a waiter and serve the awards as a waiter would. This could lead into the cub master minute by telling a humorous story of a waiter in a small café. Refreshments will be easy tonight, just serve the restaurant’s favorite dessert!

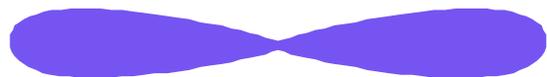


BSA FAMILY PROGRAM

APRIL SUGGESTED ACTIVITES:



- Page 9 – Cultivating Talents – #8 – Develop cooking talents by helping to prepare meals.
- Page 13 – Making Mealtime Meaningful - #1, #2, #3, #8, #9, #10, #11 – Plan several days of meals; go to a grocery store; correctly set the table; read a book about mealtime etiquette; use etiquette at a restaurant; tour a restaurant kitchen; play the role of restaurant staff.
- Page 28 – Accepting Differences – #9 – Order and eat a food from a foreign language menu.
- Page 28 – Accepting Differences – #10 – Visit different types of restaurants.
- Page 29 – Developing Responsibility – #8 – Prepare favorite meals or snacks.
- Page 32 – Planning and Organizing – #3 - Prepare a cooking activity following instructions.
- Page 33 – Managing Money – #5 – Compare costs of similar items in a grocery store.
- Page 33 – Managing Money – #6 – Compare costs of a family meal at home and at a restaurant.
- Page 37 – Coping With Long-Term Illness – #11 – Prepare and give away several meals.



GATHERING & PRE-OPENER

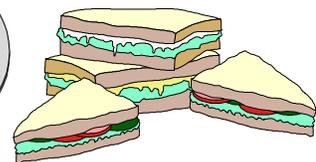
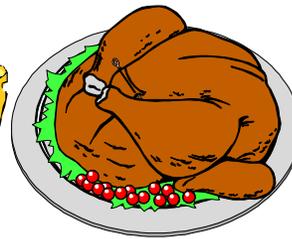
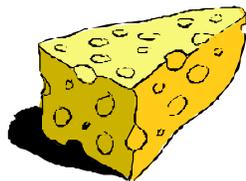
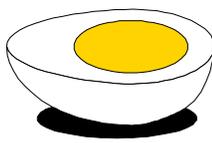
Find the following words in the puzzle that relate to food:

**BREAKFAST
CEREAL
CHEESE
DESSERT
DINNER
EAT
EGGS**

**FISH
FLOUR
FRUIT
LUNCH
MEAT
PASTA
POULTRY**

**RICE
SALT
SANDWICH
SUGAR
SUPPER
VEGETABLES**

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



OPENING, CLOSING, & FLAG CEREMONIES

Opening Ceremony

Growing

Cub 1: (Show package of carrot seeds.) Inside this package of seeds are tiny carrot seeds. They don't look like much because they are tiny and fragile.

Cub 2: But if we plant them in good soil, and we make sure they get plenty of sunlight, air, and water, they will grow to be big healthy carrots like these. (Show some carrots with tops still on.)



Cub 3: Cub Scouts are like carrots. We also need certain things to grow.

Cub 4: Like good food, rest, and exercise.

CM: But Cub Scouts need something more. They need to have healthy minds and spirits if they are going to be the kind of men we all admire. In Cub Scouting, boys can develop extra quality of mind and spirit. They do it by following the Cub Scout Promise. Please stand and join us in repeating the Cub Scout Promise.

Flag Ceremony

Cub Scout Recipe

Tonight we gather again to celebrate Cub Scouting and to enjoy the company of one another. Looking through the Baden-Powell Cookbook, we found these easy-to-follow directions for a fun-filled, exciting program:

This recipe serves all Cub Scouts in Pack [number] and their families.

Combine boys of each Cub Scout level into Dens to form a strong pack. Add Den Leaders to give guidance. Line with Committee Members. Add in Cubmaster until well worn. Fold in assistants. Top with willing, giving parents. Cook in Pack Meeting room until everyone has had a great time. Serve in a great nation. Please join me in the Pledge of Allegiance.

Closing Ceremony



Come & Get It

When we are really hungry, the words, "Come and get it!," have a joyous ring to them. We are delighted to go and fill the hollow spot in our stomachs with all the good things there are to eat. Cub Scouting can use the phrase, "Come and get it!" This offers to all boys the opportunity to participate in a program that will mean FUN most of all, and the chance to become closer to parents and to learn new, exciting things. Be sure to take advantage of the good things in life and "Come and get it" in Cub Scouts, too!

ADVANCEMENT CEREMONY

Recipe Advancement

Prepare ahead of time two glasses, one containing baking soda and the other containing vinegar. Compare one glass to the boys just sitting there, doing nothing. Compare the other glass to the Cub Scout program, lots of potential but nothing happens without some one acting on it. Add the two together and liken the reaction to boys in the Cub Scout program. There is a lot of action going on. When we mix the two together, we also have advancement in the program. Call up the boys and their parents and present the awards.



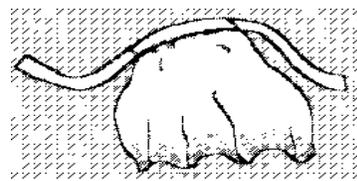
The Chef



The Cubmaster, wearing a chef's hat and apron, invites the boy/boys who are advancing to come forward with his/their parents. The parents hold a large mixing bowl while the Cubmaster adds the "ingredients" of the award. For example, for a Bobcat the Cubmaster can add such ingredients as the Cub Scout Promise, the Law of the Pack, the salute, the sign, etc. For a Wolf, Bear, or Webelos he can add ingredients that show some of the achievements the boy passed off to earn his award. These ingredients can be words printed on strips of paper or actual dry kitchen ingredients such as salt, flour, sugar, etc. (If using these ingredients, have the badges in ziplock bags inside of the bowl so that they don't get dirty.) The Cubmaster stirs up the mixture, then takes out the badge/awards and presents them to the boy(s).

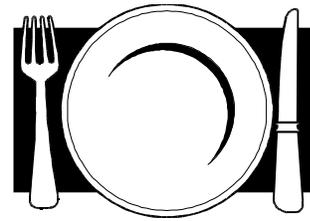
The Apron

The Cubmaster is wearing an apron with pockets. In each pocket are several cooking utensils. Attached to each cooking utensil is an award. The Cubmaster chooses a utensil from his pocket, then calls up the boy and his parents whose name appears on the award attached to the utensil. This can be very entertaining if the Cubmaster adds comments that go along with the utensil. (Be careful to choose your words kindly.)



SKITS & STORYTELLING

THREE RIVERS SKIT



CAST: CAMP COOK
3 STRANGERS
THREE RIVERS, a boy on all fours acting like a dog

PROPS: Big Kettle or Dutch Oven

SETTING: The camp cook is stirring the contents of the big kettle when along comes a stranger.

1ST STRANGER: What’s cooking? Sure does smell good.

COOK: Homemade stew. Want a plate?

1ST STRANGER Yeah, if it’s not any trouble. Got an extra plate?

COOK: Sure do. Three Rivers just cleaned ‘em.

(The 1st Stranger picks up a plate from the pile the cook is pointing to.)

1ST STRANGER: Are you sure these plates are clean?

COOK: Sure are, stranger. Three Rivers just cleaned ‘em.

(This is the crux of the skit. Make sure the audience understands that Three Rivers cleaned the plates.)

(Two more strangers come in and get served.)

3RD STRANGER: Cookie, that stew was great! To show my appreciation, I’d like to clean up the dishes.



COOK: Never mind about that. Three Rivers will take care of them. Three Rivers!!! Three Rivers!!! Here boy, come on Three Rivers!!!

THREE RIVERS: *(Enters, barking.)*

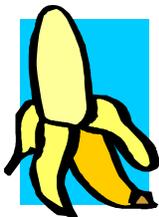
STRANGERS: *(Pretend to get sick.)*

Also look for **PIE PROBLEM** (A Poem by Shel Silverstein)

SONGS, SPARKLERS, & CHEERS

Cheers

Banana Cheer: BANANAS OF THE WORLD UNITE! (Raise hands together above head.)
 PEEL TO THE LEFT! (Lower left hand to your side.)
 PEEL TO THE RIGHT! (Lower right hand to your side.)
 PEEL TO THE CENTER (Raise both arms, and lower together)
 AND UMPH, TAKE A BITE (Chomp and lean forward.)
 GO BANANAS! GO, GO BANANAS! (Dance around.)



Dinner Cheer: Rub tummy and say, “mmmmmmmmmm.”

Cheese Cheer: Pretend to use a grater and say, “Grate, grate, grate!”

Eggbeater Cheer: Bend knees, and bring knees together and apart like beaters. Put hand on head to make handle. Use the other hand to turn the crank.

Songs

The Muffin Man

Do you know the Muffin Man, the Muffin Man, the Muffin Man?
 Oh, do you know the Muffin Man, who lives on gingerbread lane.
 Oh, yes I know the Muffin Man, the Muffin Man, the Muffin Man?
 Oh, yes I know the Muffin Man, who lives on gingerbread lane.
 We all know the Muffin Man, the Muffin Man, the Muffin Man.
 Yes, we all know the Muffin Man, who lives on gingerbread lane.



(Start with one person, asking another. Then sing the third verse together. Then each of them finds another person to ask and it keeps repeating until everyone knows the muffin man.)

One Morning at Breakfast

Tune: On Top of Old Smoky

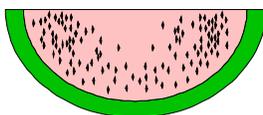
One morning at breakfast
 Things started to shake.
 I looked at my mother
 And she yelled, “earthquake.”



We crawled under the table
 I wanted to scream
 Because my poor breakfast
 Became just a dream.



My fried eggs were scrambled
 My pancakes were flat
 All covered with fine dust
 How could I eat that?



Fun Run-Ons

Cub 1—What did one hot dog say to another?
 Cub 2—Hi, Frank!
 Cub 1—What kind of cheese do dogs like on their pizza?
 Cub 2—Mutts-arella!
 Cub 1—Why didn’t the banana snore?
 Cub 2—He didn’t want to wake the whole bunch!
 Cub 1—Why did the tomato blush?
 Cub 2—Because he saw the salad dressing.
 Cub 1—Why is the river the richest thing in the forest?
 Cub 2—Because it has many banks.
 Cub 1—I wonder what it would be like to be a piece of wood?
 Cub 2—I would probably be board.
 Cub 1—Pardon me, do you have a watermelon patch?
 Cub 2—Why? Is your watermelon leaking?

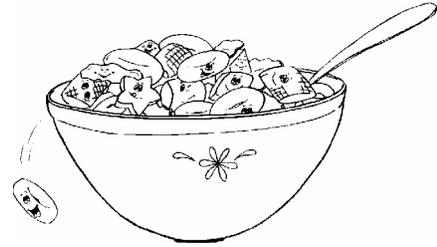
GAMES, GAMES, GAMES

I'M GOING TO A RESTAURANT

Materials needed: None

Play: Players are seated in a circle. The first player says, "I am going to a restaurant and I am going to order some applesauce."

The second player must then order something that starts with the letter "B" such as barbecued ribs. The third player must then order something that starts with the letter "C" such as California raisins and so on through the alphabet. If a player misses he is either out of the game or moves to the end of the line whichever the person in charge chooses.



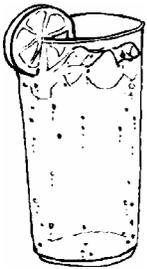
There are variations that can be played also. If the variations are used, at least two people need to know the rule that is involved. A couple of suggested rules could be:

1. I'm going to a restaurant and I'm going to order some peanuts.
2. The second person must then order something starting with the letter "s" such as Salmon
3. The third person must then order something starting with the letter "n" such as nachos. (The rule in this example is that the next person has to pick a food starting with the last letter in the previous person's food name.)

Another variation that might be a little harder would be:

1. The first person might say, "I would like to order apples but not Coke."
2. The second person could then say, "I would like to order Fruit Loops but not Corn Flakes."
3. The third person could then say, "I would like to order, "Root Beer but not Sprite."

Play continues until everyone gets the rule figured out. Then someone else picks a rule and a new game begins. The rules can be anything, and are only limited by the creativity of the players. (The rule in this example was double letters)



LEMONADE

Materials needed: A center line marked in the playing field

Play: Divide the players into two teams. Each team gets into a "huddle" at their "home base" to decide what occupation they will act out and which ever side is ready first begins by walking towards the center line. The other team calls out, "Where are you from?"

Answer (while the other team is also walking forward): [insert place here] Ex. "China!"

The first team to speak yells, "What's your trade?"

Answer: "Lemonade!"

Then the other team yells, "Show us some if you're not afraid!!"

The team that was ready first starts acting out its occupation (such as painters, auto mechanic, etc.) and when the other team guesses correctly, the "acting" team has to run back to it's "home base" without any member being tagged by the guessing team. If they make it, they get to do the acting again. If anyone gets tagged, they join the guessing team and the guessing team becomes the acting team. This continues until everyone is all on one team.

CUBS IN THE KITCHEN

BREAKFAST:

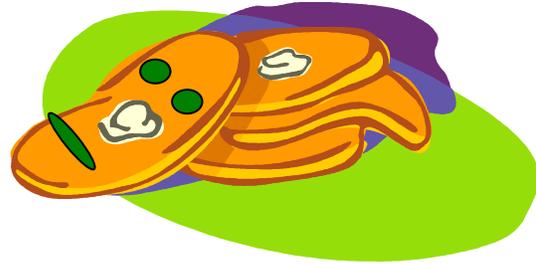
PANCAKE FACES

Ingredients:

Pancake batter

Food color

Favorite pancake toppings



Heat griddle. Mix up your favorite pancake batter. In a small bowl pour a cup of the pancake batter and mix in a food color. Spray the hot griddle with nonstick cooking spray. Using a spoon, with the colored batter, make eyes, nose and mouth on the griddle (pancake size). Pour the regular pancake batter on top covering the face. When the edges are crisp and the bubbles are popping on top, turn the pancake. **Voile!** You have a face! Try making aliens, monsters or your favorite animal. Serve with your favorite pancake toppings.

LUNCH:

GRILLED CHEESE DIPPERS

Ingredients:

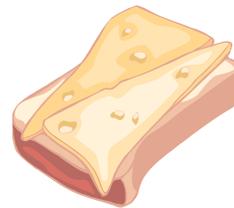
White or wheat bread

Softened butter or margarine

American cheese singles

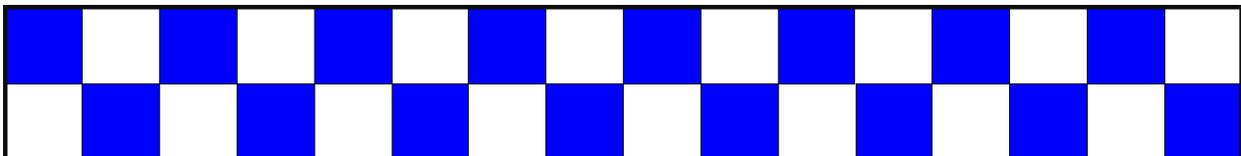
Swiss cheese singles

Mild salsa



Heat griddle. Spread butter or margarine on the outside of the bread. Place a slice of American cheese on the inside of one slice of bread and the Swiss cheese on the top of the American cheese; place the unbuttered side of the other slice of bread on the top of the cheeses. Place the sandwich on the hot griddle and cook until golden brown, turn and cook the other side as well. Move to a cutting board and let cool for 5 minutes. Dish the salsa into a small dish. Cut the sandwich into 4 rectangle strips. To eat, dip the sandwich strips into the salsa.

See more on the CD Rom



THEME CRAFTS

DISPLAY BOARD FOR NECKERCHIEF SLIDES

- Copy of chart for each boy
- Mod Podge, adhesive and varnish for display board
- Foam brush
- 8x8x1/2" square of wood or larger
- Screw hooks for attaching slides for each month.

With a brush, put a thin coat of the Mod Podge on the square of wood. Place chart on the wood.

With fingers or brush, press down paper and push out any air bubbles underneath the paper.

Coat chart with 2-3 coats of Mod Podge or varnish, then attach screw hooks in circles for the boys to hang their collection of slides for this special year in Cub Scouts.

Note: see the CD for this month's Neckerchief slide idea.

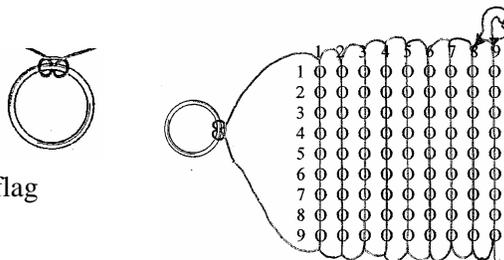
<u>Let's Play Café</u>	
<p><u>Menu</u></p> <p><i>December 2006</i> <i>Cub Scout Stars</i></p>	<p><i>June 2007</i> <i>Wheel into Summer</i></p>
<p><i>January 2007</i> <i>Poles Apart</i></p>	<p><i>July 2007</i> <i>The Rockets Red Glare</i></p>
<p><i>February 2007</i> <i>Aloha Cub Scouts</i></p>	<p><i>August 2007</i> <i>A Century of Scouting</i></p>
<p><i>March 2007</i> <i>Baloo Skies</i></p>	<p><i>September 2007</i> <i>Cub Scout Express</i></p>
<p><i>April 2007</i> <i>Cub Café</i></p>	<p><i>October 2007</i> <i>Down on the Farm</i></p>
<p><i>May 2007</i> <i>Cubs and Bugs Galore</i></p>	<p><i>November 2007</i> <i>Indian Nations</i></p>

CRAFTS ON A SHOESTRING

BEADED INTERNATIONAL FLAGS

Materials:

- 1 lanyard or key ring
- 36 inches wire - 24 gauge
- 81 - 5 mm pony bead, colors according to selected flag
- Colored pencils or crayons



Directions:

1. Select a country and look up that country's flag! The flags of most countries fit into one of the six patterns shown below. Check the following website for flags: http://photius.com/flags/alphabetic_list.html
2. Color in the pattern of your country's flag.
3. Fold wire in half and attach to lanyard or key ring as shown in diagram.
4. Weave beads onto wire by columns (starting with bead in row one, ending with bead in row 9), beginning with column one. Pull wire ends tight before starting the next column of beads.
5. Twist wire ends when flag is complete. Thread each wire back through a different row and cut off ends.

6. HORIZONTALS

	1	2	3	4	5	6	7	8	9
1	A	A	A	A	A	A	A	A	A
2	A	A	A	A	A	A	A	A	A
3	A	A	A	A	A	A	A	A	A
4	B	B	B	B	B	B	B	B	B
5	B	B	B	B	B	B	B	B	B
6	B	B	B	B	B	B	B	B	B
7	C	C	C	C	C	C	C	C	C
8	C	C	C	C	C	C	C	C	C
9	C	C	C	C	C	C	C	C	C

CENTER CIRCLE

	1	2	3	4	5	6	7	8	9
1	A	A	A	A	A	A	A	A	A
2	A	A	A	A	A	A	A	A	A
3	A	A	A	A	B	A	A	A	A
4	A	A	A	B	B	B	A	A	A
5	A	A	A	B	B	B	A	A	A
6	A	A	A	B	B	B	A	A	A
7	A	A	A	A	B	A	A	A	A
8	A	A	A	A	A	A	A	A	A
9	A	A	A	A	A	A	A	A	A

3-VERTICLES

	1	2	3	4	5	6	7	8	9
1	A	A	A	B	B	B	C	C	C
2	A	A	A	B	B	B	C	C	C
3	A	A	A	B	B	B	C	C	C
4	A	A	A	B	B	B	C	C	C
5	A	A	A	B	B	B	C	C	C
6	A	A	A	B	B	B	C	C	C
7	A	A	A	B	B	B	C	C	C
8	A	A	A	B	B	B	C	C	C
9	A	A	A	B	B	B	C	C	C

SQUARE AND STRIPES

	1	2	3	4	5	6	7	8	9
1	A	A	A	A	B	B	B	B	B
2	A	A	A	A	C	C	C	C	C
3	A	A	A	A	B	B	B	B	B
4	A	A	A	A	C	C	C	C	C
5	A	A	A	A	B	B	B	B	B
6	C	C	C	C	C	C	C	C	C
7	B	B	B	B	B	B	B	B	B
8	C	C	C	C	C	C	C	C	C
9	B	B	B	B	B	B	B	B	B

CROSS

	1	2	3	4	5	6	7	8	9
1	A	A	B	B	A	A	A	A	A
2	A	A	B	B	A	A	A	A	A
3	A	A	B	B	A	A	A	A	A
4	B	B	B	B	B	B	B	B	B
5	B	B	B	B	B	B	B	B	B
6	B	B	B	B	B	B	B	B	B
7	A	A	B	B	A	A	A	A	A
8	A	A	B	B	A	A	A	A	A
9	A	A	B	B	A	A	A	A	A

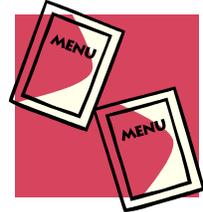
TRIANGLE W/3 HORIZONTALS

	1	2	3	4	5	6	7	8	9
1	A	B	B	B	B	B	B	B	B
2	A	A	B	B	B	B	B	B	B
3	A	A	A	B	B	B	B	B	B
4	A	A	A	A	C	C	C	C	C
5	A	A	A	A	A	C	C	C	C
6	A	A	A	A	C	C	C	C	C
7	A	A	A	D	D	D	D	D	D
8	A	A	D	D	D	D	D	D	D
9	A	D	D	D	D	D	D	D	D

THEME MIDWAY

LET'S RUN A RESTAURANT!

Children love to cook. Help them understand what goes into running a restaurant and the costs associated with it. Choose a theme for your restaurant. It could be an ice cream parlor, a steak house or an ethnic food establishment; or you could use your imagination and create something that has never been done before. Come up with appropriate menu ideas. Choose interesting and creative descriptions for your menu choices. Make sure you take the boys to a few stores to compare the prices of items that you will need to run your restaurant. Also don't forget to compare prices of different brands.



IT'S TIME TO SET THE TABLE!

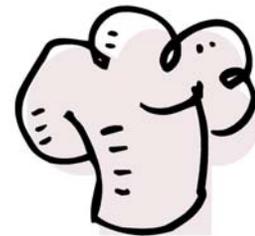


Let's start with the place mat. It will be fun for the boys to make their own. It's easy. Just get a large piece of construction paper 12" X 17". Cut slits one inch apart starting one inch from the left edge and continue to one inch from the right edge of the paper from the top to the bottom. Get several different colors of 9" X 12" construction paper and cut into 1" X 12" strips. Weave the strips into the slits on the large paper. You can talk about patterns and what is pleasing to the eye or just let them be creative.

Be sure to have a properly set table. Don't forget the fork goes on the left with the knife and spoon on the right side of the plate with the glass above the right side of the plate. The napkin can either be folded into an exquisite design and placed on the plate or folded into a triangle or rectangle and placed to the left of the fork. You can discuss the different pieces of silverware (salad fork, soup spoon, butter knife, dessert spoon, the list goes on and on) and their uses.

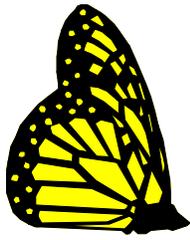
LET'S GET COOKING!

It will be fun to make chef hats. Cut poster board into three inch strips. Fit the strip to the head of the boy into a circle and staple together. Get white tissue paper and glue the edges to the top edge of the poster board. Stuff with crumpled tissue paper to keep hat upright.



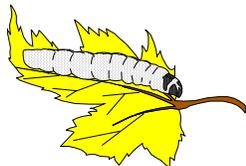
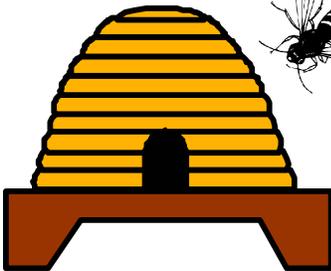
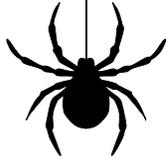
LET'S EAT!

Take a field trip to a restaurant and learn the proper way to be a waiter. The boys will be surprised to learn that it is important to know if you serve from the right and clear from the left or the other way around and the reasons behind it. Choose a restaurant that uses this etiquette so they will be able to explain it. The way food is placed on the plate does make a difference. Try different ways of putting food on plates. Look at the colors and the way it is placed. Does it look appetizing or make you want to leave?



CUBS AND BUGS GALORE

MAY



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This time of year, many things are unfolding. One of these events is the caterpillar that wants to grow up and be something beautiful. He seals himself up in a cocoon and awaits the changing into a majestic butterfly. Tonight, I challenge you to remember that as Cub Scouts, you are changing and growing like the caterpillar. Use your Cub Scout experience to grow stronger in your faith, in helping others and always doing your best so that someday you will emerge strong and majestic like a butterfly.



CHARACTER CONNECTION

CUBS AND BUGS GALORE

CORE VALUE: COMPASSION

How many times do we say, “Oh yuck, a bug!”? Do we really understand the importance of each of God’s creatures large and small? Teach the boys compassion and understanding of these small creepy, crawly, critters; and how they too fit into our world. The Wolf, Bear, and Webelos books have sufficient activities, crafts, and games dealing with bugs and insects. The *Cub Scout Leader How-To Book* also has great ideas. Continue the fun into pack meeting with the cub scouts wearing antennas and the cub master wearing a safari hat and carrying a butterfly net. Decorate with bugs, insects, and butterflies. To finish the evening, serve chocolate cup cakes frosted with rock candy and gummy worms. Refer to a cub master minute as “Don’t let the bed bugs bite!”



BSA FAMILY PROGRAM



MAY SUGGESTED ACTIVITES:

Page 7 – Enjoying Family Fun – #1 – Spot insects or their signs while camping.

Page 7 – Enjoying Family Fun – #9 – Go on a family hike and spot insects and their signs.

Page 13 – Making Mealttime Meaningful - #6 - Spot insects or their signs on a family picnic.

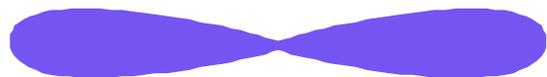
Page 21 – Learning Duty to God – #1 – Go on a family hike and see things God has created.

Page 22 – Learning Duty to God – #25 – Make an insect mural.

Page 29 – Developing Responsibility – #6 – Take care of

living insects.

Page 30 – Being Prepared – #3 – Learn first aid skills for bug bites and stings.





GATHERING & PRE-OPENERS



Unscramble the insect names then put the letter of the description in the box.

Scrambled Name	Unscrambled Name	Letter	Description
1. weargi			a. This tiny insect sucks plant juices.
2. respid			b. This native European flying insect produces wax and honey.
3. sinmat			c. This large harmless insect with double net like wings eats other insects.
4. neeboyeh			d. This insect has jointed antennae and pinchers on the end of its body.
5. tomosqui			e. Some types of this insect spread malaria.
6. tomh			f. This insect has large, often brightly colored wings.
7. ropepraghss			g. Many of these eight legged creatures spin webs to entangle their prey.
8. trickec			h. Great numbers of this leaping insect can totally destroy crops.
9. tan			i. The larvae of this nocturnal insect have feathery antennae and sometimes eat clothes.
10. flubertyy			j. This large, insect-eating insect often looks like it is praying.
11. oowd soule			k. Sometimes called a cicada, this short-horned grasshopper strips vegetation.
12. slocut			l. This small, strong insect lives in a colony, where it has special duties.
13. phida			m. This leaping insect chirps by rubbing its forewings together.
14. tang			n. When annoyed, this insect, sometimes called a pill bug, can roll into a ball.
15. nagflordy			o. This tiny fly bites.



Bug Racers



To make a bug racer you will need:

Half a walnut shell, craft antennae, sharpies, paint, a marble, a piece of felt, a smooth board at least 18" in length, and something to prop it up on. Put the piece of felt over the board.

Paint the walnut shell to look like any bug you like. Accent with antanna, and sharpies. Put the marble underneath the "bug" and set it on the raised end of the board. Have races with other "bugs."

OPENING, CLOSING, & FLAG CEREMONIES

Opening Ceremony

Nature

It is exciting to learn about animals, birds, insects, flowers, trees, rocks, soil, weather, water and stars! Nature is everywhere all the time---in cities, in the woods and fields, in the winter, spring, summer, and fall. Nature is not confined by time and place--- it is everywhere.



But where to begin? How to begin? All you need to start is an inquiring mind --- and eyes, ears, nose, and hands. Use all senses to gather information from the world about you. In the beginning we might just as well make up our minds that we are never going to know all there is to know about the subject. Remember that it is not so much knowing the names and identifying everything, but the joy in making the discovery that counts.

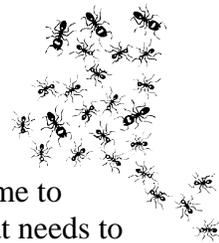
Nature is something we can enjoy no matter where we go in the world. Nature is something we should enjoy and respect. Let's step out into the world of nature.

Flag Ceremony

Patriotic Bugs

When we get sick, we usually get a virus, sometimes called a bug. These kinds of bugs make us stay home from school, stay in bed, and make us bored while we wait for our bodies to fight and destroy them and then we're all better.

There are some good bugs though. Have you ever caught or even heard of the Patriotic Bug? This is the best bug to catch. It allows you to have pride for America and all the freedoms we have. After you catch it, keep it with you always and feed it by saying the Pledge of Allegiance. Please repeat the Pledge of Allegiance with me.



Closing Ceremony

Bugs & Things

You can learn a lot about life by watching insects. Have you ever taken time to watch a colony of ants? They are always busy, working together, doing what needs to be done without complaining. The Greek writer, Aesop, told a story about the ants and the grasshopper. All summer long the ants worked hard to gather and store food for the winter. Meanwhile, the grasshopper wasted its time, playing and singing in the long grass. In the fall, when the rain came and the cold wind blew, the grasshopper became hungry and asked the ants for something to eat, but by that time the ants only had enough food for themselves. There is an important lesson in this insect story for us. Work is a good thing. It brings a sense of purpose and accomplishment to our lives, and we all need that. And working together with others – like the ants do – makes it possible for us to get more done than we could do by ourselves. There is a time for playing and singing, but there is also a time for working. Always make time in your life for both.

ADVANCEMENT CEREMONY

Queen High Crawler

Personnel: Cubmaster and Assistant

Materials: Crawling Spider Glove puppet (Instructions on CD pages)
Straw, twigs & cut strips of paper
Card Table or TV
Dark color lawn and leaf garbage bag
Shoe Box with lid



Setup:

Before the meeting day: 1. Make or obtain spider puppet. 2. Cut bottom and one side of bag to make a table cover. 3. Cut up nesting material from straw, newspaper and or twigs. 4. Using a permanent marker, write the name Queen High Crawler in large letters on one side of shoe box. 5. Write, "Warning Poisonous Animal Inside" on box top. Decorate the box with spiders, etc. as you see fit. .

Meeting Day prior to start: Set table up and cover with plastic cover. Let the edges hang over the edge of table. Using loose straw, small twigs and cut up newspaper form a spider's nest on the table. Scatter the rank awards attached to the certificate in the nest. Partially hide each award. Place glove in box.

Presentation:

Cubmaster: "Today we have a royal guest to assist with our rank advancements. [Assistants name], would you please invite Queen High Crawler to join us. Everyone, while the queen is present, I respectfully request you each be on your best behavior. Please try not to make any sudden movements or any loud noise unless the queen asks. We don't want to startle or frighten her as she can be quite dangerous."

Assistant: Approaches the spider's nest and taps lightly on the lid. Ask, "Your Majesty Queen High Crawler would you honor us with your presence?" Bend down and place your ear near to the box. "The Queen said that if I would be the interpreter she would be happy to honor us with her presence." Open the box and put the puppet on. Bring the Queen out and state, "I am honored to present Queen High Crawler to you." Bring your hand out and have the Queen crawl onto your arm. During the rest of the presentation act as interpreter and animate the spider by wiggling your fingers, etc.

Cubmaster: "Your majesty we have invited you here today to introduce you to those who have proven worthy to be in your presence. Will that be acceptable, my Queen?"

Assistant: Listen to spider and say, "Yes that is why I came. Will (first candidate's name) please bring your parents to meet me. And Sir (Cubmaster's name) will you go to the nest and find the advancement certification for him."

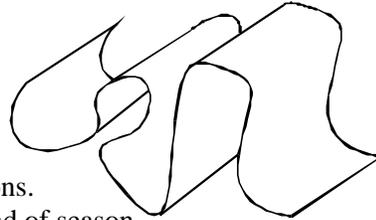
Continue presentation of awards: The assistant and Cubmaster continue in this vein to present the awards to the worthy Cub Scouts.

See more on the CD ROM

SKITS & STORYTELLING

THE LITTERBUG (Audience Participation Story)

CHARACTERS: PAPER Crackle-Crackle
 TRASH Dump-Dump
 CANS Clatter-Clatter
 LITTERBUG Toss and Throw



NARRATOR: God put bugs in this world for many reasons.
 He made them able to survive in every kind of season.
 But the pesky LITTERBUG with his PAPER and CAN,
 was made through neglected TRASH by the foolish person.

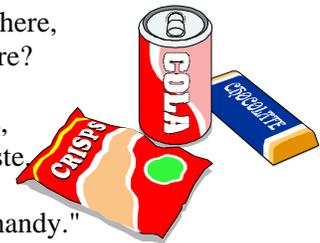


To keep America beautiful, get rid of the LITTERBUG,
 so beach goers can again lounge on a clean sandy rug.
 Because of this pest, we must wallow around,
 in PAPER and CANS and TRASH all over the ground.

Just who are these LITTERBUGS who mess up our land?
 Do you ever really see them toss that PAPER and CAN?
 Quite often the LITTERBUG is a sneaky guy,
 and at dumping his TRASH he's oh so sly.

So most of the time it just appears everywhere,
 as if it had dropped right out of thin air.
 Could it be we are so used to throwing things here and there,
 that we dump that PAPER and CAN without being aware?

Without even thinking when we toss TRASH and waste,
 we could be an unconscious LITTERBUG in all our haste.
 So when you unwrap that gum or small piece of candy,
 don't throw the PAPER on the ground just "cause it's handy."



Next time stop and think when a pop CAN you toss,
 'cause if you're a LITTERBUG, it's also your loss.
 So if every single person would take note of his habit,
 that pesky LITTERBUG, we could certainly nab it.

Then that terrible bug we would surely stamp out,
 with no more PAPER or CANS or TRASH about.
 To keep America beautiful, we must all do our part,
 by taking care of our TRASH properly from the very start.

TONTO APPLAUSE:

Leader: Where does Tonto take his garbage?

Boys: (in rhythm with the Lone Ranger tune while slapping thighs)

To de-dump, to de-dump, to de-dump dump dump.

SONGS, SPARKLERS, & CHEERS

Cheer

Giant Beehive: Tell the group to buzz like a bee. When your hand is raised, the volume should increase. When you lower your hand, the volume should decrease. Practice this at different levels.

Run-Ons

1st Scout: "OOOOOUCH, OOOOOOH, OOOOOUCH!"

2ND Scout: "What's the matter with you?"

1st Scout: "A bee stung my thumb."

2nd Scout: "Try putting some cream on it then."

1st Scout: "But the bee is miles away by now!"

Cub 1 – What goes 999 thump, 999 thump, 999 thump?

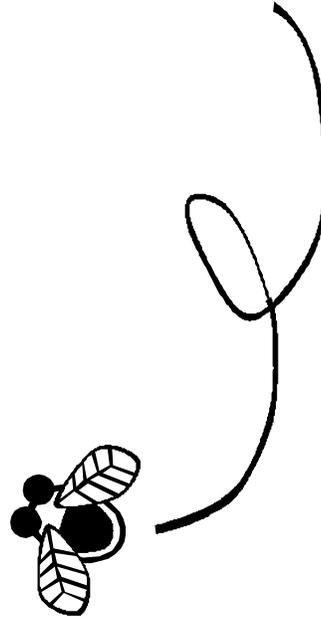
Cub 2 – I don't know what?

Cub 1 – A centipede with a wooden leg!

Cub 1 – I just saw a moth crying.

Cub 2 – That's impossible.

Cub 1 – No it's not. Haven't you heard of a moth bawl?



Skit

Customer: Waiter! Waiter! There's a fly in my soup!

Waiter: (Enters, very snooty, and peers in the soup.) Oh, yes. You are right sir. That will be an extra 25 cents for the meat.

Customer: But waiter, he's swimming all over the top!

Waiter: (Still snooty.) You are right. He doesn't know he's a fly, sir. He's doing the butterfly stroke.

Customer: Well, I think he must be an Australian.

Waiter: Why do you say that, sir?

Customer: BECAUSE HE'S DOWN UNDER NOW!



Bug Jokes

What do you call a bee that can't make up its mind? *A May bee.*

What is a caterpillar? *A worm rich enough to buy a fur coat.*

What do you get when you cross an elephant with a fly? *I don't know, but if it lands on you, you're a gonner.*

Why did the teacher excuse the firefly? *Because when you've got to glow, you've got to glow.*

How did the firefly feel when he ran into the fan? *Delighted.*

How many inch worms make a foot? *Twelve.*

If a moth breathes oxygen in the daytime, what does it breathe in the evening? *Nightrogen*

What goes snap, crackle, fizz? *A firefly with a short circuit.*

What creature is smarter than a talking parrot? *A spelling bee.*

What do you get if you cross a bee with a firearm? *A bee-bee gun.*

GAMES, GAMES, GAMES

SWAT THE FLY

Materials needed:

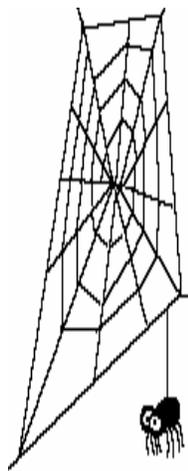
One pool noodle

Play:

Everyone sits in a circle around the person who is **IT** ("the Swatter"). The Swatter, who has the pool noodle, counts "1, 2, 3, go" and everyone else (the flies) runs yelling, "Swat the fly!" The swatter then tries to swat all the flies he can. If a fly is swatted, he is out. The first fly swatted, however, becomes the swatter for the next game. The swatter continues to swat until he gives up or can't catch anyone else.



SPIDERS AND FLIES



Materials needed:

A large spider web made with masking tape on the floor or chalk on the parking lot.

Play:

The spiders are allowed to move, but only on the lines of the web, and cannot jump across from one line to another, but follow a line until they get to a connection.

In the beginning, the spiders yell,
"We are the spiders."

The Flies yell, "And we are the flies."

The spiders yell, "We're gonna get you!"

And the flies yell "You just try!"

The Flies run past the spiders trying to avoid getting hit by the flailing arms. If they get caught, they have to stand in that spot and become a spider.

The game repeats until there are only as many flies left as the original spiders. These flies become the new spiders.

BUG BITE TAG

Materials needed:

None

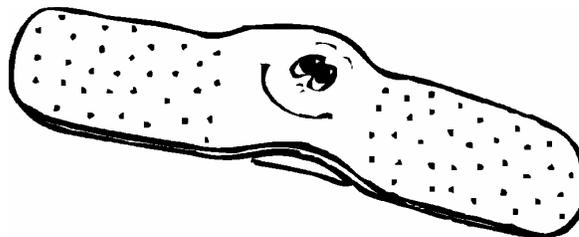
Play:

One person is **IT** (the "bug").

Whenever someone is tagged by the bug, they must hold a bandage

(their hand) on the spot where they were tagged (bitten by the bug). Then the game continues.

When someone runs out of bandages, (they get tagged three times), they are frozen until two other players come and "give first aid" to them. In order to give first aid, the two players must tag the frozen person at the same time and count to five. Switch the person who is the bug often.



CUBS IN THE KITCHEN

BUG JUICE

Ingredients:

Raisins

Water

Apple juice



Put 1 or 2 raisins in each section of an ice cube tray, fill each with water. Freeze for at least four hours. Pop out the “bug” ice and put one in clear cups. Pour apple juice over the ice and see what happens!

OREO LADYBUG

Ingredients

2 OREO Chocolate Sandwich Cookies

4 tsp. red-tinted vanilla frosting

2 tsp. miniature semi-sweet chocolate chips

2 Mini OREO Bite Size Chocolate Sandwich Cookies

4 pieces black string licorice (1 inch)

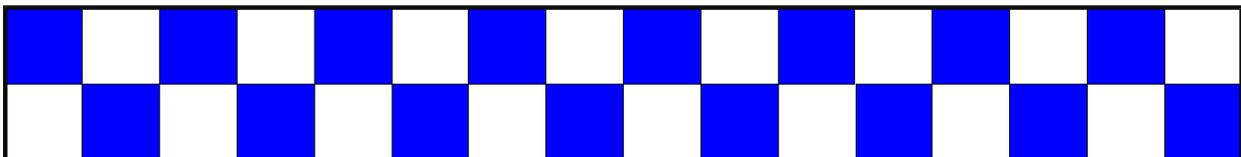
SPLIT large OREO Cookies leaving filling on 1 side of each cookie. Cut sides with filling in half to make "ladybug's wings." Spread plain side of each wing with frosting. Press chocolate chips into red frosting for "spots."

SECURE wings, red frosting sides up and rounded edges out, to tops of remaining plain cookie halves with additional frosting, separating wings slightly.

ATTACH Mini OREO Cookies to the bases of the wings with additional frosting for the "heads," standing each Mini OREO on its side. Secure licorice pieces to the heads with additional frosting for the "antennae."



See more on the CD Rom

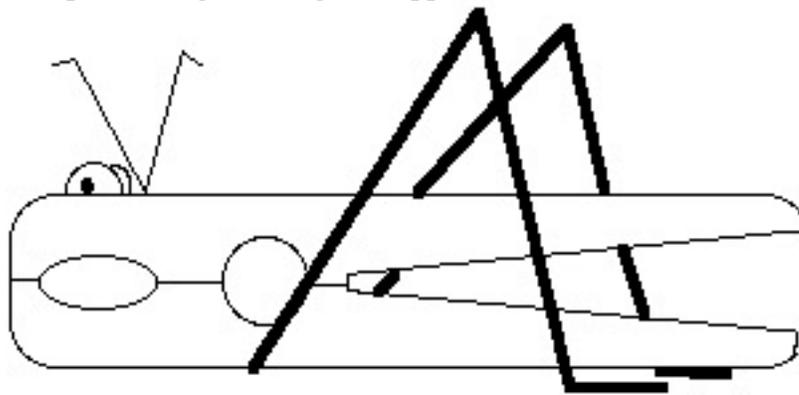


THEME CRAFTS

GRASSHOPPER

- Wooden clothes pin
- Two small wiggle eyes
- Green paint
- Small paint brush
- Green metallic chenille stem
- Glue
- 2 inches of thin wire

Paint clothes pin with the green paint. When dry, glue the small wiggle eyes to the top pincher end of the clothes pin. Bend the thin wire into a V shape and glue to the top of the pin just behind the eyes for the antennae. Take the chenille stem, fold it in half, take the half-way point and glue it to the bottom of the clothes pin towards the center of the pin. Bend the chenille stem on each side of the clothes pin into legs of the grasshopper.



LADY BUG NECKERCHIEF SLIDE

- Small round stone with fairly flat top and bottom
- Red Paint
- Black Paint
- White paint
- Small paint brush
- Chenille stem
- Glue



Paint the small stone using the diagram - red wings with black spots, black head & back, white eyes on head. Attach a ring of the chenille stem to the back for the neckerchief slide.

CRAFTS ON A SHOESTRING

WOOD DISKS

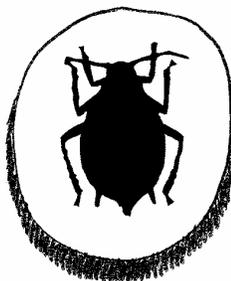
How to make:

- Find a 2-3 inch diameter tree limb.
- Cut off twigs to make a smooth “log.”
- Saw limb into ¼ inch disks – round or oval.

WOOD DISK TIE SLIDES

Materials needed:

- Wood disk
- ½” PVC pipe cut into 1/2-inch lengths
- Hot glue gun and glue sticks
- Craft glue
- Plastic bugs & insects (Dollar Store selection!)
- Assorted craft items:
 - wiggle eyes
 - pom poms
 - pipe cleaners
 - buttons
 - glitter
- Permanent markers



A) Plastic “BUG”

- Select a 2-3 inch plastic bug
- Glue insect onto front of disk.
- Glue PVC tie slide piece onto the back.

B) CRITTER

- Use imagination and assorted craft items to create a creature.

Add details with permanent marker.

WOOD DISK GAME PIECES

CHECKER GAME PIECES

Materials Needed:

- 16 wooden discs; 8 each from 2 different types of wood – i.e. pine (black centers) and cedar (red centers)

- Sandpaper
- Paper cups
- Mineral oil



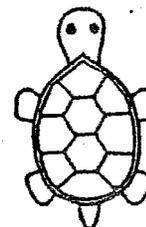
Procedure:

1. Sand both sides of each of the disks.
2. Pour a small amount of oil into a cup.
3. Rub oil onto both sides of each disk.
4. Set disks on a paper towel to dry.

WALNUT SHELL SLIDE

Materials:

- Half a walnut shell
- Tie slide ring
- Cotton ball or plaster or hot glue
- Markers: permanent, dry-erase marker
- Paint
- Craft items:
 - felt
 - wiggle eyes
 - pom poms
 - pipe cleaners
 - buttons



Options for tie slide:

- Glue a cotton ball into shell half. Add more glue and put in a ring or loop for slide.
- Fill shell with plaster. Let it set a bit, then insert slide ring. Let plaster set completely.
- Fill shell with hot glue. Insert ring. Hold in place until glue hardens.

Look at the shell and decide what animal or creature it wants to be: skunk, lady bug, turtle, ant, etc. Use materials provided to add color and details.

THEME MIDWAY

Watercolor Butterflies

Materials: Paper coffee filters, watercolors and paintbrushes, markers, glue & glitter clothes pins (spring action or old fashioned are ok) colored paper.
To color the filters, either dab on water color paint with a brush or draw on designs with markers or both. Add glue & glitter designs. Once the filter is dry, pinch it in the middle like a bow tie. Slide or clip the clothespin onto it and fan out each side of the filter to resemble a butterfly's wings. Cut two strips of construction paper, approximately the size of matchsticks and glue them onto the clothespin for a pair of antennae.



Big Bugs

Give each Cub a potato for the body of a bug. Provide toothpicks, pipe cleaners, construction paper, buttons, and pins with colored heads with which to create their own bug. They may want to name and describe the habitat in which each creation lives.

Bookworm Bookmark

Cut a wiggly (wavy) worm shape from green fun foam. Glue a green pom pom at one end and glue two wiggly eyes on the pom pom. Punch a circle from red fun foam, cut it in half and glue it below the eyes for the grin. Fold a 2" black flower stamen in half, spread the fibers at the top of the worm's head, insert the folded stamen and glue it in the center. Write "BOOKWORM" in black marker down the body, following the wiggles.



Make a Book

Make a book of Bug Riddles and Jokes. Bugs might not be a laughing matter---but there are tons of jokes about bugs. Create a book of the jokes, one joke per page with an illustration or the answer on the back of the page. Let the Cubs practice their penmanship. Cut type/printer paper in fourths. Use fun foam for the cover. Keep it all together with brass fasteners. Here are a few jokes to get you going. More jokes and insect facts are on the CD with this book.

What do you get if you cross a mosquito with a sheep?

Bah, humbug!

What do you call a bee that is born in the month of May?

A May-bee!

What's an ant's favorite song?

The National Ant-them!

Where can a spider always find a fly, even during the winter?

In Web-ster's Dictionary!

What's the biggest ant in the world?

Ant-arctica!

What's a mosquito's favorite sport?

Skin diving!

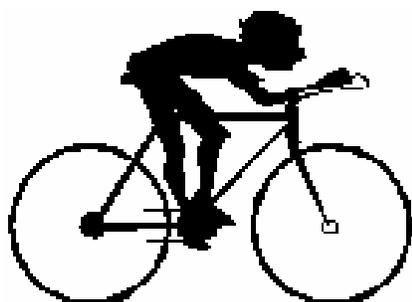
Butterfly Sandwich

Cut a slice of bread diagonally into halves and arrange them on a plate with the cut edges facing out to resemble wings. Spread on cream cheese and top with sliced olives, snipped chives and strips of fresh bell pepper. For the body place a piece of pepper between the wings and add carrot-curl antennae.



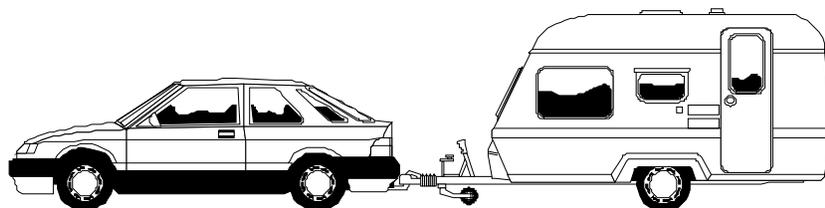
JUNE

WHEEL INTO SUMMER

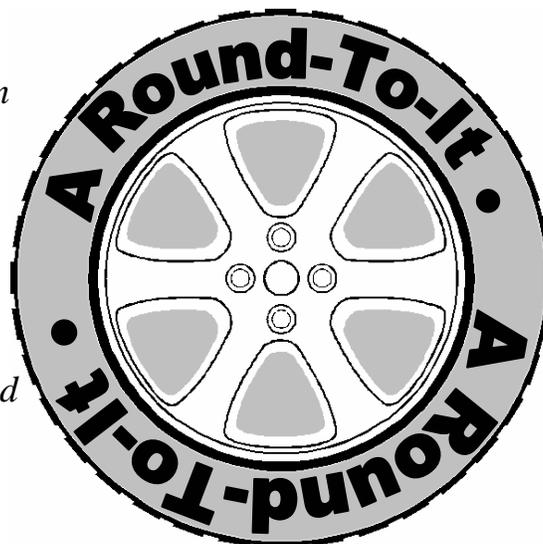


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How many times have you said, "I'll do it when I get around to it." How hard is it to really get around to it? With the busy, crazy lives that we lead, maybe we need to stop the wheels that are turning in our existence and see what it is we need to get around to. So here's a little wheel to help us remember to get around to the things that are the most important, the things that should no longer be procrastinated.



CHARACTER CONNECTION

WHEEL INTO SUMMER CORE VALUE: HEALTH and FITNESS

Summer is a great time of the year to teach and experience Health & Fitness... the summer! There are places to go and so many fun things to do to keep our bodies fit! Den leaders ...get out the bikes, roller skates, roller blades, scooters, wagons, or anything with wheels to get our boys into summer and summer off to a great start. Don't forget the great outdoor programs provided by the GSLC. At the council service center, you can find pamphlets and brochures of hiking trails, camps, and outings. For pack meeting hold a Cub-anapolis race, bike race, or obstacle course using old bicycle tires. This is a great time to serve juice and vegetables as refreshments.



BSA FAMILY PROGRAM



JUNE SUGGESTED ACTIVITIES:

Page 7 – Enjoying Family Fun – #9 – Go on a family bike ride.

Page 8 – Knowing It's Make-Believe – #4 – Play a car racing video game and visit a junkyard.

Page 19 – Sharing - #9 – Discuss sharing a bike with a sibling's friend.

Page 29 – Developing Responsibility – #9 – Role play a court of law about an unsecured bike.

Page 29 – Developing Responsibility – #10 – Read aloud a book about developing responsibility.

Page 30 – Being Prepared – #9 – Make sure safety equipment is properly fitted and worn.



GATHERING & PRE-OPENERS

Take this paper around and find people who have or have done the things on the list. Have them sign your paper. If you have to use the same person on more than one answer, don't use the same person more than twice!

Had a red trike when they were little _____

Has used a wheelbarrow _____

Marched in a parade _____

Has ridden on a motorcycle _____

Has a blue bicycle _____

Has ridden a unicycle _____

Has flown in an airplane _____

Has been stopped by the police _____

Has ridden on a bicycle built for two _____

Walks or exercises daily _____

Has ridden in a row boat _____

Can't swim _____

Has a scooter _____

Can play a musical instrument _____

Plays a little league sport _____

Knows the words to a train song _____

Has seen a helicopter within the past month _____

Has a wagon _____

Family has a minivan _____

Traveled out of state in the past 3 months _____

Has been to a skate park _____

OPENING, CLOSING & FLAG CEREMONIES

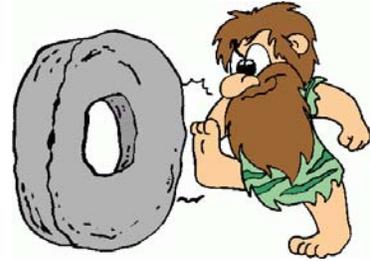
Opening Ceremony

Echo

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

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

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



Flag Ceremony

America

A: Abounding wildlife running free

M: Majestic mountains from sea to sea

E: Eagles soaring through evergreen forests

R: Raging rivers and nature's own chorus

I: Immeasurable love God has for us

C: Courageous people who love this land

A: Adventures in Scouting, lessons firsthand

Cub Scout #8 "Will you please join us in the Pledge of Allegiance?"



Closing Ceremony

Vision

Baden-Powell had a vision which he made come true,

So that we enjoy Scouting and have fun while we do.

He wasn't an American But he's famous to us

He has earned in America our admiration and trust.

May the spirit of Scouting be with both young and old,

As we never forget the blue and the gold.

May you strive for truth and spirituality in the warm sunlight from the sky above,

May you bring good cheer and happiness to others

And have steadfast loyalty and love.



ADVANCEMENT CEREMONY

Wheel of Memory

Personnel: Cubmaster and an Assistant

Materials: ¼ - ½ scrap plywood 24-36".

Straw cut into to ¾ inch lengths

Sheet Rock Screws/Nails

Leftover paint.

Cub Badge print outs or Sticker 1 each rank

8' scrap 2X4 or 2X2 wood

Plastic milk carton

1 ea. ¼ X 1½ Lag nut screw

2 ea. large washers

Construction:

Wheel: Cut a 24-36 inch diameter circle out of ¼" Plywood. Drill ¼ - ½ inch hole in center. Paint. Draw an inner circle ½ inch in from out side diameter. Insert screw in straw. Start a screw/straw at the top of the inner circle. Start another screw 2 inches from the first screw along the inner circle to form clicker pegs around the circle. Tape or paste rank

advancement badges equidistant around edges of wheel. **Pedestal:** Cut one 4 foot pieces and four 1foot pieces from scrap board. Attach a 1 foot length to bottom of the 4 foot length to form an L shape. Attach another 1 foot piece on the opposite side to form a T shape. Continue attaching the 1 foot lengths to form a plus sign shape for the base. Leave 1 inch from the top of the stand to the wheel use a lag nut and washers on front and back of wheel attach the wheel to the pedestal so that it spins freely. Screw a 4" piece of 1X2 scrap onto the top of the pedestal. To hold the clicker. Using a pair of scissors to cut a 6"X2" rectangle from the milk carton. Fold in Half and crease in the center. Attach Plastic to top piece forming a V long enough to Click against the pegs in the wheel.



Presentation: Cubmaster has the boy and his parents come up to the front. He describes the accomplishments but pretends to forget what the award is. He has the Assistant bring in the wheel of memory. When the wheel is brought ask the assistant to stay and hold the stand so it won't get knocked over. The Cubmaster has the boy spin the wheel real hard. With a little clandestine help from the assistant, the wheel stops at the correct award. It is presented to the parents who give it to the boy.

Checkered Flag

(This Ceremony goes well with Cub Annapolis or Pinewood Derby)

Prop: Checkered flag. I made one from a yard of Checkered Print bought for \$2 at a material store. Attach to a pole or dowel.



Presentation: Cubmaster explains that it is customary and traditional for the winner of a race to take a victory lap around the course with the flag waving then to come up to the winners circle with those who made it possible for the winner to win. There the winner would be awarded his trophy for the accomplishment. Name the first boy to receive his rank advancement. Give him the flag and have him run around the outside of the audience with everyone cheering and whistling. After he completes the lap have him bring his parents up to the winners circle to receive his award. Present the award.

SKITS & STORYTELLING

BRAGGING FISHERMEN SKIT

CAST: 6 Cub Scouts
PROPS: Stools (for fishermen to sit on)
 Fishing poles



SETTING: 6 fishermen sitting on stools by a lake, hanging their poles in the water. Heads droop until it's time for them to speak their line.

1st Fisherman: Not bad for a day.

2nd Fisherman: Not bad. When we lived in Texas, we caught them as big as eight inches.

1st Fisherman: 8 inches? Why I've caught them over 20 inches long right here in this very pond.

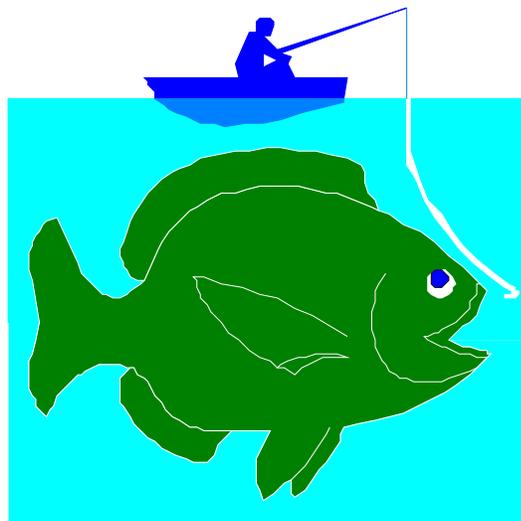
2nd Fisherman: Who's talking long? In Texas, we measure 'em between the eyes.

3rd Fisherman: Any luck, Zeb?

4th Fisherman: Yup, I caught me a 65 pound cat, but I decided not to keep him. How 'bout you?

3rd Fisherman: Nope. But I did fish out a lantern I lost 5 years ago. And it was still a-burning.

4th Fisherman: Aw right. Maybe my fish weren't no 65 pounder. I'll knock off 30 pounds if you'll blow out the light in the lantern.



5th Fisherman: No, seriously, how is the fishing in Texas?

6th Fisherman: Not too good. Fished all day and only caught one fish and he was too small to keep. Luckily for me, two men came along in a truck and helped me throw him back.

SONGS, SPARKLERS, AND CHEERS

Run-ons and Cheers:

1st boy: "I heard you had an accident on your hike today."
 2nd boy: "No, but I did get bitten by a rattlesnake."
 1st boy: "You don't call that an accident?"
 2nd boy: "Heck no, he did that on purpose."

1st Scout enters holding a big stick, poking it in the ground and playing with it.
 2nd Scout enters from the other side and says, "What are you doing?"
 The 1st Scout replies, "Just stickin' around."

Motorcycle cheer: Hold your hands like you're gripping handlebars. Raise a foot and kick downward 3 times while making a sputtering sound. On the third try, the engine starts with a "Vroom." Peel out!

C' C' C' Campfire

(Sung to the tune of K' K' K' Katie)

C' C' C' Campfire, beautiful campfire, You're the part of our outing I love the best!
 C' C' C' Campfire, C' C' C' Campfire, You give us warmth and keep my interest!

M' M' M' Marshmallow, M' M' M' Marshmallow, Is a flaming torch when I hold it too close!
 My, my, my leader, Yells blow it out, Peter! But I love marshmallows crispy as burnt toast!

When the the moon shone, on the horizon, We stoked you up to be a blazing pyre.
 We sat and told stories, they kept my attention, Cause your flames made the story come to life!

C' C' C' Campfire, beautiful campfire, You're the part of our outing I love the best!
 C' C' C' Campfire, C' C' C' Campfire, You give us warmth and keep my interest!

When I return home, Mom knows I've been camping. I can tell by the speed at which she said,
 "Into the shower, stay there for an hour, to get rid of the smell on your hair and head.

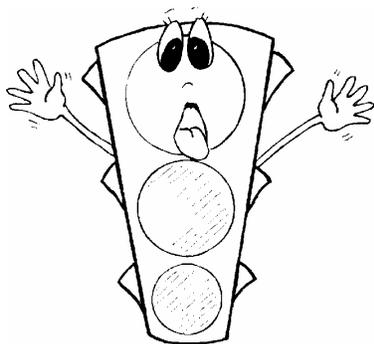
C' C' C' Campfire, beautiful campfire, You're the part of our outing I love the best!
 C' C' C' Campfire, C' C' C' Campfire, You give us warmth and keep my interest!

Bonfire:

A leader explains how to lay a campfire. The leader decides to us members of the audience to represent different pieces of wood. The bonfire builders bring up various volunteers. Some of the volunteers are bunched up in the center for tinder with others placed for kindling with the "big logs" stacked on each other in increasingly larger sizes. The leader then says that the fire is ready to light, strikes a match, whereupon accomplices yell, "Fire! Fire!" A couple of people run forward and throw buckets of confetti "water" on the "fire." (Wait until you see the reaction of the people in the fire!)



GAMES, GAMES, GAMES



RED LIGHT GREEN LIGHT

Materials needed:

None

Play:

In this game, one person plays the “stop light” and the rest try to touch him. At the start, all the players form a line about 15 feet away from the stop light. The stop light faces away from the line of players and says “green light”. At this point the Players are allowed to move towards the stoplight. At any point, the stop light may say “red light!” and turn around. If any of the players are caught moving after this has occurred, they are out.

Play resumes when the stop light turns back around and says “green light”. The stop light wins if all the players are out before anyone is able to touch him. Otherwise, the first player to touch the stop light wins the game and earns the right to be the “stop light” for the next game.

BICYCLE TRIP

Materials needed:

None

Play:

Players sit in a circle and are assigned the names of bike parts.

(i.e. chain, wheel, spoke, handle bar, etc.) The storyteller (usually the den or pack leader) tells a story of a fictional bicycle trip as he moves around the circle. As the storyteller tells the story, the parts mentioned get up and follow him. When the storyteller yells “Blowout” each player and the story teller scramble for a seat. The one left out becomes the next storyteller.



HULA WHEEL GAME

Materials needed:

One Hula hoop for each team, items for each obstacle course, one rubber bike handle

Play:

Set up identical obstacle courses for each team. Divide the players into equal teams. Give each team a hula hoop (wheel) and a rubber bike handle to turn it with. The first player on each team must turn the hula wheel through the course in the same fashion the pioneers played with their metal wheel rims, using the rubber bike handle. Once through the course, the player runs with the wheel back to the next player and that player then goes through the course. If the hula wheel falls, the player must straighten it up and proceed from that point on. The first team through, wins.

CUBS IN THE KITCHEN

TORTILLA WHEELS

Ingredients:

Large tortillas
Soft cream cheese
Thin sliced ham
American cheese singles
Grated carrot

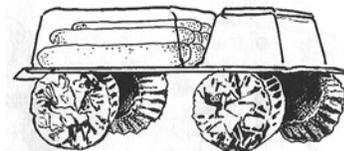


Spread cream cheese on a tortilla. Top with sliced ham and cheese. Sprinkle with grated carrot. Roll up tortilla tightly and slice into 6 slices.

CHEESE STICK TRUCK

Ingredients:

Bread stick/cheese snack pack
Mini Reese's peanut butter cups
Tacky glue



Turn bread stick/cheese snack pack upside down. Using tacky glue, attach peanut butter cup "wheels".

ROLLING TIN CAN ICE CREAM

Ingredients:

$\frac{3}{4}$ cup milk
1 cup whipping cream
 $\frac{1}{3}$ cup sugar
 $\frac{1}{2}$ tsp. vanilla
Optional, add crushed fruit.



You need an empty 1 pound and an empty 3 pound can with lids. Mix the ingredients in the 1 pound can. Secure the plastic lid on the can. Place the 1 pound can inside the larger 3 pound can. Add ice and salt (most of the time more is better) Put the plastic lid on the large can. (secure the lid with duct tape if you like) Roll the can back and forth on a solid surface outdoors for about 10 minutes. Makes about 2 cups.

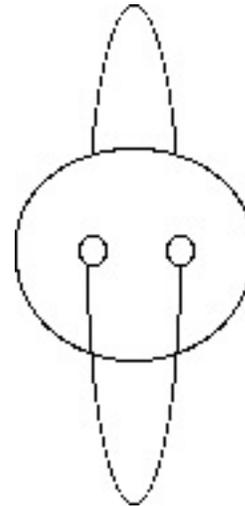
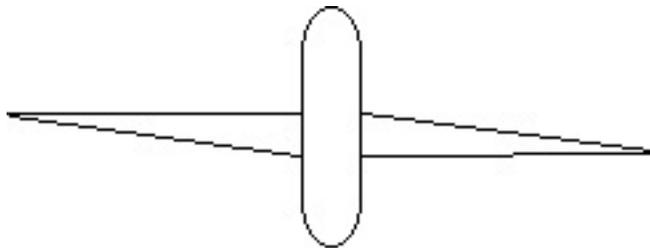
See more on the CD Rom

THEME CRAFTS

BUTTON TOY

- Large button with two holes or wooden disc with two holes.
- String 36-40 inches in length.
- Paint or markers to decorate the disc or button.

Thread the string through both holes in the button or disc. Knot the ends of the string together. Take hold of both ends of the string with both hands with the button in the center. Place the button against your body or a table and roll it along until the string gets wound tightly. Then by pulling apart your hands then relaxing them back together the button will make a great noise and will spin first one way then the other.



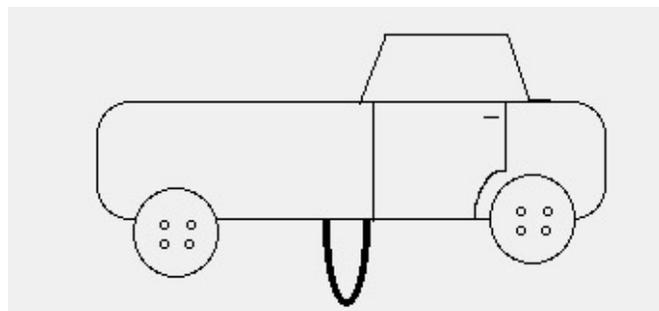
MATCH BOX CAR NECKERCHIEF SLIDE

- Old small match box
- 4 small matching buttons
- 4x1 inch strip of card stock paper
- Paint
- Small paint brush
- Chenille stem
- Glue

Paint the small matchbox to look like your favorite car. Glue the buttons on the sides for the wheels. Bend the card stock strip to be the shape of the cab and glue to the top of the matchbox. Glue a ring of chenille stem to the bottom for your neckerchief slide.



Crease card stock on the four lines indicated. Glue the small areas to the top of the matchbox for the cab.



CRAFTS ON A SHOESTRING

GENIUS KIT

Prepare one kit per group:

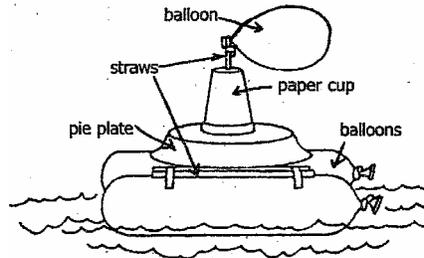
- 4 film canister lids
- 1 straw
- 2 – 3x5 index cards
- 2-4 toothpicks

Provide each group with:

- Scissors
- Masking tape (equal lengths)
- Sharpened pencil

Instructions:

Construct a “Vehicle that Goes” using only the items provided!



LOONY PONTOONY

Items Needed:

- 2 long-size balloons
- 1 round balloon
- 5 straws
- Pie plate
- Paper cup
- Tape

Directions:

1. Blow up the 2 large balloons. Tape 2 straws on each balloon.
2. Place the pie plate on top of the straws on the large balloons.
3. Put a straw through the middle of the cup and place on the pie plate.
4. Add the balloon to the top of the straw that comes out of the cup.

WIND RACER

- Use a piece of thin coat hanger-type wire 24 inches long. Using pliers bend the wire and put on three wood or plastic spools (figure 1).
- Push the wire end into the bottom edge of a large cork, one end on each side.
- Sharpen an 8-inch thin dowel and push it into the cork so that it angles back.
- For sail, draw an 8-inch-diameter circle on thin colored cardboard and cut out.
- Run masking tape across the center of the sail continuing to other side of sail. Make a hole 1/2” back from the edge of the card on each end with a paper punch (figure 2).
- Slide the sail onto the mast and glue the mast into the hole you made in the cork.
- Secure the sail by looping cotton thread over the top of the mast and running it to the wire, tying it to the wire chassis (figure 3.)

Figure 1

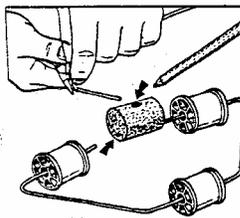


Figure 2

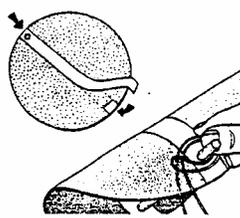
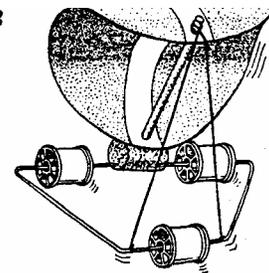


Figure 3



THEME MIDWAY

LET'S HAVE A WHEELY GOOD TIME!



The wheel is probably the most important mechanical invention of all time! The earliest known use of the wheel was a potter's wheel. It was used in Ur in Mesopotamia (part of modern day Iraq) as early as 3500 BC. The wheel's first use in transportation was in Mesopotamian chariots in 3200 BC. The first spoked wheels appeared on Egyptian chariots around 2000 BC. In Europe, wheels developed by 1400 BC – without an influence from the Middle East. Without the wheel we wouldn't have much fun!



George Ferris was the creator of the Ferris Wheel that towered over Chicago at the Worlds Columbian Exposition. It was America's answer to the Eiffel Tower and it challenged the engineering and construction capabilities of the early 1890's. In 1893, thousands of people waited in line to ride into history. The giant wheel could carry 2,160 people at a time, raising them to a height equivalent of a 26-story building. Probably few knew the challenges and uncertainties that had to be overcome in the design and construction of this marvel.

SOME FUN THINGS WITH WHEELS

- Skateboard
- Bicycle
- Unicycle
- Tricycle
- Roller blades
- Roller skates
- Inline skates
- Toys
- Trains
- Planes
- Cars

What else can you think of?

OTHER KINDS OF WHEELS

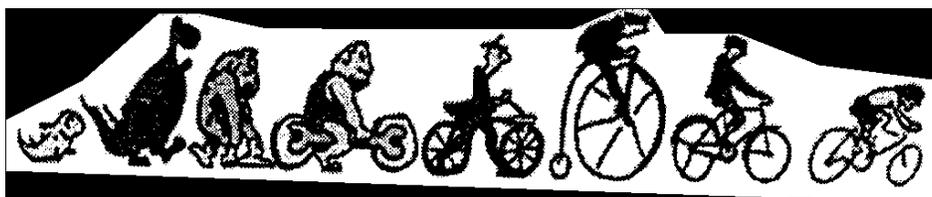
- Breaking wheel (a form of torture)
- Color wheel
- Driving wheel
- Hub caps
- Ship's wheel
- Square wheel
- Stage coach wheel
- Tire
- Wagon wheel
- Wheel and axle
- Simple machine
- Wire wheel
- Wheel sizing



SOME GROUND TRANSPORTATION DEVICES WITHOUT WHEELS

- Travois
- Litter
- Sedan chair
- Hovercraft
- Maglev train
- Sled

And try this sometime – LEGS!





JULY

ROCKET'S RED GLARE

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When our forefathers came across the plains, they were all looking for a better life. Long before reaching the plains, their journey began. Some had oceans to cross too. They had to work long and hard to save the money necessary to even purchase the wagons they traveled in. And when they arrived on the land that they hoped to homestead, they had to depend on the land entirely for survival. Many were buried beneath the very land they worked so very hard to reach. Although it was a very hard life back then, they did find a better life...for themselves, their families and for their descendents.



CHARACTER CONNECTION

THE ROCKETS RED GLARE

CORE VALUE: CITIZENSHIP

This is the month to learn about our country's history and citizenship. Discuss the flag as a symbol of the United States its meaning. What does red, white, and blue represent? Bookstores, school supply stores, and the Scout Shop have books and information to assist the leaders in preparation. In den meetings teach the boys how the flag came to be what it is today. Tell the story of Francis Scott Key and how he felt that at "the twilight's last gleaming."

Explain how the words, "rockets' red glare, the bombs bursting in air," must have made him feel while waiting through the night to see if the flag was still standing. For pack meeting, decorate with posters of the Liberty Bell, the Statue of Liberty, Independence Hall, Gettysburg, etc. Invite your congressman or a civil servant to address the audience about liberty, freedom, and our pursuit of happiness. Discuss our responsibilities as citizens. Your pack could dress as patriots, fly the flag, and with permission have a fireworks display. Each child and parent should experience the feeling of great patriotism and citizenship this month.



BSA FAMILY PROGRAM



JULY SUGGESTED ACTIVITIES:

Page 7 – Enjoying Family Fun – #2 – Visit a historic site.

Page 7 – Enjoying Family Fun – #12 – Attend a fair, festival or community celebration.

Page 9 – Cultivating Talents – #5 - Make water or model rockets.

Page 10 – Being Patriotic - #1 – Learn a patriotic song and the history behind its meaning.

Page 10 – Being Patriotic - #2 – Read about a special event in American history or a hero.

Page 10 – Being Patriotic - #7 – Participate in or watch a community parade on national holiday.

Page 10 – Being Patriotic - #10 - Celebrate a patriotic holiday, watch fireworks.

Page 11 – Being Patriotic - #27 – Read aloud a book about people or events in nation's history.

Page 14 – Strengthening Family Traditions - #11 – Create your own family flag.

GATHERING & PRE-OPENERS



Matching Game—Who did these Eagle Scouts become?

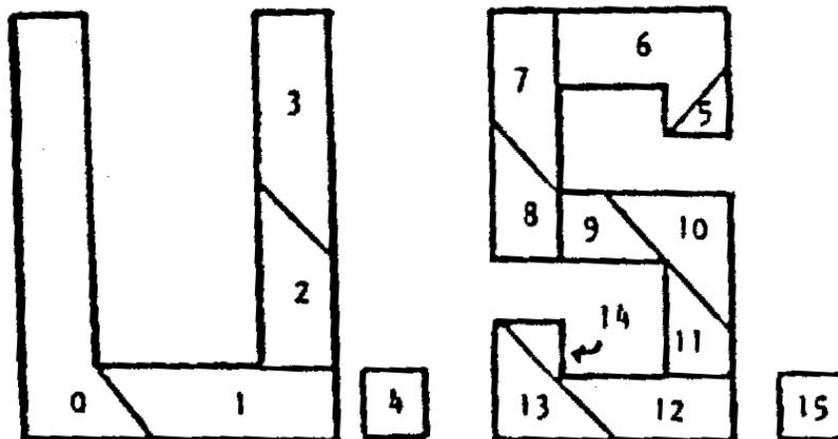
- | | |
|------------------------|--|
| 1. Neil Armstrong | a. professional basketball player, former U.S. Senator |
| 2. Buzz Aldrin | b. first Eagle Scout to be a U.S. President |
| 3. Henry “Hank” Aaron | c. Lieutenant Colonel, US Air Force, <i>Challenger</i> astronaut |
| 4. Bill Bradley | d. first man on the moon |
| 5. William DeVries, MD | e. transplanted first successful artificial human heart |
| 6. Arthur Eldred | f. founder of Walmart |
| 7. Gerald Ford | g. second man on the moon |
| 8. Steven Fossett | h. navy pilot and astronaut |
| 9. James Lovell | i. U.S. Naval Academy graduate, business man, Presidential candidate |
| 10. Ellison Onizuka | j. all-time leader in home runs |
| 11. H. Ross Perot | k. flew solo around the world in a hot air balloon |
| 12. Sam Walton | l. first Eagle Scout |



Answers: 1-d, 2-g, 3-j, 4-a, 5-e, 6-l, 7-b, 8-k, 9-h, 10-c, 11-i, 12-f

BLOCK PUZZLE

On a copy machine, enlarge this puzzle. Trace this puzzle onto a sheet of poster board as shown below. Mix up the pieces and see who can be the first person to put it together.



OPENING, CLOSING & FLAG CEREMONIES

Opening Ceremony



I Will...

1st Cub - This is my country I will use my eyes to see the beauty of this land.

2nd Cub - I will use my ears to hear its sounds.

3rd Cub - I will use my mind to think what I can do to make it more beautiful.

4th Cub - I will use my hands to serve it and care for it.

5th Cub - And with my heart, I will honor it.

Flag Ceremony

Bill of Rights

Props: Have each boy come in with a small American flag.

1st Cub: The right to worship God in one's own way.

2nd Cub: The right to free speech and press.

3rd Cub: The right to peaceable assembly.

4th Cub: The right to petition for a redress of grievances.

5th Cub: The right to privacy in our homes.

6th Cub: The right to habeas corpus - no excessive bail.

7th Cub: The right to trial by jury - innocent until proven guilty.

8th Cub: The right to move about freely at home and abroad. Please join us in the singing of "The Star Spangled Banner."



Closing Ceremony

Fireworks

BOOM!! **SIZZLE!!** Oooh! Aaah! Don't you just love a good fireworks display on the Fourth of July? The colors are so beautiful, lighting up the night sky. But did you ever stop to think how boring it would be if all the fireworks were exactly the same? You'd have to sit there in your lawn chair for 20 minutes watching one after the other, every single one being red or yellow or green. You'd be ready to go home in just a little while. What really makes a fireworks show interesting is its variety, when you never know what's coming next. That's true for our wonderful United States, too. Americans come in all sizes and shapes and colors. We have different religious beliefs, different family customs, different ideas about everything. But our differences are good, because they make it possible for us to learn new things from one another. Our differences make us a better people. If everyone were just like us, life would be boring. But when people are different, and when they respect each other's differences, then life is rich and exciting, just like a good fireworks display.



ADVANCEMENT CEREMONY

Rocket Advancement

Baloo's Bugle and Denver Area Council



Personnel: Cubmaster, Assistant Cubmaster, Cub Scouts receiving awards, their parents.

Equipment: Large cardboard rocket made with four stages and a capsule.

Cut small windows in each section. Cover with colored cellophane paper. Attach a flash light or candle behind each stage to show each rank. Have the Assistant Cubmaster light each section as the boys are called forward.

Cubmaster: As the rocket reaches toward the stars in stages, so it is in Cub Scouting. The first stage is

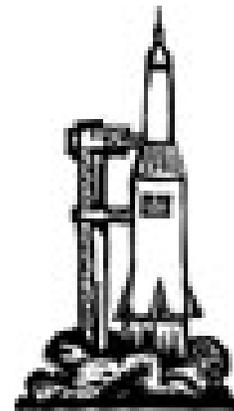
Bobcat. Would the following boys and their parents please come forward? (Read names and present awards.)

The second stage in your journey is Wolf, which carries you through the atmosphere. Would the following boys and their parents please come forward? (Read boys names and present awards.)

The third stage is Bear. Now you have broken through the atmosphere and are hurtling through space. Would the following boys and their parents please come forward? (Read boys names and present awards.)

The fourth stage is Webelos. You are just about ready to enter orbit. Would the following boys and their parents please come forward? (Read boys names and present awards.)

The fifth and final stage in your journey through Cub Scouting is the hardest to achieve and has taken a lot of hard work, but you made it. You have now achieved orbit. Would the following boys and their parents please come forward to receive the highest award in Cub Scouts, the Arrow of Light? (Read boys names and present awards.)



SKITS & STORYTELLING

DISCOVER AMERICA SKIT (Fractured History Tale)

CAST:

LOUWEEGEE	NAVIGATOR
CHRISTO	MARIO
ANTONIO	LOUIE the LOOKOUT
GENO	INDIAN (in appropriate costume)



PROPS: Table, Map, and Telescope. Cast are dressed in sailor costumes.
Boats, if desired

NARRATOR: *Scene 1. Christopher Columbus and his sailors are standing by their ship talking.*

LOUWEEGEE: Hey Christopher, I hear you are going on a trip.
CHRISTO: How many times do I have to tell you Louweege, I did not trip!
LOUWEEGEE: No, no. I mean in the boat.
CHRISTO: Yea. We're going to saaa-ail away.
ANTONIO: We're going to take three boats.
GENO: We're taking the Nina, the Pinta and the Watch-a-ma-call-it.
CHRISTO: I wish you would stop calling the Santa Maria the Watch-a-ma-call-it. She's my fastest boat!

NARRATOR: *Scene 2. Christopher Columbus and his crew are aboard their ships and are now on their journey.*

GENO: How long is it going to take, this cruise, navigator?
NAVIGATOR: It's going to take one, two, three...maybe more.
MARIO: Only one, two or three days?
ANTONIO: Mario, he means months.

(All the crew stand around looking at the map.)

LOUWEEGEE: Where did you say we were going?
CHRISTO: We're trying to find a short cut to India...there we can get rich fast!
NAVIGATOR: (Pointing to map and tracing line across it.) See, we can go this way.
ANTONIO: How do you get east when you are going west?
LOUIE the LOOKOUT: You wanna fall off the world?

NARRATOR: *Scene 3. It is now several months later with the discouraged crew still aboard ship. Shading his eyes with his hand, one sailor suddenly shouts excitedly.*

ANTONIO: There's some ground.
NAVIGATOR: That's "Land-Ho," you're supposed to yell.
LOUIE the LOOKOUT: Where! Where! I don't see anything/
GENO: Louie, why don't you turn that glass the right way?

(All shade their eyes and watch the same direction. One of the crew points at something and says:)

MARIO: Look! There's one peoples!
(Indian walks slowly out from side stage. Approaches ship. He raises hand in salute, palm out and says:)

INDIAN: How! Me America.

(All the sailors jump up and down, throw their caps in the air and shout.)

ALL SAILORS: Hooray! Hooray! We discovered America!

SONGS, SPARKLERS, & CHEERS

Cheers:

Ben Franklin: Hold both hand out in front of you as if flying a kite. Jerk back suddenly while saying, "Zap, Zap, Zap!"

Politician: Pat yourself on the back.

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

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

George Washington Cheer: "That was GREAT! I cannot tell a lie." Variation: Get an ax out and swing it while saying, "Chop, Chop, Chop, Timber! Oops! Wrong tree!"

President cheer: Stand as a group and shout "Hail to the Chief."

Fireworks cheer: Look up, make a whistling noise and say, "Oooh, Ahh, Oooh!"

Abe Lincoln Cheer: That was great! HONEST!

Constitution Cheer: We the people, APPROVE!

Grand Old Flag

Music and lyrics by George M. Cohan

You're a grand old flag,
You're a high flying flag
And forever in peace may you wave.
You're the emblem of
The land I love.
The home of the free and the brave.

Ev'ry heart beats true
'neath the Red, White and Blue,
Where there's never a boast or brag.
Should auld acquaintance be forgot,
Keep your eye on the grand old flag.



Don't forget

AMERICA THE BEAUTIFUL
AMERICA (My Country 'tis of Thee)
GOD BLESS AMERICA
BATTLE HYMN OF THE REPUBLIC
THE STAR-SPANGLED BANNER



THIS LAND IS YOUR LAND
WHEN JOHNNY COME MARCHING HOME
WHEN THE SAINTS GO MARCHING IN
YANKEE DOODLE

Or how about listening to some patriotic music like...*The 1812 Overture* or *Stars and Stripes Forever*?

GAMES, GAMES, GAMES

PATRIOTIC COLORS

Materials needed: None

Play: The Cubs are sitting in a circle.

One Cub is designated as

Uncle Sam. Uncle Sam stands in

the middle of the circle and points to a player and calls "red" the player has to name an object that is red (tomato, fire engine, etc....) before Uncle Sam can count to 10 out loud. The same object cannot be repeated. If the player fails to think of an object before Uncle Sam has counted to ten, the two switch places. Use the patriotic colors of Red, White, and Blue in random order.



UNCLE SAM

Materials needed: None

Play: Designate one player to be IT ("Uncle Sam"). All other players stand on one side of an marked area with IT in the middle. The players chant "Uncle Sam, Uncle Sam may we cross your waterland." IT replies, "Not unless you have the color --- (Red on, or brown eyes, or black hair, etc.)."

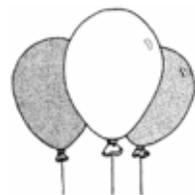
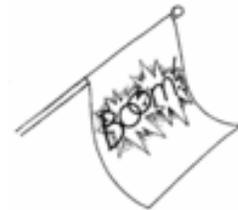
Anyone having that color gets a free pass across the area to the opposite side.

After the free passes have gone, those without the color, run across trying to avoid being tagged by IT. Anyone that gets tagged joins IT in the middle and helps tag others on following passes. The last one tagged gets to be IT on the next game.

SPRAY BOTTLE CAPTURE THE FLAG

Materials needed: Spray bottles for each player, plenty of water balloons, plenty of towels.

Play: Divide players into two teams, each of which must defend a flag (in this case a water balloon) while trying to capture (and stomp on) the opposing team's flag. Instead of tagging opposite players to "freeze" them, you squirt them with a spray bottle. And, because this is a cool off game, to release your team mates from a "freeze", you have to squirt them again!



BALLOON CATAPULT

Materials needed: Water balloons partially filled with water

Play: Divide the group into equal teams. Give each team a balloon. The team members sit down in straight lines. On "GO", the first person on each team places the balloon between his feet and, using only his feet, passes the balloon over his head to the next person in line, who receives the balloon, using only his feet. The relay continues until the balloon has reached the last team member (if the balloon falls, it is returned to the first person in line so that the relay can begin again). If the balloon breaks, the team is given a new one. The first team to successfully pass the balloon to the end of the line wins.

CUBS IN THE KITCHEN

BANANA ROCKET

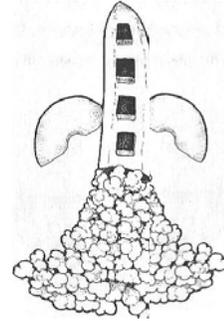
Ingredients:

Banana

Red or green apple slices and chunks (do not peel)

Canned whipped topping

Red sugar sprinkles



Cut 2 inches of the end of a banana and discard or eat. Cut in half lengthwise. Lay each piece flat side down on a blue paper plate. Lay 2 apple slices near the bottom of each banana with one end touching the banana and the other end pointing down (fins). Place small apple chunks down the banana for windows. Right before serving, put the whipped cream at the bottom of the rocket to look like smoke. Add red sprinkles on top of the whipped cream to add color, if you like. Before serving, put little star stickers on the plate to make it look like space.

UFOs

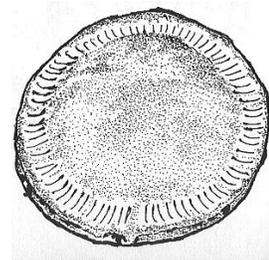
Ingredients:

Canned refrigerator biscuits

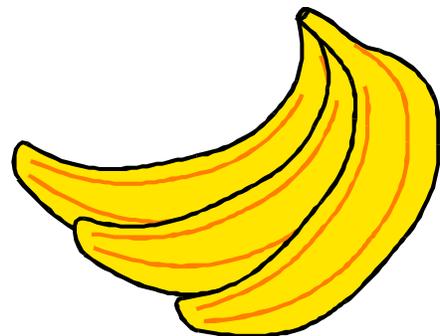
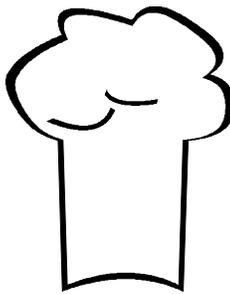
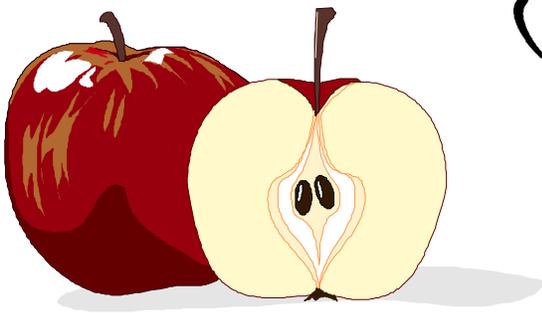
Pasta sauce

Pepperoni

Shredded mozzarella cheese



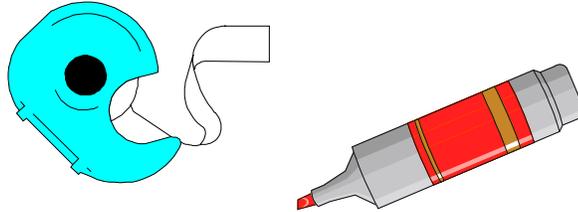
Flatten the biscuits to ¼ inch. To half of the biscuits spoon on a tablespoon of the sauce to within 1 inch of the edge, add a few pepperonis and some cheese. With your finger, dab a little water on the edge. Top with a plain flattened biscuit. Crimp the edge with a fork. Prick a few holes in the top with a fork. Bake at 450° for 9-11 minutes.



THEME CRAFTS

FILM CANISTER ROCKET

- Styrofoam plate
- Toilet paper tube
- Markers
- Tape
- White camera film canister
- Vinegar and baking soda or Alka-Seltzer tablets



Use the markers to make a design on the toilet paper tube (rocket launcher). Tape the rocket launcher to the center of the plate. Put the rocket fuel in the film canister (see note below). Quickly put the lid on the canister, and drop it into the launcher, lid side down. **STAND BACK!** Rocket will launch (usually 10-20 seconds).

**Be sure to wait at least a minute before checking on the rocket if it doesn't launch.

Rocket Fuel

- Vinegar
- Baking Soda

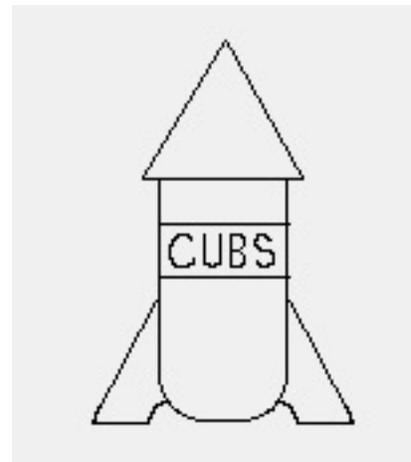
Put 1 tbsp. of vinegar in the film canister. Hold it near the launcher and add 1/2 tsp. baking soda. Quickly snap the lid on and drop into the launcher lid side down.

-OR-

- Alka-Seltzer
- Water

Put 1 tbsp. water into the film canister. Add 1/2 Alka-Seltzer tablet and quickly snap on the lid. Drop into the launcher, lid side down.

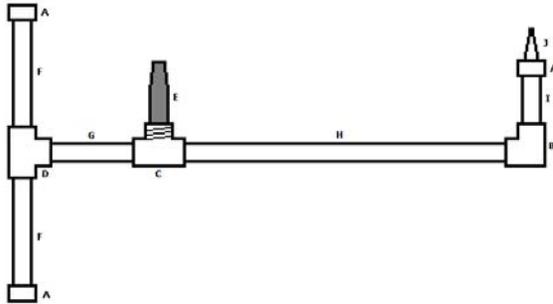
Note: White camera film canisters work best due to how the lid snaps on. Results may not be as good with other types of canisters.



CRAFTS ON A SHOESTRING

Simple Pop Bottle Rocket Launcher

The Launcher



Materials:

- A 3 1/2 inch slip PVC end cap
- B 1 1/2 inch slip x 1/2 inch slip PVC 90 degree elbow fitting
- C 1 1/2 inch slip x 1/2 inch slip x 1/2 inch threaded PVC tee fitting
- D 1 1/2 inch slip x 1/2 inch slip x 1/2 inch slip PVC tee fitting
- E 1 4 inch x 1/2 inch threaded TBE (black/gray) sprinkler riser pipe
- F 2 11 inch x 1/2 inch PVC pipe
- G 1 5 inch x 1/2 inch PVC pipe
- H 1 25 inch x 1/2 inch PVC pipe
- I 1 3 inch x 1/2 inch PVC pipe
- J 1 Tubeless tire valve (available from a tire store)

All PVC pipe and fittings should be schedule 40 PVC irrigation pipe rated at 125 PSI or higher. Also needed are Teflon pipe tape, PVC cement, sand paper, a drill with a 1/2 inch bit, and a 2 liter pop bottle.

Construction

1. Following the directions on the PVC cement, glue an end cap (A) onto one end of each of the 11 inch pipes (F). Then glue each 11 inch pipe into the slip joint tee fitting (D) - the one without

- threads).
2. Glue the 5 inch pipe (G) into the slip joint tee fitting (D). This is the leg assembly. Set it aside.
3. Drill a 1/2 inch hole in the remaining end cap (A). Insert the tire valve (J) through the hole from the inside of the cap and pull it tightly so that the valve is firmly seated in the hole.
4. Glue the tire valve/end cap assembly onto one end of the 3 inch pipe (I). Then glue the 3 inch pipe into the 90 degree elbow (B). Glue the 25 inch pipe (H) into the 90 degree elbow.
5. Wrap Teflon tape 2-3 times around the threads on one end of the riser pipe (E) and screw it tightly into the threaded joint tee fitting (C).
6. Glue the riser pipe/tee joint assembly to the free end of the 25 inch pipe, making sure that the riser pipe (E) and the 3 inch pipe (I) are parallel (gluing it together with those parts flat on a table helps).
7. Retrieve the leg assembly. Glue the free end of the 5 inch pipe (G) into the riser pipe/tee joint assembly, making sure that the riser pipe (E) is perpendicular to the 11 inch pipes (F) (with the leg assembly flat on the table, the riser pipe should point straight up).
8. Using the sand paper, taper the riser pipe (E) so that the pop bottle will slide onto and seat tightly against the riser pipe.

Continued on CD: **Simple Pop Bottle Rocket Launcher – The Launching**

See more on the CD Rom



THEME MIDWAY



Star-Spangled Banner

Francis Scott Key's words commemorate precise details of a specific event during the War of 1812. British forces had burned Washington in August of 1814, and captured a physician for whom Francis Scott Key had permission from President James Madison to negotiate his release. The doctor was freed but they were not allowed to return until after the battle. "The British fired 1500 bombshells at Fort McHenry, including specialized Congreve rockets that left red tails of flame ("the rockets' red glare") and bombs with burning fuses that were supposed to explode when they reached their target but often blew up in midair instead ("the bombs bursting in air")." (used with permission of Nina Gilbert). For more information on this subject, refer to the following web sites:

- <http://ninagilbert.googlepages.com/Star-Spangled-Banner.html>
- www.si.edu/resource/faq/nmah/starflag.htm
- [en.wikipedia.org/wiki/Star Spangled_Banner](http://en.wikipedia.org/wiki/Star_Spangled_Banner)

Den Activities

Wolf Elective 5 g
 Bear Achievement 21 f
 Elective 1 d

Webelos Scientist 5
 6
 7

Make a model rocket
 Make a model of a rocket
 Build a model of a rocket or space satellite

Show the effects of air pressure
 Show the effects of water and air pressure
 Build and launch a model rocket

Pack Activities

Rocket Theme
 Space Derby or Rocket Derby`

July 4th Parade or Fireworks
 Pack Picnic or Barbecue

Rocket Web Sites

- ♦ www.cubmaster.org/macscouter/CubScouts/PowWow04/classes/rockets.pdf
- ♦ www.books.lulu.com
- ♦ [edtech,Kennesaw.edu/web/solar.html](http://edtech.Kennesaw.edu/web/solar.html)
- ♦ homes.managesoft.com.au/~cjh/rockets/links.html
- ♦ mpassero.tripod.com/rocket/index.htm



Space Derby Web Sites

See Derby Pages



AUGUST

A CENTURY OF SCOUTING



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When you give the Cub Scout Promise, the words "Do Your Best," are often overlooked among all the other very important words. Let's stop for a minute and carefully consider these words. BEST describes effort and action above our usual performance. You are the only person who can possibly know whether or not you have done your best. Every time you repeat the promise, you agree to do your best. Your best is just that—the very best you can do. Think about the meaning of the promise that you repeated at the beginning of this pack meeting. Decide that you will always do your best, no matter what the job you are facing.



CHARACTER CONNECTION

A CENTURY OF SCOUTING

CORE VALUE: COURAGE

It's Scouting history time, not only around the world, but in your own town or unit. Research Scouting history for lessons in your den, but also try to capture the moment by reproducing the actual lessons that Lord Baden-Powell taught. Then learn about your local leader's scouting history. You will learn respect for their great example and how they used courage to stick to it and forge a path for us to follow. Celebrate a century of Scouting by having a pack Scout game night with family members. Teach the boys to have the courage to stay involved with the Scouting program. Encourage the young Cub Scouts to make their own history for the next generation of Scouts following them.



BSA FAMILY PROGRAM



AUGUST SUGGESTED ACTIVITIES:

Page 7 – Enjoying Family Fun – #20 – Start a family collection.

Page 10-11 – Being Patriotic - #2, #27 – Read aloud a book about Lord Baden-Powell.

Page 14 – Strengthening Family Traditions - #3, #7, #9 – Create a birthday video journal; record conversations of older relatives; start a family scrapbook.

Page 15 – Understanding Siblings - #1, #8 – Write a note or draw a picture for a new baby scrapbook; take a family photograph.

Page 16 – Showing Love – #8 – Make a family scrapbook or

photo album.

Page 19 – Sharing - #4 – Send a scrapbook to a grandparent.

Page 21 – Learning Duty to God – #10 – Make a scrapbook of current events relating to religion.

Page 23 – Fostering Self-Esteem – #3, #8, #11, #12 – Keep a journal; display family members' awards; describe what child was like as a baby; establish family traditions for birthdays.

Page 25 – Trusting - #5 – Discuss situations kids can prove trustworthiness.

Page 30-31 – Being Prepared – #2, #4, #5, #6, #7, #10, #11, #12, #13, #14, #15, #16, #17, #19, #20 – Lord Baden-Powell said “Be Prepared – Several ways families can be prepared in First Aid; role-play difficult situations; disaster preparedness; practice safety; read a book about being prepared.

Page 36 – Adjusting to a Move – #4 – Have friends write addresses and numbers in a book.

Page 38 – Loss of Loved Ones – #4 – Discuss photos and memories of deceased family.

GATHERING & PREOPENERS

What do you know about the following:

1. Cub Scouting is _____ years old this year.
2. Scouting is _____ old this year.
3. _____ is the founder of Scouting.
4. _____ started the Boy Scouts of America.
5. _____ is the first rank in Cub Scouting.
6. _____ achievements are required to earn the Wolf badge.
7. _____ electives are required to earn a Gold Arrow Point.
8. There are _____ Webelos pins that can be earned.
9. The _____ is the highest award you can earn in cub scouting.
10. We are in pack number _____.
11. I or my child is in the _____ Den.
12. _____ is our Cubmaster.
13. Our pack is in district _____.
14. We are in _____ Council.
15. (for parents) The rank my son is working toward is _____.
16. The cub scout motto is _____.

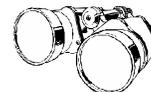


CUT OFF BEFORE COPYING

1-76, 2-100, 3-Lord Baden Powell, 4-William Boyce, 5-Bobcat, 6-, 7-10, 8-20, 9-Arrow of Light, 16-Do your best.

OPENING, CLOSING & FLAG CEREMONIES

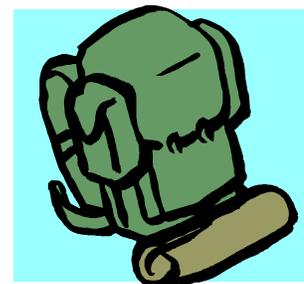
Opening Ceremony



How it All Began

Assign parts to different Scouts. Place their parts on the back of pictures of Baden-Powell.

1. Robert Stephenson Smyth Baden-Powell was born Feb. 22, 1857. At 11 he was sent to boarding school, behind which was a wild woody area. He would skip school, hide out and camp in it, even killing rabbits for food.
2. At 19 he took the exam to go to the University and failed, so he joined the army. He took a test and became an officer. He served in Afghanistan, India, and South Africa. They were peace-keeping forces most of the time and the men needed things to do to keep them occupied so he organized them into patrols and taught them scouting principles and skills. The men liked it.
3. In South Africa he was in the town of Mafeking with 1000 men. The Boers lay siege to the town with 9000 men. He kept them away by fooling them into thinking he had many more men and unlimited supplies. He let them watch him bury 'mines' all around the town and once in a while one would explode.
4. He would 'test' his circle of searchlights that surrounded the town at night. Actually all they had was one on a pole that they would carry around and light it up once in a while. He held the town for 217 days.
5. At night he would walk around the countryside and sketch the Boers positions. When they captured him he had a sketchbook of butterflies. On the wings were the maps but they didn't know it. He was a very good artist.
6. Having learned that his military textbook *Aids to Scouting* was being used for training boys in woodcraft, Baden-Powell ran a trial camp on Brownsea Island in 1907, and he wrote an outline for the proposed Boy Scout movement. Baden-Powell's *Scouting for Boys* was issued in 1908 and the Scouting spirit has been going strong ever since.



Flag Ceremony

Flag Opening

Needed: Flag, 3 candles (red, white, blue), narrator and three Scouts. (Be sure to check your meeting place's fire codes before doing this, or use electric candles.)

Have you noticed the strong bond between our flag and our promise? Let me show you.

(Scout lights white candle) One of the colors of the flag is white. It is the symbol of purity and perfection. It is like the first part of our Cub Scout Promise, Our Duty to God.

(Scout lights red candle) The color red in our flag means sacrifice and courage, the qualities of the founders of our country. Red is the symbol of the second part of the Scout Promise. Our duty to other people requires courage to help anyone in trouble and the self-sacrifice of putting others first.

(Scout lights blue candle) Blue is the color of faith. It represents the Law of the Pack, which we faithfully follow. We do our best to grow and learn while helping others.

Let us rise and dedicate ourselves with our Pledge of Allegiance to the Flag.

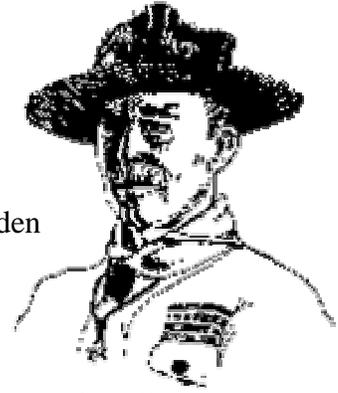
ADVANCEMENT CEREMONY

Origin of Scouting

Personnel: Cub master, Lord Baden Powell (Have an assistant dress as a Scout with old style campaign hat to play the part of Lord Baden Powell.)

Script:

Cubmaster: The Scouting movement started nearly a century ago. Baden Powell was a hero in the Boer Wars early in the 1900's. He was made popular by several writers and soon was knighted. As such, he answered many letters and wrote inspiring books for boys. This created the whole world wide Scouting movement that we are a part of today. I would like to introduce you to the Father of Scouting -- Lord Baden Powell.



Lord Baden Powell: "Thank you for your kind introduction. It is good to be here after nearly a hundred years and see what the Scouting movement has become. I was asked to explain a little of how Scouting started and to present your rank advancements today. Well, as your Cubmaster just explained the program started partly because I answered a couple of letters and wrote about true principles and about having fun. In one letter I wrote and I quote..."

"You should not be content with sitting down to defend yourselves against evil habits, but should also be active in doing good. By 'doing good' I mean making yourselves useful and doing small kindnesses to other people - whether they are friends or strangers.

It is not a difficult matter, and the best way to set about it is to make up your mind to do at least one 'good turn' to somebody every day, and you will soon get into the habit of doing good turns always.

It does not matter how small the 'good turn' may be--even if it is only to help an old woman across the street, or to say a good word for somebody who is being badly spoke of. The great thing is to do something."

Soon it became evident that the youth needed to be recognized for what they had learned and accomplished. Once I had a group of boys and leaders at Camp Gilwell for fun and training. After an exciting week we gathered at a campfire. I had received a necklace from one of the great Chiefs in Africa of wooden beads in recognition of his respect for my accomplishments there. I took those beads off the necklace and presented one to each of the boys on a leather string to each who had done so well during camp. Today we are following that tradition by presenting your rank advancements.

Cubmaster: Call out each boy's name to be awarded and have him and his parents come up front. Give the badge and certificate to Baden Powell to give to the boys and their parents.

SKITS & STORYTELLING

Cub Scout Run-Ons

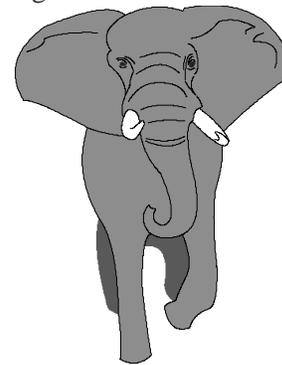
CUB SCOUT #1: How can you tell if an elephant is under your bed?
 CUB SCOUT #2: The ceiling is very close!
 CUB SCOUT #1: How do you know if there's an elephant in your bed?
 CUB SCOUT #2: He has a big 'E' on his pajamas jacket pocket.

CUB SCOUT #1: How do you tell an elephant from a field mouse?
 CUB SCOUT #2: Try to pick it up. If you can't, it's either an elephant or a very overweight field mouse.

CUB SCOUT #1: How can you tell if an elephant has been in the refrigerator?
 CUB SCOUT #2: Footprints in the Jell-O.
 CUB SCOUT #1: How can you tell if there are 2 elephants in the refrigerator?
 CUB SCOUT #2: You can't shut the door!

CUB SCOUT #1: How do you get an elephant into the fridge?
 CUB SCOUT #2: 1. Open door.
 2. Insert elephant.
 3. Close door.

CUB SCOUT #1: How do you get a giraffe into the fridge?
 CUB SCOUT #2: 1. Open door.
 2. Remove elephant.
 3. Insert giraffe.
 4. Close door.



CUB SCOUT #1: The lion, the king of the jungle, decided to have a party. He invited all the animals in the jungle, and they all came except one. Which one?
 CUB SCOUT #2: The giraffe, because he was still in the fridge.

CUB SCOUT #1: How do you know Tarzan is in the fridge?
 CUB SCOUT #2: You can hear Tarzan scream OYOYOYOIYOIYOIOOOOOO
 CUB SCOUT #1: How do you get two Tarzans in the fridge?
 CUB SCOUT #2: You can't, silly. There is only one Tarzan!

CUB SCOUT #2: How do you get 4 elephants into a Volkswagen?
 CUB SCOUT #1: 2 in the front and 2 in the back
 CUB SCOUT #2: How do you know if there are 4 elephants in your fridge?
 CUB SCOUT #1: There's a VW parked outside it.
 CUB SCOUT #2: What did the fifth elephant in the VW discover?
 CUB SCOUT #1: The sun roof.
 CUB SCOUT #2: Why are there so many elephants running around free in the jungle?
 CUB SCOUT #1: The fridge isn't large enough to hold them all.

CUB SCOUT #1: How do you get two elephants in a pickup truck?
 CUB SCOUT #2: One in the cab, one in the back.
 CUB SCOUT #1: How do you get two mice in a pickup truck?
 CUB SCOUT #2: You can't ... it's full of elephants.

SONGS, SPARKLERS, & CHEERS

Cub Scout Spirit:

I've got that Cub Scout Spirit up in my head, Up in my head, Up in my head.
I've got that Cub Scout Spirit up in my head, Up in my head, Up in my head to stay.

I've got that Cub Scout Spirit deep in my heart, Deep in my heart, Deep in my heart,
I've got that Cub Scout Spirit deep in my heart, Deep in my heart, Deep in my heart,

Follow with verses...down in my feet, all over me. Finish with a mix:

I've got that Cub Scout Spirit up in my head, Deep in my heart, Down in my feet.
I've got that Cub Scout Spirit up all over me, All over me to stay.



Don't forget the song, *Trusty Tommy*, found in the Webelos resource book.

Cheers & Run-ons:

British Rank Yell: Be Prepared! Be Prepared! Shout! Shout! Shout! (Tigers,) Bobcat, Wolf!
Bear and Webelos!



Cub Scout enters holding a small twig with a lot of leaves, plucking off the leaves. A second Cub Scout enters and asks what the first one is doing. The first scout replies, "Leafing!" (leaving).

Be Prepared:

Needed: An air horn or other loud noisemaker, 4 scouts--one with nothing but the uniform (New Scout), a First Class Scout with some merit badges, a completely decorated Eagle Scout, and one more (doesn't have to have a uniform.)

Preparation: The un-uniformed scout walks discretely to the back of the audience with the air horn concealed.

Action: After the first skit, the New Scout walks out and very seriously holds up the scout sign. When everyone quiets down, he says, "Be Prepared." After the second skit, the First Class Scout walks out and even more seriously holds up the scout sign. Everyone quiets down and he says, "Be Prepared." After the third skit, the Eagle Scout walks out and even more seriously holds up the scout sign. Everyone quiets down and he says, "Be Prepared." After the fourth skit, the New Scout, First Class Scout, & Eagle walk out and even more seriously holds up the scout sign. Everyone quiets down and they say, "Be Prepared." At that moment the scout in the back with the air horn gives a blast. When everyone quiets down, the three scouts say together, "We told you to Be Prepared!"

GAMES, GAMES, GAMES



A CUB SCOUT'S NOSE

Materials needed:

Paper bags—All bags must look alike. Each bag has inside a different smelling article such as a chopped onion, rose-leaves, anise seed, violet powder, orange peel and so on.

Play:

Put these paper bags in a row a couple of feet apart, and let each scout walk down the line and have a five second sniff at each bag. At the end of the row, he has one minute to write down the names of the different objects smelled, from memory, in their correct order.

CUB SCOUT SPELLING BEE

Materials needed: None

Play:

Line up the Cub Scouts into two teams as for an old fashioned spelling bee.

The Cubmaster gives Cub Scouting questions to the Cub Scouts according to their rank. If a Cub Scout fails, the question goes to the next player of the other team of the same rank, and the Cub Scout who failed is “spelled down” or out. Play continues until there is one winner.

ABC



CUB SCOUT SCAVENGER HUNT

Materials needed:

A copy of the following list for each team without the answer.

1. You use this to find NEWS. (Compass)
2. This silver life saver can be used on anything from tents to camera cases. (Duct tape)
3. When the wind blows and the snow comes down I'll still be around. (Pine needles/branch)
4. It's always greener on the other side of the road. (grass)
5. Sounds like something that would help an orchestra.(Band Aid)
6. I'm created by rivers and streams and thousands of years. (Sedimentary Rock)
7. It can help you on hot days, cold days, and while you sleep. (Hat)
8. Be sure to take this along on a family camp and pack light. (Flashlight)
9. Keeps you from wearing embarrassing garbage bags. (Poncho)
10. It's whipped but it's not cream. (Whipped rope)
11. Its pretty much three sided in shape. (Neckerchief)
12. Useful out" for ticks every time. (Watch)

Play:

Each team has 10 minutes to solve the riddles and find the corresponding Cub Scouting or nature objects. They must give the correct numbers for each item. You will probably want to put a few adults on each team.

CUBS IN THE KITCHEN



LORD BADEN-POWELL BISCUITS

Ingredients:

Refrigerator biscuits
 Flour (to flour surface)
 Licorice string
 Egg white

On a lightly floured surface roll out refrigerator biscuits to about an 1/8 inch thick. Cut dough into strips and shapes. Look at a picture of Lord Baden-Powell and on a lightly greased baking sheet press the shapes together to make his image. Use the licorice string to add features. Lightly brush with egg white. Bake at 400°, 8-10 minutes or until golden brown. Butter with homemade butter (recipe below).



HOMEMADE BUTTER

You will need:

Heavy cream
 A clean pint-sized jar with a top
 A small strainer
 Salt

Pour the cream into your jar until half full. Put the cover on your jar and make sure it is tight. Shake the jar! Keep shaking. After a while you will see the butter start to form. Shake until the lump of butter doesn't seem to be getting any bigger. Pour the mixture into your strainer, and pour out the liquid which is butter milk. Transfer your lump of butter into a bowl. Add salt to taste. You have butter!

CHEESE STRAWS – 1906 STYLE



Ingredients:

1 cup flour
 2 cups grated cheese
 1 teaspoon salt
 1 teaspoon baking powder
 Water

Mix the first 4 ingredients together and enough water to roll out like pie dough; roll thin, and cut with pizza wheel in long narrow strips. Bake at 400° 5-8 minutes or until lightly brown.

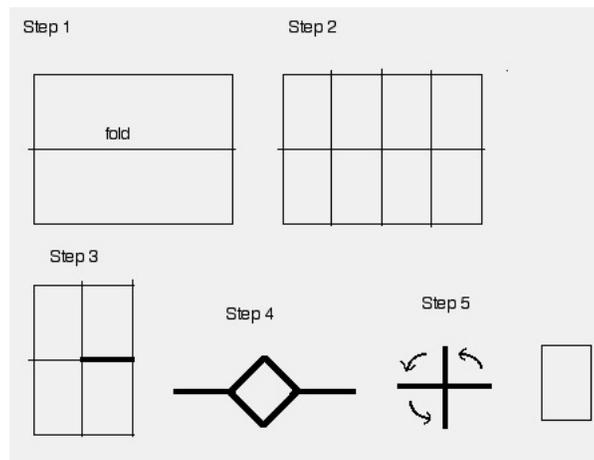
See more on the CD Rom

THEME CRAFTS

SMALL SCRAPBOOK TO CELEBRATE CUB SCOUTING

- One 8x12 sheet of card stock or heavy paper for each boy
- Scissors
- Photos, stickers, small momentos etc.

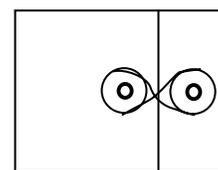
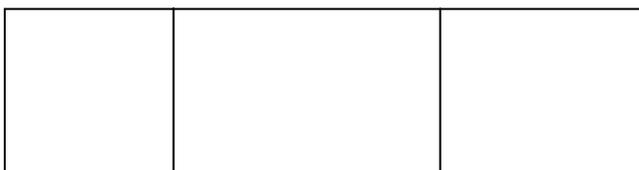
(Step 1) Fold 8 x12 paper in half lengthwise and crease the fold very well. (Step 2) Fold the paper in half and again in half, so that when it is opened it looks like the figure in step 2. (Step 3) Fold the paper in half width wise again to match the figure and carefully cut on the folded side where the bold line is. (Step 4) Open the paper and fold again in half the lengthwise direction. Take a hold of the folded edges and push gently as the center opens and begins to make a diamond shape. (Step 5) Continue pushing the paper until the diamond closes, then continue folding the paper into the final book shape. Decorate pages with photos, stickers etc. Within the little book there will be two pages that can be glued together, or fold one of the sides in to make pockets for little things.



Cover:

- 4 x 12 inch strip of card stock or heavy paper.
- Velcro dots or two pieces of twine or ribbon for clasp of book.

Fold the card stock into thirds to fit around the scrapbook pages. Attach the last page of the book to the cover. Decorate cover as desired and attach the Velcro dots or twine to close the book.



CRAFTS ON A SHOESTRING

TOILET PAPER ROLL STAND-UP FIGURES

INSTRUCTIONS:

1. Copy figure pattern onto cardstock.
2. Draw details onto pattern.
3. Color and cut out. Laminate if desired.
4. Optional: Use cardstock or construction paper scraps to add details to figures.
5. Make them stand by rolling around a toilet paper tube. Tape or paper clip at the top and bottom.

Additional pattern ideas on are on the CD.

See more on the CD Rom

A CENTURY OF SCOUTING

THE BEGINNING OF SCOUTING

Around the turn of the 20th century

While stationed in India, a British Army Officer named Robert Stephenson Smyth Baden-Powell discovered that the men he was leading did not know basic first aid or how to survive in the outdoors. Baden-Powell decided that he needed to teach his men many frontier skills, so he wrote a small handbook that he called, “**Aids to Scouting**”, which focused on resourcefulness, adaptability, and leadership qualities needed in frontier conditions. After Baden-Powell returned from the Boer War, he was amazed to find out that the handbook he had written had become very popular among English boys. They were using it and had made a game out of scouting with it.

August 1907

Baden-Powell gathered about 20 boys and took them to Brownsea Island off England’s southern coast. They set up a makeshift camp that would be their home for the next 12 days. The boys were divided into patrols and were taught the skills of stalking, pioneering, and how to cook outdoors without utensils. They also played games and went on hikes.

1908

Baden-Powell publishes his book, now titled, “**Scouting for Boys**”. Scouting continues to grow. More than 10,000 attend a rally held at the Crystal Palace.

1910

Membership in Scouting has tripled.

AMERICAN ORIGINS

1910 Boy Scouts of America is incorporated on February 8. Baden-Powell visits America to talk with the leaders of the scouting program. President Taft becomes the first honorary president of the BSA; Theodore Roosevelt becomes the first honorary vice-president.



1912 *Boys' Life* magazine becomes official publication of Scouting.

1918 James E. West, the Chief Scout Executive, secures the rights for the American printing of the British *Wolf Cub's Handbook* for sale to U.S. Wolf Cub packs.

1924 The National Executive Board proposes the adoption of a younger boy program, at the earliest date, that should be kept entirely distinct from Scouting, and should prepare for graduation into the Scout movement.

1927 A portion of a Laura Spelman Rockefeller grant of \$50,000 supports a research and development project on the younger boy scout program. Dr. Huber William Hurt is named a full-time executive for the committee.

1929 The National Executive Board approves of demonstration Cub units.



- 1930** The National Executive Board approves the Cub program as a "controlled experiment" as of February 10. The board authorizes Cub packs to register with the BSA starting April 1. Uniforms for boys are issued (\$6.05 for a complete uniform) and 5,102 boys and 1,433 pack leaders in 243 packs are registered during the first year.
- 1932** The First *Cubmaster's Pack Book* and *Den Chief's Den Book* is published.
- 1933** "Experimental" restrictions are removed as of May 25th; Cubbing to be "aggressively promoted as a part of the Boy Scout program."
- 1936** Registration of den mothers is made "optional"; before this year, den mothers not permitted to register.
- 1937** The First *Den Mother's Den Book* is published. The Cubmobile racer is introduced.
- 1939** Pow Wows and roundtables begin in many councils.
- 1940** Themes are introduced into Cubbing program.
- 1941** The Webelos rank is created for 11-year-old boys with the Lion badge.



- 1942** Boys are allowed rank corresponding to age if late entry into the program (no need for catch-up).
- 1943** In program literature, the first reference by name to blue and gold banquets is used. Packs sell War Bonds and War Stamps.
- 1944** Literature and uniform shortages are due to wartime priorities. Packs collect grease, newspapers, and milkweed floss for the war effort. Many packs have Victory Garden programs.
- 1945** "Cubbing" is changed to "Cub Scouting."
- 1947** There is a uniform revision: long trousers for boys.
- 1948** All den mothers must register with the BSA (registration was optional previously).
- 1949** The age levels for Cub Scouting are changed

to 8, 9, and 10, with boys entering Boy Scouting at 11. At the end of the 20th year, for the first time, Cub Scouting has more than a million boys registered at some time during the year, a 25 percent gain over the previous year.

- 1950** The Cub Scout Promise is changed to add the line "to do my duty to God and my country."
- 1953** The first pinewood derby is held in California.
- 1954** The Webelos den is created for 10-year-old boys.
- 1955** The Pinewood derby becomes a part of Cub Scout program. More than two million Cub Scouts are registered during the year for the first time.
- 1956** The Webelos day camp program is introduced. The first Cub Scouting books in Braille are published.
- 1957** There is increased emphasis on Cub Scouting for boys with disabilities.
- 1960** The Golden Jubilee of Scouting and 30th Anniversary of Cub Scouting is celebrated in the United States.
- 1964** The National Summertime Pack Award is created to encourage year-round Cub Scouting. The Cub Scout Swim Plan is introduced.



- 1965** For the first time Cub Scouting breaks through the three-million mark for boys registered during the year.
- 1967** The Cub Scout advancement program is overhauled. The Lion rank is discontinued in favor of the new Webelos Scout program.
- 1968** The National Executive Board approves Cub Scout day camps. Membership fees are increased to \$2 for adults and \$1 for boys.
- 1970** Project SOAR (Save Our American Resources) is launched throughout Scouting.
- 1971** The Cub Scout Promise drops "to be square"; and adds "to help other people."
- 1972** Cub Scouts account for 51 percent of BSA

youth membership.

- 1974** The Cub Scout Bicycle Safety and the Cub Scout Physical Fitness programs are introduced.
- 1975** The Webelos-to-Scout transition program is launched.
- 1976** Women could now serve as Cubmasters and assistant Cubmasters.
- 1977** The Cub Scout program year is changed to coincide with the school year.
- 1978** Five ranks are established in Cub Scouting: Bobcat, Wolf, Bear, Webelos, and the Arrow of Light Award.
- 1980** The Golden Jubilee of Cub Scouting in the United States. The 30 millionth Cub Scout since 1930 is registered. The first Cub Scout Action Books for boys in low-income, rural, and Hispanic areas are published.
- 1982** This is the 75th Anniversary of World Scouting. Tiger Cubs program in BSA is introduced at the National Council meeting in Atlanta.
- 1984** Extended camping is approved for Webelos Scouts.
- 1985** The 75th Anniversary of the Boy Scouts of America. A new Cub Scout Sports program is introduced.
- 1986** Cub Scouting expands to serve all elementary school grades. The Webelos program expands to two years to include fourth-grade and fifth-grade boys.
- 1987** The BSA Family program is developed.



- 1988** Webelos Woods is introduced to aid in Webelos-to-Scout transition. Tiger Tracks program is introduced.
- 1989** The World Crest emblem is approved for wear by all Scouts and Scouters.
- 1991** Cub Scout Academics are introduced. Ethics in Action program; *It Happened to Me* Youth Protection video; and the *Guide to Safe Scouting* are created.

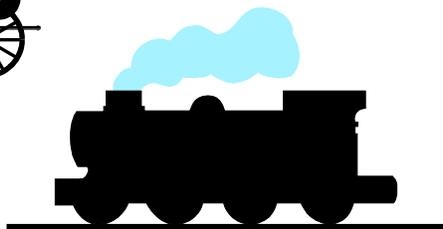
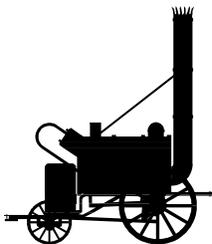
1993 Pack charters extend to include Tiger Cubs.



- 1994** The National Den Award is introduced.
- 1995** Tiger Mania. Tiger Cub groups become dens. *Boys' Life* creates a Cub Scout edition.
- 1997** The Cub Scout Academics and Sports program opens to Tiger Cubs.
- 2000** Pack family camping is approved. "Climb on Safely" is introduced to allow Cub Scouts to climb and rappel in a controlled environment.
- 2001** Character Connections and Core Values are introduced. The Wood Badge for the 21st Century for all leaders in Scouting. The Tiger Cub rank is introduced.
- 2002** Age-appropriate guidelines are adopted. Leave No Trace Frontcountry Guidelines and Leave No Trace Award are introduced.
- 2003** Character Connections activities are included as part of the Cub Scout advancement requirements.
- 2004** The National "Good Turn for America" is launched. The 75th Anniversary Award and Cub Scout Outdoor Activity Award is introduced. A new Cub Scout Hispanic outreach initiative known as Soccer and Scouting is launched.
- 2005** Cub Scouting celebrates its 75th Anniversary: "75 Years of Fun, Family, and Friends."
- 2007** The Scout program has been around for 100 years.



BOY SCOUTS OF AMERICA



SEPTEMBER

CUB SCOUT EXPRESS

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A child is a person who is going to carry on what you have started. He is going to sit where you are sitting, and when you are gone, attend to those things you think important. You may adopt all the policies you please, but how they are carried out depends on him. He will assume control of your cities, states, and nations. He is going to move in and take over your churches, schools, universities, and corporations--the fate of our nation is in his hands--so train him well.

-Abraham Lincoln



CHARACTER CONNECTION

CUB SCOUT EXPRESS

CORE VALUE: RESOURCEFULNESS

If we compared Cub Scouts to a train, what would we have? A "Cub Scout Express." By understanding each car on the train and their individual purpose, we then use our resources in our pack to help the train go forward. In the den, talk about the different cars: the pullman, the hopper, the gondola, the tanker, the box car, the refrigerator car, and the Stock car. Don't forget the caboose! Make up games using the cars of the train. Visit a train station or talk to a conductor. Maybe he will let the boys blow the whistle. If not, a wooden whistle can be purchased for the boys to blow. For pack meeting, don't have a pinewood derby race, but have a pinewood derby train race. The boys can design their own train car. For a Cubmaster Minute, discuss the meaning of the railroad—a method of transportation. Now compare our pack to a train going on a long journey. In three years they will get from Bobcat to the Arrow of Light by simply joining the train and participating along the way. Remember to keep it simple, make it fun!



BSA FAMILY PROGRAM



SEPTEMBER SUGGESTED ACTIVITIES:

Page 7 – Enjoying Family Fun – #6 – Visit a museum.

Page 7 – Enjoying Family Fun – #22 – Ride on a train. (Heber Creeper)

Page 8 – Knowing It's Make-Believe – #6 – Read a folk tale and real story about someone.

Page 9 – Cultivating Talents – #5 – Build a model train.

Page 10 – Being Patriotic - #2 – Read about a special event in American history.

Page 10 – Being Patriotic - #4 – Visit a national historic site. (Golden Spike)

Page 10 – Being Patriotic - #12 – Hike or drive a historic trail

or route.

Page 11 – Being Patriotic - #27 – Read a book about people or events in our nation's history.

Page 23 – Fostering Self-Esteem – #14 – Read a book about developing self-esteem.

(The Little Engine That Could)

GATHERING & PRE-OPENERS

Go to this website:

<http://www.rrmuseumpa.org/education/kids/welcome.htm>

You will find 6 downloadable and printable sheets including:

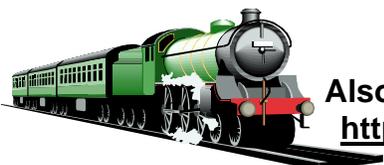
Coloring sheets

A crossword puzzle (a great pre-opener, just print & copy)

Worksheet on train wheels (a great pre-opener, just print & copy)

Kid friendly info on parts of trains

Train music



Also, for a railroad history timeline, try:

<http://www.sdrm.org/history/timeline/>



Brief written history:

<http://scriptorium.lib.duke.edu/adaccess/rails-history.html>

Mystery Picture

(The theme will give you a clue)

Each person needs 1/2 sheet of 1/4" graph paper. Ideally, the graph paper would be cut into a rectangle the size of 28 (across) by 19 (down). Colored pencils, thin tipped markers, or crayons in red, yellow, blue, green and black are also needed.

Fill in the boxes, or leave blank, according to the following directions.

Row 1--leave blank

Row 2--12 blank, 15 green, 1 blank

Row 3-- 5 blank, 4 green, 3 blank, 15 green, 1 blank

Row 4--6 blank, 2 red, 5 blank, 14 red, 1 blank

Row 5--6 blank, 2 red, 5 blank, 13 red, 2 blank

Row 6--6 blank, 2 red, 5 blank, 4 red, 5 blue, 3 red, 3 blank

Row 7--6 blank, 2 red, 5 blank, 4 red, 5 blue, 2 red, 4 blank

Row 8--4 blank, 1 yellow, 12 red, 5 blue, 2 red, 4 blank

Row 9--4 blank, 1 yellow, 12 red, 5 blue, 2 red, 4 blank

Row 10--4 blank, 1 yellow, 12 red, 5 blue, 2 red, 4 blank

Row 11--5 blank, 19 red, 4 blank

Row 12--5 blank, 12 red, 3 black, 4 red, 4 blank

Row 13--4 blank, 1 yellow, 5 red, 2 black, 4 red, 5 black, 3 red, 4 blank

Row 14--3 blank, 2 yellow, 4 red, 4 black, 2 red, 7 black, 2 red, 4 blank

Row 15--2 blank, 6 yellow, 6 black, 1 yellow, 7 black, 2 yellow, 4 blank

Row 16--1 blank, 6 yellow, 1 blank, 6 black, 1 blank, 7 black, 6 blank

Row 17--9 blank, 4 black, 3 blank, 5 black, 7 blank

Row 18--10 blank, 2 black, 5 blank, 3 black, 8 blank

Row 19--blank

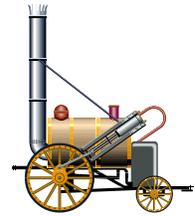


OPENING, CLOSING & FLAG CEREMONIES

Opening Ceremony

Train History

Needed: 9 Scouts with pictures of various types of trains. Cubmaster stands to the side and blows a train whistle for attention and then yells, “Welcome aboard the Cub Scout Express. Alllll Abbbboooarrrrddd!”



Scout #1: The first trains were mine carts that were pulled by men or animals filled with ore from mines.

Scout #2: In February 1804 the Penyardarren locomotive became the first steam engine to run successfully on rails. It hauled ten tons of iron, seventy passengers and five wagons. During the nine mile journey, it reached speeds of nearly 5 mph.

Scout #3: By 1829, George Stephenson had improved his steam engine and the *Rocket* traveled at 36 miles per hour.

Scout #4: Railroad lines sprang quickly across the world. Goods and people could travel further and faster than ever before.

Scout #5: In 1830, *The Best Friend of Charleston* hauled a train of cars beginning railroad transportation in the United States.

Scout #6: In 1888, Frank J. Sprague introduced the first electric trains. Many large cities such as New York and Chicago have electric train systems called Els.

Scout #7: In 1934, The diesel engine was invented and put into use for trains.

Scout #8: In 1971, Amtrak became a fast and reliable passenger service.

Scout #9: Today we have trains like the Maglev in Shanghai, China that hover above the track with the use of magnets and reach speeds of 552 kph (343 mph). Please stand with me and be welcomed aboard by the Pledge of Allegiance.

Closing Ceremony

Scout Train



Props: Train engine and cars are drawn and cut out of poster board. Engine has the Cub Scout emblem. Cars have Tiger emblem, Wolf emblem, Bear emblem, Webelos Scout emblem, and the Arrow of Light is on the caboosie.

Adult Leader: (with engine) Today I am a Scout leader, but when I was their age, I was a Scout. I came on board as a leader, to pass on to these boys the fun I had as a boy.

Den Chief: (with car) Today I am a Boy Scout, but before that I was a Cub Scout. Cub Scouting was fun, and it prepared me to be more independent and confident.

Webelos Scout: (with car) Today I am a Webelos Scout. I was a Wolf and Bear where I learned to have fun with my family. Now I am learning more fun things to do with my den.

Cub Scout: (with car) Today I am a Cub Scout. I came on board to have fun and do things with my family and friends.

Tiger Cub: (with Caboosie) Today I am a Tiger Cub, and my fun has just started.

Adult Leader: We’ve reached our last stop. We hope you enjoyed your ride. Watch your step and have a good night!

ADVANCEMENT CEREMONY

Hop on the Cub Scout Express

Props:

Train engineers cap

Train engine cars

(Large cardboard box without a bottom. Paint the sides to look like the engine of a train. Cut two hand holds so the engineer can drive the Train. If you have enough cardboard make a car for each boy to receive a rank advancement. See miniature patterns at bottom of page.)



Preparation: Using the train car or a cardboard façade of the train cars, form a train display at the front of the room.

Cubmaster: Wearing the train Engineers Cap the Cubmaster stands in front of the audience. “Tonight we have invited each of you to join the Cub Scout Express. An express train is one that goes between two points without any detours. You may ask “Where are we going on the Cub scout express?” The answer is, we are going to have fun and become better scouts, and citizens. How, you may ask. Have the audience stand and make the Cub Scout sign. Have all repeat the Law of the Pack.

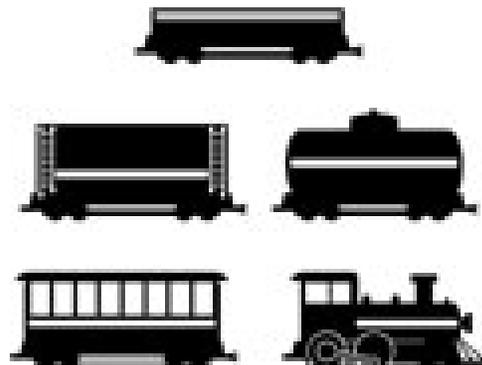
All in attendance:

The Cub Scout follows Akela.
The Cub Scout helps the pack go.
The pack helps the Cub Scout grow.
The Cub Scout gives goodwill.

Presentation of advancements:

At this time we would like to recognize those who have taken the big stride to join the Cub Scout Express. Call each boy to be awarded to the front, with his parents. Present the award. After each has accepted his award, invite each one to pick up one of the train cars. Have the parents in front and the boys in the back of the cars. Form a train with the Cubmaster in the front in the engine car.

Cubmaster: Explain that as all Cub Scouts follow Akela, trains follow an engine. Akela is the Cubmaster, den leaders, and your parents. Start the train around the audience and invite each to join the pack train making one large train. Each should make train sounds as you progress around the meeting area. (You may want to have a train sound recording play to enhance the ride.)



SKITS & STORYTELLING

BOSS, THE TRAIN! SKIT

CAST: 2 boys tracking animals
The rest of den acts as the TRAIN.

PROPS: 3 flashlights
Other props as desired

SETTING: 2 boys are walking across the stage shining their flashlights on the ground as if they're looking for something.

BOY #1: Look! Bear tracks!

BOY #2: (*sarcastically says :*) There ain't no bears around here. These are raccoon tracks.

BOY #1: I tell you, those are bear tracks.

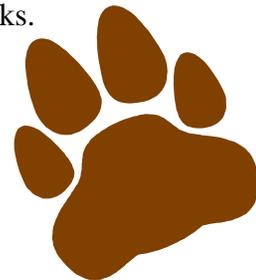
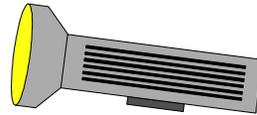
BOY #2: They can't be.

BOY #1: I know what bear tracks look like and those are bear tracks.

BOY #2: Raccoon tracks!

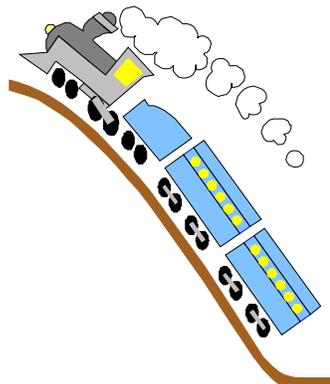
BOY #1: Bear tracks!

BOY #2: Raccoon tracks!



(Boys grab each other and start to wrestle. As they are rolling on the ground, the other boys enter making train noises, the first boy carrying a flashlight to simulate the headlight of the train. Boys #1 and #2 stop wrestling.)

BOY #1 and #2: (*Look at each other and say in unison:*) TRAIN TRACKS!!!
(They jump up and start running as the train chases them offstage.)



SONGS, SPARKLERS, & CHEERS

Newscast

- Today, Lady Blenkinsop Smythe, laid a foundation stone. Both are said to be doing well.
- An unruly load of artificial hair has just overturned on the highway. The police are combing the countryside.
- A hundred dollar bill was just found at our campsite. Will the owner please form an orderly line outside the mess tent.
- Doctors have just discovered that people who are growing hairs on the palms of their hands are going mad. PAUSE. They also tell us that people that look for hair growing on the palms of their hands, are already mad.
- Today, thieves broke into the local police station and stole fifty pairs of trousers. The police are looking pretty silly.
- Yesterday a chicken swallowed a yo-yo. It laid the same egg seventy-five times.
- Here is a late railway announcement. The train now arriving at platforms 5, 6, 7, 8, 9, and 10, is coming in sideways.
- Will the man who has just left the train standing on platform 5, come and collect it, as we have enough of our own.
- A scout runs in, interrupting the newscaster and says, "We interrupt this program for an important news flash." He flashes a flashlight on and off toward the audience.

Bill Grogan's Goat

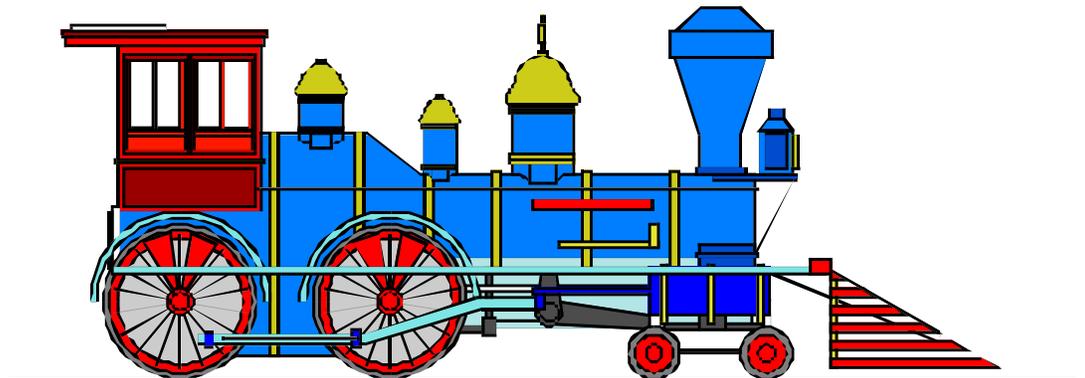
A "Repeat After Me" Song

Bill Grogan's goat
Was feeling fine,
Ate 3 red shirts
From off the line.

Bill Grogan grabbed
Him by the back
And tied him to
The railroad track.

The whistle blew.
The train was nigh.
Bill Grogan's goat
Was doomed to die.

He groaned a groan
Of awful pain,
Coughed up the shirts,
And flagged the train.

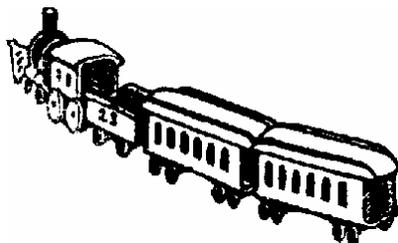


Train Tune

Tune—Row, Row, Row Your Boat

Run, run, run your train
Quickly down the track,
Clickity, Clackity, Clickity, Clackity,
Then come running back.

GAMES, GAMES, GAMES



LOOSE CABOOSE

Materials needed:

None

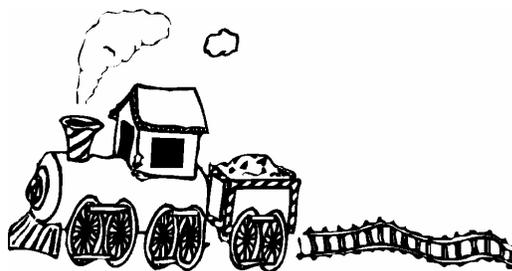
Play:

Select a player to be the “Loose Caboose.” Divide the rest of the group to be trains of three. Each player is in a train car and holds the waist of the person in front. The first player in the train is the engine. The object is for the “Loose Caboose” to try to attach to a train. When all are aboard, the trains chug around the train yard (sound effects should be encouraged), trying to dodge and turn to keep away from the “Loose Caboose”. When the “Loose Caboose” attaches to a train, the engine of that train becomes the new “Loose Caboose”.

CHOO CHOO

Materials needed:

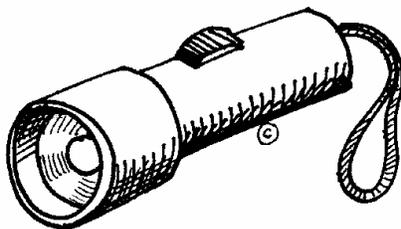
One chair for each person minus one



Play:

Everyone, except one, sits on a chair in a circle. The Engineer (remaining player) goes around the circle once saying, “Choo Choo” then he says something like, “All those who have their Bobcat” or “Everyone who likes French Fries.”

Then everyone who has their Bobcat or who likes French Fries joins the train. They choo choo around and try to collect a few more passengers by inviting another group to join them in the same manner. When the Engineer has collected as many passengers as he feels he wants for a full train, he shouts, “Train Crash,” and tries to grab a chair when everyone sits down. This will leave a new player to be the engineer in the middle to start again.



TRAINLIGHT LIMBO

Materials needed:

One large bright flashlight

Play:

This is played just like limbo. Use a flashlight to represent the train light. Turn off all the lights. Have someone take the flashlight, turn it on and hold it straight. Have each player take turns going under the beam and as the game goes on lower the beam. The winner is the person who can go the lowest.

CUBS IN THE KITCHEN

CHEW CHEW TRAIN

Ingredients:

- 1 roll of Lifesavers
- 1 small package of gum
- 4 round wrapped candies
- 1 Hershey's Kiss
- 1 large rectangular caramel like candy
- 1 mini chocolate bar



Glue the Lifesavers roll to the gum package letting the Lifesavers roll stick over at both ends. Glue the peppermints to the lower sides for wheels. Glue the caramel onto the Lifesavers' body to make the cab of the engine. Cut the paper off the top of the Hershey's Kiss, and flatten the point a bit by pushing it against the table. Put a good sized glob of hot glue on the tip, and then glue it to the Lifesavers roll as shown. Glue the little chocolate bar on top of the cab for the roof.

TREAT TRAIN

Ingredients:

- Assorted shapes of cookies
- Assorted candies
- Canned frosting

Give the Cub Scouts the assorted cookies, candies and frosting. Challenge them to make a train!



TWINKIE TRAIN

Ingredients:

- Twinkie
- 4 Vanilla wafers
- 1 Large marshmallow
- Canned frosting

Use the frosting to attach the 4 vanilla wafer wheels to the Twinkie and a marshmallow for the stack.

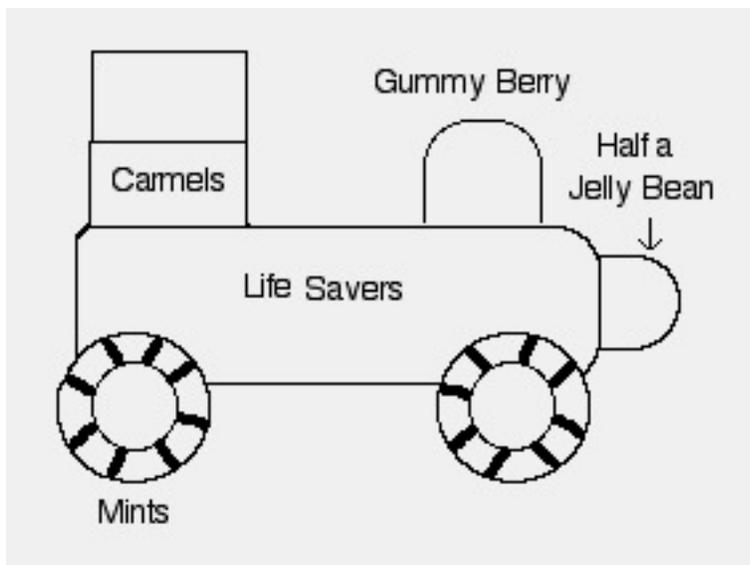


THEME CRAFTS

SUGAR EXPRESS

For each train engine you will need:

- A roll of some type of candy like Lifesavers, Rolos, Mentos, etc.
- 4 round candies like starlite mints for wheels.
- Jelly bean for headlight.
- Gummy berry or candy corn for smokestack
- Caramels or gum for engine room.
- Glue gun or white tacky glue

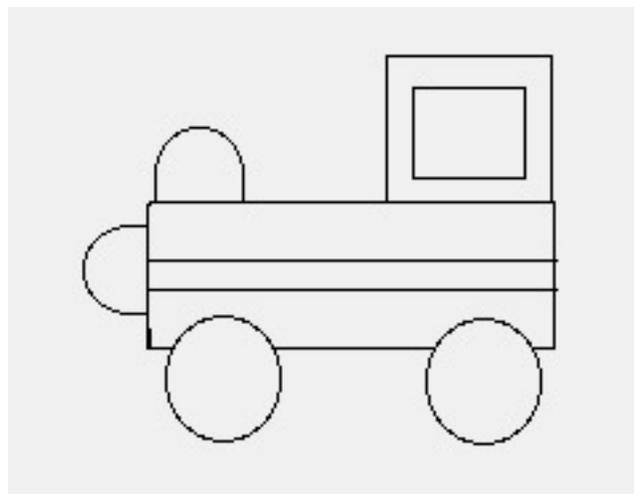


To assemble train take roll candy and glue mints on for wheels, caramels on one end for the engine room, gummy berry or upside down candy corn for the smoke stack and half a jelly bean for the headlight. Glue a ribbon, string, or twine on top to hang train on a tree for an ornament, or use as a 'sweet' decoration.

CRAFTY TRAIN NECKERCHIEF SLIDE

- Craft foam in various colors
- Scissors
- Glue
- Chenille stem

Design your engine or train car, then cut out the different components of your train from craft foam. Glue pieces of the train together and a ring of chenille stem.



CRAFTS ON A SHOESTRING

PLAY DOUGH

1 cup flour
1 cup water
½ cup salt
2 teaspoons cream of tartar
1 Tablespoon vegetable oil

Combine all ingredients in a saucepan and stir over low heat until smooth and rubbery. Add food coloring if desired. Store in a plastic bag or airtight container.

SILLY PUTTY

2 parts Elmer's Glue-All
1 part liquid laundry starch

- Gradually pour starch into glue and mix. If mixture is sticky, add more starch.
- Knead until smooth.
- Cover and refrigerate overnight. This silly putty can be cut with scissors or be pulled or twisted.

CORNSTARCH DOUGH

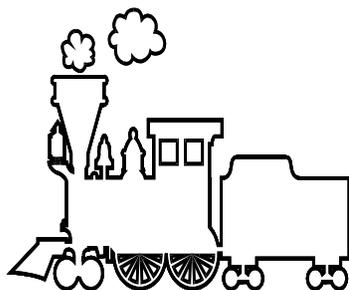
1 cup cornstarch
1-1/2 cup baking soda
1 cup cold water

Cook over low heat until smooth and rubbery. Dough can be baked at 300° for 30-40 minutes.

SAND CLAY

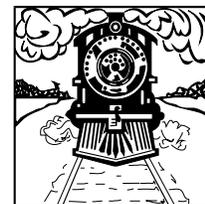
1 cup cornstarch
1-1/2 cups water
2 cups sifted sand

Mix and stir over medium heat for 5 minutes in a disposable container.



FINGERPAINT

½ cup cornstarch
1 cup cold water
3 cups boiling water



Dissolve cornstarch into cold water. Pour mixture into boiling water and stir constantly until shiny and translucent. Allow to cool. Add food coloring.

GLIMMER PAINTS

½ cup salt
½ cup flour
½ cup water
Food coloring
Glitter

- Mix first three ingredients together. The mixture should be about the consistency of pudding.
- Add food coloring until the desired shade is reached.
- Add glitter for "sparkle!"
- Use a funnel to transfer the paint to a squeeze bottle or a Ziplock bag. Cut a small hole in the corner of the bag and have an instant applicator.
- Use paint on heavy paper and allow paintings to air-dry over night.
- Store leftover paint in the refrigerator for up to three days.
- Stir or shake well before using.

GOOP

1 box cornstarch
1 cup water

Mix together in a very large bowl. This creates a nearly indescribable texture that fascinates everyone!

THEME MIDWAY



DID YOU KNOW?

- The longest straight stretch of railroad track is in Australia. It's 297 miles long.
- The first underground railroad was opened in London in 1863. It was steam operated and very DIRTY.
- The first major train bridges were built in the early 1800's.
- The world's highest railroads can be found in Peru and Bolivia.

RAILROAD SIGHTS TO SEE THAT ARE "CLOSE TO HOME"

ALL ABOARD!!



Heber Valley Railroad: 450 S. 600 W. Heber, UT 84032
 Phone: 435-654-5601 or 801-581-9980 * www.hebervalleyrr.org
Golden Spike National Historic Sight: Phone: 435-471-2209
 Open Memorial Day to Labor Day * 9:00 AM to 5:00 PM
Tooele County Railroad Museum: 35 N. Broadway
 Tooele, UT 84074 * Phone: 435-882-2836
Ogden Union Station: 2501 Wall Ave. Ogden UT 84401
 Phone: 801-393-9886 ken29@theunionstation.org
 Many museums including the Utah State RR Museum

Word List

passenger	locomotive
freight	sleeper
dining	coal
tankers	box
container	observation
caboose	

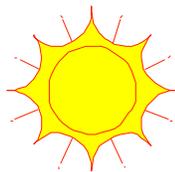
TRAIN CAR WORD SEARCH

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

QUESTION: What kind of train gives people colds?



ANSWER: An ah-choo-choo train!



OCTOBER

DOWN ON THE FARM



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When you eat breakfast tomorrow morning, thank a farmer. He grew the corn, wheat, and rice in your cereal. He raised the dairy cows that gave you milk.

When you eat lunch tomorrow, thank a farmer. He grew the wheat for your bread, the peanuts for your peanut butter, and the fruit for your jelly.

When you eat a snack tomorrow, thank a farmer. He grew the apples for your juice, and the celery and carrots for you to munch.

When you eat dinner tomorrow, thank a farmer. He raised the beef cattle for your hamburger, the potatoes for your mashed spuds, and the lettuce for your salad.

He may live down the street, in the next county, or across the United States. But, wherever he may be, remember--

Thank a farmer!



CHARACTER CONNECTION

DOWN ON THE FARM

CORE VALUE: COOPERATION

If the family can share the great outdoors or enjoy wildlife, then why not visit a farm to see how it operates? This month the Scouts will understand cooperation when learning about farm life and how a family farm operation runs. Find out how the fields are watered, how the crops are planted, and how the fields are harvested. Den leaders not only teach about farm life, but actually take a field trip to a farm. See the animals. Ask if the scouts can help feed the chickens and gather the eggs. Try milking a cow and feeding the pigs. At pack meeting let the cub scouts tell of their experiences.

Let the Cubmaster dress as Farmer Brown, maybe carry the awards in an old milk bucket. There are songs like, "Old MacDonald had a Farm" to sing. Check your *Cub Scout Song Book* for more. End the evening with homemade bread and fresh churned butter.



BSA FAMILY PROGRAM



OCTOBER SUGGESTED ACTIVITIES:

Page 7 – Enjoying Family Fun – #2 – Visit a historic site. (Wheeler Historic Farm Patch; Benson Gristmill Patch)

Page 7 – Enjoying Family Fun – #16 – Visit a zoo or state fair. (Cub Zoo Trail Patch or Utah State Fair Patch)

Page 7 – Enjoying Family Fun – #17 – Plant a family garden.

Page 9 – Cultivating Talents – #4 – Make a list of talents a person can have.

Page 19 – Sharing - #10 – Read a book about sharing.

Page 21 – Learning Duty to God – #1 – Talk about taking care of our world. (Conservation Good Turn Patch)

Page 22 – Learning Duty to God - #25 – Make an animal

mural.

Page 29 – Developing Responsibility – #6 – Get a pet or plant and teach how to take care of it.

Page 29 – Developing Responsibility – #10 – Read a book about developing responsibility.

Page 32 – Planning and Organizing – #8 – Read a book about planning and reaching goals.

Page 33 – Managing Money – #3 – Make a piggy bank.

Page 33 – Managing Money – #12 – Explain what bartering is.

Page 38 – Loss of Loved Ones – #3 – Plant a tree or flower in memory of a deceased loved one.

Page 38 – Loss of Loved Ones – #9 – Talk about feelings when pets die.



GATHERING & PRE-OPENERS

Go Hunt in the Hay

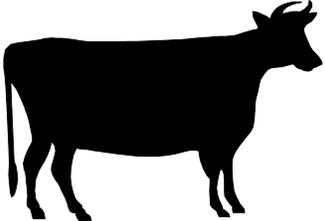
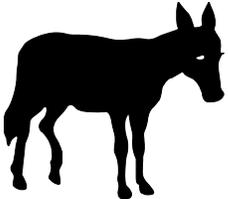
In a small pile of hay, hide pennies or toys that the kids must feel for with their eyes shut, or blindfolded.

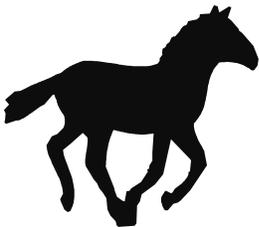
Egg Drop

Have the boys bring a prepared container from home, which could protect an egg when dropped from a height of several feet. An adult could drop them from a 12 ft. ladder, cherry picker, roof, or other pre-determined high spot, one at a time. Then open the containers and see whose egg survived.

Animal Name Game

Put the correct letter in front of the appropriate space.

- | | | |
|-------------------------------------|------------------|---|
| _____ 1. adult female horse | A. piglet |  |
| _____ 2. adult male goat | B. rooster | |
| _____ 3. a horse not yet a year old | C. calf | |
| _____ 4. baby cow | D. drake | |
| _____ 5. young male horse | E. colt |  |
| _____ 6. adult male duck | F. mare | |
| _____ 7. baby pig | G. buck or billy |  |
| _____ 8. adult male chicken | H. foal | |
| _____ 9. young duck | I. ewe | |
| _____ 10. young goat | J. poults | |
| _____ 11. adult male horse | K. kid | |
| _____ 12. adult female pig | L. duckling |  |
| _____ 13. adult male cattle | M. stallion | |
| _____ 14. adult female sheep | N. sow | |
| _____ 15. young chickens or turkeys | O. bull | |



Answers: 1-F, 2-G, 3-H, 4-C, 5-E, 6-D, 7-A, 8-B, 9-L, 10-K, 11-M, 12-N, 13-O, 14-I, 15-J

OPENING, CLOSING & FLAG CEREMONIES

Opening Ceremony

A Crop of Smiles

Once upon a time, two brothers left the farm to move to a city to look for work. Just outside of the city, the first brother met an old man and asked him, "What are the people like in this city?" The Old man replied, "Well, how were they where you come from?" "They are all grumpy and cross," replied the brother. "That's why I decided to leave." "You'll find the people here exactly the same," said the old man as he walked on down the road.

A little while later, the old man met the second brother. He too asked, "What are the people like in this city?" The Old man replied, "Well, how were they where you come from?" "They were very nice. They always smiled," replied the brother. "That's why it was so hard for me to leave." "You'll find the people here exactly the same," said the old man as he smiled and joined the second brother on his way. **Remember, we reap what we sow.**

Flag Ceremony

Farm Country

Personnel: Narrator and 4 Cubs

Narrator: Agriculture, the oldest work done by man, means "taking care of the fields". It is the work and science of using the earth to produce food.

Cub 1: Farming means about the same thing, but we generally use the term when referring to a particular branch, such as dairy farming, chicken farming, cotton farming, wheat or vegetable farming. There have been farmers since history began.

Cub 2: Farm life, was quite different in days past. Entire families, including children, had to carry their share of the load in order to raise enough food for themselves. The family did not have much time for comfortable living.

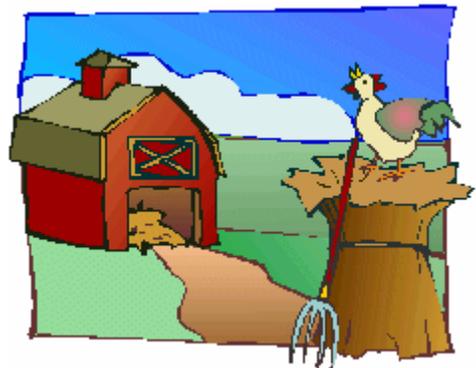
Cub 3: Crowing roosters still announce dawn on many American farms. In the early morning fresh odors of growing crops and blooming flowers fill the air. Even before daybreak, in farm country, lights begin to twinkle as folks rise early to feed the animals and do the chores.

Cub 4: Now in gratitude for the hard working farmers across our land, may we all stand and sing "America the Beautiful."

Closing Ceremony

Things That Grow

Cub Scout: The theme this month is "Down on the Farm." I, too, am a thing that grows. I need nourishment, and love, and attention to grow. But most of all to grow, I need my sleep. Thank you everyone, and good night!



ADVANCEMENT CEREMONY

The Law of the Harvest Ceremony

Props:

1. Farmers costume (Cubmaster or an assistant dress up as a farmer.)
2. Hoe or shovel
3. Paper cups
4. Cut plants out of green construction paper Or collect old green silk or plastic plants. Staple each award to the bottom of a plant. Place a rank award and plant in each cup. Put crumpled brown construction paper or paper bag around plants as dirt to hide the award.



Preparation: Create a garden replica near the front and to side of the pack meeting room. Arrange the prepared plants with award to form the garden.

Personnel: Farmer

Script:

All farmers know the truth taught in scripture "... for whatsoever ye sow, that shall ye also reap; therefore, if ye sow good ye shall also reap good for your reward". This teaching is proven every year at harvest. The farmer plows the soil and plants his seeds in spring. He takes care of his crop by watering, weeding and feeding it all through the heat of summer with the expectation and faith of receiving his reward at the fall harvest.

You like the farmer have planted the seeds of knowledge and growth. Through hard work you have earned the rewards of the harvest. Today we will learn some of what your efforts have reaped.

Rank Presentation:

The farmer goes to the garden. Act out collecting the harvest using the hoe or shovel. Kneel down and pull out one of the plants with the award attached. The farmer names the boy with the rank advancement and asks that he and his parents to come up front to the garden. Share some of the things the boy has done to get the award. Ask the boy what he liked best and present the rank to the boy and his parents. Repeat until all the awards are presented.



SKITS & STORYTELLING

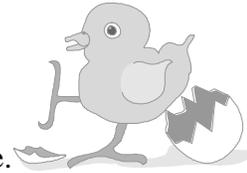
MISTER BONES SKIT

CAST: MR. JONES
MR. BONES
CHOIR (stands behind Mr. Jones and Mr. Bones with banjos and tambourines)

MR. BONES: Mr. Jones, why does the chicken cross the road?
MR. JONES: To get to the other side. Ha! Ha!
MR. BONES: That's not the reason the chicken crosses the road, Mr. Jones.
MR. JONES: All right, Mr. Bones, why does the chicken cross the road?
MR. BONES: So she can see where she's been.
CHOIR: *(Stomp feet, slap hands, laugh, twang banjos and shake the tambourines.)*



MR. JONES: All right, Mr. Bones, why do hens lay eggs?
MR. BONES: I don't know, Mr. Jones, why do hens lay eggs?
MR. JONES: Because if they didn't, they'd break them.
MR. BONES: Mr. Jones, that joke's not what it's cracked up to be.
CHOIR: *(Stomp feet, slap hands, laugh, twang banjos and shake the tambourines.)*



MR. JONES: If you had two horses and one of them went to the left and the other went straight ahead; then the one went to your right and the other turned around; then the one went to the left and the other came back; what would you have?
MR. BONES: I don't know, Mr. Jones, what would you have?
MR. JONES: A lot of horse maneuver. Har de, har, har!
CHOIR: *(Stomp feet, slap hands, laugh, twang banjos and shake the tambourines.)*



SONGS, SPARKLERS, & CHEERS

Why did the horse sneeze? *Because it had a little colt.*

Cheers:

Call the Hogs Yell: SOOOOOOOOOOOEEEEEEEEEEEEEE!
SOOOOOOOOOOOEEEEEEEEEEEEEE! PIG, PIG, PIG, PIG!!!

Cat Cheer: Stand and give a loud "Meow" three times.

Canary Applause (2000 LB): Put hands on opposite shoulders, while opening and closing elbows, and say "Here, kitty, kitty, kitty."

Barnyard Serenade: Hee haw, hee haw, hee haw

Cow: Pretend to milk the cow, saying, "Squirt, squirt, squirt."



Hay & Straw: Divide the group into two sections. Tell one group that when you point to them they are to yell, "HAY!" Tell the other section to yell, "Straw!" Vary the speed in which you point to the different groups. Variation: When the leader yells, "Hay!" or "Straw!" the audience responds with the opposite word.

Songs

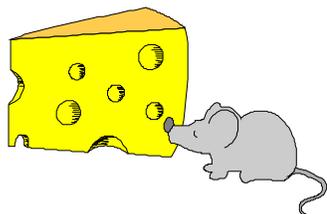
Sing *Old McDonald had a Farm* using animal masks. Each time a verse is sung, the previously picked masked person, chooses someone new. Choose adults and children.

Split your audience into 3 groups. Each group gets a sound. MOO, QUACK or BAA. You point at a group when you want them to make their noise. Get them to do a farm yard version of Good King Wenceslas.

The Farmer In The Dell

Join hands in a circle and and walk around in a circle as you sing this old favorite. The farmer starts in the center and then on the next verse "takes a wife" etc. until the rat takes the cheese. On the last verse everyone else leaves the center of the circle, except the cheese, and the "cheese stands alone."

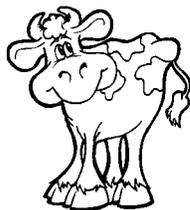
The farmer in the dell
The farmer in the dell
Hi-ho the derry-o
The farmer in the dell



The farmer takes a wife...
The wife takes the child...
The child takes the dog...
The dog takes the cat...
The cat takes the rat...
The rat takes the cheese...
The cheese stands alone...

GAMES, GAMES, GAMES

DUCKS AND COWS



Materials needed: None

Play: This is a great way to divide a large group into smaller groups.

Players close their eyes while the den or pack leader goes around tapping them on the shoulders designating them either a duck or cow. On a given signal, the players keep their eyes closed and must find other members of their team by “mooring” or “quacking”. More animals could be used to make more groups.



THE FARMER AND THE CROW

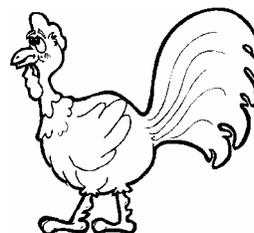
Materials needed: 6 items such as beanbags, paper cups, fun foam squares, etc. for each team

Play: Divide the cubs into teams of equal numbers. Each team stands behind a starting line facing a wall or finish line about twenty feet away. The first player on each team is a farmer, the second player is a crow, the third a farmer, the fourth a crow, and so on. At a signal, the first farmer on each team takes the seeds (six items) and places them at equal intervals from the starting line to the finish line. He runs back and touches the second player, a crow. The crow must hop over each of the seeds, touching the finish line, change to the other foot, and hop back, picking up each seed as he comes to it. He hands them to player number 3, a farmer, who goes out to plant them again, and so on. The team finishing first wins. If there is enough time, play the game again letting each crow be a farmer.

CHICKEN STRETCH

DO NOT REVEAL THE NAME OF THE ACTIVITY UNTIL AFTERWARDS! IT RELIES ON AN ELEMENT OF SURPRISE. (GREAT FOR PACK MEETING)

Materials needed: None



Play: Have everyone form a circle. Explain that it is important to warm up one’s body from head to toe before participating in physical games and activities.

Starting with legs, ask people to try to get their knee to touch their chin. Try each leg alternately. Ask for 10 knee to chin touches. It is not easy, some can do it, and many can’t. Encourage every one to at least try.

Then move to the arms. One side at a time, stick thumb under armpit and raise arm up and do a side stretch. Three times on each side.

Then explain that it is important to warm up one’s vocal cords for group games. Ask them to make different barnyard noises ending up with turkey or chicken noises.

Finally, put it all together - demonstrate and encourage - walking around raising knees in air, flapping both arms and making animal noises (at some point start encouraging the chicken noises) and you have a bunch of warmed up, feeling silly cub scouts and parents.

CUBS IN THE KITCHEN

ANIMAL CHIPS

Ingredients:

1 large tortilla
Cooking Spray
Salt



Use animal-shaped cookie cutters to cut shapes from a large flour tortilla. Arrange the animals on a baking sheet. Lightly coat them with cooking spray and sprinkle them with salt. Bake at 350° for 5 to 7 minutes and your chips are ready for a dip in salsa or guacamole.

DRINK A PURPLE COW

Ingredients:

Vanilla ice cream
Grape juice
Lemon lime soda

Drop a scoop of ice cream in a clear cup. Pour the juice and soda on top.



DINNER IN A PUMPKIN

Ingredients:

1 sm. or med. pumpkin
1 lb. ground beef sautéed with onions, celery and pepper
1/4 c. soy sauce
2 tbsp. brown sugar
1 (4 oz.) can sliced mushrooms, drained
1 can cream of chicken soup
2 c. cooked rice

Paint a face on the pumpkin with acrylic paints before it's baked. Preheat oven to 375°. Cut the top of the pumpkin off and clean it out. (Save top.) In medium bowl, combine beef mixture, soy sauce, brown sugar, mushrooms, soup and rice. Put into pumpkin. Replace pumpkin lid. Place on baking sheet and bake 1 hour or until pumpkin is tender. When served--scoop some pumpkin out with mixture. Makes 6 to 8 servings.



See more on the CD ROM

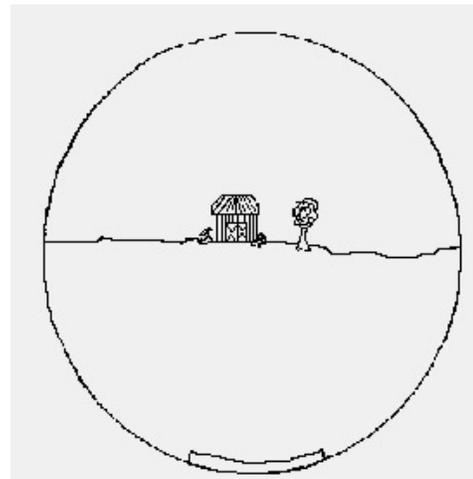
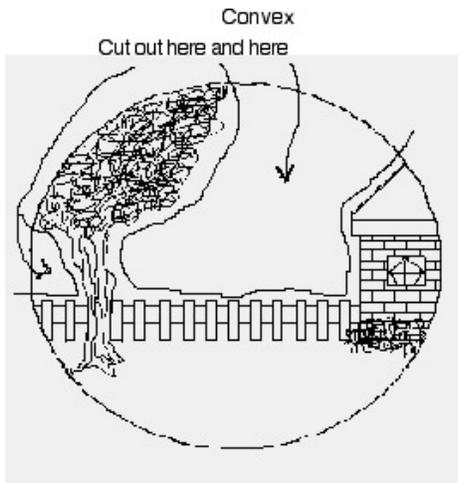
THEME CRAFTS

3-D PAPER PLATE ART OR PUPPET THEATER

- Two paper plates for each boy
- Colored pencils
- Scissors
- Glue
- Optional: small animal stickers placed on craft sticks for puppets.

Turn one plate wrong (convex) side out and draw a foreground scene. With scissors, cut away where the sky would be. (See example). Turn second plate (concave) and draw background scene. When artwork is done, glue plates together at seams unless you want to make it a small theater. In this case trim away some of the rim of concave plate. Put stickers on craft sticks and put them up between plates for theater.

Concave

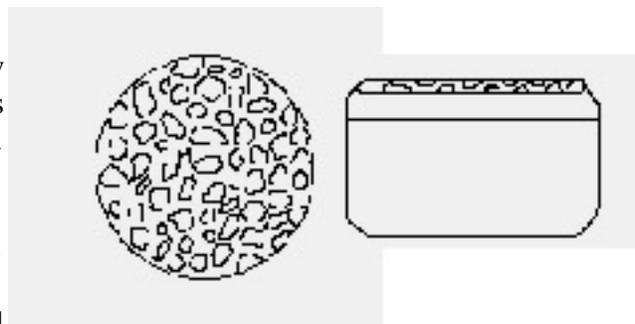


EGG SHELL MOSAICS

- Paper mache or cardboard container

Cover paper mache container top with a thin layer of tacky glue. Take a chunk of egg shell and press it into the glue until more cracks show up and the shells stick. Continue pressing shells to cover the whole surface, then let the glue dry. Paint desired colors over top of the eggshells. While still wet, take a paper towel and gently wipe shells. This takes most of the color off the shells but leaves color in the cracks and creates the mosaic effect. Finish painting the cardboard or paper mache container, then spray or paint a coat of varnish over container to make it more glossy if desired.

- Egg shells
- White tacky glue
- Paint.



Note: See the CD for this months Neckerchief slide idea.

CRAFTS ON A SHOESTRING

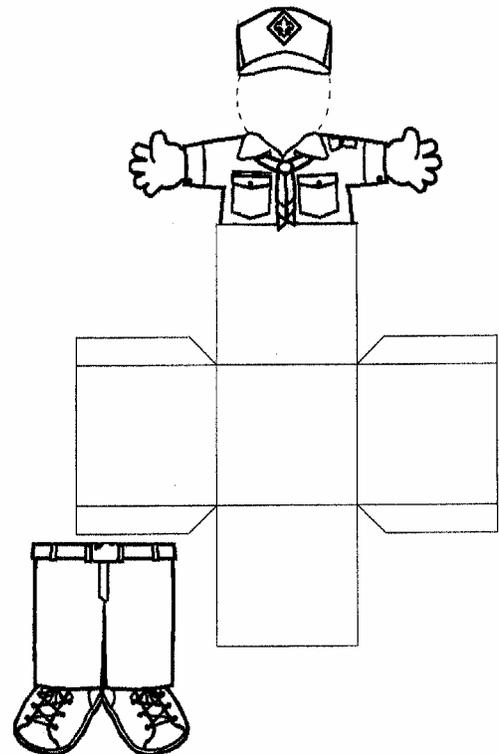
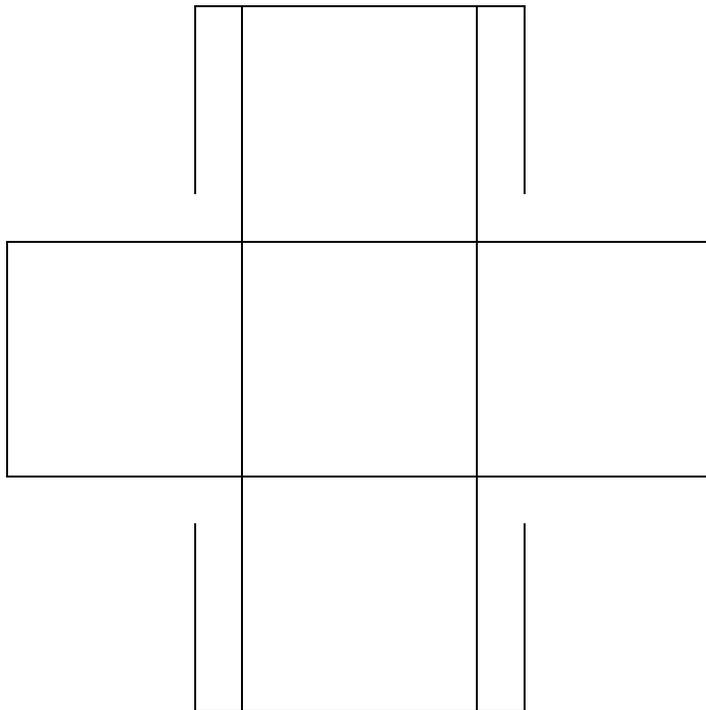
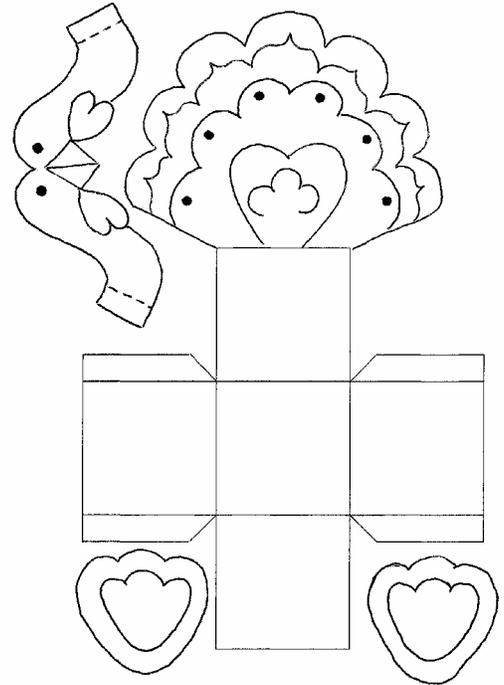
TREAT BOXES

USES:

- Treat box
- Table decorations
- Name places
- Diorama figures
- Puppets

HOW TO MAKE:

- Copy “empty” box pattern onto cardstock.
- Draw tail or body figure onto pattern box.
- Draw animal head, front feet, body parts, etc. onto cardstock – Do not attach to box.
Refer to turkey pattern & boy for size and “3-D” look.
- Color and cut out all parts.
- Fold box along solid lines.
- Use transparent tape to hold tabs in place.
- Tape head, feet, and body parts into place.
- Add any additional “parts” desired. (Photo into face!)
- Fill box with treats.



THEME MIDWAY

Growing Crops

Here's how to give your pumpkin a great head of hair:

Have an adult help cut off the top of the pumpkin. Scoop out some of the seeds and matter, but don't break into the soft center. Line the hollowed-out part with moist absorbent cotton. Plant grass seeds on the moist cotton. Keep it watered until the head has a crop of green hair. Then cut out or paint a face on your pumpkin.



Miniature Greenhouse

Materials: clean 2-litre bottle
flower pot
seeds
pebbles or small rocks
peat moss

Cut the plastic bottle in half. Place a handful of rocks in the bottom of the pot. Fill the pot with peat moss and plant your seeds. Water the soil and seeds. Place the top half of the bottle over the flower pot and set in a sunny spot. Water your plant a few times a week or when the peat moss gets dry.

Harvest Fair:

Pumpkins can be used for many games and decorations. To preserve the pumpkins, paint the faces and use a clear varnish/shellac to keep the paint from chipping off.



Pumpkin Toss:

Materials needed:

Six pumpkins about the same size/or plastic balls

Six ping pong balls

Masking tape

Carve the pumpkins or use the plastic pumpkins. Put them directly behind each other in a line. Mark them each with a number, 1-6. Mark with the tape, beginning line. Have the cub toss the ball into the first pumpkin...then the second, the third, etc. If the cub misses, his turn is over and the next cub tries. You can also put points on each pumpkin and add up the total at the end of a turn.



Milk the Cow:

Blow up a good quality rubber glove. Have each cub try their hand at milking the cow. Show them how to start at the top of the "finger" and working down, to resemble the real way to get milk.

Please go to the CD for other ideas for the Country Harvest Fair, including fun games to play.



NOVEMBER

INDIAN NATIONS



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Great Salt Lake Council Guidelines Concerning Respect for Native Americans

One of the most popular Cub Scout themes highlight Native American cultures. Native Americans have a profound history and heritage and den and pack activities can help demonstrate this. Emphasis should be on their authentic cultures and traditions, and not on popular myths that have been portrayed in the media. Packs can help boys and their families understand that Native Americans are a significant presence in America today.

Pack leaders should not encourage boys to “play Indian.” While this may be deeply entrenched in our non-Native American backgrounds, it often is seen as mockery, can be offensive, and dehumanizes native peoples. For example, boys can be excited about making authentic tribal clothing, but packs should discourage such things as Indian-style Halloween costumes. A den might sit in a circle with a Native American to hear about his or her heritage. Cub Scouts should never run in circles whooping it up with feathers in their headbands.

Native American themes can help families appreciate the importance of tribal diversity. Most Native Americans think first of their tribal identities, and only secondly about being Native Americans. So don’t lump all Native Americans together. Learn about Pima or Choctaw or Sioux—or any of the more than 300 other recognized tribes in our country today. Avoid any Native American activity that has religious connotation. It would be disrespectful for dens or packs to stage religious dances or ceremonies. When in doubt, call on a Native American consultant and use up-to-date references. Help the pack be authentic and to avoid activities that could be offensive to others. Care must be taken so that songs, skits, stories, and cheers used for a Native American theme are respectful and in good taste.

August 1, 2001



CHARACTER CONNECTION

INDIAN NATIONS

CORE VALUE: FAITH AND RESPECT

Before Christopher Columbus discovered the new world, there were people already here. They were referred to as Indians, because Columbus thought that he had found India. We now call them North American Indians. The Cub Scouts will learn respect for these great nations and learn of the faith they had to survive. Den leaders should do research to learn more about these great nations. It's fun to make Indian crafts, jewelry, and models of the different types of houses. For a pack meeting, assign each den a different Indian nation to study. Here are a few: The southwest Anasazi; the northwest Nez Perce Indians; the Midwest Hopewell Culture Indians; the northeast Iroquois Nation of Mohawk, Oneida, and Seneca; the Great Plains Indians of Blackfoot, Cheyenne, Crow, and Sioux; and the Cherokee Nation from the southeast. Part of the study and research can be done as a den. Then, at pack meeting, have each Cub Scout tell what he has learned. Display the crafts and pictures made in the den. This will be a special night for the scouts to present what they have made and learned. Prepare some samples of food from each Indian nation to share with families and guests.



BSA FAMILY PROGRAM

NOVEMBER SUGGESTED ACTIVITIES:



Page 7 – Enjoying Family Fun – #3 – Learn a folk dance.

Page 8 – Knowing It's Make-Believe – #6 - Read a folk and real story about someone.

Page 10-11 – Being Patriotic - #2, #22, #27 – Read about an American hero; cook a Thanksgiving Day dinner; read a book about people or events in our nation's history.

Page 13 – Making Mealtime Meaningful - #4, #12 – Prepare a meal; make a conversation can.

Page 14 – Strengthening Family Traditions - #2, #3, #4, #7, #10 – Share memories of a holiday; create a birthday video journal; learn ethnic traditions of family; record conversations of older relatives; older members teach younger members games they played. (Sons of Utah Pioneers Patch; Historical and Pioneer Walk Patch)

Page 17-18 – Communicating – #1, #2, #9, #11, #12 – List ways to be a good listener; read a story and see if family listened; practice attentive listening; list ways to improve communication skills; read a book about communicating.

Page 19 – Sharing - #7 – Make a list of things that our Earth (Mother Earth) shares with us.

Page 21-22 – Learning Duty to God – #22, #26 – Write a prayer of thanks; read a book about others' beliefs.

Page 23 – Fostering Self-Esteem – #2, #13 – Discuss negative statements and gestures; ask questions to learn about family members.

Page 26 – Giving – #9 – Hold family sharing time.

Page 27 – Accepting Differences – #1, #3 - Color paper exercise and discussion; interview older neighbor or relatives.

Page 31 – Being Prepared – #15 – Learn fire safety to protect our Earth (Mother Earth).

Page 35 – Overcoming Obstacles – #4 – Share family feelings about a situation.

Page 36 – Adjusting to a Move – #10 – Discuss how family feels about new home.

GATHERING & PRE-OPENERS

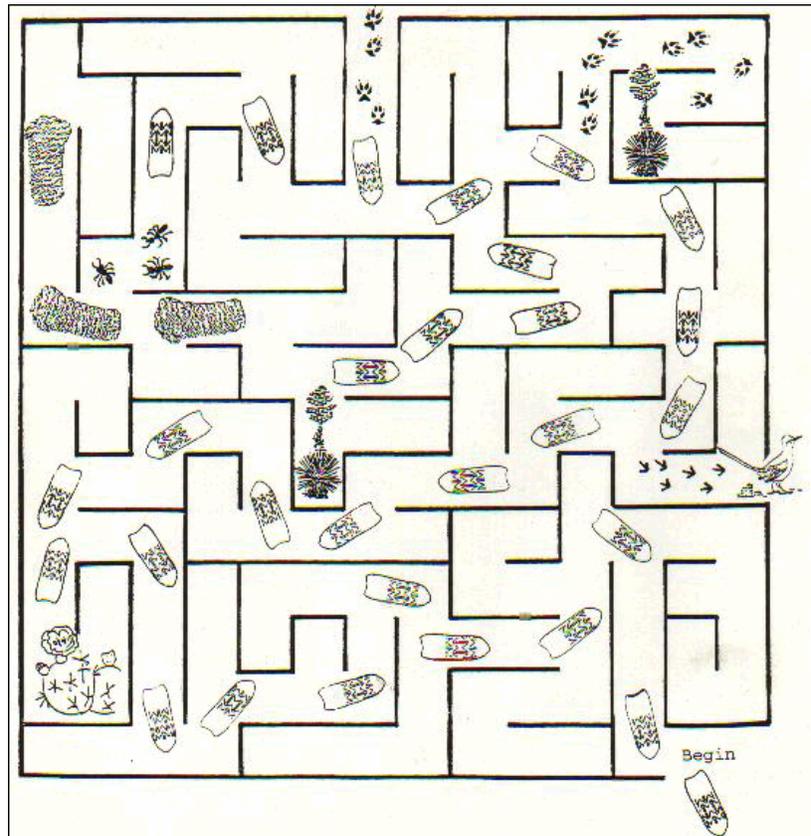
Unscramble the names of these Native American Tribes

aamoh _____	eennchey _____	<u>Answers:</u>	
nuiit _____	imnoelse _____	Omaha	Cheyenne
onavaj _____	uptei _____	Inuit	Seminole
aaanszi _____	mcanheco _____	Navajo	Piute
nogalqiuna _____	ioho _____	Anasazi	Comanche
xoisu _____	nnimeotas _____	Algonquain	Ohio
eeraweld _____	kaaotd _____	Sioux	Minnesota
eerc _____	otlfbcka _____	Deleware	Dakota
tue _____	wneaep _____	Cree	Blackfoot
rwoc _____	cheaap _____	Ute	Pawnee
		Crow	Apache

A ten-year-old Anasazi girl is sent out to gather yucca leaves so her parents can repair some sandals. After she has left, her eight-year-old brother realizes she has forgotten her stone knife, which she will need to cut the leaves. The brother follows his sister by following the sandal tread pattern she has left in the sand. There is only one clear way to get to the yucca plant. The other paths are blocked because of a cactus patch, fresh coyote tracks, a stranger's sandal pattern, bird tracks, and black ants. The girl has to backtrack away from these things. Can you help the brother follow the sandal tracks to the right yucca plant?

Also...

Write a coded message to your parent or friend using the Cree Alphabet. Alphabet located on the CD.



See CD ROM for more

OPENING, CLOSING & FLAG CEREMONIES

Opening Ceremony

Four Winds

Cubmaster: Let the North Wind enter.

Cub #1: The North Wind brings cold, builds endurance.

Cubmaster: Let the South Wind enter.

Cub #2: The South Wind brings the warmth of friendship.

Cubmaster: Let the East Wind enter.

Cub #3: The East Wind brings the light of day.

Cubmaster: Let the West Wind enter.

Cub #4: The West Wind is from the direction where the sun sinks, bringing night and stars.



Flag Ceremony

Navajo Code Talkers

Navajo Warriors have been a vital part of every American war since their last treaty with the United States in 1868. It is the bravery and courage of these Navajos that helped to make the United States the free and proud place it is today. These brave servicemen and women served their nation with loyalty and with valor.

A special group of Navajos were formed during World War II called the Navajo Code Talkers. The Code Talkers used a special code based on the unwritten Navajo language to transmit messages, making it difficult for the Japanese enemy to decipher American battle messages about the time and place of an attack. Many American who staked their lives on the success of the Navajo view the Code Talkers contributions to the war effort as nothing short of monumental.

Please stand and remember the legendary Navajo Code Talkers as we recite the Pledge of Allegiance.

Closing Ceremony

Farewell Wish

Ask everyone to stand. The Cubmaster gives the words and demonstrates the signs used in the ceremony. Then everyone joins in.

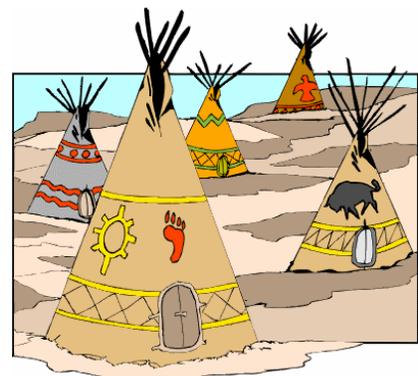
May the Spirit of Scouting (Boy Scout Sign)

And the Light of Akela (Cub Scout Sign)

Be with you and me (point index finger)

Until our paths (Both arms out to sides)

Cross again. (Arms crossed)



ADVANCEMENT CEREMONY

Cubmaster: Dressed in costume as Akela a Native American or in uniform. (Use your imagination to Spice up the ceremonies. Involve others the more the merrier, May use drums etc.)

Props: Arrow of Light, Signs with Cub Scout Promise & Law of the Pack. (Point to each as described in the script)



Akela: I am Akela, the Great Chief of the tribe and the head of the council of braves. Our totem is the Arrow of Light, which is the final goal of all Cub Scouts and the highest honor cubs can earn. The Arrow of Light points the way. The arch represents progress along the way. There are 7 lights along the trail. Boys, please stand up, make the Cub Scout sign and recite the promise with me.

Boys: I, (say your name), promise to **do my best to do my duty** to God and my Country, to **help** other people, and to obey the law of the pack.

Akela: Each light on the path represents a part of the Cub Scout Promise.

- The first part of the promise is "to do my best." As a Cub Scout, we do not ask or expect you to be perfect. We expect you to do the best you possibly can as you seek the Arrow of Light. The first light represents doing your best.
- "To do my duty to God and my country," duty means what you ought to do. Practice your religion, be a good American, and obey our country's laws. The second light represents doing our duty to God and country
- "To help other people." When you receive your badge it is given to you upside down. After you do a good deed, you turn it right side up. This reminds us to always help others who are in need. The third light is to help other people. In the Cub Scout Promise, we say we will obey the Law of the Pack. Boys make the Cub Scout sign and recite the Law of the Pack with me.

Boys: "The Cub Scout **follows Akela**. The Cub Scout **helps the pack go**. The pack helps the Cub scout **Grow**. The Cub Scout **gives goodwill**."

Akela: These are the last 4 lights on the trail to the Arrow of Light. We learn our ways from the wisest of the forest animals. To begin the Cub Scout journey, we follow the Bobcat, a tenacious creature always hungry for knowledge and adventure. From the wolf we learn the language of the ground; we learn to follow the tracks of others. From the bear, we learn the ways of the forest, the secrets of the trees and birds, the language of the air and the sky.

(Call the boys who have earned a rank advancement and their parents up to the front. Present the awards. Remember to pin the badges upside down on the boy's uniform.)



SKITS & STORYTELLING

TEN LITTLE SETTLERS (A Skit of the First Thanksgiving)

CAST: 10 SETTLERS (the play opens with the 1st settler on stage)
 INDIANS (on stage, in the background)
 TURKEY (keeps wandering back and forth on stage)
 (Settlers read their own parts or a NARRATOR can read their parts as the settlers enter)



1ST SETTLER:	1 little settler Discovering the land. Along came another To offer a hand.	(2nd Settler enters and shakes hand of 1st Settler)
2ND SETTLER:	2 little settlers Happy and free. One came to build a home Then there were 3.	(3rd Settler enters with hammer and nails)
3RD SETTLER:	3 little settlers Clearing the shore. 1 came to till the soil, Then there were 4.	(4th Settler enters with a shovel)
4TH SETTLER:	4, through the winter Fight to survive; Share with a brother. Then there were 5.	(5th Settler enters with a blanket)
5TH SETTLER:	5 in the spring, Tending fields and chicks, Make friends with another. Then there were 6.	(6th Settler enters carrying a brown bag that says grain)
6TH SETTLER:	6 in the summer's heat, Pray now to Heaven For the land's bounty. Then there were 7.	(7th Settler enters with bag of potatoes)
7TH SETTLER:	7 little settlers Glean a harvest great. A farmer came to offer help, Then there were 8.	(8th Settler enters with a rake and hoe)
8TH SETTLER:	8 little settlers, Resting by the pine. In came the hunter, And then there were 9.	(9th Settler enters with the turkey)
9TH SETTLER:	9 little settlers Home from the glen Called for the cook; Then there were 10.	(10th Settler enters in white apron)
10TH SETTLER:	10 little settlers Hungry all day--- Ready to enjoy The first Thanksgiving Day!	(All Settlers are sitting in a circle. Turkey is in the middle. While the Settlers are talking, the Turkey gets Up and runs away!)

SONGS, SPARKLERS, & CHEERS

Song Idea:

Instead of singing "10 Little Indians," substitute the words to be:

1 little, 2 little, 3 little blackfeet

Use the name of any tribe (ie Navajo, Sioux, Ute, Goshen, etc.)

Run-ons

Scout 1: Which Native American tribe has the most lawyers?

Scout 2: The Sioux

Scout 1: Why does the chief wear so many feathers?

Scout 2: To keep his wig wam (warm).

Scout 1: I can turn you into an Indian Chief.

Scout 2: How?

Scout 1: See, I've started already.

Scout 1: I'm a teepee. I'm a wigwam. I'm a teepee. I'm a wigwam. (Repeat several times.)

Scout 2: Calm down. You're too tense (two tents)!

A Thankful Song: Family Vespers

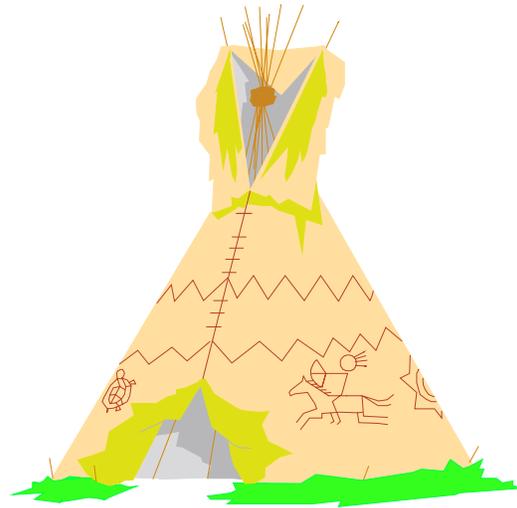
(Tune: Oh, Christmas Tree)

Quietly we join as one, Thanking God for family fun.

May we now go on our way, Thankful for another day.

May we always love and share, Live in peace beyond compare.

As a family may we find, Friendships true with all mankind.



The Native Way

Each morning, upon arising, and each evening before sleeping, give thanks for the life within you and for all life.

Treat every person with respect.

Special respect should be given to elders, parents, and teachers.

Never speak unkindly to another person.

Touch nothing that belongs to another.

Respect the privacy of everyone.

Never walk between people when they are conversing.

Never interrupt people who are conversing.

Speak in a quiet voice.

Never speak unless invited to do so.

Do not speak of others in a negative way.

Treat the Earth as you Mother.

Respect the beliefs of others.

Listen with courtesy when others speak.

Respect the wisdom of people in councils.

Treat the earth well: it was not given to you by your parents, it was loaned to you by your children. We do not inherit the Earth from our Ancestors, we borrow it from our Children.

Ancient Indian Proverb

GAMES, GAMES, GAMES

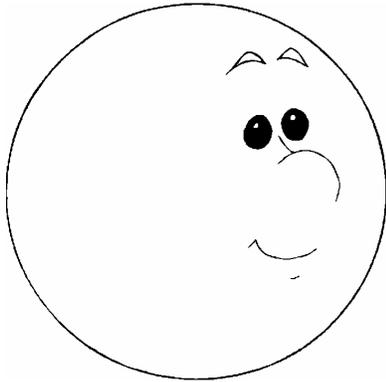
PASS THE STONE

Materials needed:

2 small clay balls - 1 red and 1 green,
one blanket

Play:

Spread a blanket on the floor and invite the Cub Scouts to sit with you in a circle on the blanket. Hold the two balls of clay in your



closed hand. Pass one of the clay balls to the scout on your right, without letting him see which ball you have passed.

Ask him to guess which color ball you have given him. If he guesses correctly, give him both balls. This scout then passes one clay ball to the next scout. That scout will guess which color ball has been passed. If this scout guesses correctly, both balls are passed to him and the game continues. If the scout guesses incorrectly, he moves out of the circle and the game continues. Continue the game until one scout is left in the circle.

TOMAHAWK SNATCH

Materials needed:

Something to represent a tomahawk
(beanbag will do)

Play:

Scouts form two straight lines, 6 feet apart, with a tomahawk in the middle. Number the scouts so that the highest number on one team is opposite the lowest number on the

other team.

Leader calls a number and the two players of that number run forward, try to snatch the tomahawk and return to their place without being touched by their opponent.

If a player succeeds he scores a point. If the opponent tags him, then the opponents' team gets the point.



APACHE RELAY

Materials needed:

Two messages

Play:

Divide the cubs into two groups (bands). One band is pitted against another to see who can carry a message and bring a reply in shortest time, by means of relays of

runners. The chief takes all but the beginning runners out and drops them off at convenient distances along the route, where they await the arrival of the other runners. Once a runner reaches the next point, the next cub takes the letter and proceeds on with the letter. At the end of the designated distance a leader needs to be ready to write a reply on the letter and send it back to the beginning via the relay. The first team through is the winner.

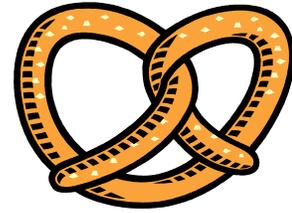
CUBS IN THE KITCHEN

INDIAN TREAT NECKLACE

Ingredients:

Shoestring licorice

Various cereal, candy and pretzels with holes



String licorice through snacks and knot ends together.

SUGAR CONE CORNUCOPIAS

Ingredients:

Sugar cones

Runts® candies

Candy corn

Nuts



Roll a small piece of foil into a ball and place it in the opening of the cone. Place a small square piece of foil in a steamer basket. Place the steamer basket in a pan of boiling water above the water line. Lay a cone on the square of foil in the basket and cover. Steam the cone for a few minutes. When the cone is pliable, but not soaked, remove it (it will be hot!) and shape the end into the curled up end of a cornucopia. Flatten the bottom slightly. When cool, remove the foil ball and fill the cone with the candies and nuts.

CANDY INDIAN

Ingredients:

Carmel (head)

Tootsie Rolls® (arms)

Smarties® (legs)

Snack size candy (body)

Fruit Roll-Ups® (feathers)

Shoestring licorice (rope belt)



With a hot glue gun attach the candies to the snack size candy to form the Indian. Tie a piece of shoestring licorice around the snack size candy as a rope belt. Cut feather shapes out of the Fruit Roll-Ups® and attach. Draw on eyes and a smile to the unwrapped caramel head if desired. You can use other candies the same size.

See the CD ROM for more

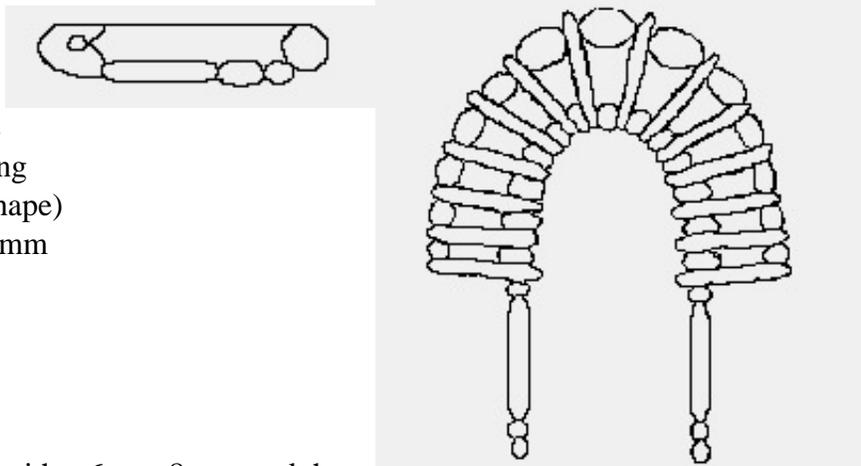
THEME CRAFTS

BEADED INDIAN HEAD DRESS

- 24 inches of 20 gage wire
- 14 safety pins 2 inches long
- 16 rice beads (long rice shape)
- 24 small rondelle beads 4mm
- 16 faceted beads 8mm
- 16 faceted beads 6mm
- 13 faceted beads 10mm
- Wire cutter
- Needle nose pliers

Bead each safety pin starting with a 6mm, 8mm, and then rice bead and close safety pin. Use the pliers to make a small loop in one end of the wire. String on one rondelle bead then one of the safety pins (the circle end), rondelle bead, safety pin, repeat, until you have used all the safety pins and one last rondelle bead. Make sure the safety pins are all facing the same direction so the beads are all on the same side. End by cutting the wire about 1/4 inch from rondelle bead. Use pliers to tighten the wire, then make another ring in the end of the wire. This becomes the inside horseshoe shape. Begin making the outside of the headdress by making another small loop in the end of the wire and again string one rondelle bead, then string the wire through the clasp end of the safety pin, a 10mm bead, then the next safety pin, repeat, ending with a rondelle bead. Tighten the wire into the horseshoe shape. Cut wire 1/4 inch away from last rondelle bead, and end by making a loop again with the pliers. The head dress tassels are made by making a small loop with the wire, a rondelle bead, 6mm bead, 8mm bead, rice bead, rondelle bead. Cut the wire and loop onto the headdress, repeat with other side.

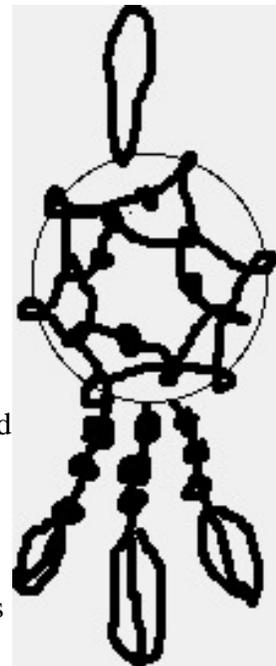
*Note the headdresses can be made with the same process but smaller safety pins and as few as 6 pins. Make a smaller one for this month's neckerchief slide.



DREAM CATCHER

- A bend able twig about 1 foot long
- A few inches of thin wire
- Some twine
- Beads with large holes
- A few feathers

Use thin wire to tie the ends of a twig together to make a hoop. Cut a few feet of twine. Tie one end of the twine to the twig hoop. String a few beads onto the twine and push the beads toward the tied end. Wrap the twine around the other side of the hoop. String a few more beads on the twine and then wrap the twine around the far side of the hoop. Repeat until you have an interesting webbing design. Tie a short length of twine on the hoop for the dream catcher to hang from. Next take another length of twine, string a bead or two on it and then tie a feather onto the end. Tie this on the bottom of the dream catcher. Repeat this a few times (2 or 3 hanging feather strings look nice). Hang the dream catcher near your bed!



CRAFTS ON A SHOESTRING

SAND PAINTING CANDLES

Materials:

Sand
 Tempera paint, variety of colors
 Containers for colored sand
 Spoons & Craft sticks
 Small jars, baby food jars
 Paper clips
 Paraffin (wax)
 Candle wicking

To make different colors of sand

- Place one cup of sand into a container.
- Add dry tempera paint to sand to make desired color.
- Put sand into containers

To make sand painting candle:

- Anchor wick end in bottom of jar. Tie the other end of the wick to a stick and rest it over the jar lid. Wicking can be dipped into melted wax and cooled until stiff.
- Spoon the first layer of colored sand into a clean, dry jar or bottle. Make it as deep as you want and smooth the top.
- Carefully add the second color of sand right on top of the first.
- When the layer is as deep as you want and smooth on top, place a small tool, such as an open paper clip, down the side of the jar to move the sand into shapes. This takes some practice, but soon you'll be able to push shapes into the bottom layer and then push the second layer to fill in the spaces that were left. Smooth the second layer, adding more sand, if needed.
- Add the other layers the same way. For variety, make a small section of a layer a different color from the rest.
- Fill the top 1/2 inch of the jar with melted wax.

SAND CANDLES

Materials:

Bottom half of plastic gallon milk jug
 Sand
 Spray bottle filled with water
 Paraffin (wax)
 Old crayons
 Candle wicking
 "Nature objects:
 seashells, stones



Directions:

1. Fill the milk jug with damp sand, and pat it smooth and level.
2. Dig a hole the size and shape you want your candle to be. Spray the sand with water if it crumbles. To make legs for your candle, poke thumb and two fingers into hole.
3. If desired, press seashells into the sides of the hole, with the shells' right sides facing the sand.
4. Anchor wick end in bottom of hole. Tie the other end of the wick to a stick and rest it over the wax hole. Wicking can be dipped into melted wax and cooled until stiff.
5. Use a double boiler method to melt the wax (crock pot & #10 can.) Add crayons to color wax.
6. Carefully pour the melted wax into the hole, filling it to the top.
7. Let candle cool for several hours or until wax is hard.
8. To remove candle from sand, gently dig the sand away from the edge with your finger and pull it out. Brush off excess sand.

Holiday and Seasonal Craft



THEME MIDWAY



Do you know that there are over 560 Native American Nations, Tribes, and Entities that are recognized by the government? Which one lives closest to you? Which one was living where you do 500 years ago? Do you have any boys in your units that are Native American?

Most don't even think about Islanders being Native American. Guess what!! They are an important part of our history of the Americas, too. For those boys that are Native American, ask them to share what they know about their culture. If they don't know, it would be a good time to help them learn about it. If you don't have any, then invite a local culture. You may want to ask them if they desire to be called a Nation, Tribe, or Entity. Some do have a preference.



Learn about how they show their respect to Mother Earth and how “we are all related.” (This would be a good time to go over “Leave No Trace” with the boys.)

What about the types of food they eat and how do they prepare it? Do they grow it or raise livestock? Maybe now would be a good time to try some new foods.

Many of the cultures have kept the tradition of oral history. Some teach their children songs to keep their culture alive and to make doing chores get done faster. As you choose a culture, find out if they keep an oral history or sing and the reasons behind doing so. This could help the boys work on the Communication belt loop and pin.

What kinds of games do they play? What is the game's history? Why is it played? What kinds of skills are needed to play the game? Share all of this at your pack meeting or special event.

Another thing that most people don't think about is the fact that certain colors have special meanings to different cultures. When making beadwork like necklaces, chokers, breastplates or other items, please stay away from blacks and reds or combining them. You are safe with earth tones, white, and neon colors.



RESOURCES:

- To contact local chiefs and leaders, call (801) 538-8808 to make your request. Make sure you have your e-mail address ready.
- Write to the Division of Indian Affairs, 324 South State Street, Salt Lake City, UT 84111. (Do not contact the Indian Walk-In Center—it deals with Native American Health)
- To get products from the BYU Young Ambassadors, you can call Tantara Records at 1-800-879-1555; mail a request to Tantara Records PO Box 24498, Provo, UT, 84602; or www.TantaraRecords.com or www.TantaraRecords.securesite.com. You will want to request “Go My Son” by the Living Legends, which is performed by some actual Native Americans. The sheet music has Native American sign Language. There is also a CD and DVD.
- For Arrow of Light Ceremonies, contact your local Chapter Chief of the Order of the Arrow. The Great Salt Lake Council can give you a number who to call. Please call two to three weeks in advance. See CD ROM.

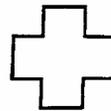


See the CD ROM for more



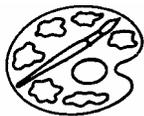
WEBELOS SECTION

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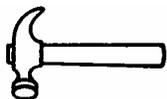
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CITIZEN COMMUNITY GROUP



CELEBRATE FLAG DAY!

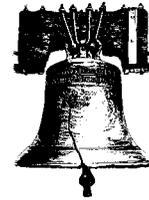
Name: _____



Directions: Flag Day is June 14. What do you know about our country's flag? Use the information at the Web site provided below to complete the sentences on this page. Read each sentence. Make an X before the phrase that correctly completes each sentence.

Web Resource: [Our Flag](#)

http://www.pueblo.gsa.gov/cic_text/misc/ourflag/titlepage.htm



- Flag Day is celebrated on June 14 because on that day in 1777,
 - ___ the Second Continental Congress approved the first official U.S. flag.
 - ___ the first state was officially admitted to the United States.
 - ___ George Washington officially became the first U.S. president.
- In 1818, President James Monroe signed a bill stating that
 - ___ a star would be added to the U.S. flag for every state admitted to the union.
 - ___ a stripe would be added to the U.S. flag for every state admitted to the union.
 - ___ no additional stars or stripes would be added to the U.S. flag.
- The 13 stripes on the U.S. flag represent
 - ___ the 13 regiments that fought the British in the Revolutionary War.
 - ___ the 13 original colonies.
 - ___ Millard Fillmore, the 13th president of the United States.
- "The Star Spangled Banner" was written by
 - ___ George Washington.
 - ___ Benjamin Franklin.
 - ___ Francis Scott Key.
- The first official U.S. flag had
 - ___ 13 blue stars on a white background and 13 red and white stripes.
 - ___ 13 red stars on a white background and 13 blue and white stripes.
 - ___ 13 white stars on a blue background and 13 red and white stripes.

Answer Key

1. a 2. a 3. b 4. c 5. c

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See the CD ROM for more



CITIZEN MIDWAY COMMUNITY GROUP



WHO AM I? A MATCHING GAME

Can you identify the following people? Match their picture, with their name & What Government Office they hold.

Picture
of the
President

Gary R. Herbert

President
of the
United States of
America

Picture
of the
Vice President

Bob Bennett

Vice President
of the
United States
of
America

Picture
of the
Governor

George W. Bush

Governor
of
Utah

Picture
of the
Lieutenant
Governor

Orrin Hatch

Lieutenant
Governor
of
Utah

Picture
of the
Senator

Jon M.
Huntsman, Jr.

US
Senator
of
Utah

Picture
of the
Senator

Dick B. Cheney

US
Senator
of
Utah

Webelos



COMMUNICATOR COMMUNITY GROUP



REQUIREMENT 7: VISIT NEWSROOM OF NEWSPAPER, RADIO, OR TELEVISION

KUTV2 is the Utah based station of the CBS Television Network. Offices and studios are located at:

299 South Main Street, Suite 150
Salt Lake City, Utah 84111
Phone: (801) 973-3000

Station tours are available. If you would like a tour of the KUTV station, please contact Stephanie Avis by phone at 973-3155 or by E-mail at savis@kutv2.com. The station is unable to schedule any tours during the months of February, May, July or November.

CRANDALL HISTORICAL PRINTING MUSEUM

Visit the Gutenberg Room, Benjamin Franklin's Print Shop, and the E. B. Grandin Printing Office at the Crandall Historical Printing Museum. Lectures and demonstrations on the history of printing are presented daily by appointment. Fee: \$3 per person, with a minimum of 15 people per group

275 East Center, Provo, Utah 84606 (801) 377-7777 or (801) 375-5555

POTATO PRINTS

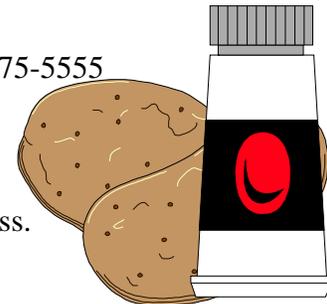
Use Potato Prints activity to teach the concepts of a printing press.

You'll need:

Potatoes
Poster paint or tempera
Paper, cardboard, or wood
Sharp knife
Pencil

1. Cut potatoes in half or thirds.
2. Draw desired design onto potato with the pencil.

3. Young children can carve their whole design with the pencil but if more detail is preferred, an adult needs to cut around the pencil outline.
4. Place paint in tray or paper plate in a thin layer.
5. Press potato design into paint and firmly press



on to paper to create impression.

6. After making several sets of prints, you can trim the edges of the potatoes and try carving new shapes until you run out of spuds.



COMMUNICATOR MIDWAY

COMMUNITY GROUP

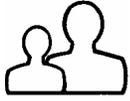


METHODS OF COMMUNICATION WORD SEARCH PUZZLE

Search the puzzle for as many methods of communication as possible.
 Words can be found going forwards, backwards, horizontally & diagonally.

- | | | | | |
|---------------|---------------|----------------|---------------|---------------|
| American Sign | Anger | Art | Audio | Books |
| Audio Visual | Body Language | Books | Braille | Communication |
| Compact Disk | Computers | Email | Frown | Happy |
| Letters | Library | Listening | Movies | Music |
| Newspapers | Read Lips | Recorded Words | | Secret Codes |
| Spoken Word | Telephone | Television | Written Words | |

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



FAMILY MEMBER COMMUNITY GROUP



RECYCLING:



When we throw away garbage, it usually ends up in a landfill. Landfill space is getting increasingly scarce, and every time we throw something away we throw with it the energy, the money, the raw materials, and the water it took to make it. The average American throws away 4 pounds of garbage per day. It is estimated that Americans will throw away over 1 million tons of aluminum cans and foil, more than 11 million tons of glass bottles and jars, over 4 and a half million tons of office paper and nearly 10 million tons of newspaper. Almost all of this material could be recycled.

Recycling saves large amounts of energy. Recycling one glass jar saves enough energy to light a 100-watt light bulb for four hours. Recycling one soda can save as much energy as if the can were half full of gasoline.

When waste products are recycled, fewer raw materials are used. Americans threw away 35 billion aluminum cans last year. That's enough aluminum to build an entire air fleet four times over. Recycling paper reduces the pressure on our forests for wood pulps.

ACTIVITY:

1. Collect a variety of household items that are thrown into the garbage. Try to include items which could be used again, such as paper grocery bags, aluminum foil, and things which create "instant" garbage such as disposal diapers and over packaged products. Also include items which could be recycled, such as newspapers or glass jars.

2. Introduce the notion of reuse by displaying a variety of household items which are frequently thrown into the garbage but could be used for other purposes. Ask cub scouts to describe uses for each of these household products. Survey the class by holding up each item and asking for a show of hands if the item could probably be found in their garbage at home.

3. Explain that in order to reduce the amount of garbage we produce, some of the items could be used again and some could be "replaced" at the store by purchasing other products in the first place. For example, non-disposable items produce less garbage than items made to be used only once. Explain that when we use an item more than once (for the same or different use) we call it re-using. Recycling is remaking a product.

4. HOME RECYCLING SURVEY can be sent home to be answered by them and at least one family member.

Survey available on Pow Wow CD.



See the CD ROM for more



FAMILY MEMBER MIDWAY COMMUNITY GROUP

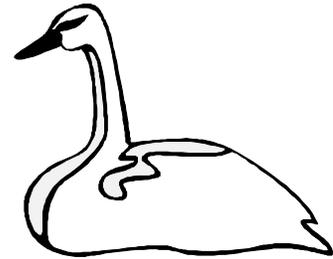


FAMILY FUN ADVENTURES

A family can have fun together in many ways.
Some ways may cost no money, while others may cost a lot.
Listed below are the 20 Top Rated things to do in Salt Lake City
(according to the Salt Lake Visitors Bureau).



- #1: Temple Square
- #2: Liberty Park
- #3: Joseph Smith Memorial Building
- #4: Tracy Aviary
- #5: Family Search Center

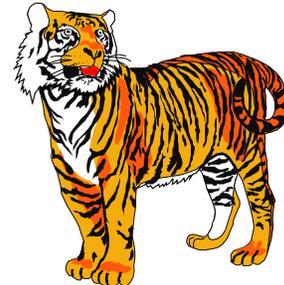


- #6: Cathedral of the Madeline
- #7: Gallivan Center
- #8: Great Salt Lake State Park
- #9 Mormon Tabernacle Choir
- #10: Clark Planetarium



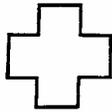
- #11: The Beehive House
- #12: Golf in the Round
- #13: Wasatch Brewery*
- #14: Chase Home Museum of Utah Folk Art
- #15: This is the Place State Park

- #16: University of Utah Sports
- #17: Sugar House Park
- #18: Franklin Covey Field
- #19: Memory Grove Park
- #20: Hogle Zoo

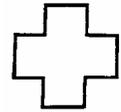


How many other activities can you come up with for having family fun time?

*This is the Salt Lake Visitors Bureau's list. This place is not a recommended place to visit for Cub Scout groups.



READYMAN COMMUNITY GROUP



REQUIREMENT 5: HURRY CASES

Teach the three important steps when responding to an emergency or accident:

Check:

- 1) Check the scene for your own personal safety
- 2) Check the victim and assess his or her condition
- 3) Identify yourself and ask the victim if you may help
(with unconscious victims you have implied consent)
- 4) Apply basic precautions to prevent disease transmission

Call:

- 1) Call or have someone else call 911 or a workplace emergency number
- 2) Give the following information: number you are calling from, your location, your name and name of victim if known, condition of the victim, care that has been given

Care:

- 1) First Aid for victims that are injured
- 2) Rescue breathing
- 3) CPR

EMERGENCY PREPAREDNESS BSA:

EMERGENCY PREPAREDNESS AWARD

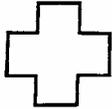


Emergency preparedness means being prepared for all kinds of emergencies, able to respond in time of crisis to save lives and property, and to help a community—or even a nation—return to normal life after a disaster occurs.

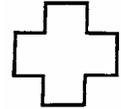
This award is a great companion activity to the Readyman activity badge. The requirements which include the Readyman activity badge gives the Webelos Scout knowledge and training to help his family and community more fully respond to emergency situations.

The application form and requirements for Webelos scouts are available at www.scouting.org. The recipient of the award receives a pin which may be worn on civilian clothing or on the uniform.

See the CD ROM for more



READYMAN MIDWAY COMMUNITY GROUP



HOME FIRE ESCAPE PLAN FOR THE FAMILY

More than 4,000 Americans die each year in fires, and approximately 20,000 are injured. Deaths resulting from failed emergency escapes are particularly avoidable. The United States Fire Administration (USFA) believes that having a sound escape plan will greatly reduce fire deaths and protect you and your family's safety if a fire occurs.



HAVE A SOUND FIRE ESCAPE PLAN

In the event of a fire, remember - time is the biggest enemy and every second counts! Escape plans help you get out of your home quickly. In less than 30 seconds a small flame can get completely out of control and turn into a major fire. It only takes minutes for a house to fill with thick black smoke and become engulfed in flames.

Practice escaping from every room in the home - With your family, draw a floor plan of your home. Plan two ways to get out of each room. If the primary way is blocked by fire or smoke, you will need a second way out. A secondary route might be a window onto an adjacent roof or using an escape ladder for upper story windows. Make sure that windows are not stuck & screens can be taken out quickly.

PRACTICE ESCAPE PLANS EVERY MONTH!

Immediately leave the home - When a fire occurs, take the safest exit route, but if you must escape through smoke, remember to crawl low, under the smoke and keep your mouth covered.

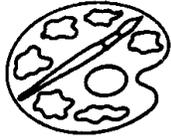
Never open doors that are hot to the touch - When you come to a closed door, use the back of your hand to feel the top of the door, the doorknob, and the crack between the door and door frame to make sure that fire is not on the other side. If it feels hot, use your secondary escape route. Even if the door feels cool, open it carefully. Brace your shoulder against the door and open it slowly. If heat and smoke come in, slam the door and make sure it is securely closed, then use your alternate escape route.

Designate a meeting place outside your home - Designate a meeting location away from the home, but not necessarily across the street. For example, meet under a specific tree or at the end of the driveway or front sidewalk to make sure everyone has gotten out safely and no one will be hurt looking for someone who is already safe. Remember to escape first then designate one person to go to a neighbor's home to phone 911 or the fire department.

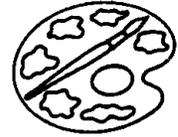


Once Out, Stay Out - Never go back into a burning building for any reason. Teach children not to hide from firefighters. If someone is missing, tell the firefighters.

Finally, having working smoke alarms installed on every level of your home dramatically increases your chances of survival. Smoke alarm batteries need to be tested every month and changed with new ones at twice a year.



ARTIST Mental Skills Group



Requirement #1--Talk to an artist in your area or to your art teacher about the different occupations in the art field. Make a list of them.

Bountiful / Davis Art Center 292-0367

Draper Arts Council 572-7317

Midvale Museum 569-8040

Salt Lake Arts Council 596-5000

West Valley Arts Council 955-4100

Utah Arts Council 236-7555

Visit any of the arts festivals that take place around the valley for some fun art demos. Sometimes art centers will have hands on demos for the boys if you call ahead.

Requirement #2--Create a scrapbook (portfolio) of your Artist activity badge projects and show it to your den leader.

This portfolio is strong and sturdy enough for the boys to use for all of their school work too.

- Materials needed: 2 - 14"x 14" pieces of corrugated cardboard
- 18"x 34" piece of sturdy material 80" piece of light weight rope.
- Spray adhesive & hot glue.

Lay material out face down on a flat surface. Spray one side of one of the pieces of cardboard with spray adhesive and place adhesive side down 2" from the end of the piece of material and 2" from each side (diagram 1). Repeat with second piece of cardboard. There should be a 2" gap between two pieces of cardboard. Fold edge of material over cardboard and glue down. Glue the rope on the face side of the material as shown to form handles (diagram 2).

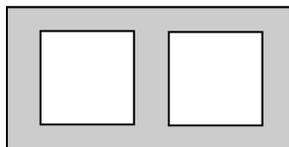


diagram 1

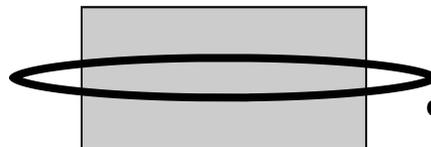


diagram 2

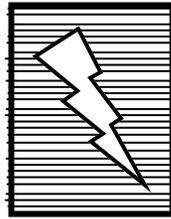
Requirement #6--Draw a profile of a member of your family.

Action is always more fun than stillness so for this project take some action photos of the boys.

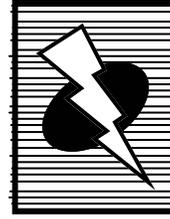
- Materials needed: 8"x 10" piece of corrugated cardboard
- Craft knife
- Paint

Trace profile of the boy from the photo onto the cardboard and cut around it with the craft knife. Only cut through the top layer of cardboard. Now peel the top layer off leaving only the profile of the boy smooth. The rest of the board will be rippled. Now paint the profile and the background with two contrasting colors. If the boy is adventurous he can cut out areas of the corrugation and paint with a third color of paint. This gives even greater depth to the picture. See CD for additional information.

Cardboard Profiles



One Layer
Removed



Two Layers
Removed

7. Use clay to sculpt a simple subject.

Using a type of clay that needs to be baked in the oven to harden it, have the boys make Christmas ornaments such as snowmen, Santa, or stockings. They will be able to use imagination and have something that will be useful for many years to come.

8. Make a mobile, using your choice of materials.

9. Make an art construction, using your choice of materials.

10. Create a collage that expresses something about you.

Requirements 8, 9, and 10 are combined into one project.

Materials needed: 5 – 1” wooden bead with a 3/8” hole through the center.

Assorted colors and dimensions of pipe cleaners

Yarn, any color Fine tip markers Hot melt glue

Fishing line 2 Wire coat hangers

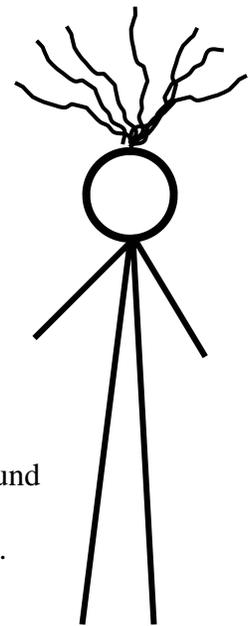
Draw a face on a wooden bead. Bend one pipe cleaner in two. Wrap yarn around three fingers five or six times and cut one end to make tassel top hair.

The middle of the pipe cleaner and the middle of the tassel intersect each other.

Pipe cleaner



Yarn tassel



A length of fishing line is also put on the pipe cleaner like the yarn for hanging the figure. The pipe cleaner is now threaded through the bead and glued with the intersection unseen. Cut one piece of pipe cleaner in two, than bend in two. This is wrapped around the first pipe cleaner right under the bead to form the arms of a basic stick person. Now have the boys pose their figure into whatever they themselves like to do. All types of items can be made out of pipe cleaners and glued to the figures to help the boys make them look good. (i.e. guitars, skateboards, fishing poles, etc.)

After five different figures have been made, use the coat hangers to form a mobile to hang the figures from.

Many parts of activity badges can be done together, (i.e. artist, showman/puppetry, and craftsman) so keep an eye open and become acquainted with the activity badges and it will make things much easier.



ARTIST MIDWAY MENTAL SKILLS GROUP



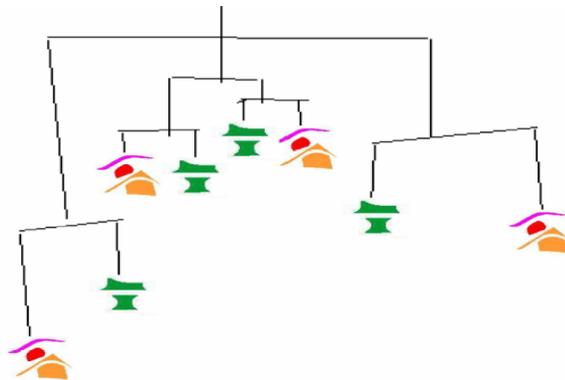
Ideas for completing the artist activity badge:

- ❖ Invite a school art instructor or an artist to your den meeting, or find out if you can come to them.
- ❖ Study the color wheel (Try this site: <http://www.ficml.org/jemimap/style/color/wheel.html>)
- ❖ Have modeling clay and material on hand for making models.

Easy Salt Dough

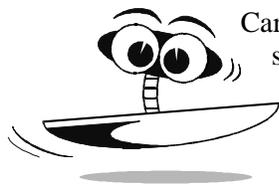
Mix together: 2 1/2 cups flour - 1 cup salt - 1 cup water - Food coloring optional.
While not in use store in refrigerator, covered.

- ❖ Make mobiles. Use: wire coat hangers, tongue depressors, old unusable CDs, popsicle sticks, cereal boxes, family photos, etc.
- ❖ Visit an art museum and look at the design ideas put into each display.
- ❖ Make drawings from nature - birds, animals, plants, flowers, rocks, mountains, grass, and water.



<http://drawsketch.about.com/>

- ❖ Make constructions - simple designs - using materials that you can easily find, such as:



Cardboard boxes, paper towel and tissue tubes, spare lumber, paper tearing equipment, scraps of fabric, wires, pipe cleaners, Legos, tinker toys, tooth picks, sugar cubes, macaroni or other pasta, toothpicks, etc.

Look at ideas for constructions/sculptures. You can often find real constructions/sculptures outside of office buildings. There are quite a few in downtown Salt Lake City.

For fun, try making graham cracker houses. The icing recipe is below.

Royal Icing for Graham Cracker Sculptures

2 egg whites
3 C confectioner's sugar
1 ¼ t cream of tartar

Beat the egg whites with the sugar and cream of tartar with an electric mixer until creamy and smooth. When not using, cover with a damp cloth to keep it from hardening.



SCHOLAR MENTAL SKILLS GROUP



Life is a grindstone, whether it grinds you down or polishes you up depends on your attitude.

A large part of the Scholar Activity Badge centers on attendance, behavior, grades and service in school. At this age a Webelos boy is filled with curiosity and wants to gain knowledge, but geography, mathematics, history and English may not be very high on his list of interesting things to know. They may not like school because they see it as a place of confinement rather than learning. ***One of the most important aspects of this activity badge is to communicate with a principal and/or teacher at the school.*** Send a note discussing the Webelos badge, he or she may be willing to meet with the Den right after school one day and suggest ideas in which to stimulate the boys. Be sure to check on the activities that the school will be doing throughout the year. Following is a list of some of the requirements and ideas for accomplishing them.



- Have a good record in attendance, behavior, and grades at school. See teacher note on p. 172.
- Take part in a school activity or service: Most schools have a drug free week (around October) where students make posters, write a comic strip or an essay. Making posters could be done at den meeting so that each boy could participate. Another idea would be for the boy to ask if they could help take down posters around the halls after a certain activity is done at school. Most teachers have a small bulletin board that is changed every so often, maybe the boy would like to help put up or take down this board with the teacher.
- With a teacher or principal discuss the value of having an education: If you contact a teacher, as suggested above, they may agree to meet and speak with the boys for a few minutes after school, so you can accomplish this requirement.
- Trace the history of different kinds of schools. Tell how our present public school system grew out of these early schools. On the **CD ROM** there is a brief history of the school system.
- List and explain some of the full-time positions in the field of education: Ask the boys this question: If you could only go into the education field, what would you like to do? Maybe someone would be interested in teaching photography and helping put together a school yearbook. Maybe one of the boys is especially talented in speaking and articulating. There are public relations jobs, principals, and others that would use these skills. Communications field workers would include those who do school television broadcasts, school web page design, or school or district newspapers or newsletters. Entertainment interested people may want to lead music courses or produce school shows. What about the workers that prepare food for the student lunches? How about being the auto mechanics teacher at the high school or taking care of buses or other school vehicles? What about those that clean, paint or repair the schools? This opens up their thinking to ideas that maybe they would not have thought of otherwise. When you say "education" most Cub Scouts think of being a school teacher.



- Help another student with schoolwork. Tell what you did to help. Once again it is important to work with a teacher. They may have group study in class where one person is in charge for that day. Some students are asked to help another because they thoroughly understand the concepts.

Webelos



SCHOLAR MENTAL SKILLS GROUP



Service is another part of this activity badge. Once again you will need to communicate with the principal and/or teacher at school. They may have other ideas to help you achieve this goal. You could, as a den, plant flowers, if they have sand boxes, clean them out, spread around the bark, clean off the playground equipment used outside, (i.e. All types of balls, bats, etc.)

There are PTA meetings, other meetings, and school activities that would require chairs to be set up. Work with the janitor in accomplishing this. If the boys all go to the same school, as a Den they could raise and take down the flag for a week, or work in the library.

Add some extra fun to your den meetings. Ask parents if they have old report cards and show the boys how they have changed through the years. Find old school books and compare them with what the boys have now.

Speaking: Try some tongue twisters or jokes

Peter Piper picked a peck of pickled peppers, a peck of pickled peppers Peter Piper picked.

If Peter Piper picked a peck of pickled peppers, where's the peck of pickled peppers Peter Piper picked?

Shy Shelly says she shall sew sheets.

Cub #1 Picks up ringing telephone, and says, "You don't say . . . you don't say . . . you don't say."

Cub #2 Who was that?

Cub #1 I don't know. He didn't say.

Cub #1 "It just keeps running, it just keeps running."

Cub #2 what keeps running?"

Cub #1 "My nose."

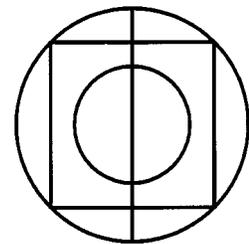
Reading: Try to read a foreign language (www.jvlnet.com)

Uno (1), dois (2), tres (3), cuatro (4), cinco (5) , seis (6), siete (7), ocho (8), nueve (9), diez (10).

Writing: Try to write blindfolded, or with the opposite hand, or even with your feet.

Arithmetic: Try math puzzles, stunts or quizzes

Can you draw this figure in one stroke without lifting your pencil from the paper?



Eskimos are very good hunters but they never hunt penguins, why? Eskimos live near the North Pole and penguins live near the South Pole.

You have a dime and an dollar, you buy a dog and a collar, the dog is a dollar more that the collar, how much is the collar. A nickel, the dog costs \$1.05.

"The most important method of Education always has consisted of that in which the pupil was urged to actual performance."
Albert Einstein



SCHOLAR MIDWAY MENTAL SKILLS GROUP



You can use books to find brainteasers, jokes, riddles, and puzzles to get the boys to use their brains.

Using a library is an inexpensive way to get books full of many kinds of ideas.

Use the education system to your boys' advantage. Find out what they have done/are doing in school that they can use to help pass off the scholar requirements.

Dear _____(Teacher),

_____ is working on his Scholar Activity Badge in his Webelos Cub Scout den. This activity badge is meant to help reinforce the importance of education in the Scout's life. You can help him earn this activity badge by signing off the following requirements, **if** he has completed them to the best of his ability.



Requirement #2 – Have a good record in attendance, behavior, and grades at school.

Teacher signature: _____

Requirement #3 – Take an active part in a school activity or service.

Teacher signature: _____

Thank you for the extra time this takes. _____ will benefit from your participation. If you have any questions, please call me at the number listed below.

Thank you,

Webelos Den Leader _____ Phone number _____



(For a list of school phone numbers go on line or email me and I will send you a copy. I also have a list of activities in the valley that have no or low cost, because of scouting. Look for my name and number in the front of the Pow Wow book under scholar midway.)



SHOWMAN MENTAL SKILLS GROUP



Showman requires you to choose six activities of your choice from any of the three different areas: Puppetry, Music, & Drama. Additionally, one more from each of the three areas must be completed.

Puppetry:

- Write a puppet play about one of your Webelos den activities or a subject of choice.
- Make a set of puppets for a play you have written or for another play.
- Build a simple stage for puppets.
- Alone or with the help of others, put on a puppet show for your den and pack.
- Make a set of four paper bag puppets for a singing group. With the help of three other den members, sing a song with the puppets as the performers.



Music:

- Sing one song indoors and one song outdoors alone or with a group. Tell what you need to do differently when singing outdoors.
- Make a collection of three or more records, tapes, or music CD's. Tell what you like about each one.
- Show the difference between 2/4, 3/4, and 4/4 time by beating time or playing an instrument.



Drama:

- Write, put on, and take part in a one-act play.

Skits: A skit is a dramatized joke or a funny situation, with a punch line at the end. Skits are short, quick and to the point. Skits allow the boys to have fun, ad-lib and show off. They can also be the tool for the imagination, experiencing and learning. Let the boys make it up. One boy may have an event that happened at school that was funny. Boys are great at knock-knock and other jokes. Follow this simple outline for your skit:

Boy wants something: A trophy, to be the winner, friendship, finding lost treasure, etc.

Boy starts to get it: On foot, by train, on a plane, cruise ship, spaceship, or even in a dream.

Obstacles stop boy: A headhunter, a submarine, a secret enemy, etc.

Boy achieves goal: Through being brave, having a good attitude, having help from others, or because of magic.

Puppetry: Making puppets can be really fun. Here are a few ideas. Try plastic spoons, Eskimo finger masks and paper bag puppets. There are a more ideas out there than you can think of. Have the boys decorate them with wiggles eyes, yarn for hair, material or paper for clothes. Use Magic markers, paint, construction paper, fun foam, felt, etc. Follow these three basic rules for a great puppet show:

#1 - Think short - Remember most of the audience is young. Shows that are short and packed with a lot of action are better.

Continued next page....

#2 - *Think simple* - This applies to everything in the show: characters, props, scenery, parts and action. Have fun doing this and it will be successful.

#3 - *Think contrast* - Tall character next to short ones, happy next to sad, small movements next to fast action ones. Keep the boys busy and the audience entertained.

Stages: Try using tables turned on their side, refrigerator boxes cut at the top or at the bottom, with an added string and material across, to create a curtain. Make it look like a storybook or a television. Paint on scenery, glue on scenery cut from colored paper. Make different scenes on paper that you fold over as the story changes. You can make this as simple or as elaborate as you and the boys want.

Remember K.I.S.M.I.F (Keep it simple, Make it fun.)

Music/sound effects: What do boys like to do? Make CD's, download music to iPods, or MP3 players. Boys are into this and they will have a lot of fun coming up with music to go with their show. You can record sound effects or try to make your own. Once again, the boys will have a blast. You could include a song with the audience at the beginning, in the middle as an attention getter, or at the end.

Drama: Try doing a one-man show, like a comedian or a ventriloquist and his partner. Suggest to a boy who might like to try being a ventriloquist and help make him a partner. If it doesn't work, another scout off stage could be the "dummy's voice."

Ventriloquist: How was your day today?
Dummy: Not very good, we lost a close game in baseball.
Ventriloquist: What was the score?
Dummy: 70 to nothing.
Ventriloquist: That was a close score?
Dummy: Ya, the last time we played, we lost 120 to nothing.
Ventriloquist: What is your biggest problem that you lose by such a score?
Dummy: The bat and the ball.
Ventriloquist: The bat and the ball?
Dummy: Yeah, the other team doesn't pitch the ball where we swing the bat.
Ventriloquist: Sounds like you need more practice.
Dummy: Practice? What's that?
Ventriloquist: Don't you know what practice is?
Dummy: No, never heard of it.
Ventriloquist: I'll try to explain it to you. That is where you get your team together and try hitting and fielding the ball to each other.
Dummy: Sounds like a good idea. We'll try it.
Ventriloquist: Say goodnight.
Dummy: Goodnight!

See the CD ROM for more



SHOWMAN MIDWAY

MENTAL SKILLS GROUP



Ideas for completing the showman activity badge...

- Use a tape recorder to tape music for a story line or lip sink.
- Go see a school play.
- Make a puppet stage, box, table and sheet, window with curtain.
- A play acted out to a SONG.
- Make puppets--sock, paper bags, stick, etc.
- Use musical instruments, keyboard, harmonica, recorder, do-to-do, to provide background music for a play.
- Learning folk music can help to pass off other requirements.
- A monologue is a play that is heard and not seen, like old fashioned radio plays.

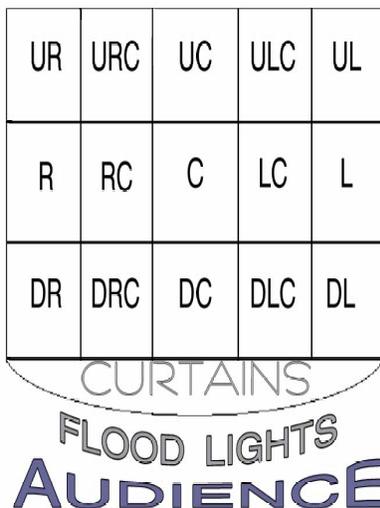


Hale Centre Theatre is a theatre in the round. They give tours to Cubs Scouts, if arranged in advanced.

Stage directions: U = Upstage
 R = Right stage
 L = Left stage
 C = Center stage
 D = Down stage (towards flood lights)



Story board



TITLE	FIRST SCENE	2	3
4			

A story board is a picture outline of a movie that is being produced. In making your own movie, draw pictures of the scenes to help you remember what is going to happen next.



TRAVELER MENTAL SKILLS GROUP



2. Use a timetable to plan a trip from your home to a city in another state by railroad, bus, airline, or ferry.
3. With the help of your parent, guardian, teacher, or librarian, use a map site on the Internet to plan a trip from your home to a nearby place of interest. Download and/or print the directions and a street map showing how to go from your home to the place you chose.
5. Figure out what it cost per mile for the trip you took or planned to fulfill requirement 2,4,6, or 7. (Don't forget to include getting back to your starting point!)
7. Decide on a trip you would like to take that lasts at least two days. Pack everything you would need for that trip.
11. Make a list of safety precautions you, as a traveler, should take for travel by each of the following: car, bus, plane, boat, train.

All the requirements for the Traveler activity badge can all be done as one project that last two weeks. This is a fun way to help the boys learn more about traveling.

- X **Begin by choosing a place that would be an out of state destination and would need one or more different modes of travel to reach it. (i.e. Hawaii, Alaska, Mount Rushmore, etc).**
- X **Decorate a table at the den site with as many items from that place as you can.**
- X **Go online at home or at the library, (a trip to the library can fulfill req. # 10)**
Den Chiefs are a great help for computer know-how.
Time and pricing schedules can be found on just about every form of travel that the boys would need to find.

www.amtrak.com

www.rideuta.com

YAHOO search engine home page

Travel icon

Quick search: Flights

Hotels

Cars

Vacations

Cruises

Deals



Webelos

- X If you travel by car you can find traffic cameras from all over the nation online. Many times you can find gas pricing for the area of the nation that you would be traveling in too.
www.earthcam.com
- X For a free download of satellite maps you can go to “Google Earth”
- X Talk about the items that would be needed to be packed for travel to and from your destination. Point out to the boys that you would pack different things for going to Alaska, than you would going to Hawaii.
- X Make a list of travel safety rules for each of the required form of transport.
- X Most of the (paper) work can be done the first week with most of the time during the second week left for games and or crafts related to the area that you have planned to visit.
- X Boys like to eat and if that destination has a special type of food it would make a great treat for den meeting.

For Example: Trip to Hawaii

Flight to Hawaii

Salt Lake Int. Airport to Kailua, HI

Departure: 6/25/06 Return Flight: 7/02/06

AMERICA WEST Airlines – 1 connecting flight - \$477.60, round trip, per person

DELTA Airlines – direct flight – \$557.60, round trip, per person

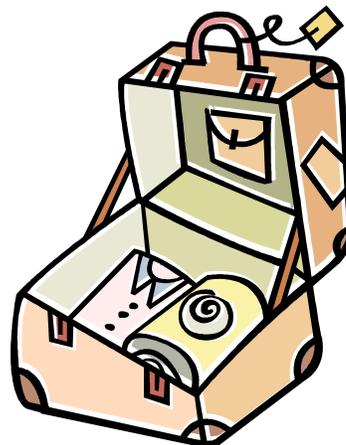
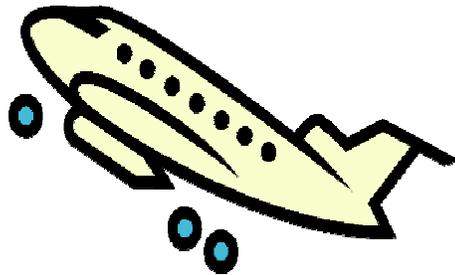
Hotel: 6/25/06 – 7/02/06

Kona Seaside Hotel - \$78.00 per night (the view out your window might raise the price of your room)

Rental Car:

\$28.18 a day for the smallest car.

<u>Totals:</u>	Flight \$477.60
	Hotel \$468.00
	Car \$140.90
	<u>Total \$1086.50 + Tax</u>



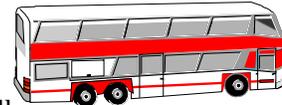


TRAVELER MIDWAY MENTAL SKILLS GROUP



To help your Webelos Scouts to earn the traveler activity badge, here are some ideas for games, and trip planning to get you started:

- Get schedules for Trax, bus lines, train trips, airlines, and learn how to read them
- Get items for packing a suitcase
- Assemble car First Aid kits and tell what each item is for (helps pass off a readyman requirement)
- Check into available tours for bus or plane travel
- Talk to a travel agency
- Invite a Boy Scout, to show how to pack a back pack, then have a relay
- Guides to parks trails are available through the council and visitor's bureau



Think of ideas that will work for you in case of an emergency. Also, think of different items that you would take if you were to go to the North Pole, a desert, a beach, the mountains, etc. What would you need for a 72 hour kit? What would be "bad" to pack? How can you have what you need **and** be conservative? Remember, the heavier the bag, the harder it is to carry.

Every car should have a First Aid kit, and a "possible bag."

Kit Carson's "POSSIBLE BAG"--The "**Possible bag**" still has its place, particularly if you travel by car. Which of these things would have been in Kit Carson's bag, and which would be added in one today? Which items would be in both?

- Fire extinguisher
- Road flares
- Items for trade with the Indians,
- Emergency rations such as Jerky.
- Extra flints for gun.
- Items for fire making-- a packet of tinder wrapped in oil cloth for when he might need a fire in a hurry.
- A needle and thread and a few safety pins
- A notepad and pencil or crayon
- Paperback book.
- rubber bands
- antibacterial wipes
- Also, get 50 feet of fishing line and wind it on a small oblong block of

wood. Attach a cork bobber about 18 inches from the end of the line, a splint shot about a foot below the bobber, and tie on a number six hook at the end. Bury the barb of the hook in the cork bobber so it won't accidentally hook anyone. Now you are ready to take advantage of a rest break near a small stream or lake. Remember, if you are under 14 years of age, you probably don't need a fishing license in most states, but it is a good idea to check the regulations before you fish

Such a kit can be tucked into a glove compartment or kept handy in some corner of the car.



Experience will help you determine other items you may want for your own "possible bag". But whatever you choose, being ready for the "possible" will make travel easier and more fun for you and your family.
(Adapted from *Boys Life* magazine)

Webelos



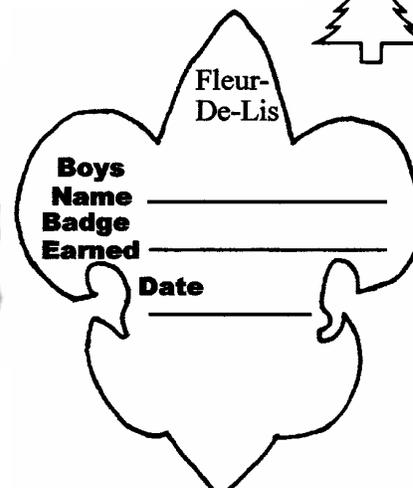
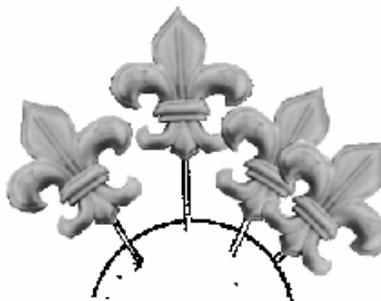
FORESTER OUTDOOR GROUP



Fleur-De-Lis Plant

Make leaves out of green construction paper. Tape award to brown pipe cleaner. The base could be a Styrofoam ball cut in half, or use a vase. Pin the boys' awards on the leaves.

Cheer: Fling the leaf into air. Audience claps until the leaf has fallen onto the ground.



Butterfly Garden — To go with Requirements #4 and #8 Plant any sized garden window box, large containers, or in-the-ground garden. The following flowering plants will attract butterflies: asters, bergamot, coneflowers, ox-eye daisy, milkweed, butterfly weed, phlox, chrysanthemum, marigold, zinnia, dahlia, geranium, goldenrod, impatiens, violets, firewood, thistle, or yarrow. Plant the seeds according to the directions.

Place the container or plant the garden in a sunny spot. More butterflies will be attracted if you put out a "butterfly table" (a table with slices of various fruit, such as apples, pears, plums, peaches, and bananas.) Plant a host plant for butterflies to lay their eggs on and the emerging caterpillars to eat. Host plants include willow, black cherry, pawpaw, spicebush, hop tree, senna, fennel, and milkweed. **Tip:** For pesticide-free gardening, plant marigolds, petunias, mint, and other herbs; these naturally repel pests. Ladybugs and dragonflies will also visit your garden and eat insect pests.



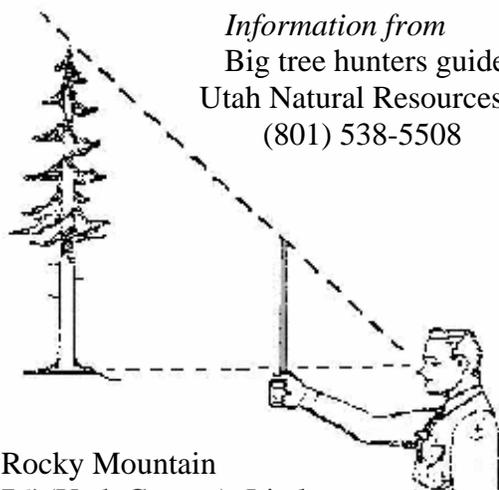
What is the Height of a Tree?

The height of a tree can be measured with a straight stick. The length of the stick above your hand should be the same distance from your hand to your eye.

While holding the stick vertically at arms length, walk backwards away from the tree. Keep the base of the stick level with the base of the tree until the top of the stick appears to be the same height as the tree.

Now measure how far you have backed away from the tree. The height of the tree is the distance you measured. You have just taught some simple geometry, without the boys knowing it, in a fun easy way.

Some Utah Champions are: (height measured in feet) Rocky Mountain Juniper = 247' (Cache County), Fremont Cottonwood = 376' (Utah County), Limber Pine = 275' (Utah County), Blue Spruce = 186' (Wasatch County).



*Information from
Big tree hunters guide
Utah Natural Resources
(801) 538-5508*

See the CD ROM for more

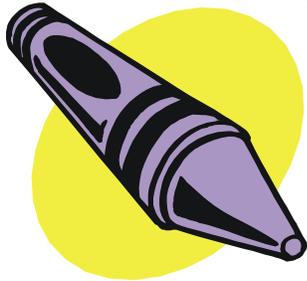


FORESTER MIDWAY OUTDOOR GROUP



BARK RUBBINGS

How can you identify a tree? One way is by the bark. You can learn about trees by making bark rubbings. Bark rubbings are fun to make and they don't hurt the tree. You will need white paper, adhesive tape, a large crayon, and a pen or pencil.



Choose a tree. Tape your paper to the tree. Using the side of a large crayon, rub up and down on the paper against the tree. When you have finished your rubbing, remove the paper and tape from the tree. Label your rubbing with the name of the tree. Do another bark rubbing on a different tree. Do the rubbings look alike? Which trees have thick bark? Which trees are smooth? Make a bark rubbing collection. Add a

dried leaf or a leaf rubbing from the same tree.

LEAF PRESS

Cut two 9" x 9" pieces of 1/2" plywood for each boy. Clamp them together and on the top, mark each corner 1" in and 1" up. Drill a 1/4" hole at each mark through both pieces of plywood. Boys can paint the wood or give it a light coat of varnish. When dry, pass a 6" carriage bolt up through each corner in one piece of plywood. Cut a stack of cardboard into 9" squares, five squares per boy. Clip the corners diagonally so to avoid the carriage bolts. Stack five pieces of cardboard with a piece of paper towel between them on the press. When leaves are collected, they are placed on a piece of cardboard with a paper towel over the leaf, then another cardboard piece, leaf, and towel above it. When filled, place the second piece of plywood on top. Tighten "sandwich" together with 1/4" wing nuts. In about one week, the leaves will be dry enough for boys to mount or use for crafts.



TREE SLICE NECKERCHIEF SLIDE



From a broken tree limb approximately 2" in diameter, cut a 1/4" slice. Sand the surface. Using balsa wood or a thin piece of paneling cut a small tree shape. (You may also be able to find small wooden tree shapes at a local craft store.) Paint the surface and the edges of the tree green. Glue tree to center of tree slide. Finish with acrylic sealer. Attach a 3/8" slice of 1/2" PVC pipe to the back of the slide with hot melt glue or epoxy.





GEOLOGIST OUTDOOR GROUP

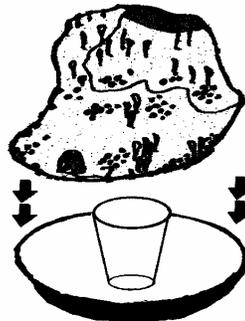


My Utah Rock Collection - Requirement # 1 (Can be adapted to fit other state rocks)

1. Sandstone	Sedimentary	Found normally by oceans. We have it by The Great Salt Lake .
2. Granite	Igneous	Found in our mountains
3. Marble	Metamorphic	Found in Ogden (Northern Utah)
4. Lava-rock (Basalt)	Metamorphic	Found in Southern Utah (both red and black varieties) (black is mixed with Oxygen before hardening, red is not)
5. Diamond (ice crystal)	Mineral	Compressed coal found in Price (they have found 1 or 2 diamonds)
6. Bone Bead	Fossil	From dinosaurs in Southern Utah & shells by Great Salt Lake
7. Camp Rock	all kinds	A treasure hunt around the area--the boys' most favorite rock

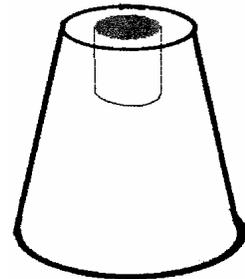
Smoldering Volcano Award - see Requirement

Make a volcano out of wire-mesh and paper maché. Have a hole in the top large enough for your hand to get into. Inside the volcano are two containers: A cup with dry ice in it (put there at the start of the meeting), and a bowl with all of the awards in it. Pour HOT water into the cup with the dry ice in it to make it smoke. Then pull out the dry awards and hand them to the boys.



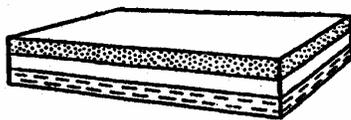
Miniature Volcano

Cut hole on top of foam cup. Place film canister in hole. Put 1 tablespoon baking soda into the film canister. Add 1 drop of red food coloring. When ready to explode, add ¼ cup of vinegar.

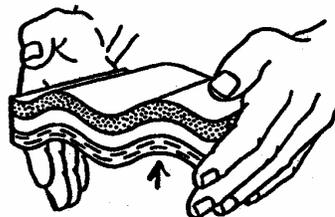


Make Layers of the Earth - see Requirement #6

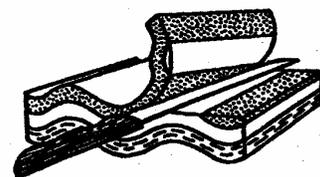
Here is a way for scouts to build models of different geologic formations. You will need modeling clay in at least three different colors, approximately ¼-pound each. You will need talcum powder, a knife and a wooden dowel. When building the models, be sure to put the talcum powder between the layers so that they can be easily separated. The dowel is pushed up to show how mountains are formed. These models make a great display for Pack Meeting.



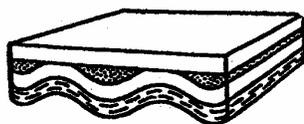
Depositing of Layers



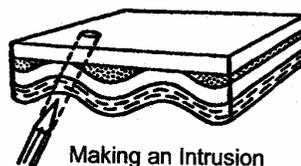
Folding the Layers



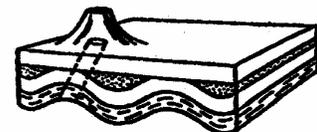
Eroding the Surface



Depositing more Layers (All Horizontal)



Making an Intrusion



Volcano Constructed on Surface

See the CD ROM for more



GEOLOGIST MIDWAY OUTDOOR GROUP



WHAT'S IN A HOUSE

Draw a simple stick figure of a house. Ask the boys to think of what geologic materials go into building a house. List answers by the house, and draw arrows or lines to the place that material could be used. Or, take a tour of your meeting place or home and see what materials have been used to build it. Check your answers with the chart in your Webelos Scout book.



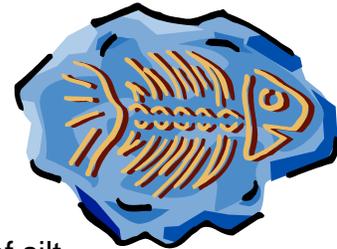
EASY, NO WAIT VOLCANO



Locate a backyard sandbox. Fill a small empty soda bottle $\frac{3}{4}$ full of warm water mixed with a little red food coloring. Put 6 – 8 drops of liquid detergent in the bottle and two tablespoons of baking soda. Set the bottle in the sandbox and let the boys push sand up around the bottle to form a volcano. Be careful not to get sand in the bottle. When the volcano is built, pour $\frac{1}{4}$ cup vinegar into the bottle. Watch as red, foamy mixture quickly rises over the top and flows down the volcano's slopes.

MAKE YOUR OWN FOSSIL

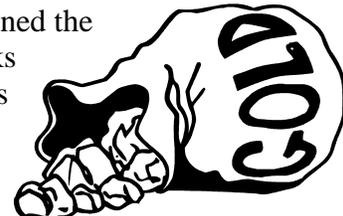
Most fossils are formed under the floors of lakes and seas. To make your own lake or sea bed, press a $\frac{1}{2}$ " layer of modeling clay into the bottom of a Styrofoam cup. Smooth and shape the clay sea floor with your fingers. Plants and creatures died and sank to the bottom of the sea. Their soft parts decayed. Soon only their hard parts were left. Press and remove a twig, shell or nut into the clay to make an imprint. Layer after layer of silt settled over where the object had been. Mix a cup of plaster of Paris and pour it over the imprint. It should be about 1 to $1\frac{1}{2}$ " thick. Let the plaster dry, then rip and peel away the cup. Peel the clay away. Use toothpicks or an old toothbrush for hard to clean places.



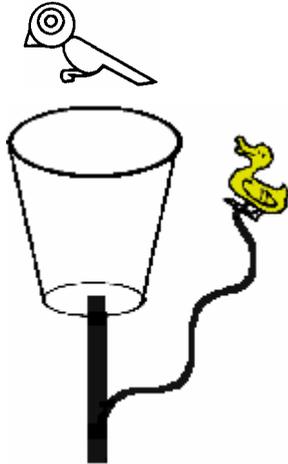
GAMES

BIGGEST HANDFUL: Have each Webelos Scout collect egg-sized rocks for this contest. See which boy can hold the most rocks in one hand.

NUGGETS IN THE BAG: Leader puts a certain number of different sized rocks into a cloth drawstring bag. Only the leader knows the number. Each boy is given 15 seconds to feel the bag, then, passes it to the next boy. When all the boys have examined the bag, it is returned to the leader, and the boys guess how many rocks are in the bag. The boy who guesses the correct number then takes his turn as the one that determines how many nuggets go in the bag.



NATURALIST OUTDOOR GROUP



Game: Duck Flight Relay (to go with Requirement #6)

Materials: Plastic cups, dowel, string, small plastic toy duck.

Prepare one plastic cup per team by gluing a dowel to the bottom of each cup. Tie a small plastic duck at the end of a 15-inch length of string. Tie the other end of the string to the dowel. Line the Cub Scouts up in teams. Each boy takes a turn holding the cup and flipping the duck up until it lands in the cup. He then empties the cup and hands it to the next player.

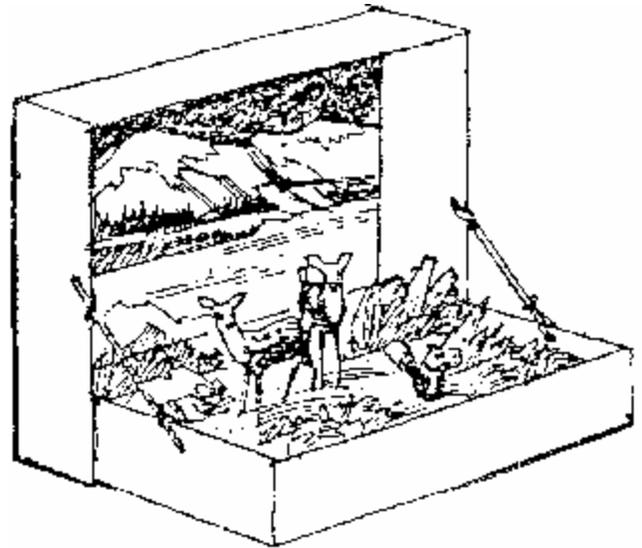
How does weather affect the ducks flight-lines? Now try holding the cup next to a fan and see how much harder it is to get the duck into the cup. The first team to finish gets 2 gummy worms. The almost winning team gets one gummy worm.

Food Chain Ecosystem Example

(to go with Requirement #9)

Give each boy a picture of an animal.

The leader then asks the following questions to the group: What do you eat? Who eats you? If you became extinct, what happens to the foods you eat, and the animals that eat you?

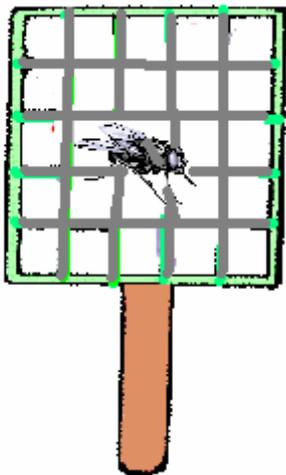


Diorama or collage

Use a large box and hinge with dowels. For background paste a picture of a mountain scene. In the box use soil, grass, toy trees, toy animals, etc. to create a three-dimensional effect.

Webelos Leader's Minute:

No matter where you live, nature presents a world of undiscovered secrets and adventures. All kinds of insects, plants, animals, and other forms of life live with us on Earth. We have learned that we depend on nature and all its critters to survive. Let us vow that we will always respect nature and take care of our earth – it's the only home we have.



Fly Swatter Neckerchief Slide

Materials Needed: Plastic Crochet Lattice, plastic fly, popsicle stick, pony-tail holder and low-temperature glue gun

Procedure:

Using a low-temperature glue gun, glue the fly on the lattice. Glue stick on the other side, along with the pony-tail holder.

See the CD ROM for more



NATURALIST MIDWAY OUTDOOR GROUP



HANGIN' AROUND BIRD FEEDER

What you will need:

Paper bowl

Scissors

Hole punch

Toilet paper roll

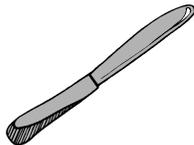
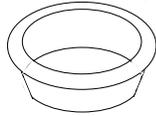
Honey

Bird seed

String

Kabob stick – broken in half

Spreading knife



Instructions:

- Punch two holes (directly across from each other) in the top of the toilet paper roll.
- Punch four holes (evenly spaced) in the bottom of the toilet paper roll.
- Punch four holes (evenly spaced) around the top of the bowl.
- Spread honey all around the toilet paper roll.
- Roll the toilet paper roll in the bird seed.
- Stand the toilet paper roll in the center of the bowl.
- Line up the holes in the bowl with the holes in the bottom of the toilet paper roll.
- Insert one stick through one hole in the bowl, then through two holes in the bottom of the toilet paper roll, then through the opposite hole in the bowl. Insert the other stick through the other holes, so that the sticks cross in the center of the toilet paper roll.
- Cut a piece of string about 8” long. Insert the string through the holes in the top of the toilet paper roll, and then tie the ends to form a loop.
- Fill the bottom of the bowl with bird seed, then hang in your favorite tree.

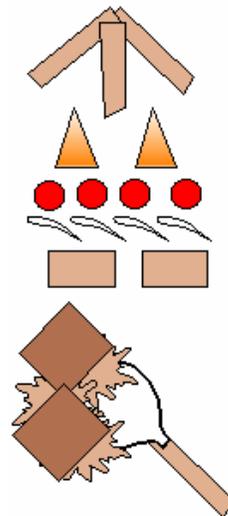


OUTDOORSMAN OUTDOOR GROUP

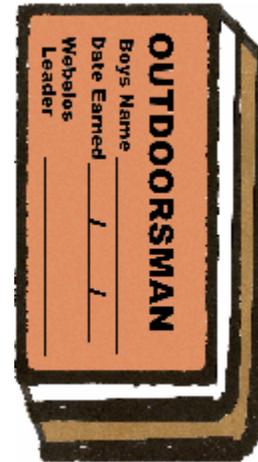


A Campfire Ceremony (Requirement #2): Can include, but is not limited to:
 * Prayer * Flag Ceremony * Songs * Skits or Run-ons * Stories * Inspirational Thoughts
 * If you raised a flag, take it down before nightfall and fold it
 Great book for songs, skits, & run-on's = *“Creative Campfires”* by: *Douglass Bowen*

Edible Campfire (Start from Bottom and go Up)
 Pretzel sticks, broken in half = Small logs
 (if wanted, use red frosting to hold up pretzel sticks)
 paper (burnt on edges)
 Candy corn =Flames
 “Mmm, well done”
 Red hots = Coals
 Coconut flakes = Embers
 Tootsie rolls = Large logs
 (You're making a “Tent-Type” eatable campfire)



S'more Award below
 Tan, white & brown



Miniature S'more to roast over your campfire
 Pretzel stick (represents tong or skewer)
 Miniature marshmallow (pushed onto stick)
 Chocolate whipping cream or frosting
 Graham cracker cereal (put a square on each side of the frosted marshmallow)

Boy Scout, 72-Hour, Essentials Kit

- Foil bivouac bag (keeps food cold)
- Extra food, utensils
- Extra water
- Topographical map
- Compass
- Flashlight & extra batteries
- Knife
- Whistle
- Fire starter materials, matches
- Cord or rope
- Safety pin or needle & thread
- First-Aid kit
- Antibacterial ointment or cream
- Rain gear or poncho
- Signal mirror
- Bright colored clothing
- Hat and gloves (for cold nights)
- Prescription medications
- Blanket or ground-cover
- Toilet paper or Kleenex tissue

My Cub Scout, less expensive kit

- Gallon size Ziploc Baggie (freezer type stronger, but 2x)
- 4-5 pieces of hard candy (individually wrapped)
- 1 Liter bottle of water (half frozen to last longer)
- Copied on a single piece of paper
- Toy compass
 Provided by the boy
- Toy whistle
- Matches (small book type)
- Brightly colored boondoggle (make knot on one end)
- Safety pin (get variety pack and use 1 large or 2 small)
- 2-3 Band-aids (get box and divide)
- Wet-Ones® (single-pack, moist antibacterial wipe)
- Kitchen type garbage bag, with neck & arms cut out
- Mirror (AOL CD cut in 8 segments, each glued to cardboard)
 Provided by boy
- Latex gloves (for picking up trash during your hike)
 Provided by boy
- Space blanket (the most expensive item in this list)
- Kleenex tissue pocket-pack (get 8 pack and divide)



See the CD ROM for more



OUTDOORSMAN MIDWAY OUTDOOR GROUP



VALUE OF THE WEBELOS OUTDOOR PROGRAM

1. Natural Resources – The Outdoor Program uses the resources of natural surroundings to make a significant contribution to the growth of the boy.
2. Good Health – Outdoor Program activities contribute to good health through supervised activities, sufficient rest, good food and wholesome companionship.
3. Spiritual Growth – It aids in the spiritual growth of a boy by helping him recognize and appreciate the handiwork of God.
4. Social Development – It contributes to the social development of boys by providing real-life experiences in which Webelos Scouts learn to deal with situations that require interacting with other people.
5. Self Reliance – It helps boys develop self reliance and resourcefulness.
6. Citizenship Training – The Outdoor Program provides an experience in citizenship training through opportunities for democratic participation in outdoor games and other activities.



IT'S ALL TIED UP



Provide the boys with some real learning experiences as they practice tying knots. Have them tie a box shut using a square knot. Tie a bowline around another Scout as if preparing to rescue him. Tie a bowline in the grommet of a tarp. Tie a clove hitch to a peg driven into the ground. Tie a sheet bend with two different sizes of rope. It is much easier for the boys to learn and remember knots if they are taught with the correct applications rather than around the nearest object.

STUFFED APPLES

Core small apples without making the hole go all the way through. Fill with raisins and brown sugar and marshmallows. Wrap in foil and bake in coals for 30 – 45 minutes.

BACKAROOS

Spread minute or cubed steak with mustard and roll around a dill pickle wedge. Fasten with toothpicks. Wrap in foil. Cook over hot coals, turning often, until done.



Webelos



WEBELOS MINI OLYMPICS

Webelos Mini Olympics is a two month den program to help the boys earn the Aquanaut, Athlete, Fitness and Sportsman Activity Badges. This program is designed to help you, the den leader, organize a fun and effective program to assist your Webelos earn the four physical skills activity badges.

Week 1 – 4 is the “Training” period where the boys participate in exercises and other activities to prepare them for the competition period that follows. It is also a time to learn about being healthy, taking care of your body, and good sportsmanship. Week 5 – 8 is the “Competition” period. Team sports and other competitive activities will take place. Finally, make the “Awards Ceremony” a big event and incorporate it into the Pack meeting. The boys have worked hard and will be excited to finally see the results.

Week 1

Discussion – Character Connection – Health & Fitness. Explain what it means to be physically and mentally healthy. Explain what they can do to stay physically and mentally healthy. Explain the reason for warming up and cooling down.

Exercises – See below.

Other Activities - Invite a doctor to discuss personal & physical health,
- Play a relay game.

Work on these requirements –

Fitness #1

Athlete #2 - 7

Personal Fitness Pin #4

Physical Fitness Belt Loop #2 & 3

Each week, begin with the following exercises and record Webelos Scout’s progress throughout the program.

Do five minutes of stretching and warm-up.

Do as many as you can of the following and record results for 30 days.

curl-ups (1 minute)*, pull-ups*, push-ups, standing long jump*,
quarter-mile run or walk, vertical jump, 50 yard dash*

Practice finding your pulse and counting your heartbeats per minute.

Determine your target heart rate. (Week 1 & 4 only)

Practice five physical fitness exercises for one month.

*Required for Personal Fitness Pin.



Use some of the other Cub Scout sports options to fill in den meeting time during this program.
Its fun to learn new sports and earn belt loops too!

Week 2

Start Fitness Notebook (Copy available on the Pow Wow CD.)

Discussion – How tobacco, drugs and alcohol affects the body (Use Fitness Notebook & “*Take a Stand Against Drugs*” booklet.)

Have the boys report to their family what they learned.

Exercises – Same as week one

Other Activities – Choose a Cub Scout Sports Activity. (See “*Webelos Leader Guide*”.)

Work on these requirements –

Athlete #2 – 7

Physical Fitness Belt Loop #1 – 3

Physical Fitness Pin #4

Fitness #5 – 7

Fitness #8 (partial)

Discuss with the boys the effects of tobacco, drugs and alcohol on the body. Use “*Take a Stand Against Drugs!*” (This booklet is available at the scout office) as a reference guide. Invite someone more qualified to discuss this subject (doctor, policeman, EMT, etc.), or use other materials such as videos, DVDs, etc.

Week 3

Discussion – Importance of a balanced diet and record your meals and snacks for a week. (See Fitness Notebook) Send notebook home to be discussed and completed with family.

Completing notebook fulfills Webelos badge requirement #1 (Webelos Scout Parent Guide) and Fitness #2.

Exercises – Same as week 1 (Don’t forget to warm-up & cool down.)

Other Activities – Make a food pyramid.

Work on these requirements –

Athlete #2 - #7

Physical Fitness Pin #1

Fitness #2 & 4

Make learning about a balanced diet FUN! Use a banana split. Talk about the food groups while you dish it up.

Milk/Dairy Group

Ice cream
Whipped cream
Hot fudge

Meat/Protein

Nuts

Bread/Cereal Group

Cookie

Fruit/Veg. Group

Bananas,
Cherries,
Strawberries,
Other fruit toppings

Webelos



Week 4

Discussion – Character Connection on Perseverance & Good Sportsmanship

Exercises – Same as week 1

Choose a form of exercise, bring your heart rate up to target (See Week 1) and keep it there for 15 minutes. Don't forget to warm up & cool down.

Other activities – Learn sports official's signals

Work on these requirements –

Fitness #1

Athlete #2 – 7

Personal Fitness Belt Loop #3

Personal Fitness Pin #2 & 4

Sportsman #1 & 2

Discuss good sportsmanship with the boys. Role-play examples of good sportsmanship.

Video Sports Signals Quiz - Record several different ball games from TV. Dub the official signals onto another video tape. Show this to the boys and see if they can identify the signals on the video or play charades game.

Week 5

Exercises – Same as week 1

Competition – Select a team sport from the Cub Scout Sports Program. Split into teams and have fun!

Work on these requirements –

Athlete #2 – 7

Personal Fitness Belt Loop #3

Personal Fitness Pin #4

Sportsmen #4

Spend the entire den meeting playing a team sport to earn a Cub Scout Sport Belt Loop. All you need to do is learn the rules, practice for 30 min. and participate in a game to earn the belt loop. They include baseball, basketball, soccer, softball, volleyball, flag football, or ultimate.

Week 6

Exercises – Same as week 1

Competition – Select a different team sport than week 5 from Cub Scout Sports Program.

Work on these requirements

Athlete #2 – 7

Personal Fitness belt loop #3

Personal Fitness pin #4

Sportsman #4



Week 7

Activity – Go to a local gym that has a pool for the Aquanaut Activity Badge. Before going swimming, talk to a trainer about exercises and programs for young people.

Work on these requirements

Aquanaut 1 -3, 4, 5 & 8

Physical Fitness Pin #5

Sportsman #3

At the pool, do these activities:

Jump into water over head, swim 100 ft., at least half must be elementary backstroke.

Stay in water and do the survival float.

Use a PFD, swim 25 ft., hang to dry.

Do a front surface dive and swim underwater for four strokes.

Explain the four basic water rescue methods.

Earn the Swimming Belt Loop – Explain the rules of Safe Swim Defense. Emphasize Buddy system. Play a recreational game in the water. (See “*Cub Scout Leader How-To Book*” or “*Webelos Leader Guide*”.) Use a kick-board to propel yourself 25 ft. using a flutter kick.

Remind the boys that if they haven’t returned the Fitness Notebook to bring it **next week**.

Week 8

Competition – See who can do the most exercises.

Other Activities – Build a fun obstacle course that could include some exercises with jumping, crawling, and hurdles. Time the boys three times to see whether they can improve their time.

Awards – These may be presented at Pack Meeting. Using a three-tiered stand, awards may be presented just as the awards are given at the Olympics. A United States flag may be used as the background. See if there are toy medals for gold, silver, and bronze that could be used as the awards. Or make some that have a candy bar which represents the different levels. For example: Gold = Miniature Reese’s Cups or any candy with a gold wrapper, Silver = York Peppermint Pattie, Bronze = Reese’s Cup.

See the CD ROM for more



AQUANAUT MIDWAY PHYSICAL SKILLS GROUP



SWIMMING STUNTS TO GAIN CONFIDENCE

Use these stunts as a way to warm up in the water. Or, adapt them to use in games such as Simon Says or Tag.



For those not yet able to propel themselves:

1. Sit in water chest deep.
2. Recline in shallow water face down.
3. Roll over to a facedown position.
4. "Animal walk" on hands and knees.
5. With hands full of water, wash face.
6. Blow water out of hands by mouth.
7. Blow water out of hands by nose.
8. With hands full of water, wash eyes.
9. Blow small sailboats across water.
10. Pull water to you by alternate hands to attract boat.

For those at the beginner level:

1. With face in the water, touch toes.
2. Sit on bottom, exhale under water.
3. Float prone to count of 10, 15, and 20.
4. Spread-eagle float on back.
5. Glide for distance on back.
6. Swim 10 yards on face, roll over, float and swim 10 yards on back.
7. Bob under water 10 times.
8. Flutter-kick glide race, face up or face down.
9. Float on back for 5 minutes.
10. Push off on back glide and roll into prone float.



GAMES

NEPTUNE'S CALL: The players are lined up on one side of the pool. The one who is "It" stands or treads water in the center of the pool. When he shouts, "Neptune's call, come one and all!" the players must swim to the opposite side, and he tries to tag as many as he can. All the players tagged must remain in the center and help in capturing the others until all are caught.

STUNT TAG: "It" calls out certain parts of the body which must be out of the water, such as "one foot out", "both hands out", "both feet out", etc. "It" may tag any payer not obeying and they become "It".





ATHLETE MIDWAY PHYSICAL SKILLS GROUP



GAMES

STAND UP: Sit on the ground, back-to-back with your partner, knees bent and elbows linked. Now, simply stand up together. With a bit of cooperation and a little practice, this shouldn't be too hard. By the time you've got this mastered add a third person. Have him join you on the ground, and all three try to stand up. Now add a fourth person. Each time you add another person, there will be more struggling, giggling, and stumbling. Any success with a number more than five may be a rare event. In any case, start off close and tightly packed. Stand up quickly.



HOOK ON: Send four players to the far side of the play area. The others line up along a wall or starting line. On signal, they rush at the four and try to hook onto one of them. Anyone who succeeds in grabbing the waist of one of the four tries to prevent anyone from hooking on. But if someone does, he becomes part of the chain. When all have finally hooked on, the line with the fewest boys wins. Four from that line become the next loose players.



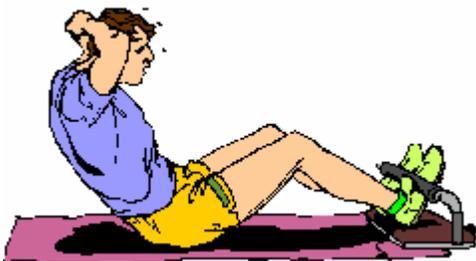
KLEENEX SPRINT: An excellent game for giving the stomach muscles a workout. On the go signal, the racers each throw an unfolded Kleenex tissue out ahead of them, go to it, bend, pick it up, and repeat until they reach the finish line. A tissue may not be caught or touched after it is thrown or before it hits the ground. If it is, the player must take two giant

steps backwards. No one can move forward while holding the tissue or letting it blow up against their body or clothes.

SPIN INTO SHAPE: Make a wheel from a large piece of cardboard or poster board. Divide the wheel into sections and write an exercise in each section. Make an arrow as long as the circle's radius. Attach the arrow to the center of the circle with a brad and manipulate it until it spins freely. Each boy gets a turn to spin and for one minute, everyone does the activity the arrow



lands on. This is a fun way to work up a sweat and practice activities needed to fulfill the requirements for the athlete activity badge. You may do this activity by adding music for fun.

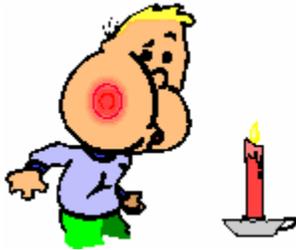




FITNESS MIDWAY PHYSICAL SKILLS GROUP



A DEMONSTRATION OF THE EFFECTS OF SICK OR INJURED LUNGS:



1. Light a candle. Ask a boy to stand a reasonable distance from the candle. Instruct the boy to take a deep breath and then blow out the candle.
2. Re-light the candle. Ask the boy to stand at the same distance from the candle. Instruct him to take a deep breath and blow out at least half of the air. With the breath that is left, ask the boy to blow out the candle. What happened? How does this relate to smoking and the health of your lungs?

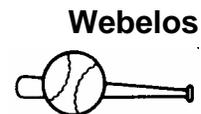
GAMES

FOOD FIND: This game will help boys to identify which foods are good for them and which are not. Give each boy two magazines and a pair of scissors. Give them two to three minutes to look through the magazines, find pictures of food and cut them out. Display a picture of the Food Pyramid. Ask boys to choose one of their foods and place it on or near the section of the pyramid. Some things may go in more than one group: for example, a cheeseburger could be part of the meat group for the beef, the dairy group for the cheese, the vegetable group if it has lettuce and tomato on it, and the bread group for the bun. Display all of the pictures. Discuss what is good for you, how many servings you should have and what is not so good for you. You can use the picture to make a collage or display of healthy foods.



DANGERS OF ALCOHOL: To discover some of the special dangers alcohol has for kids, correct the spacing in each sentence. (Answers are provided on the right.) Cover answers with another sheet of paper, or fold answers under, or cut answers off of copy and distribute when the game is done.

- | | |
|--|--|
| <ol style="list-style-type: none"> 1. Dri nkingca nle adtof ights. 2. Alco holca nint erferewi thph ysicalg rowth. 3. Drin kingisi lle galf orki ds. 4. Stude nts'gr adesmayd ropb ecaus eofd rin king. 5. Yo ungpeo plecanbe comea lcoholic s,too. 6. A lcoh olcanma kep rob lemsal otw or se. 7. Athl etesw hodr inkc an'tp laythe irbe st. | <ol style="list-style-type: none"> 1. Drinking can lead to fights. 2. Alcohol can interfere with physical growth. 3. Drinking is illegal for kids. 4. Students' grades may drop because of drinking. 5. Young people can become alcoholics, too. 6. Alcohol can make problems a lot worse. 7. Athletes who drink can't play their best. |
|--|--|



SPORTSMAN MIDWAY

PHYSICAL SKILLS GROUP

CATCH THE SPIRIT OF SPORTSMANSHIP

Three points of sportsmanship are stressed continually in the program of the Boy Scouts of America. This will provide many opportunities for adult and Cub Scout discussion.

1. **HONESTY** is a key to success. It is the foundation for everything we do. Without it, our society could not exist. The freedom that we all cherish is based on having honest relationships. Our day to day activity is based on the promises of people to people. Just as important to young people is their trust in parents. Honesty on the part of both helps build that trust. It also contributes to our children's well being and confidence as they meet new people and face life's problems.
2. **FAIR PLAY** is involved in belonging to more than just a family. It relates to the Cub Scout den, neighborhood, and even the country. Everyone has a share in whatever is at stake.
3. **RESPECT FOR OTHERS** should happen regardless of age or position. Maintaining respect for a person is important, even if we dislike that person's actions. Respect for others starts in the home and works it's way outward. Courteous behavior opens doors to opportunities that otherwise might remain closed.



It must be remembered, however, that discussions you have with youth may be meaningless if your own example of behavior is inconsistent with what you say. Remember: "Your actions speak louder than your words."

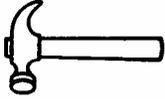


GAMES

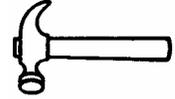
FOUL SCORE: Divide the den into two teams. The leader gives the signal for a foul or violation in baseball, football, basketball, soccer or hockey. He calls on a boy to name the sport and the foul. If he gets both right, he scores four points for his team. If one of his two answers is right, he scores two points. Any other member of his team can try to correct the wrong answer and earn one point. If no one on his team can answer, the opponents can earn one point for a correct answer.



SIGNAL REVIEW: Enlarge and copy the officials' signals found in the Webelos Scout Book. Mount each signal on a piece of cardstock. (Color-code the cardstock for each sport; blue for baseball, yellow for basketball, etc.) Boys can use the card deck to quiz each other on signals. Or make two sets of cards for each signal and play a concentration game.



CRAFTSMAN TECHNOLOGY GROUP



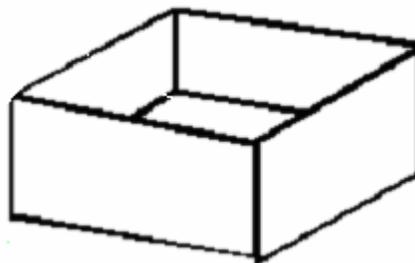
Requirement #4--Make four useful items using materials other than wood that you and your Webelos den leader agree on, such as clay, plastic, leather, metal, paper, rubber, or rope. These should be challenging items and must involve several operations.

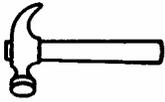
Origami Gift Box

Cut 2 squares of heavyweight paper – one $\frac{3}{8}$ " larger than the other (for example 8" and $8\frac{3}{8}$ "). The smaller one is for the box bottom and the larger one is for the box top.

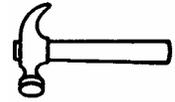
Follow steps 1-8 for both the top and the bottom.

- 1 – Fold and crease in half (Diagonally) in both directions and then unfold.
- 2 – Fold and crease each of the four corners so they meet at the center and then unfold.
- 3 – Fold and crease each of the four corners so they go three-fourths of the way to the opposite corner and then unfold.
- 4 – Fold and crease each of the four corners so they go one-fourth of the way to the opposite corner and then unfold.
- 5 – Cut with scissors along the heavy lines. Fold the indicated corners to meet in the center. Create two sides of the box by bending up the folded edges.
- 6 – Bend the 4 flaps in.
- 7 – Fold the “tongues” up and over the sides so the corners meet in the center.
- 8 – Secure with a small piece of tape.





**CRAFTSMAN
TECHNOLOGY GROUP**



Wooden Stool

Materials List

22 inch length of a 2x12

33 inch length of a 2x4

Wood screws

Cut the 2x12 into two identical pieces the size and shape as shown in figure 1.

Cut two pieces out of the 2x4 to be 12 inches long.

Cut one piece out of the 2x4 to be 8.75 inches long.

Pre-drill holes for the screws, slightly smaller than the screw shafts, to make it easier to put the screws in and to prevent splitting of the wood. On my stool, I also drilled a counter-sink for each hole so that the screw head would not protrude out of the surface of the wood. Assemble stool with screws. You can put stain on the stool and coat it with poly-urethane or paint it as you like.



Fig. 1

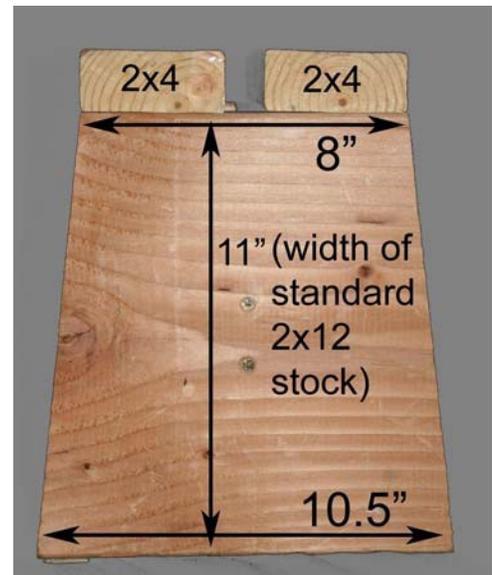


Fig.2

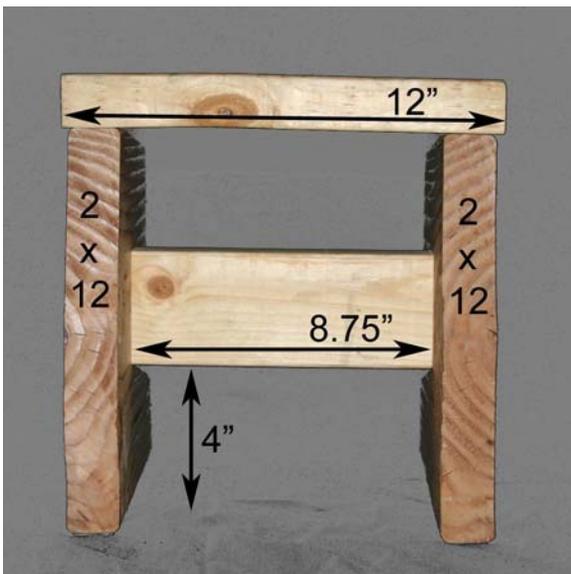
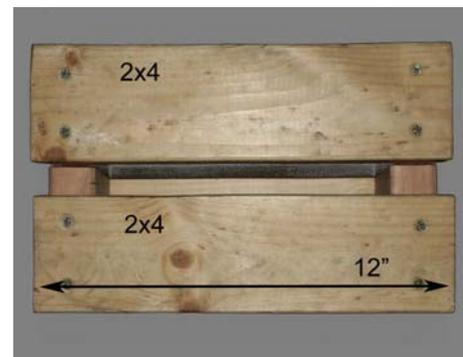
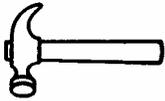
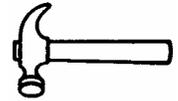


Fig.3





CRAFTSMAN MIDWAY TECHNOLOGY GROUP



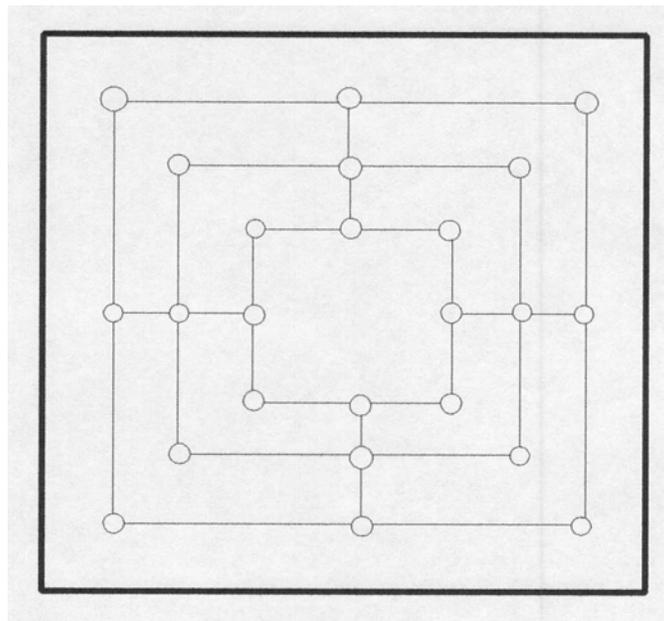
Materials needed:

- Six golf tees, two different colors of three each (buy golf tees before drilling holes)
- Ruler
- Marker / pen
- Drill
- ½ inch thick piece of wood, roughly 8 inches square



Measure the pattern on the wood by drawing a square ½ inch in from the outside of the wood. Draw the second square 2 inches in from the outside of the wood. Draw the third square 3 inches in from the outside of the wood. Drill holes in the corners of each square and at the half-way point between each corner (eight holes per square). Size holes so tees fit snugly without going completely through the wood. With a permanent marker, draw the three squares, connecting the eight holes in each square. Lastly, connect the three squares together by drawing a line through the three "half-way" holes of each square for each of the four sides.

Object of the Game: Get all three of your golf tees in a row. **How to play Golf Tee Three in A Row:** First player places a tee in a hole. Second player then takes their turn and places a tee in a hole. Players take turns until all three of their Tees are in a hole. First player now moves one of his Tees on hole along the connected lines taking turns. Player to get all 3 Tees in a row along connected lines wins. **Moves:** One hole/space along connecting lines per turn. You cannot jump opponents tee or your own. You can try to block opponent's tees.





ENGINEER TECHNOLOGY GROUP

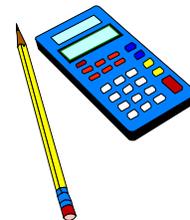


Requirement #10--While you are a Webelos Scout, earn the Cub Scout Academics belt loop for Mathematics.

Mathematics is the language engineers use to convey their ideas. They use math to improve efficiency, reduce or determine product or manufacturing costs, build safe products, predict behavior, determine which parts to use, and in many other ways.

The Mathematics Belt Loop Requirements are:

1. **Do five activities within your home or school that require the use**
2. **of mathematics. Explain to your den how you used everyday math.**



Flow Rate – Place an empty gallon jug under a faucet, turn it on, and fill with water. Time how long it takes (in seconds). Divide the time by into 60 to get the flow rate in gallons per minute.

Resting vs. Exercising Heart Rate – Record your resting pulse for 20 seconds. Do some vigorous exercise (running, jumping, etc.) for a few minutes. Stop and record the exercise pulse rate. Multiply both by 3 to get the number of beats in 1 minute and compare.

Candy Bar Split – Cut a good-sized candy bar into at least 20 pieces. Distribute as evenly as possible to the group.

Tile Counting – Estimate the number of tiles (floor or ceiling) in a room by multiplying the # of rows and columns together. Compare to another room.

Marshmallow Counting – Estimate the number of mini-marshmallows in a bag by weighing the whole bag, weighing 30, and then using the formula:

$$\# \text{ marshmallows per bag} = 30 * (\text{weight of bag}) / (\text{weight of } 30)$$

2. **Keep track of the money you earn and spend for three weeks.**



You can help the boy get a head start by asking what he earned and spent for the last week – or as far back as he can remember. You can give the boys unused check registers to track their money, if you have some.

3. **Measure five items using both metric and non-metric measures. Find out about the history of the metric system of measurement.**

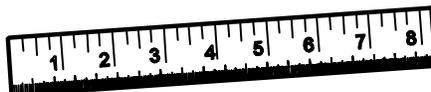
Conduct a “Measurement Olympics”. Have the boys write down their guesses in metric and non-metric measures in various categories. Then award medals to the winners.

Volume – Guess the volume of water in a glass (milliliters and ounces).

Weight – Guess the weight of an object (kilograms and pounds).

Temperature – Guess the temperature of water in a glass (Celsius and Fahrenheit).

Length – Guess the length of a straight line on a piece of paper (centimeters and inches).





Morse code Telegraph

Parts needed: 2 buzzers

2 push button switches

1 9 V battery clamp

1 9 v battery

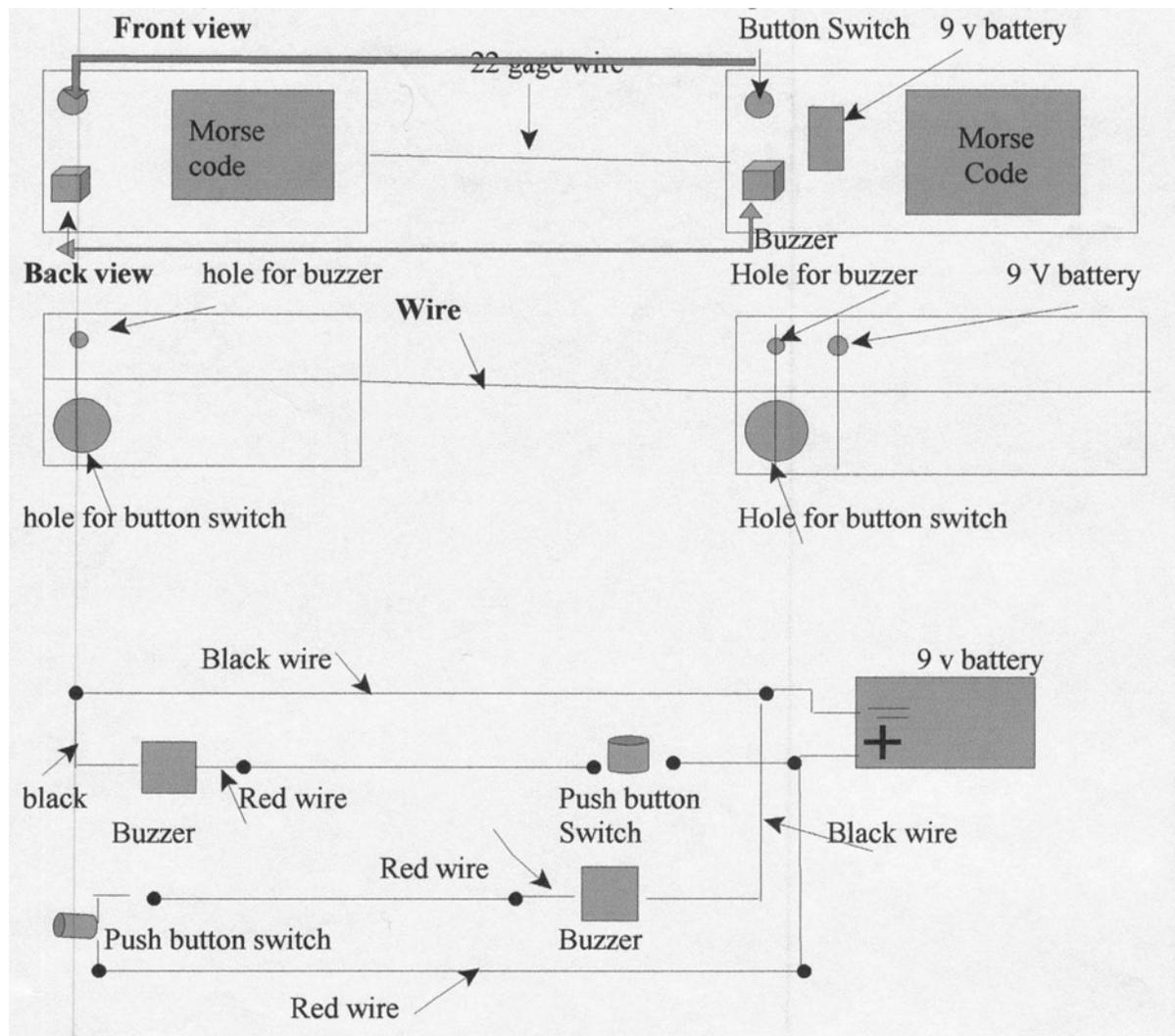
15' 4 conductor 22 gauge wire

1 6" x 4" x 3/4" wood block

1 8" x 4" 3/4" wood block

2 copies of Morse code to glue on each block of wood

Saw cuts in the back of the wood 3/8" deep to lay the wire in. In the back of the 6" wood drill one small hole along the cut all the way to the front for buzzer wire. Straight across drill a hole for the switch to push up into. Using the 8" piece of wood do the same thing as the other block of wood adding one more small hole for the 9 v battery clamp. (Can also be used with communicator)





HANDYMAN TECHNOLOGY GROUP



Requirement #13--Help take care of the lawn.

Children need to be physically big enough and mature enough to run a lawn mower. Although a WEBELOS scout may not be ready to mow, he should know the safety rules:

1. Remove any young children from the area to be mowed.
2. Remove any objects from the lawn that could be expelled from mower.
3. Do not allow passengers on a lawn mower.
4. Proper clothing. (Long pants, tight-fitting clothing, eye protection, sneakers)
5. Make sure the mower blade is always sharp.
6. Do not mow while the grass is wet.
7. Never put gas in the tank when the engine is hot.
8. Never do any maintenance when the mower is running.
9. Keep away from the discharge area.
10. Keep hands and feet away from the rotating blade.

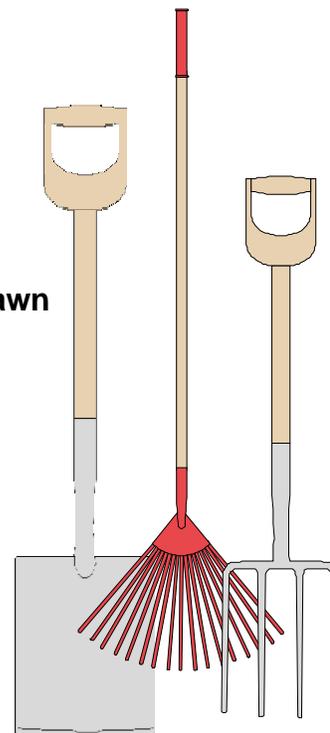


Here are some other ideas for completing this requirement:

- Edge the lawn with a hand edger.
- Pull weeds, like dandelions, from the lawn.
- Spread fertilizer.
- Mow a lawn as Den or Pack service project.
- Watch younger siblings while a parent mows the lawn.

Requirement #14--Arrange a storage area for hand tools or lawn and garden tools.

Create a rust resistant storage for garden tools:
 Obtain a large bucket or tub.
 Fill the bucket or tub with sand.
 Mix oil into the sand – used motor oil works well.
 Stick metal part of tools into the sand for cleaning or storing.
 Wipe off tools when removing them from the sand.



Requirement #15--Clean and properly store hand tools or lawn and garden tools in their storage areas.

1. Clean off excess dirt.
2. Wash and dry the tool.
3. Clean any rust spots with steel wool.
4. Sharpen all tools (including shovels) with a cutting edge.
5. Rub oil into wooden handles.
6. Lubricate metal surfaces.

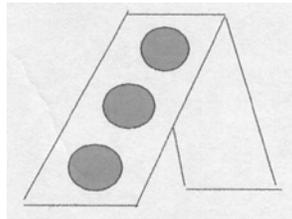


CAUTION HORSE

Materials needed:

- 2 Pieces of wood 8 in x 2 ft
- 1 hinge
- 2-3 reflectors
- Black and yellow paint

Paint one side of a piece of wood yellow and black striped like caution tape. On the other piece of wood place the reflectors down the middle of the wood. Connect the two pieces of wood with the hinge. Store the horse in your car and use it in case of car trouble on the road.

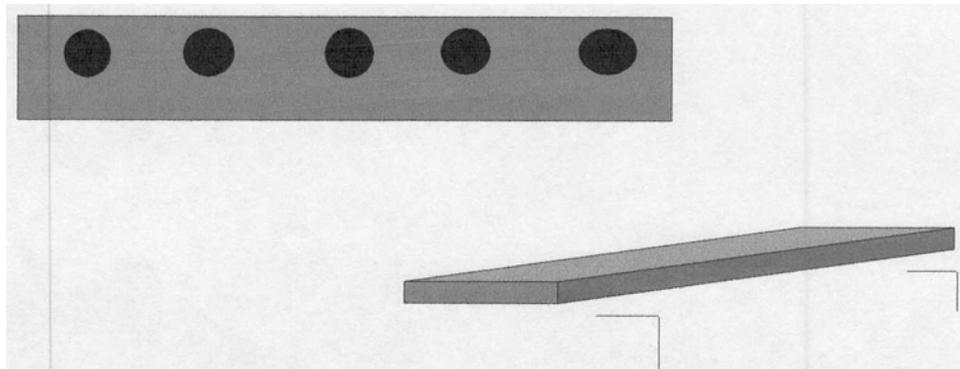


SCREWDRIVER HOLDER

Materials needed:

- 1 in x 2 in wood (cut to the length to hold all your screwdrivers)
- 2 small L shaped brackets

Mark the wood every 2 inches. Drill holes big enough so that the tip of the screwdriver will fit through, but not the handle. Attach the brackets to the bottom edge of the wood, one on each end. Then attach the screwdriver holder to the wall. Add screwdrivers.





SCIENTIST TECHNOLOGY GROUP



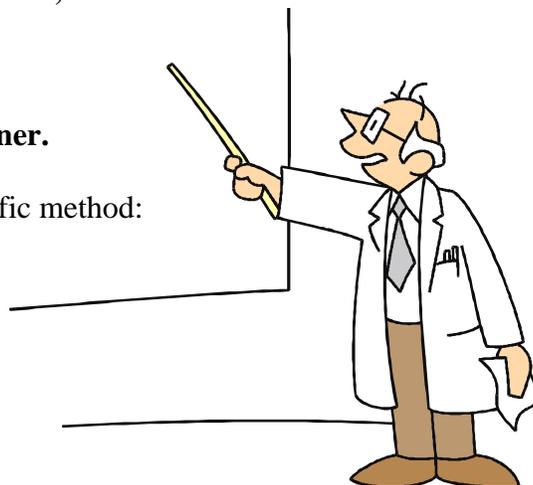
Requirement #4 (required)--While you are a Webelos Scout, earn the Cub Scout Academics belt loop for Science.

The Science Belt Loop Requirements are:

1. Explain the scientific method to your adult partner.

Scientific Method – There are 6 parts to the scientific method:

- 1 – State the problem
- 2 – Form hypotheses about the problem
- 3 – Design experiments to test the hypotheses
- 4 – Predict results of the experiments
- 5 – Conduct the experiments and observe results
- 6 – Make conclusions about the results



2. Use the scientific method in a simple science project. Explain the results to an adult.

- 1 – State the problem – How do poles (north and south) of magnets interact?
- 2 – Form hypotheses – 1) Opposite poles attract. 2) Same poles attract.
- 3 – Design experiments – Take two bar magnets; each marked with north and south poles. Place the two north poles next to each other and observe. Place the two south poles next to each other observe. Place the opposite poles next to each other and observe.
- 4 – Predict results of the experiments – In all 3 experiments, magnets attract.
- 5 – Conduct the experiments and observe results – 3 experiments are conducted. Two north poles repel. Two south poles repel. Opposite poles attract.
- 6 – Make conclusions about the results –First hypothesis correct. Second hypothesis incorrect. Therefore same poles repel and opposite poles attract.

3. Visit a museum, a laboratory, an observatory, a zoo, an aquarium, or other facility that employs scientists. Talk to a scientist about his or her work.

Some places to go in the Council:

Name	Phone #	Website
University of Utah Physics Observatory	581-6901	www.physics.utah.edu
Clark Planetarium	456-STAR	www.clarkplanetarium.org
Children’s Museum of Utah	322-5268	www.childmuseum.org
Utah Museum of Natural History (U of U)	581-4303	www.umnh.utah.edu
Hogle Zoo	582-1631	www.hoglezoo.org
Tracy Aviary	322-2473	www.tracyaviary.org
Living Planet Aquarium	355-3474	www.thelivingplanet.com



SCIENTIST MIDWAY TECHNOLOGY GROUP



CONVECTION CURRENTS

Materials needed:

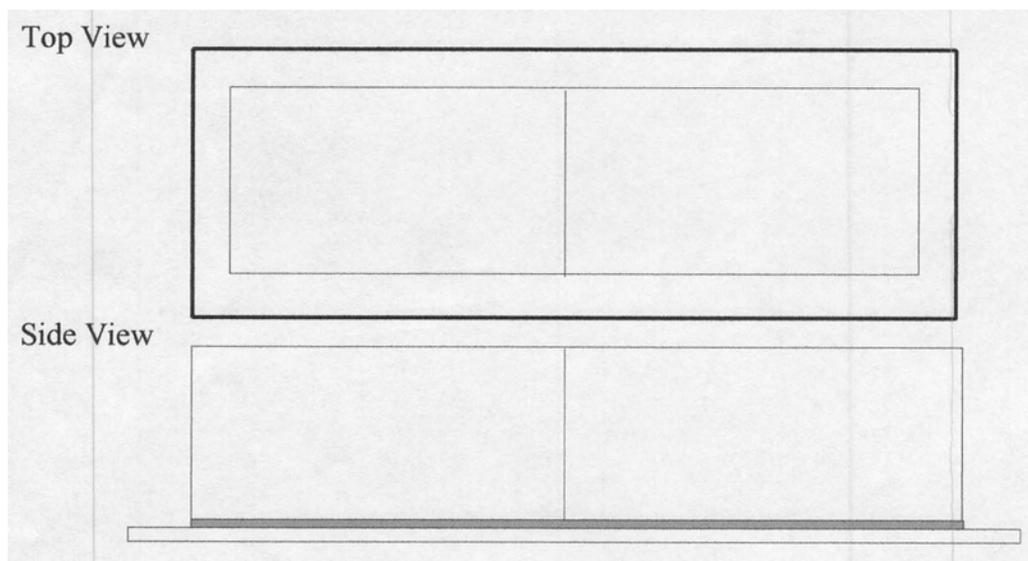
- Epoxy
- Plexiglas
- Food coloring (red and blue)
- Hot and cold water (in separate containers)

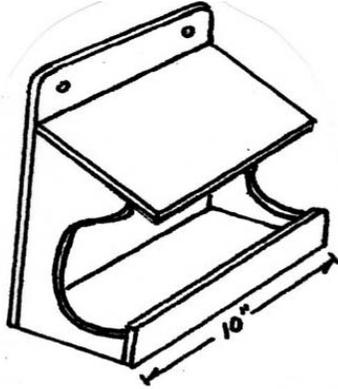
Construct an open-top water-tight box out of transparent Plexiglas and epoxy, like the one shown below, with a removable (water tight as possible) divider. Dimensions that work well are 3 ½ inches high by 3 ½ inches wide by 10 inches long, with a roughly 3 ½ by 3 ½ inch divider piece. Assemble the previously cut pieces with quick-setting clear epoxy. Do not epoxy/glue the removable divider.

Plexiglas pieces: three 3 ½ x10 inch pieces, three 3 ½ by 3 ½ inch pieces, and we used a slightly larger piece (4 x 11 inch base) to epoxy the entire box on for strength.

Assemble: glue one of the 3 ½ x10 inch pieces flat to the 4 x 11 inch base with the epoxy, which forms the bottom of the box. Next glue the two remaining 3 ½ x 10 inch side pieces to the bottom. After that is dry glue the end pieces on. The last piece is the divider and is not glued in.

Experiment: Bring 4 cups of water with red food coloring to a light boil. Then put 4 cups of ice cold water in a pitcher and add blue food coloring. Hold the divider in place in the center of the box while simultaneously pouring the red/hot in one side and the blue/cold in the other side. Predict what will happen when the divider is pulled out, then pull the divider out and see what happens.





CUB CREATIONS

EVERYDAY MAGIC:
KITCHEN SCIENCE 204

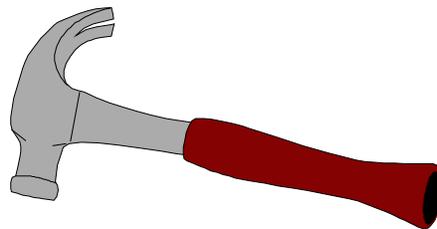
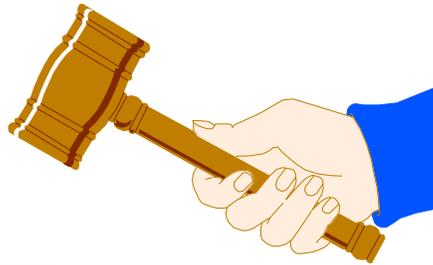
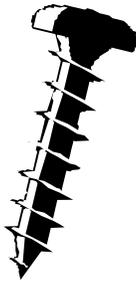
WOODCRAFT 207

LEATHER CRAFT 211

PLASTER CRAFT 217

See also, in themes:

Cubs in the Kitchen
Crafts on a Shoestring
Theme Crafts



EVERYDAY MAGIC: KITCHEN SCIENCE

Cubs love experiments, especially things that are unexpected or unusual. Here are some simple and quick experiments to try with your dens. These are great openers as you wait for everyone to gather. Make sure you have enough materials to repeat for any latecomers, or better yet let the boys do the repeats. It will give them confidence and be more fun. Make sure you try your experiment ahead of time to make sure you can do it smoothly and understand each step. You want to be successful, rather than frustrated or embarrassed. Also, before you explain the science or the “why” of what happened, see if they know. You might also ask for predictions before you carry out the experiment. Then ask afterward, if they were surprised or if it was what they had expected to happen. Most of all, **have fun with your Cub Scouts. They will have more fun if you enjoy time with them.**

SURFACE TENSION AND OTHER EXPERIMENTS WITH LIQUIDS

- Many of you remember an old surface tension experiment where pepper is shaken on water in a dish and soap is added. What happens? The soap disturbs the surface tension, the tendency of the water molecules to be attracted or pull together. Try this more modern variation. It is more dramatic and even more fun.



Pour about 1” of milk into a pie plate (room temp. works better, but fresh from the fridge is fine). Dot several drops of liquid food color in various places over the surface. Drop a small amount of dishwashing soap into the dish, or touch it gently to the surface on a straw or toothpick, and watch what happens! The soap breaks the surface tension at the point of entry but the tension is still in place everywhere else, so that attraction of water molecules pulls the milk and the colors to the sides.

- Hot water is less dense than cold water so it tends to rise to the top. Try this experiment that shows this vividly. Find two identical jars and fill one with hot water and a few drops of food coloring (red is always good to represent “hot”). Fill the other with cold water and a bit of blue coloring for “cold”. Fill the jars carefully until the water bulges over the edge but doesn’t spill. Carefully place a piece of cardboard over the red jar until it seals the jar. Quickly flip the jar over and place it directly on top of the blue jar. Hold them together and have a cub pull the card out gently. What happens? What happens if you put the blue jar on top? Afterward, explain about water density and why the water combines one way and not too much the other.
- Water pressure also offers some fun demonstrations. Siphon action is a fun way to show water in action. You can use a store-bought siphon pump to demonstrate, or make your own with a bit of tubing, a pitcher of liquid and a container to receive the liquid. Put the tubing into the pitcher and suck gently on the other end to get the flow started. As long as the starting container is kept higher, the suction of the siphon will keep the liquid moving downhill.

- Try this with water and oil. Water and oil don't mix well. Oil is less dense and will float on top of water. Fill a large jar about ½ full of water. Add an inch or two of oil and let it settle. Add some food coloring to make the science part more visible. Now, sprinkle salt onto the surface. What happens? Watch for several minutes and try to explain what happens. Salt is heavier than oil or water so it sinks, and carries some oil down with it. The salt then dissolves in the water and releases the oil, which then returns to the top. Just keep sprinkling salt to see it all again. This is the theory behind a lava lamp, and it does kind of look like a lava lamp.



EXPERIMENTS WITH THE SENSES

- Taste Test Saliva is a key to be able to taste. Our taste buds are sensitive to food mixed with liquids, but dry food has less effect. Try this experiment with your Cubs. Dry the end of your tongue off as completely as possible, and then place some sugar on the tip. Can you taste it? Now, close your mouth. Is the taste stronger?
- Sense of Touch Your senses often work together to give you a clear picture of your surroundings. Not using a sense, or hampering it, can change what messages your brain receives. Blindfold a Cub and have him cross his fingers. Touch a pencil between the crossed fingers and ask how many pencils there are. It generally feels like two, because the fingers are out of place and confused and the sense of sight isn't there to clarify.
- Sight: Hold a pencil in each hand out to your sides. Close one eye and try to make the pencil points touch in one smooth movement. Try again with the other eye. Then, try with both eyes open. Which is easiest? Your two eyes each have a slightly different view of things. When you use both eyes, you get a better overall view, with a better sense of depth, so this experiment is easier with both eyes involved.



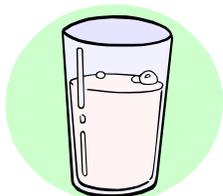
GOOEY STUFF AND OTHER AND OTHER CHEMICAL REACTIONS

- Goo also known as Oobleck (from the Dr. Seuss story). Put two cups of cornstarch in a bowl. Add food coloring if you like. Blue or green adds to its weird mystery. Slowly add one cup of water while mashing it in the bowl by hand. Play with some in your hand. When you roll or compress it in your hand it seems quite firm, but if you hold it loosely it becomes much more liquid.
- A Cub Scout classic, is the ever popular volcano. This can be as simple or complex as you wish. The basic reaction comes from mixing baking soda and vinegar. Baking soda is a base and vinegar is an acid. Together they react to form carbon dioxide, which pushes air up and out of the volcano. You can do this in a cup or build a model from clay or sand. Adding food color will make it more impressive. Some instructions suggest putting liquid dish soap in first, to increase the amount of bubbles produced. Put vinegar and coloring in and then



Cub Creations

warm water, almost to the top. Add baking soda and let'er rip. You can also put the baking soda in a small amount of water first, to make it easier to add to your volcano.



Alka-seltzer tablets can also provide some fun. Fill a jar nearly full with water and drop in a few raisins. Drop in two Alka-Seltzer tablets and quickly put on the jar's lid and watch what happens. The Alka-Seltzer releases carbon dioxide gas. The gas is lighter than water and rises to the surface. The raisins collect the tiny bubbles of gas, so they rise to the surface, where the gas escapes the hold of the raisins, which then sink again.

There are literally hundreds of fun and simple experiments out there that can catch your boys' attention and provide some amazement and a chance to learn something by trying something new. Ask other leaders and be sure to check out the section in your public library on experiments. Usually, there are books that are geared specifically toward young people, with eye-catching pictures and easy instructions. Look through several and find the ones that seem the most appropriate for your group's age level. Invite guest speakers who might have some special scientific knowledge. Help your cubs to see where science fits into everyday life, and how a little scientific knowledge can help you solve problems and make life easier and more pleasant.



Some of the places you could turn to for fun science ideas:

Family Fun Magazine (FamilyFun.com) To subscribe call 1-800-289-4849
Many libraries also have the current year on their shelves.

The library sometimes has presentations by Mad Science or other such groups. Talk to your librarian to see if one is scheduled or if you can make a request.



Usborne has some great books for experiments with kids.

The Utah Natural History Museum and The Children's Museum in Salt Lake City often have displays and demonstrations of a scientific nature. We went to one recently at the Natural History Museum on genetics and inherited traits (dimples, eye color, etc) that kept my own children enthralled and later led to a Science Fair project. It's a good place to get your Cubs excited and asking questions.

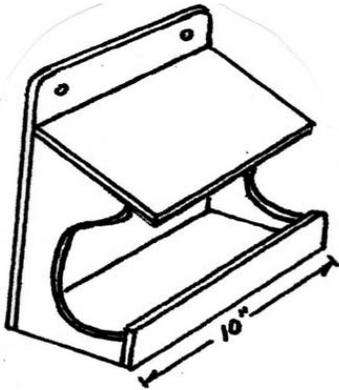
Sometimes the newspaper or grocery store newsletters have experiments in them. Cut them out and start a file.

Last of all, if your boys have fun with an experiment; consider having them demonstrate it for parents at pack meeting. The more they do something the easier it is, and the more it becomes part of them.



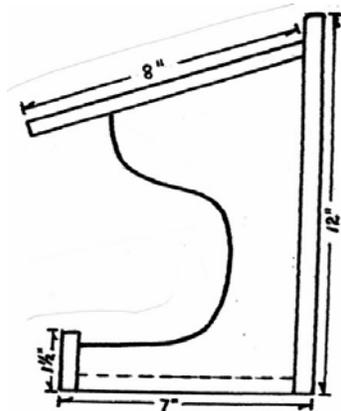
WOOD CRAFT

BIRD FEEDER

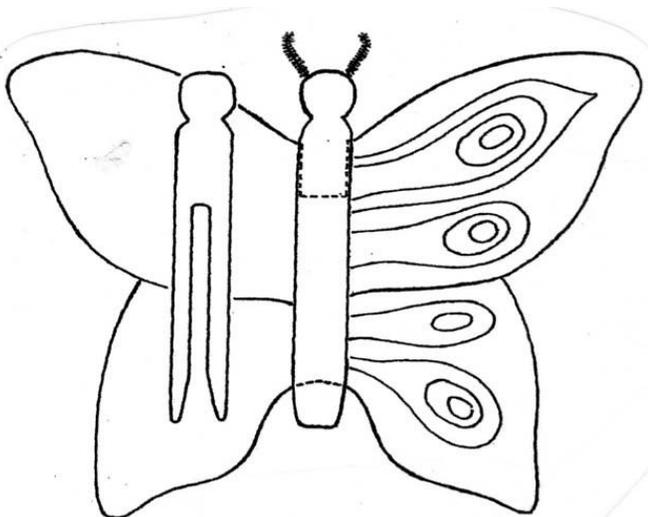


Use $\frac{3}{4}$ " cedar or redwood for best results.

- Cut
- 1 - front $1\frac{1}{2}$ " x 10"
 - 1 - back 10" x 12"
 - 1 - bottom $5\frac{1}{2}$ " x $8\frac{1}{2}$ "
 - 1 - roof 8" x 10"
 - 2 - sides (shape to your liking)



BUTTERFLY

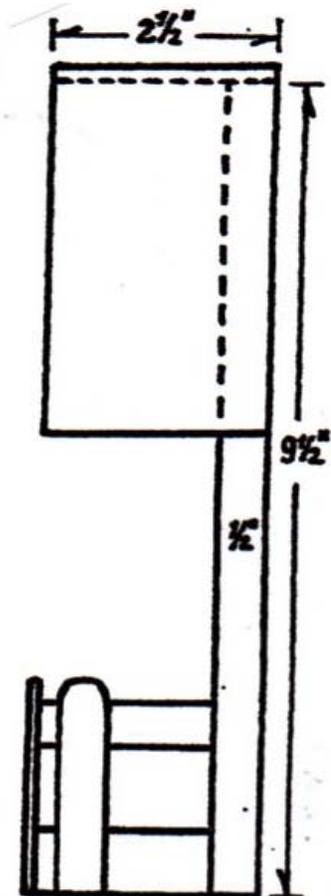
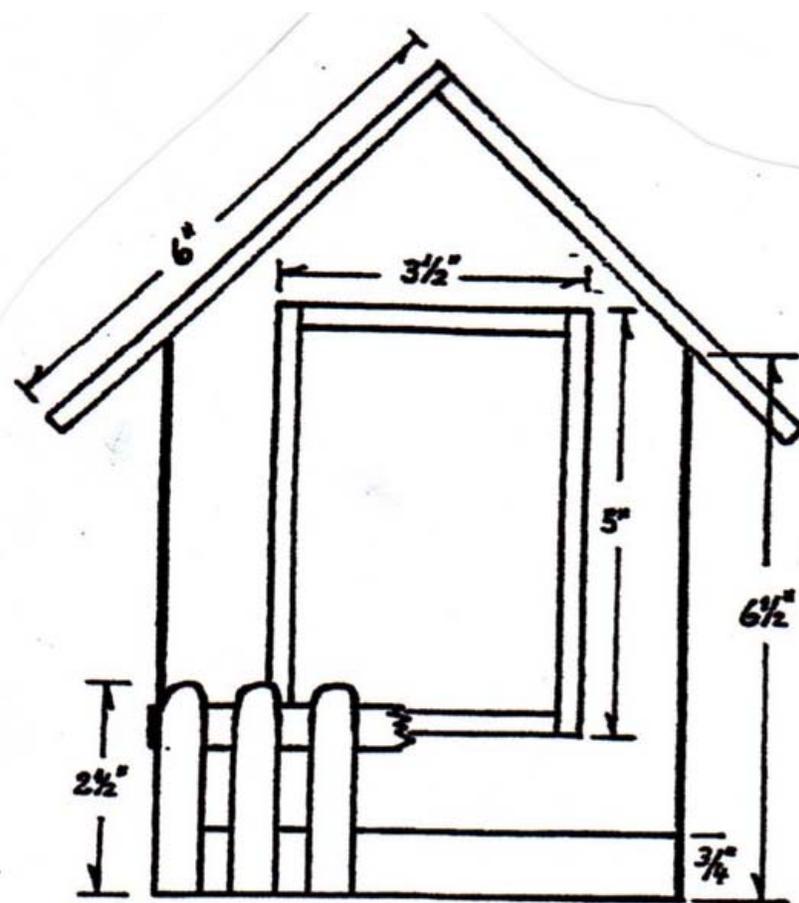
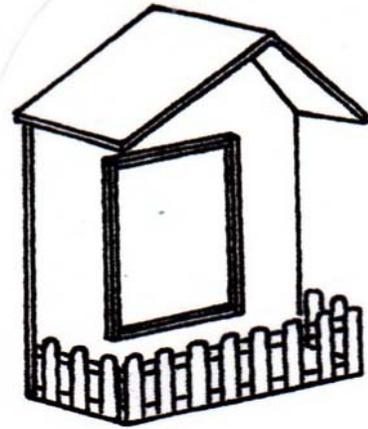


Cut wings from $\frac{1}{8}$ " paneling, plywood, or masonite. Slide wings into clothespin and use wood glue to attach. Use pipe cleaner for antennae. Paint wings using different colors and designs.

WOOD CRAFT

PICTURE FRAME HOUSE

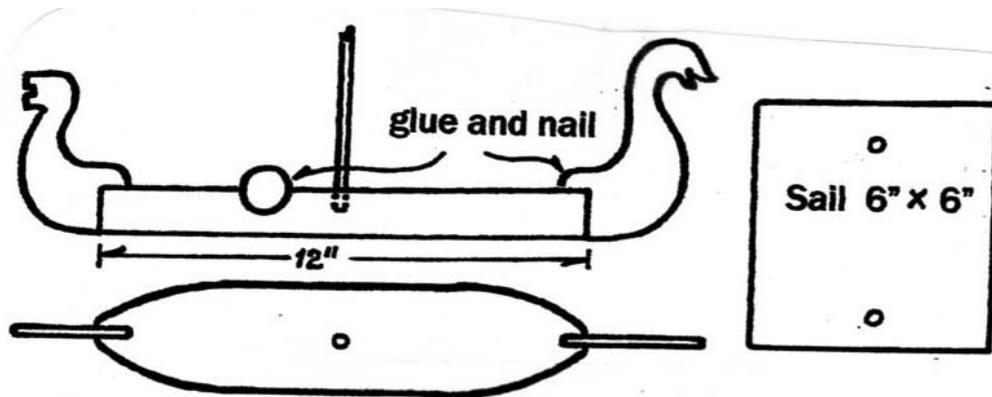
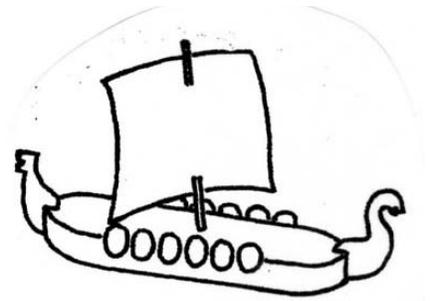
- Cut
- 1 - floor 2" x 6"
 - 1 - back 6" x 9 1/2"
 - 2 - rooftops 2 1/2" x 6"
 - 2 - frame sides 5" x 1/4"
 - 2 - frame sides 3 1/2" x 1/4"
 - popsicle sticks for fencing



WOOD CRAFT

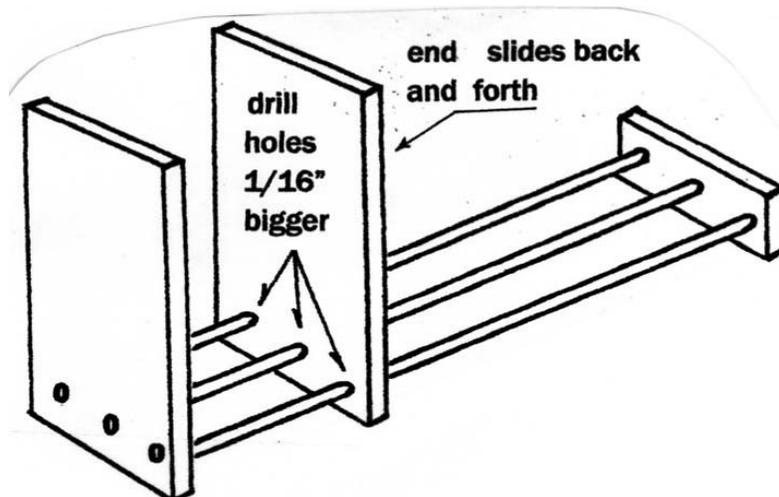
VIKING SHIP

Cut a piece 1 ½" x 3 ½" x 12" out of a 2x4 for the ship.
 Cut an 8" piece of ¼" dowel for the mast.
 Design your own ends and cut 2 from ¼" or ½" wood.
 Cut 12 shields (1 ¼" round) from ¼" plywood.
 Cut 6" x 6" sail from paper or craft foam.



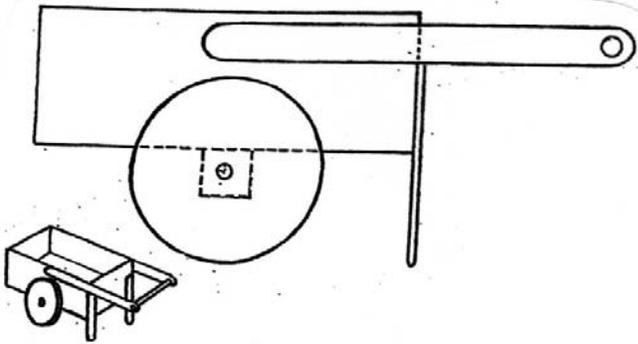
ADJUSTABLE BOOK RACK

Cut 2 – 5 ½" x 8" from ¾" wood
 1 – 2 ½" x 5 ½" from ¾" wood
 3 – 16" pieces of ½" dowel



WOOD CRAFT

HAND CART



Materials:

- 1 - 4" piece of 2x4 for body
- 4 - popsicle sticks for handlebars & legs
- 1 - 3/8" dowel for handle
- 1 - 1/2" x 1/2" x 3 1/2" wood for axle
- 2 - 2" wheels
- 2 - screws or nails

MOUNTAIN CABIN BOOKENDS

Use 3/4" wood to cut the following for each bookend:

- 1 - 4" x 6" back
- 1 - 3" x 4" base
- 1 - cabin
- 1 - tree

Assemble and paint as indicated.



BECK LEATHER & CRAFTS

Cub Scouts Love Doing LEATHER FUN!



Steps to Sharing a Skill:

(A)
Preparation

Are you ready?

(B)
Tell what you are going to do

(Explain)

(C)
Show How to do it

(Steps)

(D)
Hands on Learning
(Practice by Doing)

(E)
Coach with Tips & Helps
(Review)

(F)
Resolve Concerns or problems
(Attitude)

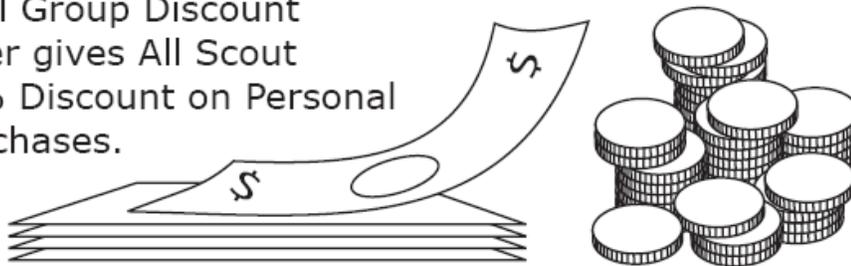
LEATHER CRAFTS HELP BUILD AND HOLD
THE MEMORIES OF FUN THAT WILL LAST A LIFETIME

Courtesy of: Beck Leather & Crafts 7045 South State St. Midvale, UT 84047 (567-1115)

Cub Creations

SECRET # 1 How to Buy your Projects - Stretch your Scout Budget

- A) Ask for Donations (FREE is Always Good)
- B) Cut Your own Shapes & Projects
Requires a few Tools and Safety Tips yet saves money in the long run vs. individual kits.
- C) Make It & Take It Workshops
Beck Leather offers Free & Low-Cost Field Trips (See our Ad)
Tools, Paints, Finishes, & Instructions are included
- D) Buy in Quantity for Greatest Savings
- E) Ask for Special Group Discount
(Beck Leather gives All Scout Leaders 15% Discount on Personal & Group Purchases.

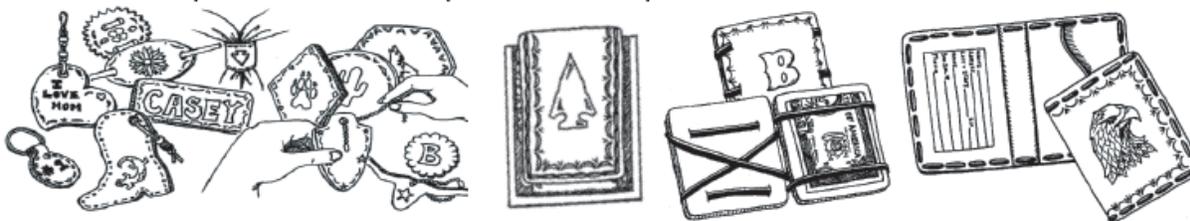


Doing Leather Projects create memories that last a lifetime!



Stamping Tip #1: When Stamping Alphabet or 3-D Designs, make sure the guide letter is facing you when you stamp to prevent upside down letters. Try a few practice ones. Use a hard firm surface like marble.

Stamping Tip #2: Use red fingernail polish to mark the guide letter to align letters' orientation properly. Easy to see guide letters. Help your scouts stamp their 3-D or Alphabet Stamps for best results.



Courtesy of: Beck Leather & Crafts 7045 South State St. Midvale, UT 84047 (567-1115)

SECRET #2 How to do basic Leather FUN Stamping

Step One: 1 WET THE LEATHER

Dampen leather with WATER using a SPONGE OR SPRAY BOTTLE. Note: Leather should be moist not soggy. Apply the water as evenly as possible. When the leather begins to return to its natural color, begin stamping. If your leather dries out before you complete your stamping design, it will be necessary to moisten the leather again. Be sure to wet the entire piece to avoid water spots. You should get a golden brown color with your stamp impressions when the leather is moistened correctly as described above.

Step Two: 2 STAMP BORDER

Begin stamping by holding the tool upright and striking the end of tool with your mallet. Place leather project on a sturdy surface. Always hold the tool close to the design end (bottom) to avoid hitting one's hand with the mallet. Practice on a piece of leather before stamping your project. Your stamping tools can be used in many combinations. Symmetrical border designs will make your projects look the best. Experiment with your tools to make over 50 different geometric patterns. Tilt your tool for even more different looking impressions.

Border Ideas: 1) Repeat tool impression, 2) Alternate two tools, 3) Stamp the tool upside down, 4) Turn tool sideways, 5) Stagger tool, 6) Pyramid pattern

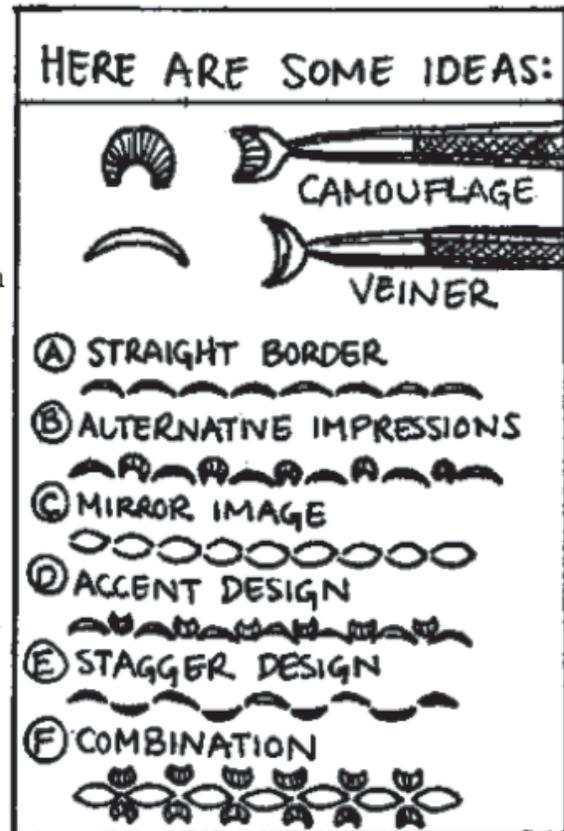
You may want to buy Animal, Scout Symbols, or Geometric 3D stamps that can be added to center areas for eye catching accents.

Step Three: 3 APPLY FINISH / COLOR

Leather finish protects the leather and preserves the crisp appearance of the stamped impressions. All stamping of your designs must be complete before finish is applied. Be sure the leather surface is clean and free of dirt or dust. Leather finish must be applied before assembly or stitching. Apply sheen finish with damp sponge, soft cloth, or wool dauber in a smooth, circular motion. Be sure to cover the entire surface. Apply once over and let dry. Do not go back over finished surface until first coat is completely dry. Projects may be buffed for extra shine. Color may be added by using Metallic Paint Pens, Sharpie Type Markers, or Acrylic Paints. Add Color carefully to your border and/or your main design areas.

Step Four: 4 ASSEMBLY

Punch Holes, Add Snaps, etc. Before Lacing or Stitching your project together.



Courtesy of: Beck Leather & Crafts 7045 South State St. Midvale, UT 84047 (567-1115)

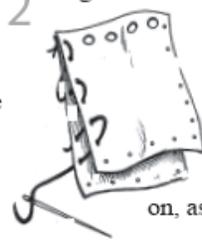
SECRET #3 What to Make - Cut Your own Projects

A - Marble or Gold Pouch

1 Cut out two rectangular pieces of leather, making sure they are the same size. Punch 4 medium-sized holes across the tops of the two pieces. Then punch 7 holes on the right and left sides of the rectangle, and three across the bottom.



2 Align the two leather pieces together. With needle & thread, start stitching in the first small hole from the top left corner. Pull needle thru the first hole from the back side. Leave 2' tail. Use a running stitch by pushing needle down through the next hole and so on, as shown. Pull stitches snug as you sew.

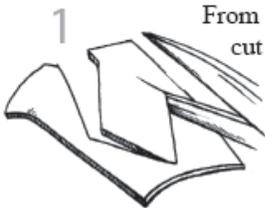


3 At the last hole, reverse direction of stitching and sew back to starting point. Note: stitching should now look solid with no gaps in the stitch line. Tie off with a square knot in between the pieces. Lace drawstring through the remaining holes at the top. Add a bead to both cords before finishing with an overhand tie knot. Slide a bead to hold bag closed as desired. Add more beads or feathers, dangles, etc., to personalize.



B - Diamond Shape Key Chain

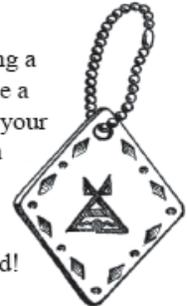
1 From a piece of leather, cut out a diamond shape.



2 Punch a hole at the top corner using a leather punching tool. Next, create a design with any stamping tool of your choice. One idea is to create a pattern or border along the edges.

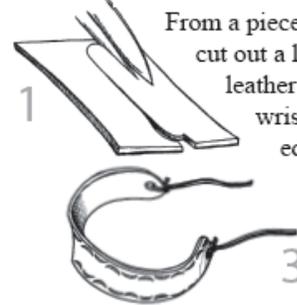


3 Put a chain through the hole and connect. You are finished!



C - Tie-On Wristband

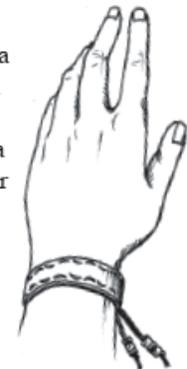
1 From a piece of leather, cut out a long piece of leather to fit your wrist. Round the edges.



2 Punch a hole on each end of the wristband using a leather punching tool. Next, create a design with any stamping tool of your choice. One idea is to create a pattern or border along the edges.



3 Tie strings to each end of the wristband. Personalize by decorating with dangles, beads, or feathers.



D - Indian Headband

1 Find or cut a long skinny piece of leather. Cut to fit your head. Decorate with a marker or stamp.



2 Punch a hole on each end of the headband using a leather punch tool.



3 Tie ends together using a square knot. The extra cord length makes a great bead dangle with a knot at each end or it may be cut off.



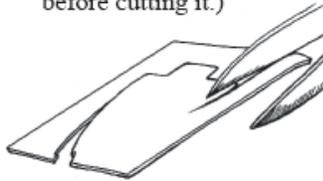
Courtesy of: Beck Leather & Crafts 7045 South State St. Midvale, UT 84047 (567-1115)

SECRET # 4 Beads Motivate Participation & Recognize Achievement

How to Make Medallions:

A - Arrowhead Medallion

1 Cut out an arrowhead shape from a piece of leather. (Sometimes it helps to draw the shape before cutting it.)



2 Design by decorating the shape using leather stamps, markers, or a branding tool.



3 With a leather punching tool, punch a hole at the top of your shape.

4 Cut some wax cord to the length preferred when wearing around your neck. Thread through the hole of the leather and tie using a Lark's Head knot, as shown.

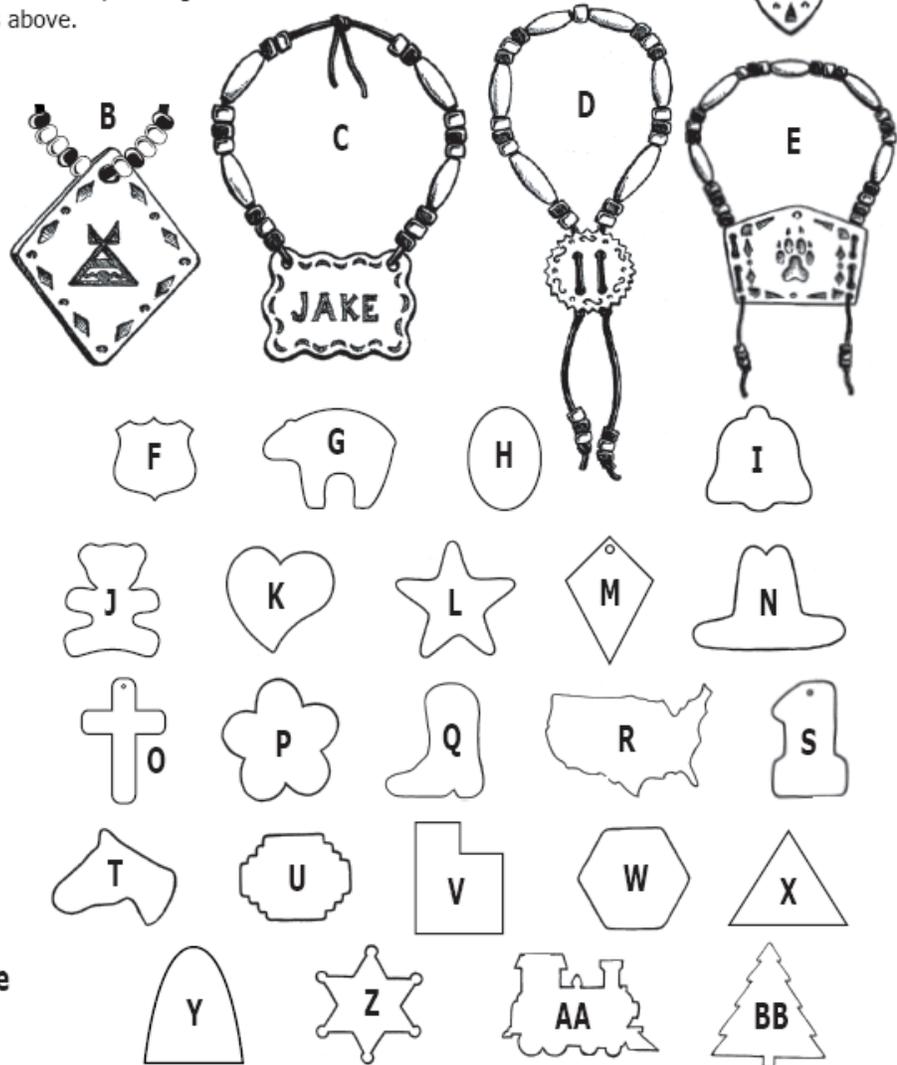


5 Decorate the necklace by stringing beads on each side of the knot. Create a decorative pattern using pony beads, metallic beads, piping, etc.



Have fun by creating other Medallions by cutting different shapes and the steps above. Here are some examples:

- B - Diamond
- C - Skin / Hide Shape
- D - Concho
- E - Slide / Shield
- F - Badge
- G - Bear
- H - Oval
- I - Bell
- J - Teddy Bear
- K - Heart
- L - Star
- M - Dragon Scale
- N - Cowboy Hat
- O - Cross
- P - Daisy Shape
- Q - Cowboy Boot
- R - USA
- S - Number One
- T - Horse Head
- U - Southwest Design
- V - Utah
- W - Hexagon
- X - Triangle
- Y - Large Shield
- Z - Posse's Star Badge
- AA - Train
- BB - Pine Tree

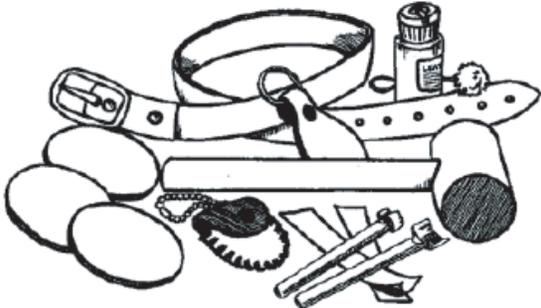


Courtesy of: Beck Leather & Crafts 7045 South State St. Midvale, UT 84047 (567-1115)

LEATHER CRAFT IS FUN!



Create Easy-to-Do Leather Stamping Projects to use as recognition totems. Your Scouts may build a variety of other Projects such as: Leather Magnets, Key Chains, Book Marks, Bolo Necklace, Zipper Pull, Christmas Ornament, Picture Frame, Hair Barrette, or Wristband with the selected pre-cut Leather Stamping Shapes. You are only limited by your imagination. You will need an assortment of Beads, Cord or Lace, Magnets, and Key Chains available at Beck Leather or local craft store.



You will need your own stamping tools and mallet to create the Stamping Designs, & hole punch for holes. Starter Kits are an inexpensive way to collect your basic supplies for your Pack or Den.



Courtesy of: Beck Leather & Crafts 7045 South State St. Midvale, UT 84047 (877-264-8532)

PLASTER NECKERCHIEF SLIDES

By far the best material for making neckerchief slides is Hydrocal White. It's a type of plaster designed to cure underwater, so be SURE not to wash it down the sink. It cures more than 10X harder than normal plaster. In thinner molds, Hydrocal will work where normal plaster will always break. Here are some local sources for Hydrocal in the Council boundaries.

Douglas Models - \$8-9 for 1/3 gallon.

Douglas Models
7700 Redwood Road,
West Jordan, UT 84084
(801) 255-1304

Douglas Models
8385 South Allen Street, Suite 138
West Jordan, Utah 84070
(801) 676-0451

Larsen Foundry Supply - \$30 for 100 lbs

Larsen Foundry Supply Corp.
860 West 2600 South
Salt Lake City, UT 84119
(801) 972-1111

The proper consistency for all types of plaster can best be described as "perfect pancake batter." If you imagine the kind of pancake batter that pours out on a griddle and automatically makes perfect thickness pancakes, that's the exact consistency to mix plaster to. Plaster that is too thick and it won't fill all of the details of the mold. Plaster that is too thin takes too long to cure and ends up brittle.

For molds, use clear plastic chocolate or sucker molds. White plastic sucker molds are too brittle. Never use Jell-O molds. They usually break. Some clay (*not* pottery or ceramic) molds and plaster-specific molds are available, and work well. My favorite two sources are:

Shepherd's Candy & Gifts
222 East University Parkway
Orem, UT 84058
(801) 373-5542

Baker's C & C
367 W. Paxton Avenue
Salt Lake City, UT 84101
(801) 487-3300

See the following page for internet sources for the different themes...

Theme Plaster Mold Sources

Cub Scout Stars

<http://www.prettypartyplace.com/lorann-5566.html>

Poles Apart

<http://www.cakesnthings.com/scripts/prodList.asp?idCategory=1223>

Aloha, Cub Scouts

http://www.candylandcrafts.com/candy-soap_molds.htm

Baloo Skies

<http://www.candyplus.net/canmold.html>

Cub Café

<http://www.getsuckered.com/category.aspx?categoryID=2>

Cubs & Bugs Galore

<http://www.sugarcraft.com/catalog/candymolds/M-animals/M-animals.htm>

Wheel Into Summer

http://www.candyplus.net/cars_trucks_motorcycles_candy_molds.htm

Rockets Red Glare

http://www.kitchenkrafts.com/category.asp_Q_c_E_110200

A Century of Scouting

<http://onestopcandle.com/Merchant2/merchant.mvc?page=OSC/CTGY/CMSY>

Cub Scout Express

http://www.winbeckler.com/hard_candy.asp

Down on the Farm

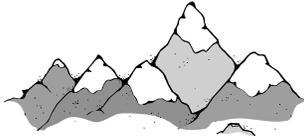
<http://www.streichs.com/cgi-bin/streichs/candymolds.html?id=fzziWPgJ>

Indian Nations

<http://www.sugarcraft.com/catalog/candymolds/M-misc/Misc-molds.htm>



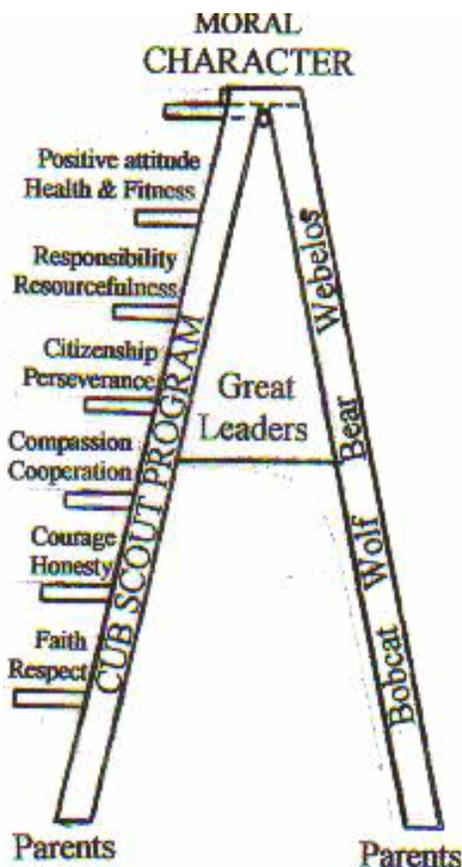
CUB SCOUT PROGRAM COMPONENTS



- CHARACTER DEVELOPMENT 220
- BSA FAMILY PROGRAM 221
- ACADEMICS AND SPORTS PROGRAM 222
- CUB SCOUT OUTDOOR PROGRAMS & IDEAS 226
- KEEPING SAFE OUTDOORS 236



CHARACTER DEVELOPMENT



The *Cub Scout Leader Book* says “Character Connections help in the development of the complete moral person.” Cub Scouting gives the boy opportunity to put into practice the core values. Like the steps of a ladder, each core value helps the boy climb to the top. Everything we do in Cub Scouting builds CHARACTER! Cub Scouting provides value-based activities. Here are the means for fun, excitement, and learning. The end result is character. Remember, accentuate the positive.



Look for the Character Connection, and ideas for applications with the theme material by month. You can find it easily by looking for the "know, commit, practice" symbol, like the one above.

December	CUB SCOUT STARS	CORE VALUE: POSITIVE ATTITUDE
January	POLES APART	CORE VALUE: PERSERVERANCE
February	ALOHA CUB SCOUTS	CORE VALUE: RESPECT
March	BALOO SKIES	CORE VALUE: RESPONSIBILITY
April	CUB CAFÉ	CORE VALUE: FAITH, HONESTY
May	CUBS AND BUGS GALORE	CORE VALUE: COMPASSION
June	WHEEL INTO SUMMER	CORE VALUE: HEALTH and FITNESS
July	THE ROCKETS RED GLARE	CORE VALUE: CITIZENSHIP
August	A CENTURY OF SCOUTING	CORE VALUE: COURAGE
September	CUB SCOUT EXPRESS	CORE VALUE: RESOURCEFULNESS
October	DOWN ON THE FARM	CORE VALUE: COOPERATION
November	INDIAN NATIONS	CORE VALUE: FAITH AND RESPECT

BSA FAMILY PROGRAM



The BSA Family Program is a series of activities designed to help strengthen families. A family earns the BSA Family Award by completing 10 activities within a 12-month period. The family chooses two activities in topics of the following categories:

1. Learning Through Fun and Adventure
2. Strengthening Family Relationships
3. Developing Character
4. Teaching Responsibility
5. Handling Difficult Situations

Please refer to Cub Scouting's BSA Family Activity Book (BSA Booklet #33012) for Family Activity Topics and further instruction.

Look for the *BSA Family* ideas for application with the theme material, by month. You can find it easily by looking for the "BSA Family" patch, like the one above.

Cub Scout Program Components



ACADEMICS AND SPORTS PROGRAM (BELT LOOPS AND PINS)



The Cub Scout Academics and Sports program helps fulfill the following aims of scouting: building character, developing citizenship and encouraging mental and physical fitness. The academics and sports program supplements the rank advancements for Cub Scouts. The program assists Cub Scouts in learning and improving skills. Each boy is encouraged to “Do Their Best” as they try new skills. It is not intended to be a highly competitive program.

There are 40 Academic and Sports areas from which to choose. The sports encourage team work and sportsmanship as well as individual practice and sports skill improvement. Individual, team, winter, and summer sports are included. The BB Gun and Archery belt loops and pins can only be earned at a council approved camp where properly trained supervisors enforce BSA shooting sports standards. A Cub may earn a belt loop or pin more than once, but they are encouraged to try new things. Adults do not earn belt loops and pins.

Academics and Sports Insignia-

Letter-

'C' stands for Cub Scout. There are no requirements for earning the letter. Its purpose is to display the academics and sports pins. It does not go on the official uniform, but can be worn on a vest, sweater, backpack, or jacket.

Belt Loops-

A belt loop is awarded when a scout completes 3 specific requirements for the academic or sport desired. These requirements can be found in the *Cub Scout Academic and Sports Program Guide* (#34299) or at www.usscouts.org/advance/cubscout. Sports loops are silver and academic loops are gold. The loop is worn on the blue Cub Scout belt.

Pins-

A pin is awarded for exploring a subject in greater detail. A cub must earn the belt loop first, then complete 5 more requirements in the desired field (for a total of 8). These requirements are found in the *Cub Scout Academic and Sports Program Guide* (#34299) or at www.usscouts.org/advance/cubscout. The pin is worn on the blue and gold letter 'C'.

Participation Emblem/Certificate/Trophies-

These are additional awards given at the discretion of the pack committee for participation in the program. The participation emblem is a round patch. There are also pocket certificates which provide immediate recognition and trophies for additional recognition.

Academics and Sports Program

Using the Academic and Sports Program with Monthly Themes-

The Academic and Sports program can help supplement a well rounded program. Each month you can choose to work on an academic subject as well as a sport. For large dens and packs one might choose to work on one a month and trade off each month whether it will be in the academics or sports area. At the first of the month introduce the loop or pin to be worked on and the requirements. Many of the requirements include giving a report, visiting a place, or sharing with the den what a scout has accomplished. The entire den can visit the place as a field trip. This helps reinforce the theme and gives each scout the chance to practice public speaking and gain confidence. After opening the den meeting, allow a short time slot for presentations.

Here are ideas for belt loops and pins to earn with the 2006-2007 themes:

September 2006-	Zoo Adventures Wildlife Conservation	April 2007-	Cub Cafe' Mathematics
October 2006-	Cub Scout Ship Builders Fishing	May 2007-	Cubs and Bugs Galore Science
November 2006-	Cubs in Shining Armor Chess or Marbles	June 2007-	Wheel Into Summer Bicycling
December 2006-	Cub Scout Stars Astronomy	July 2007-	Rockets' Red Glare Citizenship
January 2007-	Poles Apart Map and Compass	August 2007-	A Century of Scouting Geography
February 2007-	Aloha Cub Scouts Language and Culture	September 2007-	Cub Scout Express Roller Skating
March 2007-	Baloo Skies Weather	October 2007-	Down on the Farm Physical Fitness



Cub Scout Program Components

Academics and Sports Program

Integrating the Academics and Sports program with advancement -

As a Cub Scout does the Academic and Sports program, he will also be doing requirements for rank advancement. The following lists can be used as reference for what advancement requirements can be completed as a belt loop or pin is earned.

Tiger Den-

Art	E-15 Our Colorful World
Any Sports	R-3 Keeping Myself Healthy and Safe, E-35 Fun Outdoors
Bicycling	E-37 Take a Bicycle Ride, E-38 Bicycle Repair
Citizenship	R-2 Where I Live, E-49 Your Government
Collecting	E-16 Collecting and Other Hobbies
Communicating	R-4 How I Tell It
Heritages	R-1 Making My Family Special
Physical Fitness	R-3 Keeping Myself Healthy and Safe
Weather	R-5 Lets Go Outdoors
Wildlife Conservation	E-30, 32, 32, 33, 34, 42, 43, 47



Wolf Den-

Art	E-12 Be An Artist
Any Sports	E-20 Sports
Bicycling	R-9 Be Safe at Home and on the Street
Bowling	R-10 Family Fun
Citizenship	R-2 Your Flag, R-4 Know Your Home and Community
Collecting	R-6 Start a Collection
Communicating	E-1 It's a Secret Code
Computers	E-21 Computers
Language and Culture	E-10 American Indian Lore, E-22 Say It Right
Marbles	E-4 Marbles
Music	E-11 Sing Along
Physical Fitness	R-1 Feats of Skill, R-3 Keep Your Body Healthy
Science	E-8 Machine Power
Wildlife Conservation	R-7 Your Living World, E-13, 14, 15, 19



Bear Den-

Art	E-9 Art, E-10 Masks, E-11 Photography
Any sports	R-15 Games, Games, Games, R-23 Sports, Sports, Sports
Archery	E-20 Sports
Astronomy	E-1 Space
Bicycling	R-14 Ride Right

Cub Scout Program Components

Citizenship	R-3 What Makes America Special, R-7 Law Enforcement
Collecting	E-12 Nature Crafts, E-22 Collecting Things
Communicating	R-4 Tall Tales, R-18 Jot It Down, E-3 Radio
Computers	R-17 Information Please
Geography	E-23 Maps
Heritage	R-8 The Past is Exciting and Important
Ice & Roller Skating	E-20 Sports
Map and Compass	R-9 Family Outdoor Adventure
Music	E-8 Cub Scout Band
Physical Fitness	R-16 Building Muscle, E-18 Backyard Gym, E-20 Sports
Science	E-4 Electricity, E-6 Aircraft, E-7 Things that go
Snow Ski and Board	E-20 Sports
Swimming	E-19 Swimming
Weather	E-2 Weather
Wildlife Conservation	R-5 & 6, E-14, 15, and 16



Webelos Den-Belt Loop

1. Art
 2. Astronomy
 3. Chess
 4. Citizenship*
 5. Computers
 6. Communicating
 7. Geography
 8. Geology
 9. Heritages
 10. Language and Culture
 11. Map and Compass
 12. Mathematics
 13. Music
 14. Physical Fitness
 15. Science*
 16. Swimming
 17. Weather
 18. Wildlife Conservation
 19. Choose 2 team sports
 20. Choose 2 individual sports
- *Required for activity badge

Activity Badge

- Artist
- Scientist
- Scholar
- Citizen
- Communicator
- Communicator
- Traveler
- Geologist
- Family Member
- Scholar
- Traveler
- Scholar, Engineer
- Showman
- Athlete, Sportsman
- Scientist
- Aquanaut, Sportsman
- Scientist
- Naturalist
- Sportsman (Must earn both loops while a Webelos Scout)
- Sportsman (Must earn both loops while a Webelos Scout)



CUB SCOUT OUTDOOR PROGRAMS & IDEAS OUTDOOR ACTIVITIES FOR EACH SEASON

Fall

Looking for nuts & berries
 Collecting leaves
 Planting bulbs
 Attending football games
 Having wiener roasts
 Going on a hayride
 Holding or going to a harvest festival
 Picking apples
 Raking leaves
 Having a pack campfire program
 Having a worship service outdoors
 Learning more about the weather
 Astronomy
 Drawing or painting an outdoor location



Wolf

R-6b
 E-15

R-8e

E-23g
 E-23h

Bear

E-12ac, 22b

R23e

R-9g

E-25c

E-25e

E-2

E-9c

Webelos

Out-8

Out-2

Sci-13

Sci-14

Art-3

Winter

Bird watching
 Following and identifying bird tracks
 Looking for nests or putting out nesting materials
 Setting out bird feeders or making a bird house
 Identifying trees without their leaves
 Playing in the snow
 Building snow people, forts and igloos
 Ice-skating, sledding, sleigh riding
 Helping others by shoveling sidewalks or driveways
 Skiing

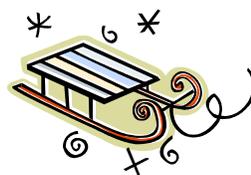
E-13

E-13b

E-13f

E-20e

E-20d



Nat-5,10

R-5b

Craft-2

E-20c

Sport-3

E-20b

Sport-3

Spring

Looking for new buds on trees
 Identifying new flowers and shrubs
 Identifying poisonous plants
 Identifying trees and plants
 Looking for and watching returning birds
 Searching for the first signs of life in the dead
 leaves on a woodland floor, marsh or pond
 Holding kite derbies
 Cleaning out flower beds and gardens

E-18g

E-13e

E-5a-e

E-15



Nat-10

Nat-10

Nat-7

For-3,4, Nat-10

OUTDOOR ACTIVITIES FOR EACH SEASON CONTINUED

Spring (cont.)

	<u>Wolf</u>	<u>Bear</u>	<u>Webelos</u>
Planting vegetable gardens	E-15		
Planting seeds and spring bulbs	E-15	E-14d	
Visiting a greenhouse, botanical garden, etc.	E-15		
Picking up litter	R-7d	R-6g, E-14c	Nat-12
Providing bicycle safety programs	R-9e	R-14	Sport-3, Han-6-8
Having marble contests	E-4b, e, f		Sport-3
Building a tree house			Craft-2
Feeding wild birds and tell which birds you fed	E-13		
Visiting a zoo, nature center, aviary, wildlife refuge, game preserve		R-5d	Nat-4
Planting a tree		R-6b	For-8

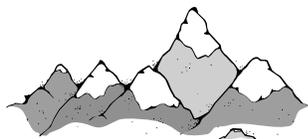


Summer

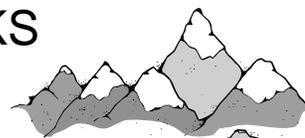
Observing insects			Nat 2
Collecting nature items (insects, leaves, shells etc.)	R-6b		Geo1
Swimming	R-1h,i	E-19	Aqua, Ath-9,
Going on picnics	E-18a	R-12c	Sport-3
Going on hikes and fishing trips	E-18b, 19	R-12b, E-25ab	Out-9, Sport-3
Making ice cream	R-8e	R-9f	
Having fishing derbies	E-19		Sport-3
Holding sports or physical fitness competitions	R-1, E-20	R-16	Ath, Sport-3
Going on treasure hunts	E-18c		
Building an obstacle course	E-18d	E-18ac	
Learning to walk on stilts etc.	E-7		
Planning and laying out an adventure trail	E-18e		
Going roller skating	E-20f	E-20e	Sport-3, Han-9
Playing soccer, baseball or softball, basketball or flag football	E-20	R-15, 23a E-18c	Sport-1, 2, 4
Playing a game of tennis	E-20a	R23b, E-18c	Sport-3
Playing backyard golf, badminton, croquet, sidewalk shuffleboard, tetherball, horseshoes		R-15ac, 23b E-18c	Sport-3
Having an outdoor flag ceremony	R-2f	R-3fi	
Having a pack overnigher	E-18f, 23	E-25d	Out-3
Learning knot tying	E-17	R-22	Out-10, 11
Attending day camp	E-23e	E-25f	
Attending resident camp	E-23f	R-12a, E-25g	Out-3
Boating	E-20b	E-5	
Building a Cubmobile		E-7a	



Cub Scout Program Components



HIKES FOR DENS & PACKS



Albion Meadows Trail (Little Cottonwood)	2 miles
Barrier Free Trail (Little Cottonwood)	0.8 miles
Brighton Lakes Trail (Brighton)	6 miles
Cascade Springs (Provo)	0.6 miles
Cecret Lake (Granite)	1.5 miles
City Creek Canyon (Salt Lake)	12 miles
Desolation Trail to SL Overlook (Millcreek)	4.8 miles round trip
Dog Lake Trail (Millcreek & Big Cottonwood)	6 miles round trip
Ensign Peak Trail & Overlook (SLC)	0.86 miles round trip
Farmington Flats Loup (Farmington)	5.2 miles round trip
Lake Catherine (Little Cottonwood)	2.6 miles
Lake Mary Trail (Little Cottonwood)	6.8 miles
Lake Solitude Trail (Big Cottonwood)	3 miles round trip
Lisa Falls Trail (Little Cottonwood)	0.2 miles
Little Cottonwood Trail (Little Cottonwood)	0.2 miles
Mormon Pioneer National Historic Trail (Salt Lake)	6.8 miles
Mount Timpanogos (Provo)	17.4 miles
Old Deseret Village (Salt Lake)	1 mile
Red Butte Garden Trails (Salt Lake)	4 miles
Red Pine Lake (Little Cottonwood)	8.5 miles
Red Pine Lakes (Little Cottonwood)	7 miles
Red Pine Trail to SLC Overlook (Little Cottonwood)	3 miles round trip
Secret Lake Trail (Little Cottonwood)	2.4 miles
Silver Fork to the Mine (Big Cottonwood)	2.25 miles to mine
Silver Lake (Big Cottonwood)	0.75 miles once around the lake
Snowbird Lake (Granite)	1 mile
Stewart Falls Trails (Provo)	4 miles
Temple Quarry Trail (Little Cottonwood)	0.3 miles
Twin Lakes Trail (Big Cottonwood)	2.5 miles round trip
Jordan Parkway	http://www.recreation.slco.org/parks/html/jordan.html

Resources

<http://www.localhikes.com/>

<http://saltlakecity.about.com/cs/thegreatoutdoors/tp/ezdayhike.htm>

<http://www.trails.com/activity.asp?area=11477>

<http://www.trails.com/activity.asp?area=10397>

<https://www.rei.com/stores/saltlakecity/saltlakecityhktemp.html>

Book: "Best Easy Day Hikes Salt Lake City" by Brian Brinkerhoff

Remember

Drink plenty of water.

Two-deep leadership minimum; the ratio of adults to boys should be at least one leader for every five boys.

Practice the principles of Leave No Trace.



TRAIL PATCHES

These patches provide opportunities for a Cub Scout to have several fun learning experiences as he discovers the Great Salt Lake Council. The Cub Scout and leader can earn these patches by participating with either their family or with their den or pack.

You can find more information about these patches either on the Council website at gslc-bsa.org/cubs/activitypatches/index.cfm or in the booklet “Great Salt Lake Council Cub Scout Awards, Activity Patches, and Policies” that you can pick up at any Council service center.

Ability Awareness Patch
America My Home
Benson Gristmill
Boy’s Life Patch
Conservation Good Turn
Crime Prevention Program Applications & Guidelines
Cub Power
Cub Scout Outdoor Activity Award
Cub Scout Theme Patches
Cub Scouting 75th Anniversary Awards
Cub Zoo Trail
Donor Awareness
Family Camp
Fort Douglas Patriotic Walk
Historical & Pioneer Walk
Hometown Discovery
International Activity Patch
Kennecott’s Bingham Canyon Mine Tour Patch
Laboratory Tour
Leave No Trace Awareness Award
Museum of Natural History Walk
National Summertime Pack Award
Observatory Tour
Say Yes to Reading
Sons of Utah Pioneers
This is the Place Heritage Park
Unacceptables Patch & Pins
Utah Firefighters’ Museum & Memorial Tour Patch
Utah State Fair Patch
Wheeler Historic Farm



Cub Scout Program Components

CUB SCOUT CAMPS



Registration: Internet – camps.gslc-bsa.org
Council Service Centers – pick up registration form

Dates: For exact dates, check the Great Salt Lake Council website at: camps.gslc-bsa.org or at one of the Council Service Centers.

Cub Scout Day Camps

Camps: There are 2 two day camps from which to choose

Where: Millcreek Canyon

Dates: usually mid June to the first week in August

Webelos Summer Day Camp

Camps: There are 2 two day camps from which to choose, each fulfilling different Webelos requirements. For more details, consult the current camp brochure or the camp desk at the GSLC Headquarters.

Where: Millcreek Canyon

Dates: middle of June to the first week in August – both camps are two days

Webelos Resident Camp

3-day, 2-night camp for individual Webelos and an adult partner and/or a Webelos Den with two adult leaders. There is also a camp for Cub Scouts who are not Webelos

Where: Millcreek Canyon

Date: usually one weekend in August (Thurs. – Sat.)

Webelos Aquanaut

Work on your Aquanaut activity badge for one afternoon.

Where: Camp Tracy Pool

Dates: July and the first week of August on Wednesdays

Cub Scout Resident Camp

3-day, 2-night camp for Cub Scouts and a parent or guardian.

Where: Millcreek Canyon

Date: One weekend in August (Thurs. – Sat.)

Family Camp

Camping with your whole family for 3-days & 2 nights.

Where: Camp Travis-East Fork of the Bear Reservation

Date: The third week in July (Two 3 day sessions)

Cub Scouts or Webelos Winter Day Camp

Check with Great Salt Lake Council for dates and availability



Note: Camp information is subject to change from year to year.

MORE CUB SCOUT ACTIVITIES AND AWARDS

Webelos Overnighter

- This introduces the boy and his parent or guardian to the basics of Boy Scout camping.
- The Webelos Den Leader who takes charge of this event should complete position-specific training and Outdoor Leader Skills for Webelos Leaders. One leader attending must be Youth Protection Trained.
- A tour permit must be filed with the Council.
- A boy must be accompanied by his parent or guardian (if a parent or guardian is not available, than a responsible adult other than the Webelos Leader).
- Campouts between the Webelos Den and Troop are encouraged with 5th grade boys and their parents to help strengthen the pack and troop.
- Webelos dens are encouraged to visit Council or District Camporees but should not spend the night at these events.
- Boys must not stay in the same tent with an adult unless they are his parent or guardian.
- The campout should be planned with both fun activities and advancement requirements.
- The campsite must be approved by the local council.

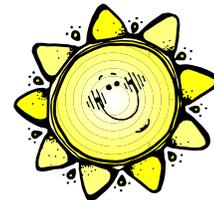


Webelos-Ree

- This is a district or council overnight camping experience for Webelos dens with den leadership.
- This event is sponsored by the local council or district and they provide the program and leadership.
- A boy must be accompanied by his parent or guardian (if a parent or guardian is not available, than a responsible adult other than the Webelos Leader).
- Boys must not stay in the same tent with an adult unless they are his parent or guardian.

National Summertime Pack Award

- This award is to encourage Packs to have meetings all year long and not take time off for the summer.
- Year-round schools and home schools are encouraged to continue to hold meetings all year even though their breaks might not necessarily be during the summer.
- Requirements: Plan and conduct a monthly pack activity for June, July, and August.
- Award: The boy receives a pin to wear on his uniform if he attends all three activities. The pack receives a certificate and a colorful streamer for the pack flag. And the dens receive a participation ribbon if they had 50 percent or more of their boys attend the summertime activities.



Cub Scout Program Components

MORE CUB SCOUT ACTIVITIES AND AWARDS (cont.)

Outdoor Activity Award

- Boys may earn this award as a Tiger Cub, Wolf and Bear Cub, and Webelos Scout.
- The first time the boy earns this award, they receive a pocket flap award to be worn on the right pocket flap of their uniform. Each successive time the award is earned, a wolf track pin will be added to the pocket flap.
- Refer to the “Great Salt Lake Council Cub Scout Awards, Activity Patches, and Policies” pamphlet for the requirements to earn this award.



Scout-O-Rama

- Date: usually the first Saturday in May
- Purpose: To bring Packs and Troops together to share or showoff their talents and abilities and to get others excited about the Scouting program.
- Fundraiser: The sale of tickets to Scout-O-Rama is to provide funds for the Scouting programs.
- Booth Information:
 - ✓ Come up with a theme or activity that will draw others to your booth. Make sure you include hands-on activities for them to do.
 - ✓ The booth you will receive, will be 10' x 10'. A limited number of larger booths are available upon request. The request for a larger booth must be made on the application form and then upon receiving final approval.
 - ✓ Indoor booths: These booths will have curtain material hung on 1 1/2" aluminum tubing. Hooks made from wire coat hangers may be placed over the tubing, but any items placed on the hooks should not weigh anymore than 2 pounds per hook. Also, limit hooks to no more that four per 10' section of tubing.
 - ✓ Outdoor booths: Will need to bring your own sun shades or dining flies.
 - ✓ Electrical outlets: Power outlets may be available upon request on your application form. They are 10-amp circuits. The cord must be a minimum of 12 gauge 3 wire or greater.
 - ✓ Sound amplification: Equipment used in booths must be limited to small tabletop record or tape players in consideration of neighboring exhibitors.



LEAVE NO TRACE

Cub Scout Leave No Trace Pledge:

"I promise to apply the Leave No Trace frontcountry guidelines wherever I go:

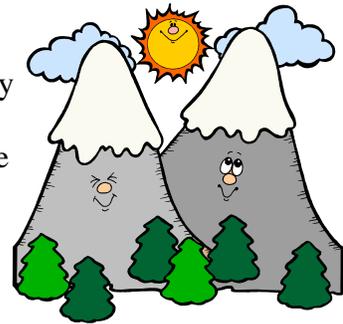
1. Plan ahead.
2. Stick to trails.
3. Manage your pet.
4. Leave what you find.
5. Respect other visitors.
6. Trash your trash."

(Leave No Trace
Guidelines)



Cub Scout Leave No Trace Awareness Award

- This award is worn as a temporary patch centered on the right pocket of the uniform shirt.
- Tiger Cub, Cub Scout & Webelos Scout requirements:
 1. Discuss with your leader or parent/guardian the importance of the Leave No Trace frontcountry guidelines.
 2. On three separate outings, practice the frontcountry guidelines of Leave No Trace.
 3. Participate in a Leave No Trace--related service project.
 4. Draw a poster to illustrate the Leave No Trace frontcountry guidelines and display it at a pack meeting.
- Cub Scout Leader requirements:
 1. Discuss with your den's Cub Scouts or your pack's leaders the importance of Leave No Trace frontcountry guidelines.
 2. On three separate outings demonstrate and practice the frontcountry guidelines of Leave No Trace.
 3. Participate in presenting a den, pack, district, or council awareness session on Leave No Trace frontcountry guidelines.
 4. Participate in a Leave No Trace—related service project.
 5. Commit yourself to the Leave No Trace frontcountry guidelines by signing the Cub Scout Leave No Trace Pledge.
 6. Assist at least three boys in earning Cub Scouting's Leave No Trace Awareness Award.



Resources for Leave No Trace

"Learning and Teaching the Principles of Leave No Trace for Outdoor Adventures Cub Scouts" booklet

"Great Salt Lake Council Cub Scout Awards, Activity Patches, and Policies" booklet

Great Salt Lake Council Website <http://gslc-bsa.org/cubs/activitypatches/index.cfm>

OUTDOOR ADULT TRAINING

BALOO Training (Basic Adult Leader Outdoor Orientation)

- For Cub Scout leaders who want to learn more about planning and carrying out an outdoor experience for the pack.
- Learn the skills necessary to plan and carry out a Cub Scout-level overnight activity.
- Learn more about resources available from the BSA for carrying out an outdoor activity.
- Must have a BALOO trained leader for any pack overnights.
- Check with Great Salt Lake Council for dates training is held.

Webelos Leader Outdoor Training

- This training is designed specifically for Webelos Leaders and their assistants.
- It teaches outdoor skills and prepares Webelos leaders on how to carry out a Webelos overnight camp with the boys and their parents.
- Required for Webelos Overnights.
- Required for Webelos Leaders to earn their Webelos Den Leader Recognition Award



RESOURCES

Bear Handbook
Cub Scout Leader Book
Cub Scout Outdoor Program Guidelines for 2006
Great Salt Lake Council Cub Scout Awards, Activity Patches, and Policies
Great Salt Lake Council Website <http://www.gslc-bsa.org/>
Guide to Safe Scouting
“Keeping Safe Outdoors” <http://gslc-bsa.org/cubs/guidelines/keepingsafe.pdf>
Leader’s Guide 2007 Scout-O-Rama
Learning and Teaching the Principles of **Leave No Trace** for Outdoor Adventures
Outdoor Program Guidelines
Previous Pow Wow Books
Salt Lake Council Great Cub Camps 2007
Scouting Magazines
Tiger Cub Handbook
Webelos Handbook
Webelos Leader Guide
Webelos Resource Book
Wolf Handbook



Cub Scout Program Components

KEEPING SAFE OUTDOORS

Training Module for Cub Scout Outdoor Safety

The following training should be taught to the boys before they go to Cub Country. It would also be helpful before any outdoor experience.



PURPOSES:

- To prevent boys from becoming lost.
- To help Cub Scouts earn the Cub Scout Activity Award (available at the Scout Shops).
- To have Cub Scouts complete camping- related rank advancements.
- To get Cub Scouts excited about going to camp.

Introduction:

Talk about outdoor activities, and how much fun they are.

Relate the story of Brennan Hawkins (see next page). Ask: Why did he get lost? What could he have done to be found more quickly? Emphasize that he WAS found. Keep discussion positive and encouraging.

Keeping Safe

Review "Cub Scout Outdoor Safety Card"

What to do if you are lost (see also *Bear Handbook* p.277; *Wolf Handbook* p. 223; *Webelos* p. 356)

LET'S PRACTICE: Have the boys imagine they are lost. Have them sit down, put out a red or yellow scarf, curl up to keep warm, and blow their whistles three times.

Review Buddy System (see *Tiger Handbook* p. 47; *Wolf* p. 223; *Bear P.* 277; *Webelos* p. 36).

Tell them using the Buddy System is a key part of keeping safe.

LET'S PRACTICE: Play games that require having a buddy, like a three-legged race.

Discuss scenarios that might cause concern: What do you do when your buddy walks too fast? What happens when one of you needs to use the restroom? What if your buddy doesn't like you?

Discuss the eight essential items to take when you go outdoors (*Wolf* p. 223; *Bear* p. 277; *Webelos* p. 352.)

ACTIVITY: Put together a small 'Safety First Kit', including items as listed in the books.

Enjoying Nature & Conclusion

Talk about the upcoming outdoor experience, such as Day Camp.. Relate some activities the boys will be participating in. Get them excited about going outdoors.

Make sure that they feel safe because they are prepared.

Possibly make plans for an outdoor service project or nature observation (see Outdoor Activity Badge Requirements).

Handouts

Give each boy an Outdoor Safety Card and, if desired, a whistle, a bright colored neckerchief, and the materials for a small first aid kit.

After attending Cub Country, remember to recognize the boy's achievements both in their Handbooks and with the Outdoor Activity Badge recognition.

KEEPING SAFE OUTDOORS RESOURCES

To Keep Boys Safe—Suggestions for Leaders:

- A. Have adequate leadership. (*GSLC Guidelines* for two-deep leadership; rule of three).
- B. Trained leaders—learn the rules, take needed training (BALOO, Webelos Leader Outdoor, Youth Protection, Safe Swim Defense)
- C. Use Age-appropriate activities (*Guide to Safe Scouting*, p. 19)
- D. Follow Policies: Use permission slips, medical forms, tour permits.
- E. Teach outdoor safety. (Use this training module as a guide)

BSA Publications

Outdoor Activity Award No. 13-228

Guide to Safe Scouting # 34416E

Cub Leader Book, Ch. 18, 21, 32, 33

GSLC Guidelines for Safe Scouting (2005 Pow

Wow Book; www.gslc-bsa.org)

Tiger Cub Handbook: Achievement 3, “Keeping Myself Healthy and Safe” pp.47-48

Wolf Handbook: Elective 23, “Let’s Go Camping,” p. 222

Bear Handbook: Ach. 12, “Family Outdoor Adventures;” p. 108; Elec. 25, “Let’s Go Camping,” p. 276

Webelos Handbook: Outdoorsman Activity Badge, p. 344

Read the article about Brennan Hawkins and then discuss the questions on the next page.

HOME AGAIN! MIRACLE! BRENNAN FOUND ALIVE!

Story of Brennan Hawkins

Deseret News June 22, 23, 2005

After four days in the wilds, searchers found 11-year-old Brennan Hawkins. Tired and dehydrated after his ordeal, he was in “remarkably good shape”, according to doctors.

At 5:30 pm on Friday, June 17, Brennan disappeared from a Scout camp where he was a visitor. He was last seen at a climbing wall as he struggled to get out of his harness. The dinner call sounded and his buddy ran ahead, asking a staff member to help Brennan. When the staffer turned around, the harness was on the ground and Brennan was nowhere to be found. Brennan wandered for days and may have hiked as far as five miles.

As many as 3000 searches were looking for Brennan over the weekend. The Sheriff said they should have found him the first day. What happened?

According to his parents, two lessons Brennan seemed to focus on during his ordeal were: “Stay on the trail. Don’t talk to strangers”. Unfortunately, as a result, he kept hiking and hid from rescuers because, to him, they were strangers. Forrest Nunley, who found him, said “Brennan had been crouching in the bushes, apparently hiding from searchers on horseback who had just passed. He probably would have hidden from me had I not seen him first.”

Brennan’s parents say it was like a dream to see Brennan again. His father asked Brennan what he did during the time he was lost. He prayed, he told them.

Cub Scout Program Components

QUESTIONS TO THINK ABOUT:

1. What are some things that caused Brennan to get lost? *His buddy left him. He didn't stop when he realized he was lost. He hid from rescuers.* (Information for adults—he was also an underage visitor at a camp that had no accommodations to care for someone under the age of 14. He was not properly supervised.)
2. What should we do if we find out we are lost? *See Outdoor Safety Card and boys' handbooks.*
3. How can we stay safe? *Use the buddy system, and be prepared (See Cub Scout handbooks).*

The following is the information that you will find on the "Cub Scout -If Lost Cards." The printable master is located on the CD and can be run front to back, on cardstock, 6 per page. Every scout should have a copy, and should be educated on these points.

DON'T GET LOST!

Always have a buddy.

Always tell an adult where you are going.

Be prepared--Take water, food, rain gear, first aid kit, and a whistle.

In a group, the slowest hiker leads.

As you hike, look for landmarks on the trail (big rocks, tall cliffs, trees.)
Look behind you and remember the path.

CUB SCOUT OUTDOOR SAFETY

If You Are Lost—STOP

S-Sit down, don't move or hide, stay where people can see you. Don't try to find your way back!

T-Think. Be calm, pray, help will come.

O-Observe. Look around. Make yourself big (hang up bright clothes, make a rock arrow that points to you, blow a whistle. 3 blasts means EMERGENCY)

P-Plan. Keep dry, curl up to keep warm, drink lots of water.

CUB SCOUT OUTDOOR ACTIVITY AWARD

Tiger Cubs, Wolf and Bear Cub Scouts, and Webelos Scouts have the opportunity to earn the Cub Scout Outdoor Activity Award. Boys may earn the award in each of the program years as long as the requirements are



completed each year. The first time the award is earned, the boy will receive the pocket flap award, which is to be worn on the right pocket flap of the uniform shirt. Each successive time the award is earned, a wolf track pin may be added to the flap. Leaders should encourage boys to build on skills and experiences from previous years when working on the award for a successive year.

Requirements

All Ranks: Attend Cub Scout day camp or Cub Scout/ Webelos Scout resident camp.*

Rank-Specific

Tiger Cubs

Complete one requirement in Achievement 5, "Let's Go Outdoors" (*Tiger Cub Handbook*) and complete three of the outdoor activities listed below.

Wolf Cub Scouts

Assemble the "Essentials for Going Outdoors" (*Wolf Handbook*, Elective 23b) and discuss their purpose, and complete four of the outdoor activities listed below.

Bear Cub Scouts

Earn the Cub Scout Leave No Trace Award (*Bear Handbook*, Elective 25h) and complete five of the outdoor activities listed below.

Webelos Scouts

Earn the Outdoorsman Activity Badge (*Webelos Handbook*) and complete six of the outdoor activities listed below.

See next page...

Cub Scout Program Components

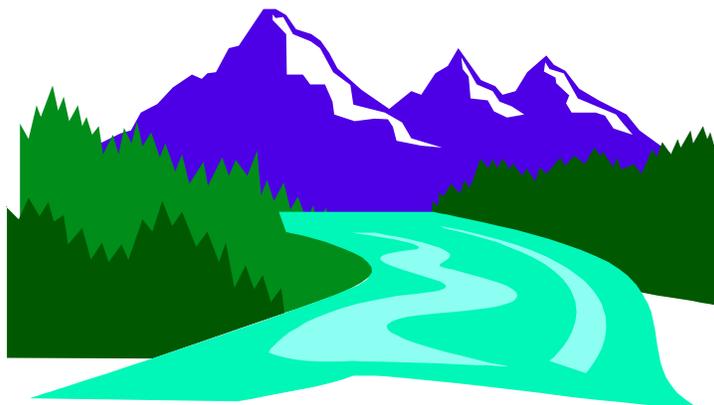
Outdoor Activities

With your den, pack, or family:

1. Participate in a nature hike in your local area. This can be on an organized, marked trail, or just a hike to observe nature in your area.*
2. Participate in an outdoor activity such as a picnic or park fun day.*
3. Explain the buddy system and tell what to do if lost. Explain the importance of cooperation.*
4. Attend a pack overnighter. Be responsible by being prepared for the event.**
5. Complete an outdoor service project in your community.
6. Complete a nature/conservation project in your area. This project should involve improving, beautifying, or supporting natural habitats. Discuss how this project helped you to respect nature.
7. Earn the Summertime Pack Award.
8. Participate in a nature observation activity. Describe or illustrate and display your observations at a den or pack meeting.*
9. Participate in an outdoor aquatic activity. This can be an organized swim meet, or a den or pack swim.**
10. Participate in an outdoor campfire program. Perform in a skit, sing a song, or take part in a ceremony.**
11. Participate in an outdoor sporting event.*
12. Participate in an outdoor Scout's Own or other worship service.
13. Explore a local city, county, state, or national park. Discuss with your den how a good citizen obeys the park rules.

* These requirements can be completed by attending Day Camp and the “Keeping Safe Outdoors” training.

** In addition, Webelos could complete these requirements by participating in the overnight activity, or all Cubs could complete them by attending Resident Camp.



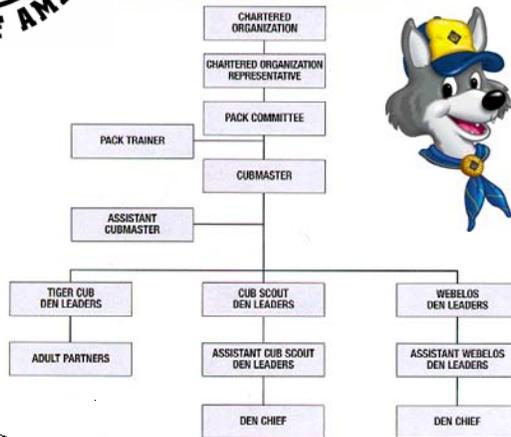


LEADER TRAINING & HELPS

BASIC TRAINING MODULES

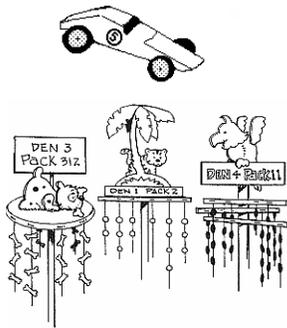
- New Leader Essentials 242
- Youth Protection 246
- Tiger Leader Basic 248
- Den Leader Basic 252
- Webelos Basic 255
- Cubmaster Basic 259
- Committee Basic 265

PACK ORGANIZATION CHART



OTHER LEADER HELPS

- Den Leader Helps & Hints 269
- Webelos Leader Helps/Hints 273
- Den Chiefs 277
- Cub Scouts Special Needs 280
- Best of Blue and Gold 284
- Arrow of Light/Graduation 288
- Derbies 293
- Recognition for Dens and Packs 299
- Den Doodles 302



In our Scouting "garden," let's make sure we plant plenty of squash, lettuce, and turnips.

*Plant 3 rows of squash.
Squash gossip.
Squash criticism, unless constructive.
Squash indifference.*

*Plant 5 rows of lettuce.
Let us be faithful to our duty,
Let us be true to obligation.
Let us be loyal and unselfish.
Let us obey rules and regulations.
Let us love one another.*

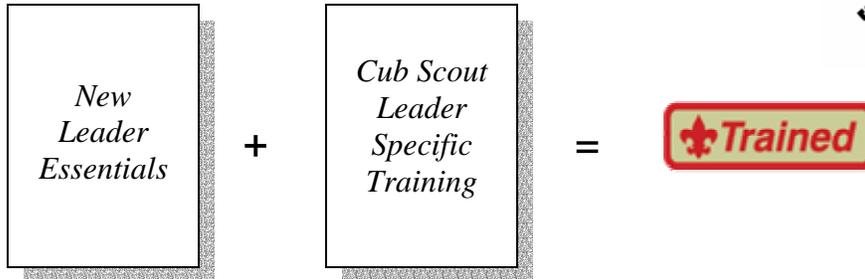
*Plant 3 rows of turnips.
Turn up for meetings.
Turn up with a smile.
Turn up with new determination to make everything count for something good and worthwhile.*



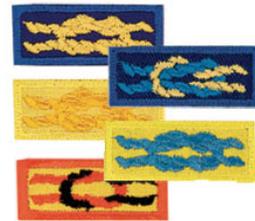
New Leader Essentials



Basic Training Consists of Two Parts



- **New Leader Essentials**
For ALL families of Scouting
- **Leader Specific Training**
Leaders attend training specific to their registered position
- **Basic Training is required in order to wear the "Trained" patch.** It is also one of the requirements to earn each of the Cub Scout Leader Awards (knots).



<p>Aims of the Boy Scouts of America</p> <ul style="list-style-type: none"> • Character Development • Citizenship Training • Mental and Physical Fitness 	<p>Methods of Cub Scouting</p> <ul style="list-style-type: none"> • The Ideals Cub Scout Promise Law of the Pack Cub Scout sign Handshake Motto Salute • The Den • Advancement • Family Involvement • Activities • Home and Neighborhood Centered • The Uniform
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<p>Purposes of Cub Scouting</p> <ul style="list-style-type: none"> • Character Development • Spiritual Growth • Good Citizenship • Sportsmanship and Fitness • Family Understanding • Respectful Relationships • Personal Achievement • Friendly Service • Fun and Adventure • Preparation for Boy Scouts 	<p>Cub Scouting’s 12 Core Values</p> <ul style="list-style-type: none"> • Citizenship • Compassion • Cooperation • Courage • Faith • Health and Fitness • Honesty • Perseverance • Positive Attitude • Resourcefulness • Respect • Responsibility 
<p>Cub Scout Promise</p> <p>I, _____, Promise to do my best To do my duty to God and my country, To help other people, and To obey the Law of the Pack.</p>	<p>Law of the Pack</p> <p>The Cub Scout follows Akela. The Cub Scout helps the pack go. The pack helps the Cub Scout grow. The Cub Scout gives goodwill.</p>

How Do I Say ...?

Akela (ah-KAY-la) is the boy’s leaders. At home, that is the parent; at den meetings, it is the den leader; at school it is the teacher.

Webelos (WE-buh-lows) “**WE**’ll **BE** Loyal **S**couts.” An individual boy is a Webelos Scout. Dens, or groups of boys, are Webelos Scouts.

Units

- Cub Scout packs: ages 7-10
- Boy Scout troops: ages 11-17
- Varsity teams: ages 14-17
- Venture crews: ages 14-20 (male and female)

Great Salt Lake Council Boundaries

Salt Lake, South Davis, Summit, and Tooele Counties (point of the mountain to south Kaysville and Summit County to Wendover)

Leader Training & Helps

Resources

- BSA literature:
 - Tiger Cub Handbook*, No. 34713
 - Wolf Handbook*, No. 33450
 - Bear Handbook*, No.33451
 - Webelos Handbook*, No. 33452
 - Cub Scout Leader Book*, No. 33221C
 - Family Talent Survey Sheet (CSLB p. 34-10)
 - Cub Scout Program Helps* – current publication
 - Webelos Leader Guide*, No.33853C
 - Cub Scout Academics and Sports Program Guide*, No.34299B
 - Cub Scout Leader How-To Book*, No. 33832A
 - Cub Scout Ceremonies for Dens and Packs*, No. 33212B
 - Cub Scout Songbook*, No. 33222A
 - Group Meeting Sparklers*, No.33122B
 - Den Chief Handbook*, No. 33211B
 - Cub Scouting's BSA Family Activity Book*, No. 33012A
 - Scouting magazine*
 - Boys' Life*
- District roundtable
- Professional Scouters
- Council Service Center and Scout Shops
- Web sites: Great Salt Lake Council Web site - www.gslc-bsa.org
Boy Scouts of America National Web site - www.scouting.org



Keeping Scouting Safe

- Youth Protection Training – available on-line and through the district
As a leader, you can help make the world safer for children in at least three ways:
 1. Increase your knowledge about child abuse
 2. Help others learn the steps that help them to protect themselves
 3. Implement the Youth Protection policies and procedures of the BSA within the unit
- *How to Protect Your Children from Child Abuse: A Parent's Guide*
Requirement # 8 of the Bobcat trail says, "With your parent or guardian, complete the exercises in the booklet *How to Protect Your Children from Child Abuse*," inside each of the boys' handbooks
- *It Happened to Me*, video for Cub Scout packs and dens
- *Guide to Safe Scouting*, current publication
- Two-deep Leadership -
Two registered adult leaders or one registered adult leader and a parent of a participant, one of whom must be at least 21 years of age, are required on all trips and outings. The chartered organization is responsible for ensuring that sufficient leadership is provided for all activities. (CSLB p. 27-5)
- Informed Consent Agreement (CSLB p. 34-38)
Obtain written permission from parents or guardians for activities that are held away from the regular den and pack meeting site.

- **Local Tour Permits**

The Great Salt Lake Council requires the use of a local tour permit for:

1. **All overnight trips**
2. **Whenever leaving the council boundaries**
3. **All aquatic activities that include swimming or boating**

Note: Swimming in public and private pools requires at least one adult leader in attendance has current Safe Swim Defense training.

Boating requires at least one adult leader in attendance has current Safe Swim Defense training, Safety Afloat training, and CPR.

Leaders may take Safe Swim Defense and Safety Afloat on-line. Each is good for two years.

At least one registered adult who has completed BSA Youth Protection Training must be present at all events and activities that require a tour permit.

Additional Training

- **Fast Start Training**

Designed to help new leaders get started with their Cub Scout position. Training may be taken on-line, by watching a video, or through the district. All new leaders should receive Fast Start Training as soon as possible after accepting a Cub Scout position.

- **Unit Leadership Enhancements (CSLB chapter 28)**

Conducted by a member of the pack committee as a part of the monthly pack leaders' meeting. Enhancements are short training discussions intended to help leaders be better prepared to deliver a quality Cub Scouting program.

- **Roundtable**

Roundtables are held monthly on a district basis. At the Cub Scout roundtable, den and pack leaders receive Cub Scout theme and Webelos activity badge ideas and help for the coming month.

- **Outdoor Leader Skills for Webelos Leaders**

Teaches outdoor-related skills. Training is for Webelos den leaders and their assistants. Webelos den leaders should receive this training before conducting Webelos overnight camping. This training is required for earning the Webelos Den Leader Award. (CSLB p. 34-63)

- **BALOO (Basic Adult Leader Outdoor Orientation)**

Teaches leaders the skills needed to plan and conduct pack outdoor activities, particularly pack camping. A BALOO trained leader must be in attendance at each pack overnighter.

- **Den Chief Training**

A den chief is an older Boy Scout, Varsity Scout, or Venturer. He serves as the Cub Scout den activities assistant. This training is required for the den chief to earn the Den Chief Service Award. The training also helps leaders learn how to better use the den chief assigned to them.

- **Wood Badge**

Advanced training in leadership skills for all adults in BSA programs.

Youth Protection Information

The BSA has adopted the following policies to provide additional security for our members. These policies are primarily for the protection of our youth members; however, they also serve to protect our adult leaders from false accusations of abuse.



Two-deep leadership

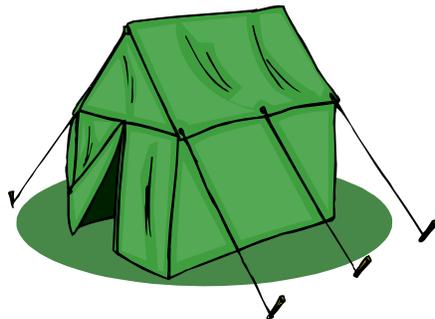
Two registered adult leaders or one registered adult leader and a parent of a participant, one of whom must be at least 21 years of age or older, are required on all trips and outings. The chartered organization is responsible for ensuring that sufficient leadership is provided for all activities.

No one-on-one contact

One-on-one contact between adults and youth members is not permitted. In situations that require personal conferences, the meeting is to be conducted in view of other adults and youths.

Respect for privacy

Adult leaders must respect the privacy of youth members in situations such as changing clothes and taking showers at camp, and intrude only to the extent that health and safety require. Adults must protect their own privacy in similar situations.



Separate accommodations

When camping, no youth is permitted to sleep in the tent of an adult other than his own parent or guardian. Councils are strongly encouraged to have separate shower and latrine facilities for females. When separate facilities are not available, separate times for male and female use should be scheduled and posted for showers.

No secret organizations

The Boy Scouts of America does not recognize any secret organization as part of its program. All aspects of the Scouting program are open to observation by parents and leaders.

Appropriate attire

Proper clothing for activities is required. For example, skinny-dipping is not appropriate part of Scouting.

Constructive discipline

Discipline used in Scouting should be constructive and reflect Scouting values. Corporal punishment is never permitted.



Hazing prohibited

Physical hazing and initiations are prohibited and may not be included as part of any Scouting activity.

Junior Leader Training and supervision

Adult leaders must monitor and guide the leadership techniques used by junior leaders and ensure that BSA policies are followed.

Youth member responsibilities

All members of the Boy Scouts of America are expected to conduct themselves in accordance with the principles set forth in the Scout Oath and Law. Physical violence, hazing, bullying, theft, verbal insults, and drugs and alcohol have no place in the Scouting program and may result in the revocation of a Scout membership in the unit.

The "Three Rs" of Youth Protection convey a simple message that the BSA wants its youth members to learn:

- *Recognize* situations that place him at risk of being molested, how child molesters operate, and that anyone could be a molester.
- *Resist* unwanted and inappropriate attention. Resistance will stop most attempts at molestation.
- *Report* attempted or actual molestation to a parent or other trusted adult. This prevents further abuse of himself and helps to protect other children. Let the Scout know he will not be blamed for what occurred.

For more information, please go to: <http://www.scouting.org/pubs/gss/gss01.html>

TIGER CUB DEN LEADER BASIC TRAINING

WHAT ARE “TIGER CUBS”?

The Cub Scout adventure begins with **Tiger Cubs** - a program of exciting indoor and outdoor activities that are just right for a boy who is in first grade (or is 7 years old) and his *adult partner*. The adult partner may be a parent, grandparent, sibling, aunt or uncle, or even a neighbor; provided that they are at least 18 years old, care about the boy and are strongly committed to his well being. The Tiger Cub and his adult partner are a team – they work together on projects and requirements and attend all meetings and activities together. The adult partner is responsible for seeing that the boy is successful with his advancement, with the guidance of you – the Tiger Cub Den Leader.



TIGER CUBS - HOW DOES IT WORK?

Most Tiger Cub dens have five to nine teams, meet twice a month in a den meeting, and have one outing a month, called a *Go See It*. The den also takes part in the monthly *pack meetings*. The pack meeting is when the Tigers meet together with the rest of the Cubs in the pack and awards are presented. Pack meeting usually includes an activity for the entire family. During den meetings, Go See It outings, and pack meetings, the Tiger Cubs “Search, Discover, and Share” new things and have fun.

The den leader and an adult partner of one of the Tiger Cubs lead each den meeting and den activity. Each adult partner takes a turn working with the den leader to plan and lead a den meeting and/or activity. This is called *shared leadership*. This method allows each team to have direct involvement in leading the den and also lets them share their knowledge and resources. The Tiger Cub den is the first encounter a boy can have with Cub Scouts. He has his own handbook, awards and achievements. To begin his Tiger Cub experience he must first earn his Bobcat badge. This great start in Scouting aids in setting him on the road to Wolves, Bears, Webelos, Boy Scouts and eventually, EAGLE SCOUT!



WHAT IS MY ROLE AS A TIGER CUB DEN LEADER?

- ❖ Give leadership to den program planning:
 - Familiarize yourself with the *Tiger Cub Handbook* and help the Tiger Cubs and their families understand how the program works.

- Encourage adult partners to read the “Introductory Guide for Tiger Cub Adult Partners” section in the front of the handbook right away to help them learn more about the program. Also encourage the adult partner to help the boy complete the requirements to earn his Tiger Cub totem and Bobcat badge quickly.
- By following the monthly themes as suggested (but is not mandatory) in the *Cub Scout Program Helps*, and attending monthly roundtables, den leaders find a lot of support materials and planning aids available to them.
- ❖ Help the den to be organized:
 - Good record keeping is essential. Several forms for tracking attendance, advancements, dues, etc are available in the *Cub Scout Leader Book* (Appendix 1) or online at www.gslc-bsa.org.
 - Set up a den meeting and Go See It schedule far enough in advance so that everyone knows when and where the meetings will be held.
- ❖ Share the leadership with adult partners:
 - A trained Tiger Cub den leader works together with the adult partners to organize meetings, outings and to be the liaison with the Cub Scout pack.
 - Make assignments (or have teams volunteer) for the shared leadership duties for each month. Provide a copy of the month’s *Program Helps* pages to assist in the planning. Invite adults to attend district roundtable the month before their assigned month for additional program ideas and resources.
- ❖ Work with other pack leaders:
 - The pack committee and Cubmaster provide support to the den leader.
 - When the boys complete first grade (or turn 8), ensure that the transition is smooth and that they move directly from the Tiger Cub den to the Wolf den without any problems.
- ❖ Participate in pack program planning:
 - Attend monthly pack planning meetings. Help plan upcoming pack meetings and other activities. Coordinate monthly themes, songs, skits, and activities for pack meetings with the Cubmaster and other den leaders.
 - Attend your pack’s annual planning meeting to help lay out the plan for the year ahead.



WHAT ABOUT THE UNIFORM?



The uniform is an important part of the Scouting program. It identifies you, the leader, as well as the boy, with Tiger Cubs and gives a sense of belonging to the den, pack, and the Boy Scouts of America. It should be worn to all den meetings, pack meetings, and special pack activities. The Tiger Cub den leader wears the official Cub Scout leader uniform, Tiger Cub cap (optional), and the Tiger Cub leader neckerchief. It is important for the leader to set the example and encourage the boys to wear the uniform properly – buttoned up and tucked in. Start the boys off with a sense of respect for the uniform. They will be proud to wear it and show off their badges as they earn them.

The official Tiger Cubs uniform is the complete blue Cub Scout uniform with identifiable and appropriate Tiger Cub insignia, Tiger Cub cap, belt and orange neckerchief. Additional uniforming information can be found in the *Tiger Cub Handbook* and the *Cub Scout Leader Book*.

Leader Training & Helps

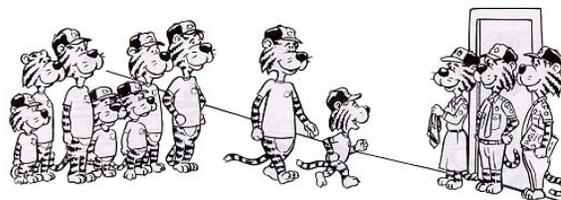
WHAT ABOUT ADVANCEMENT?

Advancement in Cub Scouting is based on age/grade level achievements and provides encouragement and recognition for the boys' accomplishments. Tiger Cubs must earn the Bobcat badge first and then he can earn the Tiger Cub badge. To do this, a Tiger Cub works on 15 achievements as described in the *Tiger Cub Handbook*. As the boy completes a requirement, his adult partner (Akela) signs his handbook.

Once a Tiger Cub has learned the Cub Scout motto, Cub Scout sign and Cub Scout salute, he receives his Tiger Cub Immediate Recognition Emblem (a plastic tiger paw emblem with four strands for beads) that hangs from the button on the right pocket of his uniform shirt. This should be awarded to the boy at the next pack meeting. (The Immediate Recognition Emblem can be earned and awarded before he earns his Bobcat badge.) The immediate recognition emblem helps to mark and track his progress toward his Tiger rank badge. Progress is tracked by awarding white, orange and black beads as the different parts of the five achievements areas are completed. Each of the five achievements has three parts: a *family activity* (white bead), a *den activity* (orange bead), and a "Go See It" activity (black bead). The activity beads are awarded in den meetings.



Once a boy has completed all 15 parts of the achievements, he is eligible to receive his Tiger Cub badge at the next the monthly pack meeting. It is worn on the left pocket of the uniform shirt. After a boy has earned the Tiger Cub badge, he can earn yellow Tiger Track beads by completing elective activities in the handbook. He is awarded one bead for every 10 electives he completes. These Tiger Track beads are awarded in the monthly pack meetings. There is no limit to the number of Tiger Track beads a boy can earn. A boy may work concurrently on achievements and elective projects, but cannot receive Tiger Track beads until he has earned the Tiger Cub badge. A Tiger Cub works with his adult partner on achievements and electives but only the Tiger Cub is awarded the advancement beads and awards.



WHERE DO I GO FOR MORE HELP?

More information on the Tiger Cub program can be found at the local Scout Shops in publications such as: the *Cub Scout Leader Book*, the *Cub Scout Leader How-To Book*, *Cub Scout Program Helps*, and the *Tiger Cub Handbook*. There are also many books, including this Pow Wow Book to use as a resource for great crafts, fun activities, and fabulous field trips to make the very best Tiger Cub den that you can. And last but not least ... Go to Cub Scout roundtable once a month for the best, up to date, FUN ideas and helps for your area!!!

**WELCOME TO TIGER CUBS -
AND HAVE FUN!!!**

TIGER CUB ADVANCEMENT

Pack _____ Den _____ Joined ___/___/___
 Name _____ Date of Birth ___/___/___
 Address _____ Phone _____
 City, State, Zip _____
 Parents Names _____
 Adult Partner/Phone (if different) _____

Immediate Recognition Emblem:

 Motto	 Sign	 Salute	Emblem Awarded / /
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Bobcat Trail:

Promise/ Honesty	 Law	 Webelos	 Sign	 Hand- shake	 Motto	 Salute	 Safety	Bobcat Badge Awarded / /
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Tiger Trail:

Badge Awarded / /	Family Activity (white bead)	Den Activity (orange bead)	Go See It (black bead)
Achievement 1: Making My Family Special	 1 F	 1 D	 1 G
Achievement 2: Where I Live	 2 F	 2 D	 2 G
Achievement 3: Keeping Myself Healthy and Safe	 3 F	 3 D	 3 G
Achievement 4: How I Tell It	 4 F	 4 D	 4 G
Achievement 5: Let's Go Outdoors	 5 F	 5 D	 5 G

Tiger Track Trail:

Tiger Track Awarded

/ /
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DEN LEADER BASIC TRAINING



THE DEN LEADER & ASSISTANT DEN LEADER

Qualifications & Responsibilities of a Den Leader: CSLB 23-10

Qualifications & Responsibilities of an Assistant Den Leader CSLB 23-11

How Do I Relate as an Effective Leader? CSLB 34-10

Cub Scout Den Leader Award CSLB 34-60



THE DEN MEETING CSLB CHAPTER 20

1. Usually held once a week.
2. Seven parts of a Cub Scout Den Meeting. CSLB 20-3 & 34-14
3. Elements of a good Den Meeting. CSLB 20-4

PLAN A GOOD, QUALITY DEN MEETING

1. GATHER INFORMATION: Resources, books, library, training, roundtables, internet & parents.
2. COMMUNICATE: Keep everyone in the loop. Let you Cub Scouts and their parents know what is expected.
3. PARENTAL INVOLVEMENT: Meetings, surveys, quarterly or monthly calendars, help needed, and what is expected of the Cub Scouts and their parents.
4. PLANNING: What will you do? Plan on their level. Set achievable goals. Praise often. Give responsibility. Involve everyone. Be flexible. Be fair and consistent. Know each Cub Scout personally.
5. UNIFORMS: Cub Scouts and leaders – in proper uniform. Uniforms give pride, promote discipline, sense of importance, and creates equality, where all are the same. Uniformed leaders show leadership, teach respect, and commitment to values. Make the uniform an important part of den meetings. Show by example – if you wear the uniform correctly, so will the boys.

NEEDS OF THE CUB SCOUT-AGE BOYS

Cub Scouts have some general needs which can be fulfilled by the Cub Scout program

- They need to let off steam.
- They need to belong.
- They need to use their imaginations
- They need to experiment and find out.
- They need to be recognized



DEN LEADER BASIC TRAINING (cont.)

CORE VALUES & CHARACTER CONNECTIONS CSLB – CHAPTER 4



Values are what boys need to learn to become a productive member of society.

The Cub Scout core values are: Citizenship, Compassion, Cooperation, Courage, Faith, Health and Fitness, Honesty, Perseverance, Positive Attitude, Resourcefulness, Respect & Responsibility.

Character Connections is not a separate program but a part of achievements and electives. Boys' handbooks have incorporated Character Connections into them, using the three critical areas and relate them to the values. The three critical areas of Character Connections are:

* **KNOW**

* **COMMIT:**

* **PRACTICE**

RESOURCES

Cub Scout Leaders Guide (CSLB)
Resources, Forms, and Applications CSLB Chapter 34
Den Discipline CSLB Chapter 16

Program Helps
Scouting Magazine
Cub Scout Leader How-To-Book
Guide to Safe Scouting
BSA Official Catalog
Cub Scout Academics and Sports Leaders Guide

Boys' Handbooks
Boys' Life
Insignia Guide
Cub Scout Songbook
Other Scouters
Internet

OTHER TRAININGS CSLB CHAPTER 26

Youth Protection
Pow Wow
Basic Adult Leader Outdoor Orientation (BALOO)

Roundtables
Den Chief Training
Wood Badge

WHY RECORDS ARE IMPORTANT

1. To keep track of what boys have done.
2. Help in planning den meetings.
3. Teach importance of setting and achieving goals.
4. Lets the boys know you care.
5. Check often and keep updated. Pass on to new or next leader.
6. Encourages all to participate, become involved, and grow.
7. Helps you learn special needs and concerns.

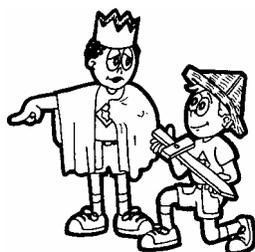


A questionnaire for the parents and boys about themselves should be a part of the records.
Family Talent Survey Sheet CSLB 34-11

DEN LEADER BASIC TRAINING (cont.)

EXPERIENCE

1. Keep a binder with planning ideas. Always be on the lookout for new ideas.
2. Keep track of what worked or did not work.
3. Attend roundtables to learn and share with others.
4. Try things out before doing them with the boys the first time. Learn, streamline, and find easier ways.
5. Always be open-minded and willing to change. Learn and grow with the boys.



HOW TO INCORPORATE THEMES WITH ACHIEVEMENTS?

1. Plan ahead by looking ahead.
2. Find out the interest of the boys and have them help each other.
3. Be aware of the boys' & parents' interest and jobs. Invite them to help teach the boys.

CEREMONIES AND RECOGNITIONS

1. Incorporate ceremonies and recognitions into den meetings.
2. Recognize boys for achievements outside of Scouting.
3. Present Immediate Recognition in ceremonies at den meetings. This is also called The Progress Towards Rank CSLB 20-6
4. Earning of beads, etc on den doodles.



NECKERCHIEF SLIDES – WHAT, WHY, HOW

What: Decoration. Keeps the ends of the neckerchief together in a uniform manner. Can be unique and individualized.

Why: Can be used as a reward. Is a reminder of an important principle or of an activity. Can be part of an achievement or incorporated into monthly themes. Can be collected – and boys love to collect things.

How: Can be made of anything. Let your imagination go. Let boys create and be involved in the process.



WEBELOS DEN LEADER BASIC TRAINING



Introduction

Welcome to the “best” position in Cub-Scouting! Webelos is the stage where the boys are maturing and becoming more self-sufficient. Soon they will become Boy Scouts. It is your job to help them not only earn all they can as a Webelos, but to also make the transition to Scouting fun and enjoyable. One of the purposes of the Webelos den is to prepare boys for Boy Scouting and to graduate Webelos Scouts into a Boy Scout troop.

Webelos stands for “We’ll Be Loyal Scouts.” Webelos dens are for boys who have completed third grade (or reached age 10). The Webelos den program is different from the Cub Scout den program: Instead of being based on a monthly theme, the Webelos den program is based on 20 Webelos activity badges. Concentration will



be on earning the Webelos badge, 20 activity badges, and earning the Arrow of Light Award. The Webelos den meeting activities lead up to the monthly pack meeting. Each pack meeting should feature displays or demonstrations by Webelos Scouts that are related to the activity badge (s) they completed that month. This gives the boys a chance to show what they have learned as well as to spark interest of Webelos Scouting in younger boys.

Leadership

As the Webelos leader, you are the key to a successful program, but you are not alone. The boys’ family should be encouraging him at home as well as providing a network of talents and skills that can be called upon as needed per/required by the activity badges. An assistant Webelos Leader can be a big help too. Den Chiefs (an older Boy Scout, Varsity Scout, or Venturer) can be a huge asset—a good one can make a real difference in convincing Webelos Scouts to continue their Scouting experience as Boy Scouts. They help by leading games and teaching skills.

Webelos activity badge counselors are “Specialists” in an area relating to one or more of the Webelos activity badges. They may be family members of the boys in Webelos basic



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training your den or neighborhood. They may be a professional from the community. When used properly, they simplify your job as a Webelos Leader and provide skills and knowledge that “you” may not have. Denners and assistant denners are chosen from the boys within your Webelos den. These positions teach boys responsibility and leadership along with “helping” you. Other committee members in your pack may also be able to give you advice and help along the way. Use them!



The Program

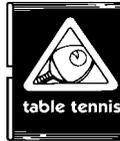
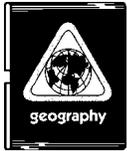
As soon as a boy enters the Webelos den, he may start working on activity badges and the Webelos badge. Recommended Webelos activity badge schedules for the program year are included in the *Webelos Leader Guide*. Two badges are listed for each month. Any boy may earn any activity badge during any month; however, having all den members working on the same badge at the same time is recommended. **Remember, you are the designated one to determine whether a requirement has been fulfilled or not. After meeting the requirements for the Webelos Badge, the Webelos Scout may receive a compass point emblem and additional compass points. The compass point emblem is presented to a boy who has earned **four** activity badges in addition to the three he already earned for the Webelos badge. Metal compass points are awarded for every **four** activity badges after that.(Webelos badge, compass emblem and three points = 19 activity badges)



The next step on the Webelos trail to becoming a Boy Scout is the Arrow of Light Award, the highest award a boy can earn as a Cub Scout. This recognition is the only Cub Scout badge authorized to be worn on the Boy Scout uniform when a boy graduates into a troop. Any Webelos Scout who has earned the Arrow of Light Award has also completed all requirements for the Boy Scout badge.

The Webelos program also includes “**Character Connections**” requirements. Character Connections try to help in the development of the complete moral person across a broad range. Character connections will ask the Cub Scout to consider the following: What do I think or **know**? How will I **commit** this value to my life? (and) How can I **practice** this value in the future? Character development is taking place whether we mean it to or not. We want to use all opportunities to guide that

development in a thoughtful and positive way. Not all activity badges require character connection consideration. They will be noted in the *Webelos Handbook* when they are required.



Hey, what are **Academic and Sport belt loops and pins**? Some of the 20 Webelos activity badges list an academic or sport belt-loop as one of it's requirements. You can find these belt-loop and pin requirements in the *Academic and Sports Program Guide*. These belt-loops and pins (additional requirements to the belt-loop) will enhance the learning and skills your boys will get while meeting the requirements for the activity badge.

Resources

There are a lot of places you can go for help. You will find information that is necessary for you to know in the following publications:

- *Cub Scout Webelos Handbook*. This contains all the requirements for each Webelos Activity badge as well as the requirements for the Webelos badge, the Arrow of Light, the World Conservation Award and the Cub Scouting Leave No Trace Awareness Award.
- The *Webelos Leader Guide* provides suggestions for den meetings, activity badge projects, advancement requirements and Webelos Scout transition activities.
- The *Cub Scout Academics and Sports Program Guide* provides information and the requirements for the sports and academic belt-loops and pins.
- The *Cub Scout Leader Book* explains the Cub Scout program, states BSA policies, explains Cub Scouting purposes, methods and ideas, gives an over-view of the Webelos program, and explains Leader recognition awards and training. It is the book that will answer most of your questions dealing with BSA policies, training, awards and uniform.
- There is *other* BSA literature and other helps available for you to use at your pack library or council service center. They can help you find appropriate materials for songs, skits, crafts, ceremonies, the BSA family program and outdoor programs.

One of the best places to go for help is your **district roundtable**. Here you will receive program ideas, activity badge helps, policy guidelines, and information on

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events in your district and council. You will find the time and place your district meets by visiting the council's web site at: www.gslc-bsa.org

The Scouting Side

While the Webelos program is still considered a part of the Cub Scouting program, they are somewhat different in that the Webelos program is a transition into Boy Scouting. This means that the Webelos Scouts should recite the Scout Oath, the Scout Promise, the Scout Law, the Scout motto, the Scout slogan, and use the Scout sign rather than using the Cub Scout equivalents. It is in Webelos that the world of outdoor Scouting begins to open up. Webelos Scouts are introduced to basic BSA camping skills: Fire-building, outdoor cooking, tent-pitching, making a comfortable camping site, nature study, hiking, parent/son overnights, and outdoor conservation skills, as well as "Leave No Trace" principles that are included in the Webelos program. For camping guidelines, see *Cub Scout Leader Book*, pp. 21-9 thru 21-12 as well as following the safety guidelines in the current *Guide to Safe Scouting* and those of your sponsoring organization.

You will also want to create a "friendly" working relationship with the Scoutmaster of the troop that your Webelos Scouts will be graduating into. As part of the Arrow of Light requirements, your Webelos will need to visit at least one Boy Scout troop meeting, one Boy Scout-oriented outdoor activity, and have a parent/son conference with the Scoutmaster. A "bridging" ceremony enacted by the Scoutmaster at the time of the Webelos Scouts' graduation is another way of providing a "smooth" transition for each boy as they enter into Boy Scouting.

----So again, welcome to the **best** Cub Scout position in the world! Enjoy your journey and remember to make it both fun and rewarding for your Webelos Scouts and yourself!



BOY SCOUTS OF AMERICA



CUBMASTER BASIC TRAINING



The Cubmaster's main responsibilities are to:

- Work directly with the pack trainer, Tiger Cub den leaders, Cub Scout den leaders, Webelos den leaders, den chiefs, and pack committee chair and members to make sure that all dens are functioning well.
- Plan the den and pack programs with the help of other leaders.
- Lead the monthly pack meeting with the help of others. Involve all dens in some way.
- Coordinate the total Cub Scout program in the pack.

Everything that the Cubmaster does is aimed at helping the individual boy. Securing strong leaders, planning den and pack activities, advising other leaders and adult family members-these are all ways in which the Cubmaster affects the kind of Cub Scouting each boy in the pack is offered. *The Cubmaster directly influences the lives of individual boys by keeping in mind that boys can become better through Cub Scouting.*

- WHY CEREMONIES?? -

USE CEREMONIES FOR:

- Patriotism.
- Recognition.
- Let the group know that the event is starting or ending.
- Show appreciation.
- Focus the group's attention.

DO'S & DON'TS FOR CEREMONIES

Do:

- Have fun.
- Smile.
- Make it memorable.
- Make it meaningful.
- Fit the monthly theme (if used).
- Involve parents.
- Use props.

Don't:

- Read from a script.
- Use a monotone voice.
- Degrade anyone or anything.
- Lose focus – remember, it's for the boys!

Leader Training & Helps

RESOURCES FOR AWARDS & CEREMOINES

BSA publications:

- *Den and Pack Ceremonies*.
- *Program Helps* (current and past years).
- Council Pow Wow books (from Councils around the country).
- Networking with other leaders.
- District Roundtables!!!
- Internet sites:
 - www.usscouts.org
 - www.usscouts.org/bbugle
 - <http://gslc-bsa.org/awards/cubleader/index.cfm>
- Your imagination.

SIMPLE SAMPLE CEREMONY

Arrow Point Ceremony

Gold has always been a symbol of value. You took a great step forward when you advanced to the rank of (Wolf/Bear). You are continuing to gain valuable training as you achieve your first Arrow Point. The Gold Arrow signifies your first step toward further achievements. In recognition of your parents' help, we present the arrow to them so that they may in turn give it to you. Silver shines brightly. It beckons for all to see. The glow of your achievements in Cub Scouting is a beacon to all. (Present arrow to boy) Parents, you have guided your son along paths of great value, and I'm sure you will continue to do so in the future. Congratulations to all for earning your Arrow Points.

- KEEP THE OUTING IN SCOUTING -

INTRODUCTION

So you are getting ready to do your first campout, hike, cookout, or other outdoor activity with your Cub Scouts...

SAFETY

Remember – Safety First!

Check out the Council's Website:

- <http://gslc-bsa.org/cubs/guidelines/index.cfm>
- http://gslc-bsa.org/cubs/guidelines/cs_overnight.cfm
- <http://gslc-bsa.org/cubs/guidelines/keepingsafe.pdf>
- <http://gslc-bsa.org/cubs/guidelines/twodeep.cfm>
- <http://gslc-bsa.org/cubs/guidelines/overnight.cfm>
- http://gslc-bsa.org/documents/new_fire_policy_2006.pdf
- <http://gslc-bsa.org/documents/Why%20Ham%20Radio%20Bands.pdf>

Teach your scouts about safety BEFORE you venture out, including how to *Hug a Tree* when you are lost, and *The Ten Essentials**:

The 10+ essentials

1. Extra clothing - more than needed in good weather.
2. Extra Food - enough so something is left over at the end of the trip.
3. Rain coat, poncho, or 30 gallon plastic garbage bag.
4. Knife - folding pocket knife, with can opener, etc..
5. Fire starter.
6. First Aid Kit.
7. Matches in waterproof container.
8. Flashlight w/extra bulbs and batteries.
9. Whistle, Map, & Compass - the correct map!
10. Sunscreen.
11. Water (at least 1 liter).

The Ten Essentials* were developed by the *Seattle Mountaineers*, and is required by many hiking clubs on their outings; shouldn't you? On **EVERY outing, whether alone or in a group, **EVERYONE** must carry these items on an individual basis. This is so that if a member of the party is separated, lost, injured, trapped, going for help, or blinded in a snow storm, no-one will be without their own survival equipment. There is no excuse for not having all of them, in good condition, and on your person **AT ALL TIMES**.

“Non Semper Erit Aestas”
(It ain't always gonna be summer!)

COOKING

You want to give your young scouts a chance to cook, but all your resources are for older boys. Besides, you don't want to lug around heavy Dutch ovens anyway... well... not yet at least. So what do you do?

Cooking can be more fun than a barrel of monkeys if you plan properly. The following ideas have been retrieved from many scouting resources. Each is Cub Scout proven (or so the sources say), which means that your Cub Scouts should be able to do and have fun doing each of the following recipes and methods of cooking:

Apple Delight – Core an apple just over half-way. Fill the hollow with cinnamon and marshmallows. Skewer it on a forked stick and hold over the coals until the marshmallow melts and the apple is easy to puncture.

Banana Hot Boat – Cut a v-shaped wedge from the top of an unpeeled banana. Fill wedge with pieces of chocolate and marshmallow. Wrap in foil and place on coals for 8-10 minutes.

Chili Bag – Cook up a pot of chili (homemade or canned). Buy individual size bags of Doritos or something similar. Cut an X on front of bag and open. Put chili on top of the chips, and shredded cheese, and you have portable lunch time nachos/tacos.

Corn – Remove silk and soak ears in water. Lay on hot coals for about 8 minutes per side.

Dog in a blanket – Wrap a wiener in biscuit dough, skewer on a stick and bake over hot coals. Or slit the wiener and insert a piece of cheese before you wrap and cook it.

Egg in orange peel – Scoop out the orange pulp and eat it, then grease the inside of the peel, crack an egg into it, and set on coals to cook.



Leader Training & Helps

Eggs in Paper Cup – Fill a cup with water and drop in an egg, with or without the shell. Set the cup into the coals.

Eggs and Bacon in a Paper Bag – Put strips of bacon on the bottom of the bag, crack an egg or two on top of the bacon, fold over the top of the bag and hang it on a stick over hot coals.

Foil Dinners – There are many ways to make a foil dinner. The simplest, and probably safest, is to use pre-cooked meat (e.g., deli ham, diced). Use two layers of light-weight, or one layer of heavy duty aluminum foil. Foil should be large enough to go around food and allow for crimping the edges in a tight seal. This will keep the juices and steam in. Dinners can be marked with a sharpie marker with the person's name or have them fold edges in a certain way to help identify dinners. You will need a shallow bed of glowing coals that will last the length of cooking time. Make sure the bed of coals is big enough so **all** the boys and adults can put their dinners on at the same time. You may want to have two beds based on the number of people. This will help prevent a few headaches. How about adding BBQ sauce, Worcestershire sauce, Heinz 57 sauce, or even Italian dressing? Ham pieces, pineapple slices (or tidbits), a dash of teriyaki sauce (or marinade) and mixed vegetables to taste. Marinated Fajita Meat (Beef or Chicken), Onions, Green Peppers. Cubed Ham, chopped potato, onions, grated cheese of your choice. Be creative!!! **Approximate Cooking Times:** Hamburger: 8-12 minutes, Carrots: 15-20 minutes, Whole Apples: 20-30 minutes, Hot dogs: 5-10 minutes, Sliced potatoes 10-15 minutes.

No Cook Fudge – Try this one at a campfire while you tell a story, sing songs, etc. Have the boys pass it around to knead so everyone gets a chance.

½ gallon ziplock bag - ½ cups cocoa - 3 ounces cream cheese - 1 pound powdered sugar
3 tablespoons butter - 1 teaspoon vanilla

Place all ingredients in the ziplock bag. Work out the air, and knead 25-30 min.

Nuts or peanut butter may be added at the end.

Onion Oven – Cut an onion in half and scoop out all but the two outside layers. Crack an egg into each half, or fill with chopped, seasoned meat, cap, and place directly on hot coals.

Potato 1 – Cut out the center of a potato. Fill with hamburger and diced onion, or with butter and cheese. Plug the hole with some of the pieces you removed. Coat potato with 2 inches of thick mud and place in coals. Cook for about an hour.

Potato 2 – Slice off the top of a spud, hollow out a tunnel, and crack an egg into the hollow. Rub a bit of the egg white around the cut top, then put the “lid” back on the potato. Wrap in foil and bake in coals.

Stick Bread – Press a wad of dough onto the end of a stick and bake over hot coals. Try cinnamon twists. Pat dough into a rectangle, spread with butter, cinnamon and brown sugar, and cut into 2” strips. Wrap strip around a green stick and toast over the coals. This also works for pre-made biscuits or cinnamon rolls in a tube from the grocery store. **Happy Cooking!**



- EFFECTIVE DELEGATION AND ORGANIZATION -

Trying to run a pack or den alone? [Don't - it has been proven you can't.]

Want to make your pack run better? [But need some ideas?]

Delegating work gives members a stake in the pack, yielding a more committed and vibrant membership. Finding the right help for the job and making responsibilities clear, means a well-run pack, with more fun; a stronger character-building program. The fun and character-building should apply to the Cubs – and to you! Doing neither keeps the Cubs from getting the most out of their Scouting experience. Remember - **Scouting is fun and builds character for boys!**

DELEGATION

Delegation Model

- Identify who is willing and capable (they'll volunteer, use parent surveys, etc.).
- Provide clear instructions (break into steps or organize in advance if needed).
- Outline the expected result (what, when, where, etc.).
- Discuss resources available (previous records, other people that can help, etc.).
- Allow freedom and authority to use new ideas, make their own decisions.
- Keep in touch and monitor progress.
- Use reward system (acknowledgement, awards, etc.).

Delegation Tips

- Plan ahead, giving time for someone else to do the task.
- Keep asking for help, even when you didn't have time to get help in advance.
- Make clear to all members up front that help is needed from everyone.
- Don't do it yourself (i.e. don't set precedent that things will get done anyway).
- Always sell Scouts! Remind parents to keep them involved and inspired...
 - Volunteering is fun, rewarding & builds character skills – Cubs AND volunteers.

ORGANIZATION

Volunteer Roles: Leaders, Doers, and Members

- Recognize the roles of each member and use it to the pack's advantage.
- Leaders: accept responsibility to set goals, delegate tasks, etc..
- Doers: carry-out goals, eagerly complete tasks.
- Members: assist with tasks if asked.
- Although leaders and doers are more active, they usually must be asked to volunteer.
- Stock the pack committee and pack leadership with "leaders" and "doers."
- Involving members in a meaningful way grooms them to be leaders and doers.
- Get the Scouts to do as much as possible to give them meaningful involvement, too.

Organizational Roles

- Use the BSA model so basic responsibilities are clear and not all left for one person.
 - The chartered organization steers the pack, selects pack committee, and leaders.
 - The pack committee chooses the pack activities and who will run them.
 - Pack and den leaders get trained to implement the Scouting program.
 - Parents volunteer time, ensure Cub's attendance, completion of achievements, etc.
 - Scouts have fun and pledge to learn
 - BSA provides training, resources and administration

Leader Training & Helps

Hypothetical Pack Planning and Meeting

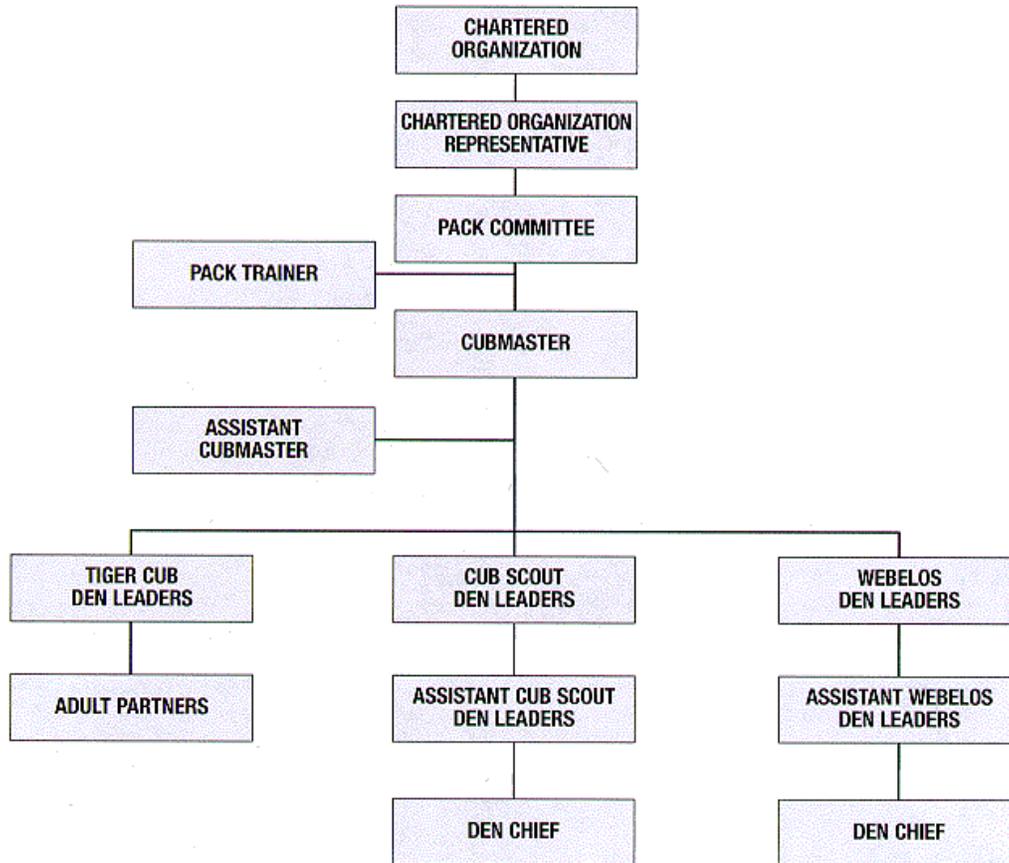
- Winter, Year 1: Chartered organization selects leaders for Year 2.
- Spring, Year 1:
 - Leaders trained for Year 2.
 - Set pack activities and calendar for Year 2, assign chairperson for each activity.
 - Plan trips, participation in Council events, other special activities.
 - Assign chairs for developing pack meeting parts (i.e. sparklers, songs, skits, jokes, etc.).
- Summer, Year 1: Chairs begin organizing for activities needing long-range planning, including reservations for meeting locations and developing publicity for Year 2 registration.
- End of Summer, Year 1:
 - Pack committee firms-up activities and calendar for Year 2.
 - Launch Year 2 registration publicity.
 - Set schedule for dens: skits, meeting room set-up, pack ceremonies, etc..
 - Set pack committee meeting schedule for Year 2.
 - Activity chairs begin recruiting help for Year 2 activities.
- First pack meeting Year 2:
 - Arrive early to direct dens with room set-up.
 - Distribute pack calendar.
 - Activity chairs sign-up help for activities.
 - Opening ceremony done by assigned den.
 - Review delegation and organization plans.
 - New business by pack committee chair, plus reports from treasurer, chairs, etc.).
 - Song done by Sparkler chair.
 - Awards presented by Pack leaders, organized by awards chair.
 - Pack activity: raingutter regatta, run by regatta chair.
 - Game led by sparkler chair.
 - Closing ceremony done by assigned den.
 - Clean-up done by assigned den.

Miscellaneous Tips

- Invoke rules for parents.
- Arrive on time.
- Ask adults to help step-in when behavior gets out of hand.
- Training: Roundtable meetings have great training ideas for leaders.
- Events: Contact other leaders in your town to hold joint events and meetings.
- Travel: Team with another pack located near where you plan to take a trip and share local knowledge (i.e. sights, activities, campsites, lodging, etc.).
- Tour permits made easy: Make a “car list” for the back of tour permits, highlighting those driving for the activity
- Register spouses of leaders as committee members.
- Publicize pack activities after the fact to raise awareness for member recruiting.
- Run adult meetings in the pack meeting format, right down to the games, jokes, songs, etc., this makes meeting more fun and familiarizes others with how to structure a meeting.

COMMITTEE BASICS & HELPS

PACK ORGANIZATION CHART



PACK COMMITTEE:

Congratulations! You've just agreed to serve on the Cub Scout Committee . . . now what? You are about to embark on a fun filled and rewarding adventure. By learning your job you will find great rewards in this assignment and see positive changes in the lives of boys.

Every pack is under the supervision of a pack committee. This committee consists of a minimum of three members. Although packs can and do operate with a minimum of three committee members, experience has shown that a larger committee generally ensures a stronger, stable pack and is better able to perform all the required functions to ensure a successful pack program. It is also a way of involving more pack families in meaningful service to the pack.

A strong pack committee will have individual members assigned to such areas as record keeping and correspondence, finances, advancement, training, public relations, and membership and gives committee members assignments.

Leader Training & Helps

PACK COMMITTEE CHAIR:

- Maintain a close relationship with the chartered organizations representative, keeping this key person informed of the needs of the pack that must be brought to the attention of the organization or the district.
- Confer with the Cubmaster on policy matters, relating to Cub Scouting and the chartered organization.
- Supervise pack committee operations by
 - Calling and presiding at pack leaders' meetings.
 - Assigning duties to committee members.
 - Planning for pack charter review, roundup, and registration.
 - Approving bills before payment by the pack treasurer.
- Conduct the annual pack program planning conference and pack leaders' meeting.
- Work with the chartered organization's representative to provide adequate and safe facilities for pack meetings.
- If the Cubmaster is unable to serve, assume active direction of the pack until a successor is recruited and registered.
- Support the policies of the BSA.

SECRETARY:

- Keep informed of all Cub Scouting literature, materials, records, and forms to help leaders function effectively. Help new den leaders by telling them what resources are available.
- Handle correspondence for the pack. This may include writing letters of appreciation and requests for reservations, or ordering supplies through the local council service center.
- Keep notes on business conducted at pack leader's meetings. Record only key items such as: things needing follow-up or items for the history of the pack.
- Notify leaders of pack leader's meetings and other activities.

TREASURER:

- Help the pack committee and Cubmaster establish a sound financial program for the pack with a pack budget plan.
- Approve all budget expenditures. Check all disbursements against budget allowances, and pay bills by check. The pack committee chair should approve bills before payment.
- Collect dues from den leaders at the pack leader's meetings, preferable in sealed den dues envelopes. Open envelopes in the presence of den leaders. Give receipts for these funds, and deposit the money in the bank account.
- Keep up-to-date financial records. Enter all income and expenditures under the proper budget item in the finance section of the *Pack Record Book*. Credit each Cub Scout with payment of dues. From time to time, compare the records with those of the den leaders to make sure they agree. Give leadership in developing a coordinated record-keeping system in the pack.

- Periodically report on the pack's financial condition at the monthly pack leaders' meeting. Make regular monthly reports to the pack committee at the pack leaders' meeting, and report to the chartered organization as often as desirable on the financial condition of the pack.
- Guide the pack in conducting council approved pack money earning projects.

AVANCEMENT CHAIR:

- Help plan and conduct induction and advancement recognition ceremonies.
- Arrange for Tiger Cub graduation ceremonies with the Cubmaster and Tiger Cub den leader.
- Promote the use of den doodles as a stimulus for advancement.
- Collect den advancement reports at pack leaders' meeting for use when ordering badges and insignia from the local council service center.
- Promote *Boys' Life* magazine as an aid to advancement.

PUBLIC RELATIONS CHAIR:

- Simulate pack service projects in the chartered organization, school, and community.
- Promote family participation in all pack events, such as blue and old banquets, pack picnics, and other special events.
- Circulate Tiger Cub, Cub Scout, and Webelos Scout recruiting fliers and leaflets to invite boys to join. Work with the pack committee to promote new membership. Let the people in the neighborhood know that a Cub Scout pack is available.
- Consider using a monthly or quarterly pack newsletter to inform families of pack plans, guide new parents and guardians in pack policies, and create a feeling of unity among members of the pack family.
- Provide pack announcements for regular release in the official bulletins, newsletters, Web sites, etc., of your chartered organization.

OUTINGS CHAIR:

- Help the Cubmaster plan and arrange for outdoor activities.
- Arrange for property, fire, and tour permits when required.
- Arrange for safe transportation when needed.
- Plan first aid for emergencies.
- Plan outings to help pack and dens qualify for the National Summertime Pack Award.
- Help promote day camp and resident camp opportunities.

MEMBERSHIP AND RE-REGISTRATION CHAIR:

- Arrange for periodic uniform inspections with the unit commissioner. At least a month before charter expiration, also arrange for the annual membership inventory, a uniform inspection, and the annual charter review meeting.
- Help the Cubmaster and chartered organization representative plan and conduct the formal charter presentation.

Leader Training & Helps

- Conduct an annual census of boys in the chartered organization for systematic recruitment. Work with pack committee members to promote recruitment plans.
- Visit new families in their homes. Review with them the Bobcat requirements and their son's advancement. Stress parent/guardian participation at all pack functions and see that new families are introduced and feel welcome at pack meetings.
- Work with the Cubmaster and pack committee to see
 - that eligible Tiger Cubs transition into a Wolf den at the appropriate time.
 - that eligible Wolf Cub Scouts or 9-year-old Cub Scouts transition into a Bear den at the appropriate time.
 - that eligible Bear Cub Scouts or 10-year-old Cub Scouts transition into Webelos den at the appropriate time.
 - that the Webelos Scouts and parents or guardians have a smooth transition into a Boy Scout Troop.
- Follow up on Cub Scout dropouts to help return them to full, active membership.

FRIENDS OF SCOUTING (FOS) CHAIR:

- Enroll as a Friend of Scouting
- For every five families in the pack, recruit one person as an enroller.
- Attend an FOS kickoff meeting.
- Conduct report meetings.
- Follow up until all FOS cards have been accounted for.

PACK TRAINER:

- Train each new leader and pack committee member for his or her specific position, using material provided by the BSA.
- Conduct other training as designated by the district and/or council.
- Encourage pack leaders to attend ongoing training, such as roundtable, pow wow or University of Scouting, outdoor training, Youth Protection training, and Wood Badge. Keep track of pack-training records.

DEN LEADER HELPS AND HINTS

HINTS FOR NEW CUB SCOUTS

Letter

When possible, about a month before a boy is old enough to join Cub Scouts, take a letter to him and his family. It should have all the information needed to start Cub Scouts, including what book to buy, everything required for the uniform, and when and where den and pack meetings will be held. The letter should let parents know they need to read through the *Parent's Guide* and familiarize themselves with the book. Encourage them to help their son complete the Bobcat trail as soon as possible.

Registration

Give the parents a registration form for their son to join Cub Scouts.

Achievement list

Give parents a list of all the achievements they need to do at home with their son. This gives the parents responsibility in their boy's life as a Cub Scout.

Wolf achievements to be done at home:

3-A 4-A, D, E 6-A 7-A, B, C 8-C, D 9-A, B, C
10-All 11-A, B, C, D 12-A

Bear achievements to be done at home:

1-All 2-All 3-G 6-A, D, E 7-C,D 8-D,F 9-C,F
10-All 11-E, F 12-All 13-All 14-F,G 17-A,F 18-C 23-D

Parent Involvement

Let parents know they are welcome to work on any of the achievements and arrow points at home. It will help their son advance faster.

Optional Idea

Make a simple vest out of red felt and sew on a "C" Cub Scout patch. This can be given to all new Cub Scouts to put their patches and pins on. Vests can also be purchased at the Scout Shop.

PLANNING DEN MEETINGS

Use the ones in the *Cub Scout Program Helps*, or create your own:

- Get familiar with the **Wolf and/or Bear Handbook!**
- Take into account the **monthly theme**, and what requirements and achievements the boys need to do.
- **Gather information** from the handbooks, *Cub Scout Program Helps*, pow wow books, and information received at Cub Scout roundtable. The internet and library books are also a good resource.

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- Decide on a **belt loop, pin, or patch** for the boys to earn each month. This way all the boys have an opportunity to be recognized as they receive an award at pack meeting.
- Using all the information, **plan the den meetings** for a month. Do a variety of things to keep it more fun. Plan time to work on a song, skit, jokes, or flag ceremony for pack meeting.
- Make an **agenda** for each den meeting. It should be detailed, have all the things that will be done, and a list of everything that will be needed.
- Prepare a monthly **newsletter** to send home with the boys. This lets the parents know exactly what will be done each week. It should contain information on any upcoming events such as pack meeting, field trips, and camps. Forms such as permission slips and health forms can be attached if needed that month.
- Know what your **budget** is. If you spend too much, keep the receipts. They may be tax deductible, including mileage. Also, many companies will donate materials or give discounts to Cub Scouts.

DEN MEETING HELPS

- Make a few **simple rules** with the boys help. Write them down and stick to them.
- **Be prepared.** All the needed supplies should be in the room the meeting will be in. It goes more smoothly if you don't have to leave the boys.
- **Test projects** beforehand! If they don't work out, there is time to change plans.
- **Be flexible.** Boys get restless. Take a break if needed and do a short game or activity.
- Keep the meeting as close to an **hour** as possible.
- Get to **know the boys** and acknowledge any achievements.
- Have **special treats** for birthdays and holidays.
- Use **rewards** or den doodles.
- If doing something **messy**, have the boys bring an old shirt to put over their uniform. Also have some on hand for those that forget.
- Boys like making a mess, make sure they help to **clean up!**

IDEAS FOR AFTER THE MEETING

- Keep track of each boy's **attendance**.
- Determine **what worked** and what did not, to help with future meetings.
- Update your **records** of what each boy earned. At least once a month keep the boys books, go through them and update their books and your records. It is important to keep a record of everything the boys earned, as sometimes their books get lost. Pass the achievement record to the next den leader to show what belt loops, pins and patches have already been earned.
- **Use a binder** to keep papers for den meetings, advancement, pack meetings, roundtable information, committee meeting and ideas.
- Report all **awards** in time for them to be purchased for pack meeting.

- Keep track of the boy's attendance for June, July and August pack meetings and pack activities. If the boys attend one pack meeting or activity each of these months, they can earn the **Summertime Pack Award** pin.

DENNER IDEAS

Denners are designated helpers. Let the boys take turns being one for at least a month at a time. There is a special denner cord that is worn on their right shoulder. The cord gets passed on to the next denner. Assign them simple responsibilities such as:

- Call each of the boys to remind them of den meetings and pack meetings.
- Ask boys to say the prayers.
- Help pass supplies out.

DEN CHIEFS

- A den chief should be selected by the senior patrol leader and Scoutmaster, Varsity Scout Coach, or Venturing Advisor at the request of the Cubmaster or den leader.
- The Scout should be an **older Boy Scout, Varsity Scout, or Venturer**. Preferably a former Cub Scout; ideally at least First Class rank.
- The den chief will earn service hours in this position that will help him in Boy Scouts.
- He should serve for one full year and attend den chief training. (This is done by the Council or the district)
- A **Den Chief Handbook** is a necessity. The book explains in detail all their duties. It also has a chapter for an idea chest. The den chief can go through the chapter and get ideas for tricks, puzzles, songs, homemade games, indoor games, outdoor games, fitness games, skits, puppets, pantomimes and ceremonies. It also contains the requirements for the Scout to work toward getting permanent den chief cords for his scout uniform.
- It is important for a den chief to have a **good attitude**, be a **good example**, and be a **friend**.
- A good den chief will be a **great help** to a den leader.

HOW DEN CHIEFS CAN HELP

- **Gathering** – Den chiefs can greet the boys, tell them where to put their things, help any boys that have special needs, lead a game or activity until the meeting starts, or do a uniform check.
- **Opening** – Den chiefs can use the Cub Scout sign for silence to get the boys quiet, then start by leading the Pledge of Allegiance, Cub Scout promise, flag ceremony, or a song.
- **Activity**- Den chiefs can help distribute supplies and materials, help boys with a project, teach them a game or trick, show them how to do a physical fitness exercise, practice an activity the den is doing for pack meeting, recognize boys who have completed achievements, help the boys clean up, and help the boys have fun! .

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- **Business** – Den chiefs can help check the boys advancements.
- **Closing** – Den chiefs can help get the boys to be quiet, help with any closing ceremonies, make sure boys don't forget things they are to take home, and keep an eye on any boys that are waiting to be picked up.
- **Pack Meetings** – Den chiefs can help with the skits, songs, do run-ons with other den chiefs, help with the gathering activities and anything they are asked to do.

MEETINGS, TRAINING AND PROJECTS

- **Fast Start and Youth Protection** – Both can be done on the Internet. Do as soon as possible after being made a Cub Scout Leader.
- **Basic Training** – This class is offered in districts throughout the Council and at Pow Wow. Take as soon as possible.
- **Weekly Den Meetings** - Some units may not hold them the week of pack meeting.
- **Committee Meetings** – Generally held monthly to plan pack meetings, give out assignments, talk about advancements and awards, and take care of all other business.
- **Roundtable** - Monthly district meeting. This is where leaders get new theme ideas and help for their Cub Scout position.
- **Pow Wow** – Held every November. Goes from 8:00 a.m. to 3:00 p.m. and includes lunch. Choose the classes you want to take. Lots of fun!
- **Cub Scout Camps** – Yearly event in the summer. Camps are two days long and go from 8:30 am to 2:30 pm. Kids love the camps!
- **Blue and Gold** – Party to celebrate birthday of Scouting. Usually held in February. Involves a theme, decorations, dinner, skits, songs and awards. Requires lots of planning and time. Takes the whole day to decorate, set up, and do.
- **Key Scouter Meetings** – held with the Boy Scout leaders to coordinate activities between families of Scouting. Can be held quarterly.
- **Scouting-for-Food** – Takes place every March to help fill up the pantry for those that need help with food. Cub Scouts usually deliver bags and Boy Scouts usually pick up the bags filled with food.
- **Scout-O-Rama** – Held every May. Scouts sell tickets to the event and are encouraged to do a booth. Scouts can earn lots of prizes and money from the tickets they sell. This is a wonderful activity for families to go to!

HELPFUL BOOKS TO HAVE

Wolf or Bear Handbook
Cub Scout Leader Handbook
Pow Wow Book (current year)
Program Helps (for current year)
Cub Scout How-To Book
Academics and Sports Program Guide
Great Salt Lake Council Trail Patches and Policies (can be found on internet)



WEBELOS LEADER HELPS AND HINTS



The Webelos program is wonderful, but very different from the Wolf and Bear programs. There really isn't much required to earn the Webelos badge itself. However, there is so much more that a scout can earn during his time in the program. The Webelos program doesn't follow monthly themes, but rather the scheduled activity pins become the "theme". At first glance, the program might seem overwhelming. But fortunately, many leaders have paved the way before you. Don't be discouraged if it takes a full year before you feel like you know what you are doing. This section offers some suggestions for helping the Webelos leader run the program, run the program well, and make the most use of a scout's time in the program.

Do I have to do the pins in a certain order or at a certain time of year?

The pins can be done in any order, at any time. Many leaders do the Fitness and Athlete pins during warm weather, rather than in January, as suggested on a one-year schedule in the Cub Scout Webelos Leader Guide. Feel free to tailor the program to work FOR you, not against you. See below a one-year schedule with a few reminders. Check with parents on activities or projects that might have been completed at school—the boys will often forget.

Jan - Readyman (this will take 2 months) Traveler (check on holiday trips, or off-track trips during the fall)	Aug - Athlete (another option is to blend the Physical Skills together into a two month integrated program, see the <u>Webelos Resource Book</u>)
Feb - Scholar Readyman	Fitness
Mar - Engineer (do requirements not completed at Day Camp in the summer) Craftsman (partial)	Sep - Communicator Citizen (this will take 2 months, and coordinates well with election season)
Apr - Sportsman (check on spring and fall sports, Jr. Jazz participation, and school PE activities) Craftsman (partial, for Mother's Day)	Oct - Showman (don't forget to ask about school activities, piano or other instrument lessons, community concerts, class plays, etc.) Citizen
May - Outdoorsman (do some requirements in den, let the family finish with a campout in May or June) Handyman (many requirements will be done at home)	Nov - Scientist (this will take 2 months) Artist (don't forget to ask about school projects) Family Member (assign this now, and send a worksheet home which is easy for parents to use to track and sign off requirements. The scout can bring it to den meeting when he completes it, signed by a parent.)
Jun - Forester Naturalist	Dec - Scientist Craftsman (partial, include some Christmas ornaments or gifts)
Jul - Engineer (some requirements are completed at Day Camp) Geologist	

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Notice the **Aquanaut** pin is not included on this schedule. Most parents know if their scout can complete this requirement. Have them take their son to a pool and sign this off, or otherwise let you know that their son won't be earning this pin. If a scout can't swim when he enters the Webelos program, it is not your job to teach him to swim. However, if you opt to take your den to a pool for a water activity, please follow the Safe Swim and Safety Afloat rules.

How can I schedule so my scouts can earn all 20 pins?

Some dens have a 2-year program, some have a 1-year program. Some dens meet year-round, some meet only during the school year. The [Cub Scout Webelos Leader Guide](#) has suggested schedules for whatever type of program you have. The *Cub Scout Program Helps* lists two pins each month to work on, as a reminder only—no Webelos-specific ideas are given. But the [Webelos Leader Guide](#) gives detailed week-by-week plans for projects and ideas for each of the pins. Your monthly Roundtable meeting should also give you information to help you plan your den meetings. Be aware that some activities or projects will pass off requirements for more than one pin. Sometimes with the addition of one or two activities, the boys will pass off a patch or a belt loop. If your scouts like earning belt loops, send requirements home to be completed there. Planning this way will become second nature to you as you become familiar with the program.

How do I find service/conservation projects?

If your scouts earn all 20 pins, that also means they have completed three of the four requirements for their World Conservation Award. Don't let the opportunity to earn this award slip away by not participating in a conservation project. If you know in advance you will have these projects as part of your program, you can watch for ideas that might work for your den.

- Your roundtable leaders will periodically receive information about some projects that they will pass on to you at the monthly meetings.
- If you need a project at another time, try calling your city offices. Most cities have ongoing projects or activities available that are perfect for scouts to be involved in.
- Check with the troop leaders in your unit. Frequently, the Webelos den can join with the Boy Scout troop on a project they already have scheduled.
- Don't forget the numerous public parks and roadside areas that always seem to need trash picked up.

Do I have to do all the requirements for a pin in my den meetings?

Absolutely not! In fact, the Family Member pin requirements have to be completed at home with the family. The only way the den leader knows the boy has completed the requirements is when a parent signs them off. Some programs run just one school year, from September through May. The shorter the Webelos "year", the more activities have to be done at home with parents. If your program runs two years, much more of the program can be done in den meetings, along with more Academics and Sports belt loops and pins.

- Take advantage of district activities like a day hike or a Cub-a-ree, and council-sponsored events like summer camps and Scout-a-rama.
- Plan a Saturday morning of specialized activities that will pass off a lot of requirements. This works well with the outdoor skills. Work with the packs near you, and get them involved. Spreading the preparation among other leaders means less work for you.

- The Natural History Museum is a great place for an activity. The scouts can earn a patch for completing a worksheet there, and they can pass off much, if not all, of the Geologist pin.
- Remind the parents of your scouts that school activities and projects, community activities, and sports programs will pass off many of their son's requirements. Many Webelos den leaders keep their scouts' parents aware of the schedule by giving out a calendar of the activities for the month. This also allows the parents to know what their son will need to complete if he misses a den meeting or other activity.

How can I keep track of everything my Scouts are passing off?

There are many different ways of tracking the boys' progress. Whatever you use, make sure it works for you. If you don't like what you currently have, look around for something better.

- A sample tracking chart is included in the additional material on the Pow Wow CD.
- Search online using "Webelos tracking sheet" or "Webelos tracking form". Several leaders offer the charts they use.
- Ask other leaders at Roundtable.

See Arrow of Light ideas on the Pow Wow CD.

WORKING WITH A DEN CHIEF

How does a Den Chief serve?

- He needs to be responsible and reliable, a Boy Scout that the young Cubs can look up to. (Because of the time commitment, he should not hold another leadership position in his troop, team, or crew. However, sometimes it will be necessary. The Scout leader needs to be mindful of the Den Chief's responsibilities.) Serving in this capacity fulfills the Boy Scout rank advancement requirement of a Position of Responsibility.
- The Den Chief sets an example for the Cubs, in leadership, in uniforming, and in his actions.
- He needs to have a Den Chief Handbook, a notebook, and a box to use for his Idea Chest. Details are explained in the Handbook.

How is a Den Chief used?

If you have worked with Cubs for any amount of time, you know that boys need to be active. They need to feel needed. They need to feel accepted, and they need to be praised. Now think about an older boy. Are his needs any different? In fact, adults need these same things: something to do, to feel needed and accepted, and a pat on the back every now and then. In filling these needs for a den chief, he will be taught how to be a better young man, and in time, a better adult.

Den meetings need to be planned so that a den chief has something to do every time. Let him know ahead of time what he will be doing, and that you are depending on him to be there. If he

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knows you are counting on him, he has a reason to come. If he doesn't see a reason to attend, why will he bother to come?

- Let him be in charge of the gathering activity. If your Cubs learn that the den chief does some fun gathering activities, they will want to show up on time.
- A den chief might be assigned to help a special needs Cub, or a Cub that needs one-on-one attention.
- If you want him to teach the craft, give him materials and show him how it goes together at least 2-3 days in advance (a week would be better). Have him bring his finished craft to show the den, and then let him teach it.
- Ask him to lead a specific song or teach a specific game. Give him a copy of the song or rules (and items) for the game. If he can practice or play the game at home, he is much more likely to be successful.
- Look to the den chief for ideas for a skit, or at least let him be in charge of assigning parts and practicing with the Cubs.
- Ask for his ideas, in case he has something to share. But don't leave the request open-ended, or you will end up with nothing. If you give him something to work with, he will follow through.
- Let your den chief share and participate in things he has experience in, such as sports, camping experiences, or other talents. We all like to talk about what we know.
- Recognize your den chief outside of scout meetings. Talk to him at the grocery store, compliment him on his music performance, ask about his sports team. When he feels like you are interested in what he is doing, he will be interested in participating with you as a leader. Praise your den chief, thank him, and appreciate him in front of other people.
- Teach by example. The way you treat your Cubs and your den chief will influence their attitudes about scouting in the future, not just as a boy, but also as an adult.

A den chief will spend $\frac{3}{4}$ of his time in den activities. However, he still needs to be included in the Pack Meeting. A den chief should participate with the Cubs when they do any skit, flag ceremony, or other performance for the meeting. Den chiefs could also be assigned to do the uniform inspection. Pack Meeting is his opportunity to participate in run-ons, which qualify as the stunts he needs to pass off as part of his Den Chief Service Award requirements (see the Den Chief Handbook).

See the CD ROM for more

USING DEN CHIEFS

DEN CHIEF-THE WHAT AND THE HOW



What is a Den Chief?

He is a helper, leader, example, and friend.

How does he fit into Cub Scouting?

He is serious about his job and doesn't play around.
He is kind, fair, and does not show favoritism.
He is your assistant helping, teaching, and working with the Cubs.

He sets a good example for the Cubs to follow.

He teaches the Cubs to do things.

He knows what to do and is prepared for meetings.

He is always ready and willing to assist.

He encourages every Cub to do his best.

Den Meetings

He helps make them interesting and fun.

He helps the work on achievements.

He makes sure there is fun at every meeting.

He encourages each Cub to do his best.

Remember - He is still a boy and will act like a boy-not an adult. But treat him as a leader.

How do I get a Den Chief?

He is a Boy Scout-Ask the Scoutmaster for help in obtaining a Den Chief.

His maturity and experience will be of great value.

It helps if he has been a Cub Scout.

He must be dependable and willing.

The position fills a leadership requirement for Boy Scout advancement.

He becomes a member of your leadership team.

He needs to live up to Scouting ideals daily.

Leader Training & Helps

Training

Yes-everyone needs training.

Districts have training.

Council has training twice yearly.

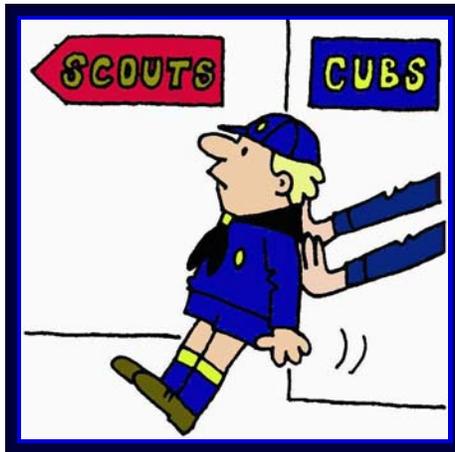
Some Districts have a Den Chief section at their monthly Roundtable.

Help them get training.

He needs a Den Chief Handbook and Den Chief Shoulder Cord.

He will learn:

- ☞ How to work with the Cubs and adult leaders
- ☞ How to help with discipline by setting the proper example
- ☞ How to have patience and to deal patiently with younger Cubs
- ☞ He will develop skills-lead songs, games, yells, skits, run-ons, and most important...
- ☞ How to help the Cubs advance



How to best use

He will be effective and helpful if you include him in the planning praise him for what he does,

Give him enough to do so he feels useful.

Remember, his is busy too. He must also attend patrol meeting and work on his scout advancements.

Have a monthly planning meeting. Give his responsibilities, then let him fulfill them..

Have a good relationship. Listens to his ideas and thoughts. He can give you a different perspective on how to do something.

Give him specific responsibilities and duties to do.

Den Meetings-Ideas to help

Before- arrives early; help set up, check supplies, great the Cubs.
Gathering- Teach tricks, play games, teach songs, cheers.
Opening- uniform inspection, assist with ceremonies.
Business- announcements and reminders, ideas for projects, assist in preparations for pack meeting.
Practice- helps with projects, crafts, and physical activities.
Closing- calls Cubs to order, help with any ceremonies or instant recognition.
After-clean up, make sure Cubs get home, evaluation, prepare for next meeting.

Den Meeting-Ideas for help

Set up room and displays
Greet the Cubs and their families, and help with seating.
Set example for den to follow-behavior.
Escort Cubs and parents for awards.
Help with the activity part of the meeting.
Help with clean up

Praise

Don't forget the most important part. Never criticize him in front of others.
Recognize him when he is new.
Congratulate him when ha earns an advancement.
Recognize him on his birthday and on other occasions special to him.
Be patient-he is still a kid.
Complement him when he does a good job.
Understand his abilities.
Let him know what he can and cannot do.
He is what every Cub wants to be - a Boy Scout!
He wears his uniform properly and encouragers Cubs to do the same.
Acquires tools to use-in helping-a chest with ideas in-learn all he can to help.



CUB SCOUTS WITH SPECIAL NEEDS

Sometimes the cause of a disability is obvious, and other times it is not. There are many different kinds of disabilities that boys may have. The disability may be accompanied by just a few or many challenges. The challenges may vary in level of difficulty from minor to serious. All boys, despite their individual challenges, will benefit from Cub Scouts both psychologically and physically. Boys with some disabilities may even benefit more, as Cub Scouts offers him one of his few chances to do what others his age do. Cub Scouts may be a great opportunity for fun and adventure for a very disabled boy.

LORD ROBERT BADEN-POWELL STATES:

“Through Scouting there are numbers of crippled, deaf and dumb, and blind boys now gaining greater health, happiness, and hopes than they ever had before. Most of these boys are unable to pass all of the ordinary Scout tests, and are supplied with special, or alternative tests.”
“Many of these boys are by no means easy to deal with, and demand far more patience and individual attention than ordinary boys. But the result is well worth it. The testimony of doctors, matrons, nurses and teachers--who in the majority of cases are not Scouts themselves--to the good done to the boys, and through the boys to the Institutions, by Scouting is overwhelming.”
“The wonderful thing about such boys is their cheeriness and their eagerness to do as much in Scouting as they possibly can. They do not want more special tests and treatment than is absolutely necessary. Scouting helps them by associating them in a world-wide brotherhood, by giving them something to do and to look forward to, by giving them an opportunity to prove to themselves and to others that they can do things-and difficult things too-for themselves.”

This advice from our founder is still true today. Cub Scouts is dedicated to bringing out the best in people. The emphasis is on doing one's best, and not on winning.

ABOUT DISABILITIES

- **Communication disability** – A medical condition or injury that interferes with the ability to communicate by using one's voice.
- **Developmental disability** – Often attributable to a mental or physical impairment that occurs prior to age 22. They can result in functional limitations in some of the following areas: self-care, learning, language and communication, mobility and movement, socialization, independence, and self-determination. Mental retardation, cerebral palsy, epilepsy, autism, and neurological impairments are examples.
- **Hearing disability** – A medical condition or injury that interferes with a person's ability to hear sounds.
- **Learning disability** – Learning disabilities can be physical or emotional. Physical learning disability is a condition such as cerebral palsy, epilepsy, or blindness that severely limits ability to perform essential skills. Emotional or mental learning disabilities are disabilities in thought patterns and behavior that may limit a boy's ability to be successful. Schizophrenia, major depression, and autism are some examples.

- **Mental disabilities** - This includes mental and medical-biological based disorders. They cannot be overcome through “will power” and are not related to a person’s character or intelligence. These disorders can profoundly disrupt a person’s thinking, feeling, moods, ability to relate to others and capacity for coping with the demands of life. Depression, anxiety, panic, bipolar disorder, attention deficit, schizophrenia, obsessive compulsive, and autism are some examples.
- **Neurological disabilities** – Associated with damage to the nervous system that results in the loss or change of some bodily or mental functions. May affect a person’s capacity to move and manipulate things. May change the way a person acts, how they tolerate and express feelings. The way they think and process information may also be significantly changed.
- **Physical disability** – A physical disability is one that affects the mobility or dexterity of an individual. With a physical disability, the capacity to move, coordinate actions, or perform physical activities is limited, impaired, or delayed and is exhibited by difficulties in physical and motor tasks, independent movement, and performing basic life functions.
- **Visual disability** – A visual condition that interferes with a person’s ability to see or results in the absence of sight.

CUB SCOUTS IS EASILY ADAPTABLE

- When a Cub Scout does his best, but is not able to complete an achievement, it counts as the completion of that achievement because it was his best.
- If you do your best you do not fail.
- Requirements do not need to be eliminated, but they may need to be adjusted or simplified to meet the boy’s needs. Some boys with disabilities may not be able to do things as quickly as those without a disability.
- The Pack Committee may give permission to a Cub Scout who is handicapped to substitute electives for a few of the requirements that are beyond his abilities.

WHAT THE DEN LEADER CAN DO

- Talk to the parents of the child about the disability and how it affects their child. Parents are most often the best source for information about the special needs and limits of their child. Whenever there are questions or concerns, talk to the parents first. This gives the parents the opportunity to feel included.
- It may be helpful to do a little research on the disability. Start by using the internet and library.
- If it would be helpful to educate the other boys in the den about the disability, get permission from the parents and their son. Give the boy the opportunity to decide if he wants to be present, and if he wants to help teach the den about his disability.
- Give the parents the option of talking to the den, or having the den leader talk to them. Talk to the den about disabilities and include the disability that the Scout has. Make sure all questions are answered.

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- Talk to the parents about some good behavior-management skills to assist when things don't go smoothly.
- Ask the parents if they want to know when he is struggling or when problems arise.
- Have the parents keep the den leader informed about any events that may affect the way their child functions during Scout activities.
- If necessary, educate other parents and get their help to promote positive attitudes in their son.
- Share information with members of the Cub Scout Committee so all members will be able to help in any way at pack meetings and other places.

DEN MEETING IDEAS

- Get to know all the boys. A boy with a disability is more like all of the other boys his own age than he is different.
- A boy with a disability is a boy who just happens to have some extra challenges in his life. Make sure he knows you accept him just as he is.
- Make sure he is not left out of the group. Sometimes have Scouts work with a partner to help make friendships and feel included. The leader may need to choose the partners to make this work.
- As a leader, make sure he gets turns to participate and express his views.
- Use lots of encouraging comments!
- Plan activities in which all boys can participate. They love adventure and want challenges.
- Pay attention to the individual without undue focus on the disability.
- Recognize achievements the same as others.
- Treat them like any other Cub Scout.
- Boys should not be compared to other boys in the pack, but should be expected to do whatever is his best.
- Be patient.
- Set an example as one who respects and understands.
- Use a den chief when more individualized help is required.
- Know your own abilities and limitation. It may be necessary to request an assistant.

USE ENCOURAGING COMMENTS

A variety of encouraging comments used enthusiastically help the Cub Scout to be excited.

Terrific!	Fantastic!	Superb!	Clever!	Marvelous!
Great!	Perfect!	Outstanding!	Fine!	Tremendous!
Keep it up!		Good thinking!		Way to go!
Now you have it!		Keep on trying!		You remembered!
I knew you could do it!				You make it look easy!
One more time and you'll have it!				That's quite an improvement!

USE NON-VERBAL EXPRESSIONS

Using non-verbal expressions is a way to communicate interest and care in a Cub Scout

smile	wink	applause	nod
widen eyes	raise eyebrows	shake hands	look
signal "OK"	thumbs up		

Cub Scouts with disabilities may have more difficulty adjusting to society because of difficulties caused by the reactions of others to their disability. Sometimes he might sense feelings of pity or rejection by others and he may respond by developing an inferiority complex. The boy might become timid, or he might compensate by acting out and having behavior problems.

A Cub Scout that had a normal childhood and then suddenly developed a disability, whether permanent or short-term, may have strong emotional reactions during the adjustment period. He might respond with hostility, fear, or depression.

A Cub Scout who has had a disability since birth is more likely to be well adjusted by the time he reaches Cub Scout age. Most do not feel sorry for themselves, because they have been that way all their life. They have developed their own ways to adapt and they are aware of their limitations. They need opportunities to do things they can do. Don't underestimate these boys, and don't try to second-guess their abilities. They may surprise you and themselves.

Cub Scouts with disabilities have the same desire to learn new skills and make contributions. However, unfortunately, in many cases, many boys with disabilities grow up without these opportunities.

Cub Scouts can make a big difference in the happiness and success of a boy with a disability. Including boys with disabilities in the Cub Scout program can also have a positive influence on the other boys. As they become buddies and help those with disabilities, the other Cub Scouts grow in character and in their ability to help other people. This is part of the Cub Scout Promise.

It is important for all boys to experience the fun of Cub Scouts. There are many resources available to assist in integrating boys with disabilities into the mainstream of Cub Scout activities.

- The Cub Scout Leader Book has a section on Cub Scouts with disabilities.
- Check with the Council or District for publications
- The Internet
- The library

There are also community and national organizations that can be found easily on the internet.

BEST OF BLUE AND GOLD

PURPOSE OF THE BLUE AND GOLD

The purpose of the Blue and Gold Banquet is to commemorate the organization of the Boy Scouts of America in 1910 and to celebrate the birthday of Lord Baden-Powell, the founder of the Boy Scouts organization. The banquet is traditionally held as the February pack meeting because Baden-Powell was born February 22, 1857. It may, however, be held at another time.

The term “Blue and Gold” is the name of the banquet because those are the official colors of the Cub Scout organization. Blue represents truth and loyalty, and gold represents good cheer, happiness, and helping others.

Include the Cub Scouts in the preparation of the decorations and program by using time in weekly den meetings to make various items. The boys will have fun doing this and will have a greater interest in attending the banquet with their families.

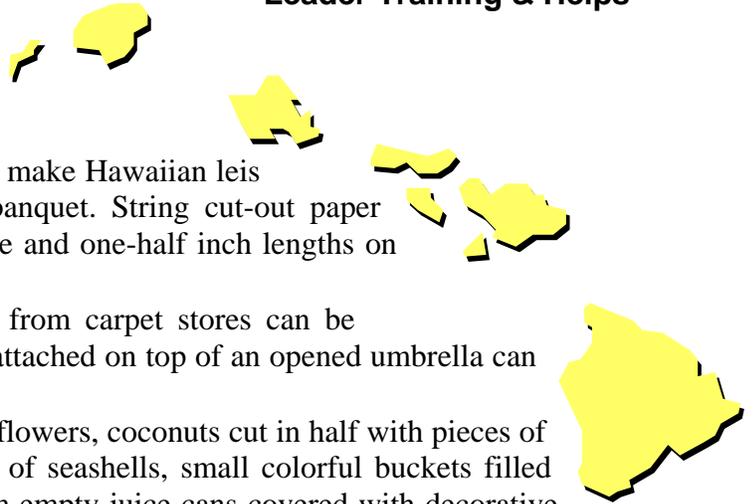
PLANNING THE BLUE AND GOLD-- “START THINKING HAWAIIAN”

“ALOHA is the unconditional desire to promote the true good of other people in a friendly spirit out of a sense of kinship.” --- Abraham Akaka

The Cubmaster, Pack Committee, and Den Leaders should meet two or three months in advance (November–December 2006) to begin planning the February 2007 Blue and Gold. The following items should be discussed and specific assignments made at the initial planning meeting:

- Use the February 2007 Cub Scout monthly theme, “Aloha Cub Scouts,” as your Blue and Gold theme.
- Determine the estimated number of persons who will attend the banquet. Remember that the Cub Scouts and all family members are invited.
- Plan to use a meeting place that is compatible with the size of your group.
- Determine the available budget.
- Prepare a menu.
- Plan a program, which could include a special flag ceremony, guest speaker, skits, songs, games, run-ons, and awards.
- Plan room and table decorations.
- Plan a pre-activity photo opportunity for Cubs and families.
- Plan written invitations and publicity.

Cubmaster or Pack Committee Chairperson should follow-up periodically on each assignment.



DECORATION IDEAS

- In a weekly den meeting, Cub Scouts could make Hawaiian leis for each family member to wear at the banquet. String cut-out paper flowers and macaroni or straws cut into one and one-half inch lengths on yarn to make leis.
- Make several palm trees. Tubes available from carpet stores can be used for the tree trunk. Paper palm fronds attached on top of an opened umbrella can be placed in the tube.
- For table decorations, consider using tissue flowers, coconuts cut in half with pieces of candy inside, burlap table runners, baskets of seashells, small colorful buckets filled with sand and seashells, lanterns made from empty juice cans covered with decorative paper or cloth, or clay volcanoes.
- Have Cub Scouts make place mats for family members using Hawaiian themes, *i.e.*, flip-flops, volcanoes, surfboards, etc.
- Posters showing the Hawaiian Islands and the Hawaiian state flag could be made for wall decorations.
- Netting could be hung from the walls or ceilings.
- Boys could create their own “Tiki-God” masks as wall decorations.
- Use raffia fringe as a garland, with paper shells and starfish, throughout the room.



PROGRAM IDEAS

- In Den meetings, Cub Scouts could make simple Hawaiian musical instruments, such as drums made with empty oatmeal cartons or metal garbage can lids, and rainsticks made from empty wrapping paper tubes filled with uncooked rice. For information on making a rainstick, google the word “rainstick.” The instruments can be used to perform songs and music at the banquet.
- Game activity: While holding the corners of a large beach towel, each family competes to see how long they can keep a beach ball bouncing from the towel into the air without hitting the ground. To find other games, google the words “Hawaiian games.”
- If you know a Hawaiian family, invite them to perform a dance or song and tell a little bit about their culture.
- Pre-opener could be a family group photo next to one of your decorations, such as a palm tree or a cardboard volcano. This can be done as the families arrive, and is a fun way to remember the banquet.
- The ukulele is an important part of the Hawaiian culture. Invite someone who plays the ukulele to perform. It is said that the ukulele arrived in Honolulu from Portugal, and that the Hawaiians quickly fell in love with it. Queen Liliuokalani translated “uku” to mean “gift” and “lele” to mean “come,” which she thought of as a poetic “gift that came here from Portugal.” (As reported in www.dailycelebrations.com)

Leader Training & Helps

- Sing The Hukilau Song by Jack Owens © (1948):



Oh we're going to a hukilau
A huki huki huki huki hukilau
Everybody loves the hukilau
Where the laulau is the kaukau at the lu au

We throw our nets out into the sea
And all the ama ama come a-swimming to me
Oh, we're going to a hukilau
A huki huki huki hukilau

What a beautiful day for fishing
That old Hawaiian way
Where the hukilau nets are swishing
Down in old La ie bay.

FOOD IDEAS

There are many wonderful Hawaiian luau ideas available on the internet. We googled "Hawaiian food" and found a website called www.cooks.com from which we have taken some of the ideas listed below:

- Mix equal parts of pineapple, orange, and guava juices with ginger ale to make a tropical drink. Hawaiian Punch is also a favorite.
- Banana bread---this is a favorite at luaus
- Hawaiian Haystacks (cooked rice topped with pineapple tidbits, peas, chow mein noodles, coconut, chicken chunks, and a cream of chicken soup sauce)
- Barbecued or Teriyaki chicken
- Fried rice
- Macaroni salad
- Corn chowder
- Baked Beans
- Cole slaw
- Hawaiian Luau Cake (recipe available on the cooks.com website)
- You could invite each Cub Scout and his dad to make their own cake with a Hawaiian theme as the dessert and give a recognition prize for each one. These cakes could also serve as part of the table decorations.

KAMEHAMEHA: HAWAII'S GREATEST KING

In ancient Hawaii, legends told of a day when a great king would unite all the Hawaiian islands. The sign of his birth, kahuna (priests) claimed, would be a comet.

And so it goes that Kamehameha was born in 1758, the year Halley's Comet made an appearance over Hawaiian skies. Kamehameha was born in Paiea on the Big Island of Hawaii. His father was said to be Keoua, a grandson of Keaweikekahialiiookamoku, who once ruled a large portion of the island. Translated, Kamehameha means "the lonely one."

Another legend tells of a kahuna who prophesized that the man who moved the 7,000-pound Naha Stone would become the greatest king of Hawaii. When Kamehameha was 14, the story goes, he moved the massive rock, and then lifted it and turned it completely over.

Kamehameha grew up in the court of his uncle, Kalaniopuu. When Kalaniopuu died in 1782, his power was divided between Kamehameha and Kalaniopuu's natural son, Kiwalao, who inherited his father's throne. Civil war broke out, however, and Kamehameha emerged as the Big Island's ruler.

Many more battles ensued. During one raid in Puna, Kamehameha slipped and caught his foot in a crevice of lava. Seeing this, one of his fleeing opponents returned and beat him on the head with a canoe paddle until it broke. As a result, Kamehameha proclaimed Mamalahoe Kanawai, or "Law of the Splintered Paddle," providing protection to unarmed noncombatants in war. "Let the aged, men and women, and little children, lie down safely in the road," his law decreed.

Having gained control of his home island, Kamehameha turned to the other Hawaiian islands. Using weaponry purchased from American and European traders, the king conquered Maui and Molokai, then turned his attention to Oahu. In 1795, Kamehameha invaded the shores of Waikiki beach and led his army to Nuuanu, where a bloody battle with Oahu chief Kalanikupule ensued. Hundreds of Oahu's warriors were killed, driven over the valley's Pali cliffs.

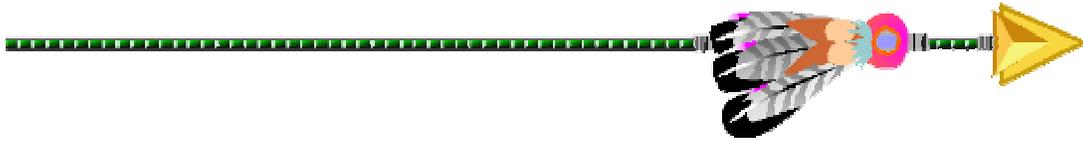
In 1810, Kaumualii, the king of Kauai, peacefully surrendered his island to Kamehameha to avoid further bloodshed. With that, Kamehameha fulfilled his destiny of uniting all the Hawaiian islands under one rule.

The Hawaiian kingdom enjoyed a period of peace during Kamehameha's reign. The king unified the legal system and used taxes to promote trade with the Americans and Europeans.

Kamehameha died in 1819, and his son, Liholiho, took the throne. Kamehameha's bones were hidden by his kahuna. Today, his final resting place remains a mystery.

Aloha

The Arrow of Light Presentation



The Arrow of Light ceremony is an important achievement for a Webelos Scout. The Arrow of Light recognizes all that the Cub Scout has achieved. It helps to prepare them for their future in Boy Scouts by encouraging them to retain important virtues on the trail toward Eagle. The Arrow of Light award is the highest award of the Cub Scout Program. It should be treated as a special occasion.

The Arrow of Light should be awarded in a special ceremony. It should not be given out in the same fashion as an arrow point. You can do almost anything in this ceremony as long as you remember the following guidelines:

1. Make the Webelos Scout Feel Special:

If possible, try to tailor the presentation to fit the boy. Highlight his hobbies, talents, and interests. NEVER focus on the negative. Include parents and den leaders (past & present) by having them report on the boy's accomplishments or good deeds. We live in a world where it is considered "cool" to make fun of each other. Do not do this! Remember that Scouting is to build the boy. Always take the opportunity to let the parents praise their boy.

2. Have the Boy and His Parents Say Something Good About Scouts!

This is a chance for the boy to say what he liked about his experience with Cub Scouts. Getting the Cub Scout to describe what he enjoyed about the program provides feedback to den leaders, and gives incentive to the other Cubs. You will probably have to help the boy with this. Prompt him with questions such as "What was your favorite award?", "What activity at Cub Country was the most fun?" You should also warn the parents before the meeting so that they can think about what they want to say.

3. Inspire others to achieve Awards:

Making Scouts feel special and focusing on their achievements should be a positive motivating action for the other boys. If possible make the entire den meeting connected to the same theme. Perhaps, you could use some props from the ceremony to invite other dens to come up or use backgrounds for memorable photo ops. Using stickers that go with the theme on the individual award cards can tie it all together.



4. Teach the Values of the Arrow of Light:

The seven rays from the sun on the Arrow of Light patch symbolize the seven values a Cub Scout needs to grow into a successful young man. These principles can be presented with colored feathers, colored water, using light boxes, or any other way that you feel the boy will remember them. You have the boy's attention, so teach him about the values. Feel free to change any values that are not appropriate for your sponsoring organization. The colors assigned to each virtue are helpful in presenting the award. The values are:

- Love (red): Love of Family, Friends, Home, Country, God, and Life.
- Courage (orange): Courage is recognizing and overcoming fear in a positive way.
- Wisdom (yellow): Wisdom doesn't mean that you are smarter than another; it means you use your knowledge to live better and bless the lives of others.
- Self Control (green): Self Control is not limited to controlling one's temper. It is living with intention, acting with care, being attentive to your impact in the world.
- Hope (blue): Hope means to expect with confidence, to expect the best in yourself and your experiences. This is where the motto, "Do your best!" is applied.
- Justice (purple): Justice is the art of dealing fairly with others, without prejudice.
- Faith (white): Faith is a belief in something unseen but true. This virtue causes us to act now for what we believe our future holds. Faith is the foundation of all we are, all we can be; it is the belief in ourselves and in God. It is what makes us try.



5. Make the Ceremony Memorable:

This award precludes achievements in Boy Scouts and should build anticipation for other awards on the way to Eagle. Ceremonies can be adapted to the monthly themes throughout the year—making the monthly theme even more fun for the boys.

What Not to Do:

There are several common mistakes that Cubmasters make when doing an Arrow of Light ceremony. None of these mistakes are "fatal," but they should be avoided.

- ☛ Don't spend money you do not have on elaborate costumes or props (for example, an Indian costume can cost you several hundred dollars).
- ☛ Don't use the same ceremony every month. Using the same ceremony will cause you to lose the boys' attention.
- ☛ Don't delay the boys' awards. It is not appropriate to say "Our pack only does Arrow of Light ceremonies in February and September". If the boy has earned this award, don't delay.
- ☛ Don't bring the boys back from Boy Scouts to receive the award.
- ☛ Don't award the Arrow of Light without the parents participation (if possible).
- ☛ Don't pay someone else to give the award for you!

Leader Training & Helps

How to Create a Ceremony:

There are many ways to create an Arrow of Light Ceremony. Every ceremony should follow this pattern:

- Involve a theme
- Involve props
- Have some kind of story
- Praise the boys accomplishments
- Contain elements of “Showmanship”
- Take about 10-15 minutes
- The ceremony should be a celebration of the boy’s accomplishments
- Cub Scouts tend to be a bit silly – so remember to keep it simple and make it fun!
- Take an existing script and change the character or scene
- Use your imagination
- Use music to set the mood and build anticipation
- Be sure to write a script



Example 1: The Amazed Reporter

The reporter is going to be in a rush because a deadline is approaching. But it is front page news that a boy could achieve such a wondrous award. The reporter is going to be involved in interviewing people who know this young man.

Reporter (Walks into the room in a hurry, checking the time.) I don’t believe it! It’s amazing! No one could have really done this! I’ve got to get the scoop!
(Reporter walks up to the Cub Master)

Reporter Is it true that _____ has earned his Arrow of Light?

Cub Master Yes – Would you like to know what the requirements are?

Reporter Tell me. (Pulls out notepad and pen to write)

Cub Master (Open the Webelos book) Review the requirements

Reporter Spectacular! But no one could have done all that! I just don’t believe it!
Where are his parents! (bring the parents up to the front)

Reporter Did your son really do all of those things?

Parents Yes!

Reporter Could you tell us about the last good deed that he did? {Use another question if necessary – contact the parents prior to the meeting.}

Parents (Tell the story.)

Reporter I need some background information. Does he like hot dogs? Does he play soccer? Collect baseball cards? (ask about one of the boys hobbies)

Reporter WOW! I am certainly going to include that in the paper. Before I talk to the boy I should probably talk to his den leader and perhaps a few others.
(Bring up the den leader.)

Reporter Does this boy come to his meetings? What was the most fun activity that

you recall with _____?

Den Leader Tell a GOOD story about the boy

Reporter Well I see that he has brought his (grandpa, grandma, friend, religious leader etc...) Could you tell me more about _____!

Reporter Now I have more questions to ask _____. What else can you tell me about _____?

Person (Tells about the boy.)

Reporter Ok I'm ready to talk with _____. Would the parents of this great Webelos Scout please bring him here!

Reporter Did you think that you would ever get your Arrow of Light?

Cub Scout Yes!

Reporter What was the most fun thing that you did in Cub Scouts?

Cub Scouts (Relates a story or activity...)

Reporter May I come back and report on your Boy Scout Eagle Scout Award?

Reporter Here is your Arrow of Light. You earned it! That's amazing!

Reporter We are going to use pens to teach the values of the Arrow of Light....

The script above can be adopted in many ways. The reporter could be changed to a policeman. Use your imagination.

Example 2: The Stick and the Wise Indian Grandmother

This is a formal, reverent presentation. It is designed to help the boys see their potential. A wise Indian grandmother or grandfather has a problem with a few animals. I would suggest that the presenter sit on the ground and use a microphone – then standup when awarding each animal.

Presenter	Once, long ago, when all the animals and humans of the earth were equal, there was great unrest. They began to quarrel among themselves. The Bear argues with Eagle, the Buffalo disputed with the Indian. Finally, the wise old Grandmother called the creatures of the earth to her teepee and spoke to them, saying, "You have argued among yourselves about many things. Now I will ask one question, and you will have one year to think about your answer."
Presenter	The creatures became excited because they each thought it would be easy to answer any question in a year's time, and the old Grandmother was not only wise, but she was also generous with her rewards.
Presenter	"What is the question, Grandmother?" they asked, and she said, "You must answer me this. What is your most important duty?" The Eagle flew to the high mountains, the Bear returned to the deep forest and the Buffalo returned to the grassy plains. The Indian returned to his campfire. Thirteen moons later, they returned to the old Grandmother's teepee.
Presenter	"Eagle, what is your most important duty?" The Eagle replied, "My most important duty is to fly higher than anyone else." Grandmother said, "For that answer, I will give you feathers which will help you fly higher than anyone else."
Presenter	"Buffalo, what is your most important duty?" The Buffalo replied, "My most important duty is to run farther than anyone else." Grandmother said, "For your answer, I will give you thick hooves that will allow you to run farther than anyone else."

Leader Training & Helps

Presenter	“Bear, what is your most important duty?” The Bear answered, “My most important duty is to be stronger than anyone else.” Grandmother said, “For that answer I will give you sharp claws that will make you the strongest animal in the forest.”
Presenter	Then the Indian arose and said, “Grandmother, my most important duty is to help others.” Grandmother said, “For your answer, I will give you this stick.” (The boy is presented with the arrow.) But when he saw the stick, the Indian was disappointed for he had thought long and hard about his most important duty. “Grandmother” he said. “Why do you give me a stick? Did my answer displease you?”
Presenter	“Oh, no” she replied, “Your answer pleased me greatly. All the others felt their most important duty was to themselves and they were rewarded accordingly. But you have learned that the most important duty is to help others, and you have been rewarded for that.”
Presenter	“But Grandmother, what can I do with this stick?” asked the Indian.
Presenter	“This is more than a stick,” she replied. “This is an arrow. With the arrow, you can shoot the strongest Bear, the fastest Buffalo, or the Eagle, no matter how high he soars. He who serves others is the strongest of all. ” And the Indian knew that this was the greatest gift of all and he was pleased.
Presenter	Tell me what was the last good deed that you did?
Cub	(tells the story about his last act of service)
Presenter	Parents: What can you tell me of this fine young scout?
Parents	(talk about their boy)
Presenter	Let me teach you the meaning of the 7 bands on the arrow

This ceremony is more traditional. It works best if the lights can be lowered. There are many stories from Indian Folklore that can be used. You can get others involved by letting them play the part of each animal.



THE FORMULA FOR A GREAT ARROW OF LIGHT CEREMONY!

- *Make the Webelos Scout Feel Special* •
- *Have the Boy Say Something Good About Cub Scouts* •
- *Inspire Others to Achieve Awards* •
- *Teach the Values of the Arrow of Light* •

Make the Ceremony Memorable!

DERBIES

PINEWOOD DERBY

History: The first Pinewood Derby was held in 1953 by Cub Scout Pack 280 of Manhattan Beach, California. Don Murphy was the Cubmaster of that pack and he came up with the concept and rules for the father-son project. He says, *“I wanted to devise a wholesome constructive activity that would forge a closer father-son relationship and promote craftsmanship and good sportsmanship through competition.”* When the race began, Pack280 had seven dens and totaled 55 Cub Scouts. In October 1954, *Boys’ Life* publicized the event and offered plans for the track and car, which featured “four wheels, four nails, and three blocks of wood.” Little has changed in the Pinewood Derby car race since 1953. Since that time an estimated 43 million sons and fathers (mostly) have participated. Every year more than a million boys and parents team up to carve, decorate, weigh, adjust, fret over, and finally race a Pinewood Derby Car. Cub Scouts Pinewood Derby Racing has been adopted by the Girl Scouts, Awana Grand Prix, Royal Rangers, Kub Kar Rally, Shape N Race Derby, and most recently WIRL (Woodcar Independent Racing League).

Purpose: The purpose of the Pinewood Derby is to help the Cub Scout build a team relationship with their parent or helper, experience the sense of accomplishment and the excitement of competition, learn good sportsmanship, and to have FUN!

Planning: When planning a Pinewood Derby, be sure to start in advance and consider using a committee. They can help make the event successful and take a lot of weight off the Cubmaster and the Pack Committee Chair. Here is a list of some individuals who could serve on that committee.

- **Chairman:** This person is responsible for the committee. They need to be organized and motivated. They should hold two or three meetings in the months prior to the race.
- **Master of Ceremonies:** This person could be the Cubmaster but needs to be the “announcer” of the Pinewood Derby.
- **Rules Team:** This group creates, approves, and distributes the rules of car construction and race procedures.
- **Sponsors Team:** These people find local businesses who might donate prize “giveaways” and raffle goodies as well as decorations, etc.
- **Construction Clinics Team:** Some packs offer a night when people can come and work on their cars. This team would be over that clinic.
- **Pit Crew Team:** They work on cars the night of the race to make sure that they stay in good repair.
- **Track Setup Team:** Like it says, they help set up and take down the track.
- **Registration Team:** Cars are usually turned in previous to the night of the race. This team weighs in the cars and takes care of them until race day.
- **Starter:** Someone to start the cars on the day of the race.
- **Decoration Team:** These people decorate the building you are using on race day.
- **Finishers:** Someone to watch the end of the race and may involve judging the car finish order.
- **Refreshments Team:** This team makes sure there are refreshments for the Cubs and their families.
- **Results Chart Team:** This team keeps track of the races and who wins.
- **Awards Team:** These people are responsible for developing an award program for the races. They purchase trophies and medals, coordinate the making of certificates, etc.
- **Cleanup Team:** Make sure that the building is cleaned after the race.



DERBIES

MARBLE RACERS

Description: A low cost alternate to the Pinewood Derby. These simple “cars” can be put together at a Pack Meeting and then raced on an inclined board covered with a terry cloth towel so that the “roll” instead of sliding down the track!

Items Needed: Colored paper, paste or tape, stickers, crayons, small marble

- Procedure:**
1. Copy the design (Figure 1) on colored paper and cut it out. Let the boys decorate it with stickers, crayons, etc. if they would like.
 2. Fold flaps A and B toward the center strip.
 3. To form the sides place flaps A together and paste.
 4. Insert the marble between the sides: then paste ends (C) together to form a bean shaped roller with the marble inside.
 5. To operate the racer, release it on an inclined flat surface and it will roll down end over end with an erratic motion. Race the rollers against each other.

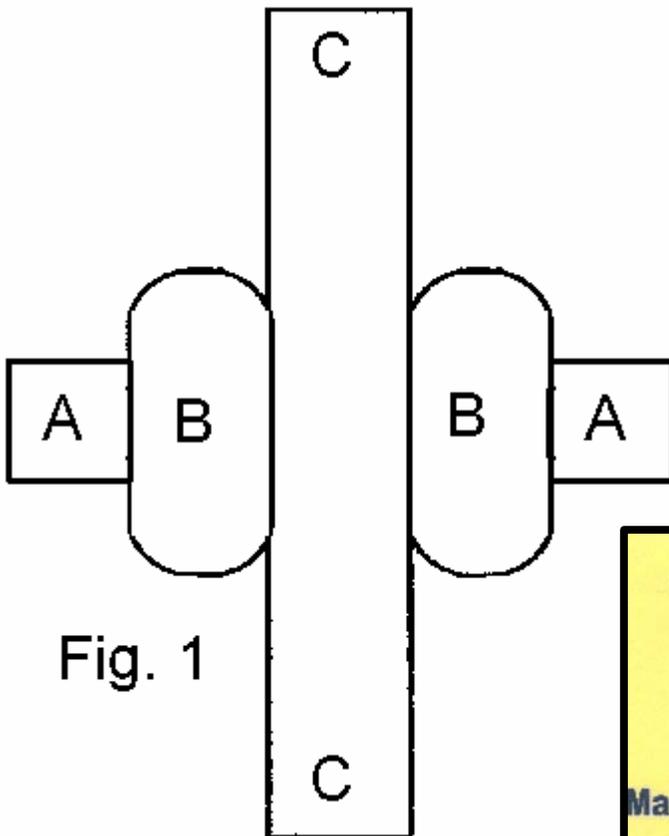
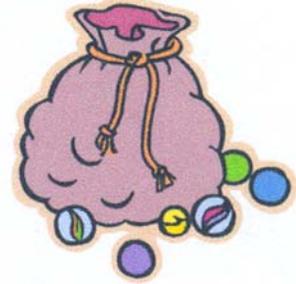


Fig. 1

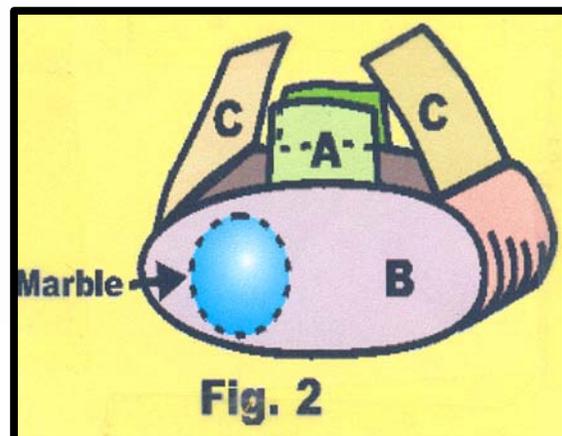


Fig. 2

DERBIES

CUB-ANAPOLIS

Description: A fun, easy to organize activity in which boys make individual cars out of cardboard boxes and then race around the track making required pit stops with their families serving as the pit crew.

Car: Each boy makes his own car from a large cardboard box. They can be as simple or as fancy as they would like. Some packs even have each boy bring their own box to pack meeting and work on them there. They can have plastic wrap windshields, paper plate tires, paper plate steering wheels, etc. Let the boys have fun and use their imagination.

Race:

- This race can be held indoors or outdoors depending on the weather and the time of year that you are holding this event.
- The boys race, wearing their race car, a designated number of times around the course while making pit stops as required.
- Some suggested pit stops:
 - ❖ Refuel – Eat a cookie or cracker and drink some punch through a straw
 - ❖ Change tires – Boys take off their shoes and socks and then put the socks on wrong side out and put their shoes on again
 - ❖ Windshield wash – The boys’ families spray their goggles or sunglasses and then wipe them off
 - ❖ Rotate the tires – Spin around four times
 - ❖ Change the oil – Drink a glass of chocolate milk
 - ❖ Check the brakes – put up a flag and each boy must stop immediately to see how well their “brakes” work

Other Suggestions:

- 1) Have the boys decorate their cars using a specific theme.
- 2) Have obstacles along the track
 - a) Falling rocks – Plastic bags filled with wadded newspaper
 - b) Water hazard – Large squirt guns or wading pools they need to run through
 - c) Ice – long strip of plastic that is wet making it hard to run on



DERBIES

SPACE DERBY

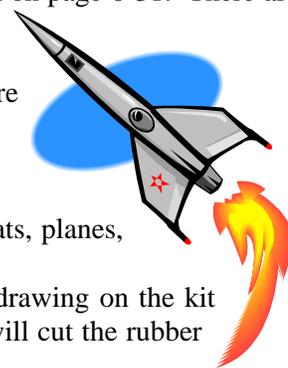
Description: The Space Derby is another popular family-son project. It is similar to the Pinewood Derby except the models are miniature rockets driven by propellers, powered by rubber bands along a suspended, heavy monofilament line. The boys, with the guidance of their parents or other family members carve the rockets. Space Derby kits are available at the Scout Shop.

Track: *The Cub Scout Leader How-To Book* has plans for a Space Derby track on page 6-31. There are also people who rent Space Derby Tracks. Check with the Council for a list.

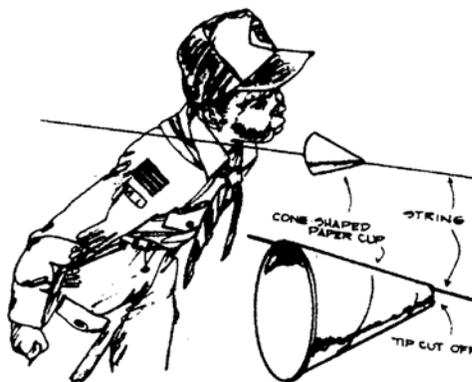
Starting the Rocket: It is suggested that the rubber bands are not wound more than 100 turns. This will reduce the amount of rubber band breakage.

The Rocket:

- There are many alternative, non-rocket designs such as: cruise missiles, boats, planes, jets, etc.
- The little plastic straw MUST go over the hook (not just the shaft as the drawing on the kit illustrates). This is where the rubber bands will hook on. The wire hook will cut the rubber bands without the plastic straw liner!
- Lubricate the rubber bands (spray silicon, ethylene glycol, castor oil...)! Stretch them numerous times, before loading, then hand wind the bands numerous times before races (20 winds, then 40 winds, then 60,80,100) – this helps relax the elastic properties of the band and makes it more pliable and durable.
- The plastic dowel at the rear of the Space Derby that holds the rubber bands MUST be kept from rotating. Groove out the back so the dowel can sit in it – do not glue it!
- Do not glue the front nose/propeller assembly into the front of the Space Derby. It is pulled off to re-load new rubber bands!
- Do not glue the back dowel onto the rocket. It is pulled off to re-load new rubber bands!
- The propeller should have the rounded shaft-end pointed into (touching) the Space Derby (this makes the bending of the wire easier and it reduces friction).



Space Derby Alternate: This is a simplified Space Derby Relay. Divide the pack or den into two teams. For each team, stretch a 15-foot length of string between chairs. Before tying to the second chair, insert a cone-shaped paper cup with the tip cut off on each string. Each boy on a team blows the cup the length of the string and returns it. Continue in relay fashion until all have raced.



DERBIES

RAINGUTTER REGATTA

Description: The Raingutter Regatta is a race in which boats race along a narrow channel (10-foot lengths of raingutter). The wind powered version uses sailboat designs and the boats are blown down the channel. Each boy builds his own boat with the supervision of a parent or other family member. He also supplies the wind for the sail with his own lung power. Raingutter Regatta kits are available at the Scout Shop. For a different idea, you can use vegetables carved as boats.



Race Day: The race involves two lanes of raingutter. The boys are to blow air on the boats in order to advance them through the water. Hands are only to be used to upright a turned over boat, and are not to be used to advance the boat. In addition, boys should not use their faces, lips, hats, nose, or other bodily parts to move the boat – just the air in their lungs!

Raingutters:

- Have a spare raingutter on hand.
- Pre-test all raingutters for leaks. Have some crimping tools on hand (such as vise grips) to seal last minute leaks.
- Keep caulk on hand. Do not use 100% silicone on wet surfaces since it dissolves in water.
- Clamp the ends of the raingutters down so that they do not get knocked over.

Hints:

- Your boat doesn't need to be fancy. Some of the best boats are those left unfinished, with mast and sail stuck on it.
- You can give awards not only for the fastest boat but also for the prettiest, best decorated, etc.
- Try to keep the bottom of the boat as flat as possible.
- Have a "waiting deck". Bring a small plastic pool to fill with water, the "marina", where the boys can test their boats.
- It's not how hard you blow, but how straight you blow that makes the difference.
- The bottom edge of the sail needs to be about ½" above the deck of the boat. If the sail is too low, the corners rub against the gutter. If the sail is too high, the boat is top heavy and tends to tip over.
- The keel needs to be placed about ¾ of an inch behind the mast. **Don't follow the instructions in the kit.**
- The rudder should be placed touching the keel.
- Blow evenly with the straw at a point about 1" from the bottom of the sail.



DERBIES

BIKE RODEO

Description: A fun-filled day when boys bring their bikes to pack meeting. It can include a safety inspection and licensing (if your city requires it and will come and help you do it). The boys then compete in several different areas.

Rules: (These are just suggestions: your pack can come up with its own rules)

- Open to all Cub Scouts (If they don't have a bike, maybe they could bring a scooter.)
- This is an official event so wear your uniform!
- Everyone (including adults) who is on a bike must wear an approved bike helmet
- Every bike is welcome, even if it still has training wheels
- Have Fun and Do Your Best! This is a chance to earn achievements and have fun. The challenge is for the boys to do their best, not to prove they are better than others

Challenges: (Again, these are suggestions)

1. **Mounting & Dismounting:** The purpose is to demonstrate starting and stopping while maintaining control of the bike. The boy puts his front tire at the end of the land at a dead stop. Rider mounts the bike, steers it to the other end without losing balance or swerving out of the lines, and dismounts.
2. **Circling & Changing Direction:** The purpose is to test balance and steering control. The rider starts to the right and maneuvers through the circles in a figure 8.
3. **Diminishing Clearance:** The rider starts at the end of two lines that are about 18" apart and continues to ride through the lines as they get closer together, ending at 4" apart. The object is not to cross any of the lines.
4. **Weaving & Maneuvering:** The rider needs to ride through cones that are spaced about 8' apart. They should weave through the cones and should not hit any of them.
5. **Stopping Ability:** The rider starts on a 60' track and rides the first 50' then stops within the last 10' without putting a foot on the ground.
6. **Short Radius Turning:** The boy rides through a course that is 3' wide that goes straight for 20' and the turns 180 degrees to another 20' straight section that turns sharply again into another 20' straight section (like an "S" curve on the highway). The boy needs to go through the course without going over the lines or putting his foot down to balance.
7. **Turtle Crawl (Slow Speed Control):** The boy rides through a 3' wide course that is 60' long, going as slowly as he can, requiring that he travels for at least 30 seconds. The boy should not cross the lines or put his foot down.
8. **Tight Turns:** The boy rides through a course that has four U-shapes bays of diminishing size. (12' x 10', 12' x 8', 12' x 6', 12' x 4'). He starts at the top of each bay and rides down and around making the turn. If he is successful, he proceeds to the next smaller bay.



HURRAH FOR ALL!!! RECOGNITION AND APPRECIATION IDEAS



All of us desire recognition and appreciation for our contributions to any occasion. From a simple “thank you” to much more, everyone needs a pat on the back. Others feel they are part of the group when we take time to recognize and acknowledge their efforts on our behalf. Even their presence is worth of celebration.

HURRAH FOR OUR CUBS!

Our Cubs need the opportunity to receive recognition and to show appreciation to others. When everyone feels needed and wanted, we won’t lose our Cub Scouts or our leaders.

Welcome New Cubs

Journal – Welcome letters from den members

Calendar of coming events

Den orientation – Letter to Cub Scouts and family from the den Leader

Trading card protector sheet

Uniform Inspection Form

Plan for Pack Meeting with Parents

Doodle necklace

Neckerchief

Sash

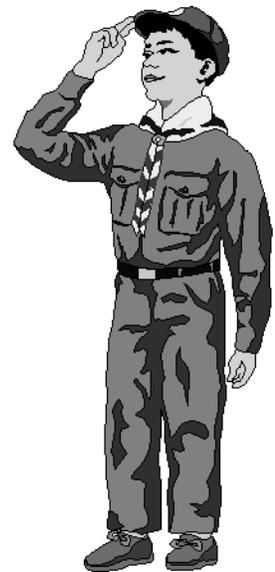
Ribbon for Mom

Belt loops, Activity Patches, Service Stars

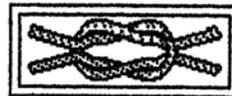
Recognition Table at Pack Meeting

Den Doodles and Cheers

Blue & Gold Banquets, Derbies and other special events



HURRAH FOR OUR LEADERS!



Scout leaders are caring, concerned, and compassionate adults who have joined the scouting movement for a variety of reasons. Among them are parents, former Scouters, and members of church or service organization. As leaders, we also become confident and proficient through our training and through support from other adult Scouters.

Scouting takes great effort and our leaders deserve to be recognized and shown appreciation for their contributions. From cheers at Den and Pack Meeting, to notes from the Cub Scouts, all forms of “thank you” are appreciated.

Leader Training & Helps

The BSA has also developed a recognition program for leaders. The Cub Scout Leader Awards, “Service Star Pin” and activity patches are available to all active, trained leaders.

(See Cub Scout Leader Book and Pow Wow CD for more information regarding requirements and applications.)

HURRAH FOR OUR FAMILIES! Strengthening Families—Strengthening Packs

Tiger Cubs and Cub Scouting is a family and home-centered part of the BSA program that encourages ethical decision-making skills for boys in the 1st through 3rd grades. The family is essential in helping the Cub Scout reach his goals.

The family needs to be recognized and the Cub Scouts need to learn to express their “Thanks” for all the help they receive.

The BSA Family program is a series of activities designed to help strengthen all families—whether two-parent, single-parent, or non-traditional. All family members are encouraged to participate and may earn the BSA Family Award.

(For additional information on the BSA Family Program, see Pow Wow CD)



KISMIFMIT – Keep it Simple, Make it Fun, Make it Timely A little TLC goes a long way!



Small awards need not be glorious or expensive. Just a little planning will make things seem more special. During planning meetings, the Cub Scout committee could discuss a small token of appreciation for a presenter or one who brings in a display, animal or other presentation.

THEME IDEAS FOR THE COMING YEAR

Cub Scout Stars

Box of new light bulbs - often found on sale, wrapped in silver or other plain paper, decorated with markers and saying such as “you have helped us hitch our wagon to a star” or another fun “stellar” saying.

Starburst candy – you have made our night a real “starburst.”

Poles Apart

Give an inexpensive gift certificate to Arctic Circle – “Thanks for helping us learn about the Polar Places.”

Hot chocolate – “Brrrr, thanks for warming us up.”

Aloha Cub Scouts!

Hawaiian Punch

Gold Fish crackers – “You’re not like all the other fish. Thanks for all you do.”

Flip Flop Sandals – “You’ve made our trip to the Islands really fun.”



Baloo Skies

Give a small bottle of Sunny Delight. “It’s sunny weather for us, with you as our leader.”

Give an inexpensive kite—“Thanks for coming to fly with us.”

Cub Café

Give measuring cups—
“Thanks! You really measure up.”

Can of soup—“You are souper. Thanks for the help.”



Stick candy—*See's* sells stick candy for under fifty cents. “Thanks for helping us remember penny candy.”

All Aboard

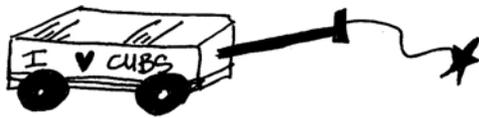
Say thank you with a candy train, or whistle, or piece of track made from dowels. An inexpensive train car with the words, “You helped us to stay rolling tonight!” would be effective or “You were the engineer of the night for us. Thanks!”

You could have a had or roll of mints, with the note, “Put these on the pillow of YOUR sleeping car. Thanks for being all aboard with us.”

Cubs and Bugs Galore

Small honey bear or other plastic container of honey—“It wouldn't BEE the same if you weren't here tonight. Thanks for helping us.”

Gummy worms—“You couldn't worm out of this. Thanks for helping us tonight.”



Down on the Farm

If someone comes to help or allows you to visit their animals or garden, you could have a nicely decorated pumpkin for them, or a garden trowel. You could have a decorated trick or treat bag or small pail or tiny plastic pumpkin filled with candy corn and a message, such as “You have a 100 “carrot” garden, and that's not corny.”

Glow in the dark eyes -- a gift for your host and have a card or tag that reads, “We enjoyed 'seeing' your place. Thanks.”

Wheel into Summer

Water bottle, reusable or bottled water, “Drink up, we had a wheely good time. Thanks!”

Bag of wagon wheel pasta—“Wheel all be safer-thanks for the tips on biking safety.”

Indian Tribes

You could give a copy of a nice Indian saying such as “The Great Spirit is in all things.” (You could attach it to a small dream catcher.)

Small picture of an Indian scene and have “Thank you for teaching us about the Great Spirit,” written on the back.

(For other great “Thank You” favors, see the Pow Wow CD)

Rocket's Red Glare

A & W Root Beer—“You're all American. Thanks.”

Pen—“Your words are famous to us. Thanks for helping us learn about our freedom.”



Century of Scouting

Small old fashioned car or small toy horse—
“Remember the old days.”



RESOURCES (For other great Scouting resources see the Pow Wow CD)

<http://www.bsa.scouting.org> – National BSA page

<http://www.gslc-bsa.org> – Great Salt Lake Council

<http://www.unpcbbsa.org> – Utah National Parks Council

<http://www.scouters.com> – links to 12,000 Scout sites

<http://familyfun.com> – crafts, games, food, costumes, etc.

<http://wtsmith.com/rt.html> – Bill Smith's unofficial Cub Scout Roundtable

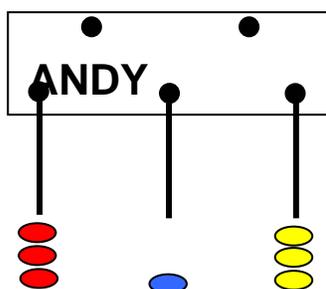
<http://cubbobwhite.net> – New link for Cub Scout Pow Wow Online

<http://www.insanescouter.com> – Great Scouting Resources

DEN DOODLES

Den doodles are a fantastic way to generate enthusiasm for attendance, wearing a uniform, participating in den meetings, and reaching achievement milestones. When used with the Instant Recognition Beads, it can be a way to motivate underachievers, and reward overachievers at the same time. Remember to bring your den doodles to Pack Meetings to show off your Cubs' progress to their parents and family.

Den doodles can be in almost any shape and size. The only limitations are your imagination and portability. Most den doodles have strings or plastic lace attached to it. When your Cub does something worth rewarding, you put a bead or trinket on the string. Plastic pony beads come in different sizes and every shade in the rainbow (and then some). Assign a colored bead for attendance, one for bringing a book, one for wearing a uniform, etc. Special beads like plastic claws, fancy buttons, or something that stands out can be used to recognize achieving rank.



This example allows you to personalize the den doodle with the Cub's name, then add a bead for

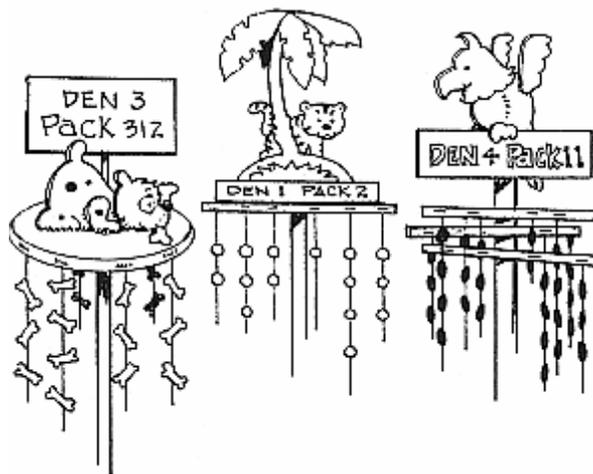
Coming to den meeting,
Coming in **U**niform,
Bringing the **B**ook.

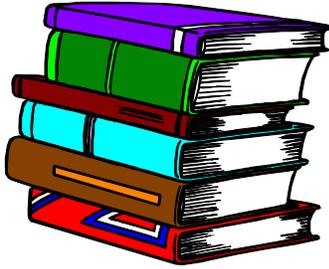
Use the three holes in the bottom for string or plastic lace, and the two holes in the top to mount it on a board with doodles for the entire den.

Use your creativity and imagination with your den doodles. Make them colorful, interesting, and let your Cubs help design them. Don't be afraid to change your den doodles from time to time to keep things fresh. The Scout Shops have large stickers with the Tiger, Wolf, Bear, and Webelos rank patches. Those can be a great start for you. For Webelos dens, you are allowed to choose a patrol name for your den. Incorporate that patrol animal or "critter" in your den doodle.

A quick trip to the craft section at Wal-Mart, or better yet, an excursion to a large craft store like Michaels, Roberts, Zim's, etc. will open your eyes with the availability and variety of inexpensive but impressive beads that are available. There are glow-in-the-dark beads the Cubs go crazy for. There are patriotic beads, hearts, stars, squares, etc. in a fantastic array of colors and sizes. There are literally hundreds of commercial web sites that sell beads in more varieties than the local stores can possibly carry.

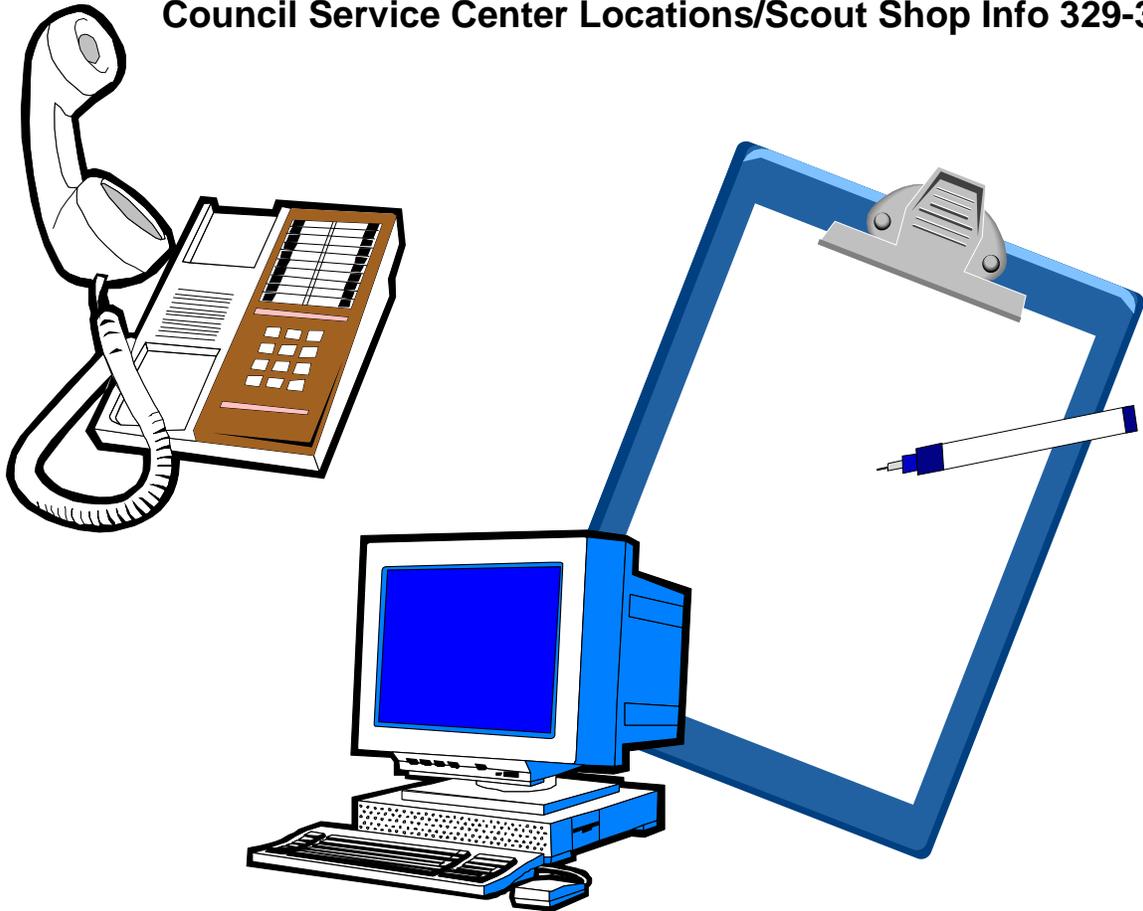
Also, check out the larger craft stores for small wooden shapes, or "Woodsies." These come in a large array of shapes and sizes. They will require a bit of paint, but they can be used to "dress up" a den doodle in fun and interesting ways. Don't limit yourself, or your Cub's imagination. You will be impressed with the ideas your Cubs will come up with for their den doodle.





OTHER RESOURCES

- Pins, Patches, & Photos 304**
- Internet Resources 308**
- Capitalizing & Punctuating in Cub Scouting 313**
- Dictionary of Scouting 315**
- Cub Scout Guidelines 319-325**
- Informed Consent Form 326**
- Tour Permit 327-328**
- Council Service Center Locations/Scout Shop Info 329-330**

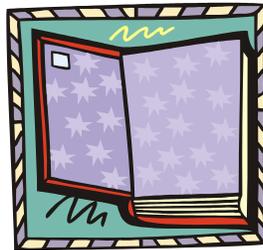


Other Resources

Patches, Pins, and Photos Your Scouting Memorabilia on Display

All of the following suggestions work well with patches, pins and photos. Display them separately or together.

Scrapbook – Everyone uses photos in scrapbooks but you can use patches and pins as well. When planning a scrapbook, consider a chronological history of a cub, or a packs scouting experiences, or use separate scrapbooks for different activities. For example: Scout-O-Rama, day camp, Pow Wow, etc.



Backpacks – This would be a fun place for day camp and field trip patches, especially since the boys would take their backpacks with them to these activities and be able to show them off.



Vests – One of the most recognized items for the patches is the Cub Scout red vest. This can be purchased at the Scout shop or be sewn at home. On the upside, this item will hold quite a few patches. On the downside, this item, when worn, covers up the advancement awards on their uniforms.

Patches, Pins, and Photos Your Scouting Memorabilia on Display

Jackets – There is not a boy in the world who wouldn't love to wear a denim jacket. Special patch collections have been made specifically with jackets in mind. Many different patches lend themselves well to this type of display. Don't forget to put a pin or two on the collar of these jackets.



Framing – A good way to showcase and protect special collections of patches, pins, and photos is to place them under glass in frames. This display works best when keeping similar memorabilia together. One example might be Scout-O-Rama patches, pins, tickets, photos, etc.



Skins – A fun way to display patches and pins is to mount them on leather skins. When you want to present a rustic look with certain special Scouting memorabilia, this is a great way to go. Skins can be purchased at the Scout shop as well as at leather craft supply stores.

Patches, Pins, and Photos Your Scouting Memorabilia on Display

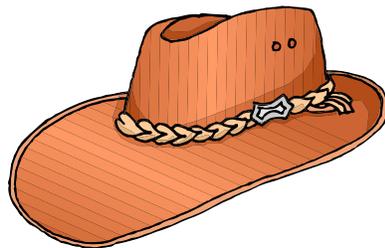
Blankets / Wall hangings – If you want to display many patches and pins in one place, a blanket or wall hanging may be the way to go. Sew on your collection of Scouting memorabilia and hang or display in a special place in your home. Red Cub Scout blankets are available for purchase in the Scout Shops.



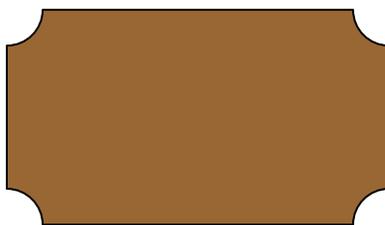
Flags / Banners – Consider using these items to display your den or pack Scouting history. When a patch is earned as a group, besides awarding individual patches to the Cub Scouts, also attach one to your den or pack flag or banner. This can then be displayed at pack meetings. Do this for a number of years and watch the assortment of patches grow through many groups of boys.

Patches, Pins, and Photos Your Scouting Memorabilia on Display

Belt / Hat – Not only do boys earn and collect patches at the different activities but boys can also get pins for participation at some events. For those pins that aren't being used elsewhere, consider putting them on a belt or hat for a fun display.



Wood – This idea is especially effective as a gift presentation to a leader, guest speaker, or for your own collection. This would be to showcase one or two special patches for a den activity. It would be more memorable by adding signatures of all attendees on a small to medium wood cutout. A large piece of wood could be used as a display for a pack activity.



Your Idea Here – The sky is the limit!

However you want to display your Scouting memorabilia is up to you. Be creative and have fun!

Other Resources

Internet Resources

Search Engines

Search engines allow you to find specific keywords and phrases on the Internet. There is no one perfect search engine; each may retrieve different results. For best results, use more than one search engine. Don't forget to use a search engine's advanced search option if you want images, sound files, and pages in a particular language, or other distinct types of web pages.

For a thorough list of available search engines, try SearchEngines.com. Also, [Search Engine Colossus](http://SearchEngineColossus.com) provides links to country-specific search engines, from Abkhazia to Zimbabwe.

Internet Directories

Directories are collections of Internet sites organized by subject. Users click on a topic of interest, and then browse through the list of resources in that category. Directories are constructed and maintained by human beings, rather than by the automated computer programs used to create search engines.

There are two basic types of directories: academic and professional directories usually created and maintained by subject experts to support the needs of researchers, and commercial directories that cater to the general public and are competing for traffic.

Academic and Professional Directories

Academic Info: the Reference Desk

Includes: Academic Internet Guides; Academic Library Subject Guides; Information Gateways; Search Engines; Internet Academic Directories & Tools; Encyclopedias & Almanacs; Pathfinders in many broad subject areas; and a Main Subject Index for specific disciplines.

Britannica online

Selected, general interest to academic sites. Includes Annotations with evaluation. Quality varies depending on the subject area.

Informine

Selected by Academic Librarians. Includes academic and professional sites with annotations.

Internet Scout Report

Selected by Librarians and subject-matter experts. Includes academic and professional sites with annotations; 1,795 cataloged summaries assigned LC Classifications. Full descriptions.

Librarians Index to the Internet

Sites from general interest to academic. Includes annotations with evaluation. An excellent resource for almost any subject.

Commercial Directories and Portals

About.com

Large, fairly comprehensive directory with mostly popular, nonacademic sites. Includes short descriptions and no ratings or rankings. Quality varies.

Open Directory Project

Significant resource collection compiled by thousands of volunteer editors owned by America Online and promising extensive expansion.

Yahoo

Largest and most comprehensive Web directory. No formal selection or quality control, user-submitted sites.

Evaluating Internet Resources

Unlike similar information found in newspapers or television broadcasts, information available on the Internet is not regulated for quality or accuracy; therefore, it is particularly important for the individual Internet user to evaluate the resource or information. Keep in mind that almost anyone can publish anything they wish on the Web. It is often difficult to determine authorship of Web sources, and even if the author is listed, he or she may not always represent him or herself honestly, or he or she may represent opinions as fact. The responsibility is on the user to evaluate resources effectively.

ASK YOURSELF THESE QUESTIONS BEFORE USING RESOURCES FROM THE WORLD WIDE WEB:

Author

- Is the name of the author/creator on the page?
- Are his/her credentials listed? (Occupation, years of experience, position or education)
- Is the author qualified to write on the given topic? Why?
- Is there contact information, such as an e-mail address, somewhere on the page?
- Is there a link to a homepage?
- If there is a link to a homepage, is it for an individual or for an organization?
- If the author is with an organization, does it appear to support or sponsor the page?
- What does the domain name/URL reveal about the source of the information, if anything?
- If the owner is not identified, what can you tell about the origin of the site from the address?

Note: To find relevant information about the author, check personal homepages on the Web, campus directory entries and information retrieved through search engines. Also check print sources in the Library Reference area; Who's Who in America, Biography Index, and other biographical sources can be used to determine the author's credentials.

Purpose

Knowing the motive behind the page's creation can help you judge its content.

- Who is the intended audience? ___Scholarly audience or experts ___General public or novices?
- What does the site attempt to do?

If not stated, what do you think is the purpose of the site? Is the purpose to:

- ___Inform or Teach?
- ___Explain or Enlighten?
- ___Persuade?
- ___Sell a Product?

Objectivity

- Is the information covered fact, opinion, or propaganda?
- Is the author's point-of-view objective and impartial?
- Is the language free of emotion-rousing words and bias?

Other Resources

- Is the author affiliated with an organization?
- Does the author's affiliation with an institution or organization appear to bias the information?
- Does the content of the page have the official approval of the institution, organization, or company?

Accuracy

- Are the sources for factual information clearly listed so that the information can be verified?
- Is it clear who has the ultimate responsibility for the accuracy of the content of the material?
- Can you verify any of the information in independent sources or from your own knowledge?
- Has the information been reviewed or refereed?
- Is the information free of grammatical, spelling, or typographical errors?

Reliability and Credibility

- Why should anyone believe information from this site?
- Does the information appear to be valid and well-researched, or is it unsupported by evidence?
- Are quotes and other strong assertions backed by sources that you could check through other means?
- What institution (company, government, university, etc.) supports this information?
- If it is an institution, have you heard of it before? Can you find more information about it?
- Is there a non-Web equivalent of this material that would provide a way of verifying its legitimacy?

Timeliness

- If the information is of a current nature, is it kept up-to-date?
- Is there an indication of when the site was last updated?

Links

- Are links related to the topic and useful to the purpose of the site?
- Are links still current, or have they become dead ends?
- What kinds of sources are linked?
- Are the links evaluated or annotated in any way?

Note: The quality of Web pages linked to the original Web page may vary; therefore, you must always evaluate each Web site independently.

Conclusion

- Be very critical of any information you find on the Web and carefully examine each site.
- Web pages are susceptible to both accidental and deliberate alteration, and may move or disappear with no notice.
- Print out or download all pages you plan to use in your research so that your bibliography will be complete and accurate.

- Are you sure the Web is where you want to be? It may take an hour to find the answer to a question on the Web that would take a Reference Librarian two minutes to find. When in doubt, ask a Librarian!

Some tried and true sites you may find useful...

<http://factfinder.census.gov/home/en/kids/funfacts/funfacts.html>

<http://www.bctree.com/fun/index.htm>

<http://www.scholastic.com/kids/games.htm>

<http://www.ala.org/gwstemplate.cfm?section=greatwebsites&template=/cfapps/gws/default.cfm>

<http://www.uptoten.com/kids/uptoten-home.html>

<http://www.edbydesign.com/kidsact.html>

<http://www.pestworldforkids.org/>

<http://www.kidstravel.com/>

<http://www.eia.doe.gov/kids/>

http://www.kids.gov/k_states.htm

<http://www.congressforkids.net/>

<http://yahooligans.yahoo.com/>

<http://www.surfnetkids.com/>

<http://www.sikids.com/>

<http://www.mesalibrary.org/kids/sites.asp>

<http://www.whitehouse.org/kids/index.asp>

http://www.dare.com/kids/index_3.htm

http://marsprogram.jpl.nasa.gov/funzone_flash.html

<http://www.kidsastronomy.com/fun/index.htm>

<http://www.foodfunandfacts.com/>

<http://www.kidspaceexpress.com/home.htm>

<http://www.loveathome.com/cleaningkids.htm>

<http://www.verybestkids.com/>

<http://www.psf.ca/05salmon/05kids.html>

<http://www.creativekidsathome.com/activities.shtml>

<http://aggie-horticulture.tamu.edu/kindergarden/Fun/Funpage.htm>

http://www.indianchild.com/interesting_hobbies.htm

<http://www.mommysavers.com/funstuff.htm>

<http://scorescience.humboldt.k12.ca.us/fast/kids.htm>

Other Resources

<http://www.nwf.org/kids/>

<http://www.crayola.com/>

<http://www.nationalgeographic.com/kids/>

<http://saturn.jpl.nasa.gov/kids/fun-facts-saturn.cfm>

<http://www.earthsky.org/kids/>

<http://www.safnet.org/education/forestryfun.cfm>

<http://www.niehs.nih.gov/kids/links.htm>

<http://www.bep.treas.gov/kids/start.html?>

<http://www.mcgruff.org/>

<http://www.smithsonian.org/kids/>

<http://www.peacecorps.gov/kids/like/>

<http://www.educating.net/fun.asp>

<http://www.kidsturncentral.com/crafts.htm>

<http://www.epa.state.il.us/kids/fun-stuff/water-cycle/>

<http://www.northvalley.net/kids/museums.shtml>

<http://www.terrificscience.org/>

<http://www.scouter.com/>

<http://www.fishnkids.com/>

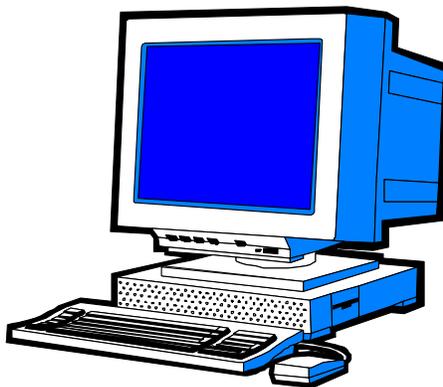
<http://www.usa-flag-site.org/kids-resources.shtml>

<http://www.fema.gov/kids/teacher.htm>

<http://faculty.washington.edu/chudler/interr.html>

<http://www.americanforests.org/resources/kids/>

<http://www.kidsmoney.org/extlist.htm>



Capitalizing and Punctuating in Cub Scouting

To capitalize or not to capitalize...that is the question. Is it one word or is it two? Navigating your way through Scouting language can be tricky, but there is help at your fingertips!

Below is a list of terms that you might run across in Cub Scouting. The list is not exhaustive, but you will find most of the words that you will need, properly capitalized and punctuated. This list was created by using the Web site: www.scouting.org and typing "The Language of Scouting" in the search box. The precise address of the "The Language of Scouting" glossary is: <http://www.scouting.org/nav/enter.jsp?s=xx&c=ds&terms=language>

- Academics program, Academics pin, Academics belt loop
- achievement
- activity badge
- adult partner
- advancement
- aims of Scouting
- Akela
- Arrow of Light Award
- Arrow Point
- assistant Cubmaster
- assistant den leader
- assistant denner
- assistant Webelos den leader
- award
- badge
- Baloo
- Be Prepared
- Bear
- belt loop
- blue and gold banquet
Capitalize only when part of a full title: "Pack 214 Blue and Gold Banquet."
- Bobcat
- Boy Scout
- Boy Scouting
- Boy Scouts of America
- *Boys' Life*
- BSA Bike Safe
- BSA Family Award
- BSA family camping
- BSA Family program
- buddy system
- camp director
- campout
- chairman, chairwoman
- Character Connections®
- Charter
- chartered organization
- chartered organization representative
- committee
- compass points emblem
- cookout
- Core Values
- council
- council service center
- Cub Scout
- Cub Scout Academics and Sports program
- Cub Scout day camp
- Cub Scout handshake
- Cub Scout Leader Basic Training
- Cub Scout motto
- Cub Scout Promise
- Cub Scout resident camp
- Cub Scout salute
- Cub Scout sign
- Cub Scouter
- Cub Scouting
- Cubmaster
- Cubmaster Award
- Cubmaster's Minute
- day camp
- den
- den chief
- Den Chief Service Award
- Den Chief Training
- den leader
- Den Leader Award
- Den Leader's Minute
- denner
- district executive
- *Do a Good Turn Daily*
- *Do Your Best*
- Eagle Scout
- elective
- Ethics in Action
- Fast Start training
- friend and counselor
- fund-raising, fund-raiser
- Gold Arrow Point
- Good Turn
- Internet
- KISMIF
- Law of the Pack
- leader
- Leave No Trace
- Lone Cub Scout
- Lone Cub Scout friend and counselor
- member
- methods of Scouting
- motto
- national anthem
- National Den Award
- national office
- National Summertime Pack Award
- nationalities and races
- Native American
- new-Scout patrol
- oath
- Outdoor Code
- outdoor program
- outdoor skills
- pack
- pinewood derby
- pow wow
- program
- promise
- Quality awards
- raingutter regatta
- roundtable
- safe haven
- Safety Afloat
- salute
- Scout-- Capitalize "Scout" and all words beginning

Other Resources

- with. "Scout." Does not refer to Cub Scouts
- Scout executive
 - Scout shop
 - Scout-a-Rama
 - Scouting family
 - *Scouting* magazine
 - Scouting movement
 - Scouting program
 - Scoutmaster
 - service
 - service star
 - Silver Arrow Point
 - space derby
 - square knot
 - swimmer test
 - tenure
 - Tiger Cub
 - Tiger Cub den
 - Tiger Cub motto
 - Totin' Chip
 - tour permit
 - trading post
 - 12 Core Values
 - ultimate
 - unacceptables
 - uniform
 - uniform inspection
 - unit
 - volunteer
 - Webelos badge
 - Webelos den
 - Webelos den chief
 - Webelos den leader
 - Webelos Den Leader Award
 - Webelos denner
 - Webelos Leader Outdoor Training
 - Webelos resource person
 - Webelos Scout
 - Webelos Scout overnigher
 - Webelos-to-Scout transition plan
 - Webelos Woods
 - Wolf
 - World Conservation Award
 - World Wide Web, the Web, Web site
 - Youth Protection program

Capitalization rules for scouting...

In general, avoid unnecessary capitalization. When in doubt, don't capitalize.

Many words and phrases, including special cases, are listed separately in this guide. Entries that are capitalized without further comment should be capitalized in all uses. If there is no relevant listing in this guide for a particular word or phrase, consult the latest edition of *Merriam-Webster's Collegiate Dictionary*. Use lowercase if the dictionary lists it as an acceptable form for the sense in which the word is being used.

As used in this book, "capitalize" means to use uppercase for the first letter of a word. If additional capital letters are needed, they are called for by an example or a phrase such as "use all caps."

Following are some Scouting specifics:

- **Activities.** Do not capitalize "pow wow," "camporee," "lunchoree," "jamboree," or "show" unless the reference is to a specific event: Midland District Pow Wow, South Central Camporee, the 1997 National Scout Jamboree, Pioneer Day Scouting Show.
- **Groups.** Do not capitalize "pack," "den," "troop," "patrol," "team," "ship," "crew," "district," "council," "region," or "area" unless the reference is specific: Pack 10, Den 5, Troop 6, Fox Patrol, Ship 2, Central District, Circle Ten Council, Western Region, Area 2.
- **Headings and Titles of Works.** In headings and titles that use uppercase and lowercase letters, capitalize the first letter of the first word, the first letter of the last word, and all other words except "to" in infinitives [Dare to Fly With the Eagles], articles [a, an, the], coordinating conjunctions [and, but, or, nor, for], and prepositions of fewer than four letters [at, by, for, in, of, off, on, per, to, up, via]. Do capitalize prepositions of four letters or more [With, From, Between, After]. Note that subordinating conjunctions [as, if, when] are capitalized [Scouts to Work at Cleanup As Their Good Turn].
- **Titles of Office or Group Members.** Always capitalize Tiger Cub, Wolf Cub Scout, Bear Cub Scout, Webelos Scout, Boy Scout, Varsity Scout, Venturer, Cubmaster, Scoutmaster, Coach (Varsity Scout Coach only), Advisor (Venturing Advisor only), Skipper, Scouter, Chief Scout Executive, and Chief Scout of the World. Capitalize other titles only when they precede the name: District Executive Thorpe is working with other district executives; she is the council's Scout executive.
- Capitalize the names of nationalities, religious organizations, and tribal or racial groups; do not capitalize group names that refer to color: American, Islamic, Hispanic, African American, Asian, American Indian, black, white.
- Generally, do not capitalize chairman, chairwoman unless used as a formal title before a name: "company Chairman Rocky Rhodes"; "the chairwoman called the meeting to order"; "committee chairman Robert Jones" (informal use of a temporary position: lowercase). Do not use "chairperson" unless it is an organization's formal title for an office. However, if possible, do not presume maleness with the use of "chairman." Some alternatives: chair, moderator, committee head, coordinator, speaker.

Dictionary of Scouting

Cub Scout Abbreviations and Acronyms

Modified from InsaneScouter.com

- 88** Lone Cub Scout Friend and Coach - Lone Cubs are those that cannot be served by a regular unit due to distance or other circumstances. This is the designation for the Scouter who works with him.
- AAD** Associate Area Director - A professional Scouter working in a region; assists as area director. See Also: AD: All
- ACM** Assistant Cubmaster - This is the popular abbreviation. The correct one is CA. See Also: CA
- AD** Assistant Denner - A Cub Scout or Webelos Scout elected by his peers to help the Denner
See Also: Denner: Cub
- AD** Area Director - A professional Scouter on a Regional Staff who relates to, and often lives in, a certain area, and works with the Area President in giving direct service to local councils.
- ADE** Associate District Executive - A professional Scouter who works under the direction of a District Exec. See Also: DE
- AOL** Arrow Of Light - The highest rank in Cub Scouting. The only Cub Scout badge that may be worn on a Boy Scout uniform.
- BALOO** Basic Adult Leader Outdoor Orientation. Outdoor training for all Cub leaders.
- B-P** Baden-Powell, Robert Stephenson Smyth - Founder of the worldwide Scouting movement. Born in London, Feb. 22, 1857. Created a Baron in 1929. He is referred to as Lord Baden-Powell of Gilwell, Chief Scout of the World. Died Jan. 8 1941.
- CA** Assistant Cubmaster - A commissioned volunteer Scouter, 18 or older, appointed by the Chartered Organization to help the Cubmaster. See Also: CM: Cub Master
- Camporee** Derived from two words: camp and jamboree. A district or council troop activity to demonstrate techniques of living in camp. Involves a one- or two-night camping experience. May involve Scoutcraft competition.
- CC** Committee Chair- The adult leader of the troop committee may also be a member of the chartered organization. Provides the motivation and direction to the committee to get the Troop Program implemented, as decided by the PLC. Also, pack committee chair - provides organization to pack committee to carry out pack program.

Other Resources

- CD** Camp Director - The Scouter in charge of the administration of a Boy Scout camp or Cub Scout day camp or resident camp. May also refer to Camping Director - A professional Scouter responsible for development of a council's year-round camping program.
- CM** (1) Cub Master- Adult Leader of a Cub Scout Pack. A commissioned volunteer Scouter, 21 or older, appointed by the Chartered Organization.
(2) Campmaster - A volunteer Scouter trained to assist in short term camping.
- CO** Chartered Organization - A religious, civic, fraternal, educational, or other community-based organization that has applied for and received a charter to operate a BSA Scouting unit.
- Commissioner** A volunteer Scouter who works with packs, troops, and teams to help the units succeed. In addition to council commissioner, there are district-, assistant district-, roundtable-, huddle-, program-, and unit commissioners.
- CR/COR** Charter Representative/Chartered Organization Representative- An adult representative of the group or organization that currently holds the BSA Charter. Reports information to and from the chartered organization and the Troop. Represents the organization to the local council.
- Crackerbarrel** A gathering of Scouts and/or Scouters for friendship and fellowship with light snacks and refreshments. See also: Mug Up: BSA
- CSE** Chief Scout Executive - The top ranking professional Scouter of the BSA.
- CSLBT** Cub Scout Leader Basic Training - Taken after Fast Start training, this is delivered as a ½ day training course.
- DA** Assistant Den Leader- Adult assistant Den Leader, aids the Den Leader in managing a Cub Scout Den.
- DAM** District Award of Merit - Recognition for Scouters who give noteworthy service to youth at the District/Exploring Division level. Worthy Scouters are nominated by their peers.
- DC** Den Chief - A Boy Scout, Varsity Scout, or Venture who helps direct the activities of a den. Appointed by the SPL with SM advice and consent of a Cubmaster or Den Leader. Also Webelos den chief, who provides the same function for a Webelos den.
- DC** (1) District Chair - The volunteer chairperson of the district committee.
(2) District Committee - A group of volunteer adults responsible for carrying out the council program within their district.
(3) District Commissioner - See: Commissioner: All
- DE** District Executive - A professional Scouter who works under the direction of the Scout Executive and is responsible for the achievements of the district.

- Denner** A Cub Scout or Webelos Scout elected by his peers to help the den chief and den leader.
- DL** Den Leader- Adult leader of a Cub Scout Den. A registered volunteer, 21 or older, appointed by the Pack committee plan and direct the den's activities.
- Fast Start** A preliminary training session for new leaders. Includes orientations for Tiger Cubs, Wolf and Bear Den Leaders, Webelos Den Leaders, CM and Pack Committee members.
- Gilwell/Gilwell Park** The training center of the British Scout Association and the original home site of Wood Badge Training. Located in Epping Forest, England.
- MC** Member of the Committee- Adult volunteers who serves on the committee, which carries out the unit program. Members are involved in operation of the unit as in finance, advancement, transportation, fund raising, and other duties determined by the CC and SM or CM or DC. Committees can be unit (pack, troop, crew), district, or council.
- Mug-up** This Canadian Scouts term is the equivalent of the BSA Crackerbarrel; a time of fellowship and friendship with light snacks and refreshments. See Also: Crackerbarrel
- NCS** National Camping School- Training program to train Scouters who will serve in leadership roles in Summer Camps. All senior camp staff must attend NCS for certification in their field for the camp to be accredited. This includes: Camp Director, Program Director, Program Commissioner, Aquatics Director, C.O.P.E. Director, Shooting Sports Director and others.
- PC** (1) Pack Committee- Serves to implement the Pack Program and operate the Pack on a day-to-day basis. This includes: finance, transportation, fund raising, etc. See Also: CC: All
(2) Pack Commissioner - See: Commissioner: All
- PTC** Philmont Training Center - A center at Philmont Scout Ranch that hosts training seminars for selected Scouts and Scouters on topics ranging from Key-3's, to OA Advisers, to program leader training, to Commissioner training, etc. Attendance is by invitation upon local council nomination. See Also: Philmont
- SOAR** Save Our American Resources - A conservation program for Tiger Cubs, Cub Scouts, Boy Scouts, Varsity Scouts and Ventures that involves identifying environmental needs, acquiring the skills to meet those needs, and carrying out a meaningful project.
- TL** Tiger Cub Den Leader- Adult leader of a Cub Scout Den. A registered volunteer, 21 or older, appointed by the Pack committee plan and direct the den's activities.

Other Resources

UC Unit Commissioner - A volunteer Scouter who works with packs, troops, and teams to help them succeed. Carries information and questions to and from the unit, to and from the local council

WA Assistant Webelos Den Leader-Adult assistant in a Webelos Den.

WL Webelos Den Leader- Adult Leader in older Cub Den. Webelos is an eighteen-month program that begins the transition to Boy Scouts

Wood Badge A training award granted upon completion of the Wood Badge course. A leather thong with two wooden beads, a special neckerchief, and a slide (woggle) are worn by those who have completed training. Wood Badge for the 21st Century teaches leadership and pack, troop and team operation skills. Previously Wood Badge was held for Troops, Teams leaders and Cub Scout Trainers individually.

WOSM World Organization of the Scouting Movement - The international, non-governmental organization that is composed of over 120 member countries, which through the World Scout - Conference, -Committee, and -Bureau administer the basis of Scouting around the world.

YPP Youth Protection Plan - Guidelines and policies, in place, to help fight child abuse. This BSA Emphasis fights child abuse by teaching youth the "three R's": Recognize, Resist, and Report child abuse; by helping parents and Scouters learn to recognize indicators of child abuse; and by teaching them how to handle child abuse situations. It also teaches leaders how to protect themselves.



I believe that God created me to be happy, to enjoy the blessings of life, to be useful to my fellow-beings, and an honor to my country. I believe that the trials which beset me today are but the fiery test by which my character is strengthened, ennobled, and made worthy to enjoy the higher things of life, which I believe are in store for me.

I believe that my soul is too grand to be crushed by defeat; I will rise above it.

I believe that I am the architect of my own fate; therefore, I will be master of circumstances and surroundings, not their slave.

I will not yield to discouragements; I will trample them under foot and make them serve as stepping stones to success. I will conquer my obstacles and turn them into opportunities.

My failures of today will help to guide me on to victory on the morrow.

The morrow will bring new strength, new hopes, new opportunities and new beginnings.

I will be ready to meet it with a brave heart, a calm mind and an undaunted spirit.

In all things I will do my best, and leave the rest to the Infinite.

I will not waste my mental energies by useless worry. I will learn to dominate my restless thoughts and look on the bright side of things.

I will face the world bravely, I will not be a coward I will assert my God-given birthright to be a man.

The Scouters Minute, The Church of Jesus Christ of Latter Day Saints, 1974



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EARNING ARROW POINTS

When a boy has completed 12 achievements to earn the Bear Badge, he may complete the remaining unused achievements as electives for earning Arrow Points. This guideline does not apply to the Wolf Badge.

If a boy completes a project as an ACHIEVEMENT requirement to earn the Wolf or Bear badge, he may not use it again to earn Arrow Points. Achievements that were not used to earn the Bear Badge may be used as electives. However, unused parts of Achievements that were used for the Bear Badge may not be counted toward Arrow Points. (Bear Book p. 6)

Only designated ELECTIVE REQUIREMENTS may be repeated to earn Arrow Points.

A boy may earn an unlimited number of Arrow Points. Several Wolf and Bear electives can be done more than once, but credit should only be given when the project has been done better and shows improvement over the previous one.

For Wolf Achievement 1, "Feats of Skill," the following substitution can be made: if a physician certifies that a Cub Scout's condition for an indefinite amount of time won't permit him to do three of the requirements, the Cubmaster and pack committee may authorize substitution of any three Arrow Point projects.

At the end of the school year, and once a boy moves to the next Cub Scouting level, he may not 'go back' and earn Arrow Points from the earlier rank.

Resources: Cub Scout Leader Book, 2005 printing, p. 20-7
Cub Scout Bear Handbook, 2003, p.6

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Other Resources



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QUALITY STANDARD FOR CUB SCOUTING IN GREAT SALT LAKE COUNCIL (i.e. Cheers, Songs, Skits, Stunts, Games, and Ceremonies)

The Great Salt Lake Council emphasizes “positive place” in Cub Scouting. Any Cub Scouting activity should be a positive atmosphere where boys can feel emotionally secure and find support, not ridicule, from their peers and leaders. Activities should be positive, meaningful, and help teach the ideals and goals of Scouting.

1. Cub Scout activities should reflect the aims of Scouting: character, citizenship, and personal fitness.
2. Cheers, songs, skits, stunts, games, and ceremonies should be positive, build confidence and self-esteem, and be appropriate for Cub Scout age boys.
3. To encourage citizenship and respect for patriotic ideals, lyrics should not be changed to the following patriotic songs:

America
America the Beautiful
God Bless America
The Star - Spangled Banner
4. Name calling, put downs, hazing, ridiculing, and physical harm are not permitted among den members or leaders.
5. During any Cub Scouting activity or presentation, derogatory references to ethnic or cultural backgrounds, economic situations, and disabilities, are not acceptable. Bathroom humor is also discouraged.

Resources: Cub Scout Leader Book, 2005, p. 3-1
 Guide to Safe Scouting, 2003, Ch. 1 p. 5
 Cub Scout Ceremonies for Dens and Packs

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TWO DEEP LEADERSHIP IN CUB SCOUTING

DEN MEETINGS:

One leader is necessary. Two leaders are highly recommended.

Who Is Responsible? The Cub Scout den leader is responsible for seeing that weekly den meetings are planned and conducted. (CSLB pp. 20-2)

The wise den leader will involve the other members of the den leadership team (assistant den leader and den chief) in the planning. (CSLB p. 20-2)

Minimum requirement for a den meeting is one adult and two or more youth members.

One-on-one contact between adults and youth members is not permitted. (CSLB p. 27-5; Guide Ch.1, p. 4).

TRIPS & OUTINGS:

“Trips and outings may never be led by only one adult. Two registered adult leaders or one registered adult leader and a parent of a participant, one of whom must be 21 years of age or older, are required for all trips and outings. The Chartered organization is responsible for ensuring that sufficient leadership is provided for all activities.” (CSLB, p.33-3; Guide Ch. 1 p. 7)

Both adults do not need to be in the same vehicle; however, in each vehicle, the minimum requirement is one adult and two or more youth members. Never allow one-on-one supervision.

Resources: Cub Scout Leader Book, 2005 (pages 8-1, 20-2, 27-5, 33-3)
Guide to Safe Scouting, Ch.1

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Other Resources



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ADVANCEMENT CEREMONY/BOBCAT INDUCTION GUIDELINES

Advancement Ceremonies should be positive and meaningful experiences that reflect the values and aims of Scouting. Boys have worked hard to complete the achievement requirements. When their efforts are recognized in an impressive ceremony, they are inspired to accomplish even more. Other boys in the pack are motivated to work harder toward their next award.

All ceremonies should refrain from initiating activities that might be interpreted as hazing. Activities such as 'branding', tattooing, forcing boys to wear ears or tails, or physically turning boys upside down should not be used. Never force a boy to do anything that may cause him discomfort or embarrassment.

Take care that all cultures, including American Indians, are portrayed in a positive manner, showing proper respect and reflecting authenticity in dress.

(From letter dated September 26, 1997, Daniel Ruth, Associate Director of Health and Safety, National BSA):

"These concerns may seem inconsequential, but to a young boy, they can be a big deal. There are many simple, or elaborate, ceremonies that can be used that will make the experience last forever in the memories of the Cub Scout and his family, and do not involve any risk. Cub Scouting should be a place where a boy can have fun and learn, without being ridiculed, pressured, or exposed to unnecessary risks."

"For several years, the Cub Scout Division has been trying to discourage the use of the Bobcat ceremony in which boys are physically turned upside down. There are several reasons for this ruling:

It has a strong possibility of being frightening to some boys.

It smacks of adult harassment of kids.

It makes a frivolous occasion of what should be a solemn, dignified ceremony.

It carries a real potential for injury.

There is no Cub Scout basis to the ceremony. "Do a Good Turn Daily" is the Boy Scout slogan."

Resources: Cub Scout Leader Book 2005, p. 18-6

Cub Scout Ceremonies for Dens and Packs p. 8-2

Guide to Safe Scouting, 2003, Ch. 1, p. 5

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CUB SCOUT OUTDOOR ACTIVITIES & OVER-NIGHT CAMPING

1. Cub Scouts are encouraged to enjoy a variety of outdoor experiences. Tiger Cubs and Cub Scouts are introduced to the outdoors through Den and Pack activities and advancement and elective requirements. They may participate in Cub Scout day camp, resident camp (not Tiger Cubs), council family camp, and pack overnights. (CSLB p. 32-1)
2. Pack Overnights are pack-organized overnight events involving more than one family from a single pack. Overnight camping as Tiger, Wolf, and Bear dens is not approved. (Guide Ch. 3, p. 21)
3. Overnights should be age appropriate and conducted at council-approved locations. BSA Health and Safety Guidelines apply. (CSLB 32-2) Secure a Class 1 Personal Health and Medical History (34414) on all youth and adults who will attend the campout (CSLB 33-7).
4. Plans should be made to have as many adults as youth participate at the event. If a parent cannot attend, the boy's family must make arrangements for one of the other parents attending, or for another adult relative or friend, to be a substitute at the overnighter. Each boy should have someone he knows watching out for him (CSLB p. 33-5).
5. Adults giving leadership to a pack overnighter must complete Basic Adult Leader Outdoor Orientation, referred to as BALOO Training. (CSLB 32-2; Guide, p. 22.)
6. Permits for campouts shall be issued locally. Packs use the Local Tour Permit Application (CSLB 34-39).
7. Remember, shooting sports are not permitted at pack campouts. (CSLB 33-6)

Resources: Cub Scout Leader Book, 2005 pp. 32-2; 33-4-7; 34-39
Guide to Safe Scouting, Ch. 3

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Other Resources



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WEBELOS OVER-NIGHT CAMPING

1. Webelos Dens are encouraged to have several overnight campouts each year. Webelos Den-overnight campouts are parent-son events under the direction of the Webelos Leader. Pack Committees, with the direction of their chartered representatives, may determine how many overnights are appropriate for their Webelos Scouts to attend.
2. Camping overnight with Webelos Scouts must follow BSA policies. A tour permit must be filed with the council. One leader attending must be trained in Youth Protection. The Webelos Leader should be trained in Outdoor Leader Skills for Webelos Leaders, which is in addition to Basic Training.
3. Each Webelos Scout is under the supervision of his own father, mother, or guardian. If a parent or guardian cannot attend, the boy's family should make arrangements for one of the other parents or another adult relative or friend to be a substitute at the campout. It is essential that each Webelos Scout is under the supervision of an adult and that every adult has a share of the responsibility for the campout.
4. When tents are used, no youth will stay in the tent of an adult other than his parent or legal guardian. (CSLB p. 21-10)
5. The overnights' success depends on having a planned program of activities. Involve the parents in deciding what type of activities will be included in the campout. Consider the following: nature hike, fishing, swimming, games, conservation activities, and campfire program. For weekend overnights, a brief non-denominational worship service is appropriate and recommended. If swimming or boating is included, be sure to follow the Safe Swim Defense and Safety Afloat guidelines. Shooting sports are not permitted at a pack overnight. (CSLB-33-6).
6. Webelos Scouts should be experiencing family-type camping, as opposed to the more challenging type of camping that they will be experiencing as Boy Scouts (21-9). Webelos Dens are encouraged to participate in joint overnight campouts with a Boy Scout troop; however, a parent or guardian of each Webelos Scout should still attend. (21-9)
7. Webelos overnights do not include backpacking. (CSLB 21-10).
8. Webelos overnight camping at Boy Scout District or Council Camporees and/or events is not a BSA-approved activity (CSLB 21-10).
9. The safety rule of four applies: No fewer than four individuals (minimum 2 adults) go on any backcountry expedition or campout. (Guide, Ch. 1, p. 7)

Resources: Cub Scout Leader Book, 2005 (pp. 21-9 to 11; 33-6)
Guide To Safe Scouting, Ch. 1; Ch. 3; Ch. 10

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LDS RELATIONSHIPS AND CUB SCOUTING

The Great Salt Lake Council adheres to the policies of Boy Scouts of America. The Great Salt Lake Council also supports Chartered Organizations in their right and responsibility to set procedures in implementing BSA policy. The Great Salt Lake Council does not interpret LDS policies.

1. General questions relating to LDS policies should be referred to the LDS relationships handbook.

2. Specific LDS questions relating to unit procedures should be referred to the Bishop or Bishopric Counselor responsible for Scouting.

Some Examples of Questions that arise include:

Den Dues
Fund Raising
Pack Budgets
Primary Presidency Responsibilities
Restricted Activities
Tiger Cubs

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Other Resources

GREAT SALT LAKE COUNCIL, BSA GUIDELINES for LOCAL TOUR PERMITS AND INFORMED CONSENT AUTHORIZATIONS

LOCAL TOUR PERMITS:

The Great Salt Lake Council requires the use of a local tour permit for **all overnight trips** and for **all activities outside** the Tooele County, Summit County, Salt Lake County, and South Davis County areas. In addition, activities that need trained supervision according to BSA guidelines, also require a tour permit. These activities include:

1. Aquatic activities that include swimming or boating.
2. Shooting Sports activities such as BB-shooting, rifle shooting, black powder, or Archery.
3. Climbing activities such as rock climbing or rappelling.

The Council affirms all activities to be conducted in accordance with the safety considerations listed in the appropriate unit leader's handbook and in *Health and Safety Guide* No. 34415B and *Guide to Safe Scouting* No. 34416C, which states the policies of the Boy Scouts of America. The Great Salt Lake Council will not interpret or vary any National policy of the Boy Scouts of America.

In planning events, unit leaders should ensure that only mature drivers, with safe driving records, provide transportation. Their driving records should demonstrate that they adhere to the laws of the state and that they are safe operators of a motor vehicle.

The local tour permit is obtained from the Scout Office, South Valley Scout Shop and/or Scout Shop West, and must be filed at any of these offices prior to the activity.

At least one registered adult who has completed BSA Youth Protection Training must be present at all events and activities that require a tour permit.

INFORMED CONSENT AUTHORIZATIONS:

Whenever units leave their designated meeting place for any activity or field trip, the unit leader should obtain an informed consent authorization like the one shown below. Great Salt Lake Council recommends that the standards of an informed consent authorization be used for the planning and safety considerations of any activity.

INFORMED CONSENT AUTHORIZATION

Name: _____ Unit: _____

Address: _____ City, State, Zip: _____

Phone: _____ Cell Phone: _____

Purpose of Activity: _____

Destination: _____

Name of Leader in Charge: _____

In Emergency Notify: _____ Phone: _____ Cell Phone: _____

Health Insurance Policy & Number: _____

Special Health Concerns: _____

In consideration of the benefits to my child, I hereby give permission for him/her to attend and participate in the described activity. In the event of accident/ illness when it is impossible to contact me, I give the leader in charge authority to authorize whatever medical attention is deemed necessary, including injections, for the preservation of the health of my child.

Signed: _____ Date: _____
(Parent or Guardian)

Signed: _____ Date: _____

(Parent or Guardian) For most activities, include second signature if available.
Second Signature is necessary for climbing and "Trek-On" activities.

GREAT SALT LAKE COUNCIL - BOY SCOUTS OF AMERICA

LOCAL TOUR PERMIT APPLICATION

FOR TRIPS AND CAMPS UNDER 500 MILES

LOCAL PERMIT NO. _____ DATE ISSUED _____

This application must be filed with local council service center two weeks in advance of scheduled activity for proper clearance. It is used for trips of less than 500 miles. If destination is 500 miles or more one way or outside the U.S.A. (local council camp excepted), use National Tour Permit Application, No. 4419B. **If backcountry trip, be sure to know BSA Wilderness Use Policy.**

_____ No. _____ Town _____ District _____ hereby applies
Type of unit for a permit and submits plans herewith for a trip from _____, 20____, to _____, 20____.

Give itinerary if tour; or destination if camp, including route description for reaching campsite (for long trip attach map indicating route and overnight stops):

Type of trip: One day Touring camp Short-term camp Long-term camp (Furnish copy of program and menus.)

Please check all of the following that apply: Climbing Rappelling Swimming Canoeing/Kayaking Caving Snowmobiling

Boating/Rafting/Waterskiing Fishing Shooting/Archery Distance 200+miles 1 way Backpacking (#) _____ miles

Primitive Area Council Camp: _____

Activity Standards: Where swimming or boating is included in the program, Safe Swim Defense, No. 34370A, and/or Safety Afloat, No. 34368B, standards are to be followed. If climbing/rappelling is included, then Climb On Safely, No. 3206 (which recommends the American Red Cross's standard first aid and When Help Is Delayed or equivalent course), must be followed.

One adult in the group must be trained as outlined:

Name	Age	Safe Swim Defense Expiration Date	Safety Afloat Expiration Date	Climb on Safely Date Taken

At least one person must be trained in CPR from any recognized agency for Safety Afloat and Climb On Safely.

Name	Age	CPR Training	Agency	Expiration Date

At least one adult on a pack overnighter must have completed Basic Adult Leader Outdoor Orientation (BALOO, No. 34182A).

Name	Age	Date BALOO Training Completed

Mode of transportation: Car RV Van Bus Boat Canoe Train Hiking Truck Other _____

(The beds of trucks and camper trucks are approved for equipment only—passengers are allowed only in the cab.)

Tour will include _____ youth and _____ adults. Have parents' approvals been secured? _____

It is the tour leader's and unit committee member's understanding that all drivers, vehicles, and insurance coverages will meet the national requirements as listed on the reverse side of this application.

Leadership and personnel: Boy Scouts of America policy requires at least two adult leaders on all camping trips & tours. Coed Venturing crews must have both male and female leadership. The adult leader in charge of this group must be at least 21 years old.

Tour leader's name _____ Print or type **Age** _____ **Phone** _____

Address _____

I have in my possession a copy of Guide to Safe Scouting, No. 34416D, and have read it. _____ Tour leader's signature

Assistant tour leader's name _____ **Age** _____ **Phone** _____

Address _____

Signed by member of unit committee

Youth Protection Training: 1) All registered adults participating in any nationally conducted event or activity must have completed the BSA Youth Protection Training. 2) At least **one registered adult** who has completed BSA Youth Protection Training must be present at all other events and activities that require a tour permit. Leaders, on this outing, who are Youth Protection Trained are:

RETAIN IN COUNCIL SERVICE CENTER

**OFFICIAL LOCAL TOUR OR CAMP PERMIT
BOY SCOUTS OF AMERICA**

This permit should be in the possession of group leader at all times and displayed when requested by Scouting officials or other duly authorized persons.

Permit issued to _____ No. _____ Town _____
Type of unit

Name of tour leader _____ Age _____ Address _____

Name of tour leader _____ Age _____ Address _____

Permit covers all travel between _____ and _____

Dates of trip from _____, 20____, to _____, 20____

Total youth _____ Total adults _____

This group has given the local council every assurance that they will conduct themselves according to the best standards of Scouting and observe all rules of health, safety, and sanitation as prescribed by the Boy Scouts of America and as stated in the Pledge of Performance on the reverse side of this permit.

These spaces are for the signatures and comments of officials where the group camps or stays for one night or more. Signatures indicate that the cooperation and conduct of the Cub Scout, Boy Scout, Varsity Scout, or Venturing group were satisfactory in every way.

Date	Place	Signature	Comment

Local Permit No. _____
Date Issued _____

Council Stamp

Not official unless council stamp appears here.

Council name and address

Council phone no.

Signed for the council

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Scout Shops in the Great Salt Lake Council area are now operated by the National Supply Group of the Boy Scouts of America. The Scout Shops will carry a wider variety of Scouting items and will be open for more hours through the week. Council Service Center locations and services are on the next page.

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(801) 349-3760

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Thursday 9:00 a.m. to 8:00 p.m.
Saturday 9:00 a.m. to 2:00 p.m.



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South Valley Scout Shop
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Sandy, UT 84070
(801) 571-2727

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Saturday 9:00 a.m. to 2:00 p.m.

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Closed Sunday

Business Phone: (801) 582-3663

Fax: (801) 582-7401



Oquirrh Service Center

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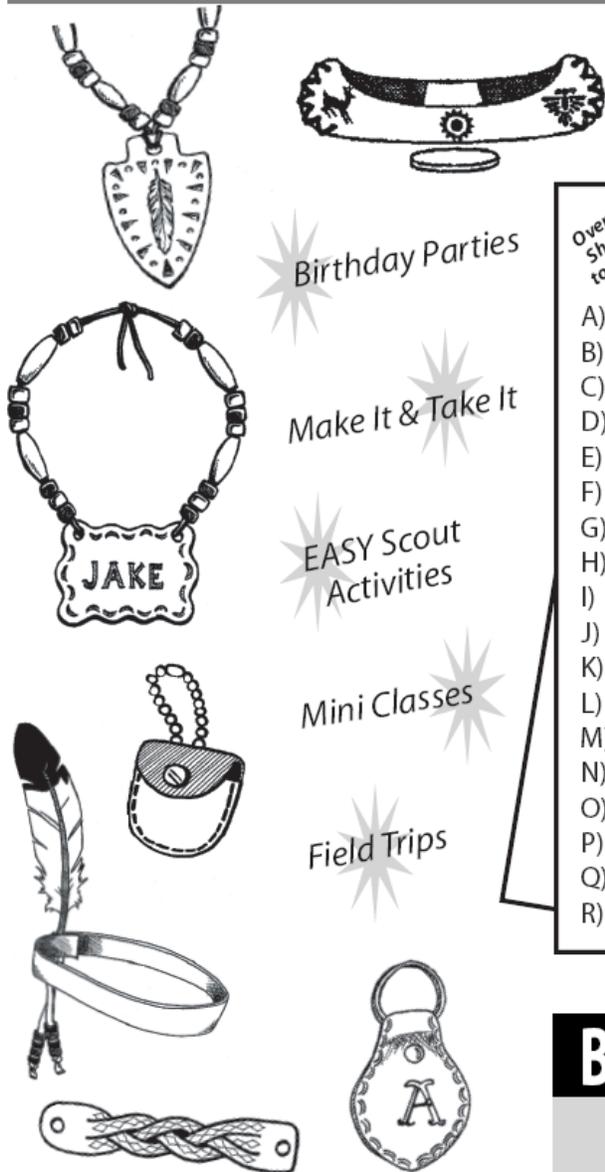
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Notes

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HOW TO USE THE 2006 POW WOW CD

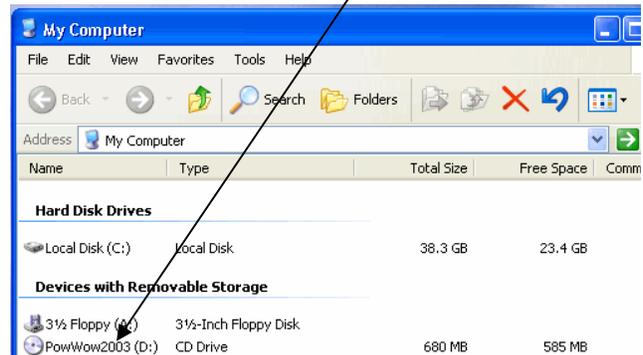
These instructions assume you are using a Windows-based PC, but the steps are very similar to those you would use on a Macintosh system.

First, put the Pow Wow CD into your CD drive, which in these examples will be assumed to be the D: drive.

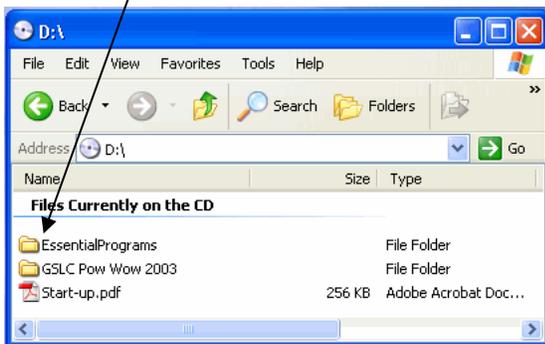
1. a. Double-click on the "My Computer" icon on the Desktop, **or**
- b. For XP systems, click on the "Start" button and you should get a window that looks something like the one below. Click on "My Computer" menu item.



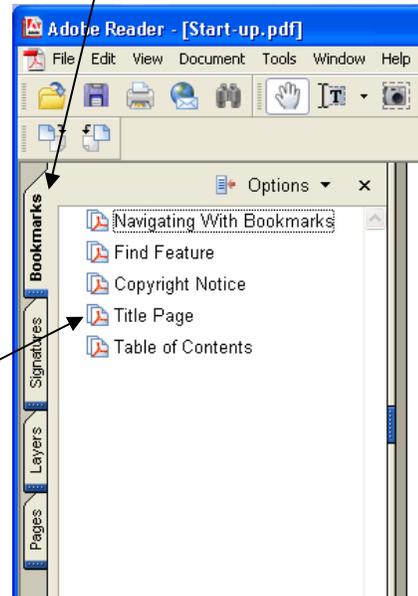
2. A window will appear listing the drives on your computer. Look for the D: drive with the "PowWow2006" title on it. Double-click on the D drive icon.



3. The contents of the CD will appear in the window, similar to the one below. Double-click on the "2006 Start-up.pdf" icon.



4. The Acrobat Reader program will start up, and the opening page of the Pow Wow CD files will open up. Click on the "Bookmarks" tab on the left and you will get a list like the image below.



5. Clicking on the selections in the window will navigate you through the CD ROM.

2006 Pow Wow Book on CD Navigation Instructions

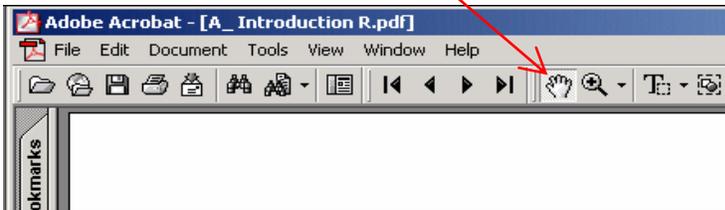
(How and where do I click to move around the book?)

Navigate to chapter and subject headings in the Pow Wow Books using the **Link** feature.

Navigating With Links

Links are provided on all Table of Content (Main and Section) headings. To use this feature:

1. Click on the **Hand Tool** icon on the Toolbar or type **H**.
2. When the **Hand Tool** is moved over a link (headings), the hand changes to a **pointing finger**.
3. Click on the heading desired and you will move to that section of the book.



Getting Back

1. Click on the **Document Menu** or **right click** anywhere on the page and a **pop-up menu** appears.
2. Click on the desired item to bring about the desired action. Clicking on **First Page** will return to section headings or the title page of the book.

