Imagine That!



OCTOBER 1998

ME THEY HAD TO MAKE A LEADER

(Tune: Battle Hymn of the Republic)

After raising six sweet daughters, I was glad to have a son. I thought of all the games we'd play, the picnics, hikes, and fun. I thought of how we'd sit and talk for hours when day is done. Wasn't I the foolish one! Glory, glory, I'm a leader. How'd I get to be a leader? All I wanted was to have a son. Cub Scouting might be fun.

I tried to resist their pleas, their reasons to ignore. I said, "I'm not equipped," they said, "Oh yes, you are, what's more, We will train you in the basics and outfit you for the corps!" And they shoved me out the door. Glory, glory, I'm a leader. Me they had to make a leader. All I wanted was to have a son. Cub Scouting should be fun!

They taught me how to sing a song and how to tie a knot. They taught me how to do a skit, make puppets on the spot. They taught me all I'd need to know, at least that's what I thought, 'Til a Scout gave me a snake he caught. Glory, glory, I'm a leader. Me they had to make a leader. All I wanted was to have a son. Cub Scouting should be fun!

We went out a-hiking, my (Cub Scout, Webelos) den and me. They say the woods are full of many sights for you and me. I know that we were sights when we were found eventually, And I do this all for free! Glory, glory, I'm a leader. Me they had to make a leader. All I wanted was to have a son. Cub Scouting sure is fun!

But even though I mumble and I grumble and I pout, And many times I wonder what's the best way to get out, When all is said and done, there really isn't any doubt, I'm glad to be a Scout! Glory, glory, I'm a leader. I'm so glad to be a leader. And when they lay me to my final rest, They'll say I did my best!

DEN AND PACK ACTIVITIES

Puppet Theater

Make puppets at the den meetings and put on a show at the pack meeting. Boys like puppet shows, both watching and performing. Many of the boys who shy away from skits like putting on puppet shows, maybe because it's easier to have something else speak or act for them. Boys also like to show off the puppets they made. Instead of a puppet play, you can have a puppet song and dance show. <u>Cub Scout Leader How-to Book</u> has a whole section on Puppets. See Chapter 5.

Tall Tales

There is no limit to the boys' imagination. Have a tall tale telling contest. Or Have a tall tale adventure game at a den meeting. One boy starts a tale of an outrageous adventure with each boy adding his portion of tall tale to the adventure.

Masks and Hats

Make outrageous masks and hats at the den meeting and show them at the pack meeting. Make an outrageous story to go with the outfits.

HALLOWEEN

Visit a pumpkin patch

Jack-O-Lantern Contest

Have an inter-den contest. Each den can carve or paint a jack-o-lantern. Decorate with sticks, feathers, beads, etc. Name the pumpkin and write a short story about it. This can be prepared at the den or the whole things can be part of the October pack meeting.

Haunted House

Hang spider webs made from yarn.

Make a headless horseman. Stuff old cloths with newspapers and set a pumpkin in its lap for its head. Paint a face on the pumpkin with glow-in-the-dark paint.

Paint "eyes" all around the room with glow paint or use glow-in-the-dark stickers. Play a ghost noises or creaky sounds tape.

Create tunnels from large cardboard boxes or card tables and blankets for the boys and parents to crawl through. Have exploration holes in the side walls with strange items on the other side for the crawlers to try and identify by feel only. (e.g. peeled grapes, a wig, cooked macaroni, cauliflower)

Set up silly gravestones

Have the guests put their hands in bowls of Jell-O or cold spaghetti noodles.

Be creative. Get the boys involved.

If done at the den meeting, invite families and other dens. Or do it at the pack meeting.

Halloween carnival

Have an old fashion Halloween carnival with Haunted house (see above) and games like corn-shelling, apple-bobbing, three-legged race, and tug of war, pumpkin carving, pie eating, etc.

THIS IS WHAT I'M GOING TO BE WHEN I GROW UP **IMAGINE THAT!**

Think of what you are going to be using the hint and the first letter.

L____N

P_____

- 1. Students T____R
- 2. Stage. A _ _ _ _
- 3. Books
- F____ 4. Ladder F_____ R_____
- 5. Trees
- S____T 6. Test tubes
- D____ 7. Stethoscope
- 8. Badge

Z___ K_____ 9. Animals V _ _ _ R _ _ _ _ N 10. Animals C____R 11. Hammer 12. Court L____ P____ 13. Planes 14. Bread B____ 15. Space $A_____T$ P__S___T 16. U.S.A.

MONSTER RIDDLES

In these puzzles, fill in the words that fit the clues and put the numbered leters in the matching boxes below.

You'll get a charge out of this one! 1. Where a bird makes its home. 2 3 2. Part of a fish. 4 5 3. A little one twinkles. 7 8 4. Something to cut with. 9 10 11 12 5 12 6 3 2

SPELLING TROUBLE

Here's a witch's spell. She is stirring up a very special brew. But she's so excited, her words are coming out all jumbled. Help her out so everything will come out right. After all it's her **THRIBYAD.** Hint; Note the rhymes.

STRIF a cup of warts from a GROF, Then a CHINP of hair MORF a hog. WOT SPORD of bat LOBOD, A half DONUP of dried UMD. Some GARUS for taste, Be careful, don't STAWE, LIBO it, or HAKSE it. Turn it REVO and KEBA it. Next, let it OLOC Till it TRATSS to OLORD. Then WORHT on black GINIC So it's DERAY for GILNICS. And that's the YAW you EMAK A witch's THRIBYAD cake!

Answers. Birthday, first, frog, pinch, from, two, drops, blood, pound, mud, sugar, waste, boil, shake, over, bake, cool, starts, drool, throw, icing, ready, slicing, way, make, birthday



HALLOWEEN DOT-TO-DOT

Here is a glowing mystery. What can this scary creature be?



IMAGINATION - OPENING

Each card has one large letter in front and words on the back. Each Cub Scout, in turn, holds up his card and reads the words (without reading his letter). After he is done, he keeps his card up. When the boy with the last "N" is finished, another boy will say the last line. "IMAGINE THAT" is shouted by all twelve boys.

- I Imaginative Individuals
- M Marvelous Magic
- **A** Awesome Adventure
- G Great Games
- I Inspirational Ideals
- N Nifty Nature
- **A** Amazing Achievements
- **T** Tremendous Teamwork
- I Intense Involvement
- **O** Outstanding Opportunity
- **N** Noteworthy Neighborliness

These are all part of Cub Scouting.

All shout: IMAGINE THAT!

IT'S A SHORT, SHORT LIFE - OPENING

It's a short, short life that we live here. So let's laugh while we may; (Big smile) With a song for every moment (Smile) Of the whole bright day. What's the use of being gloomy? Or what's the use of tears? When we know a mummy's had no fun For the last three thousand years!

HALLOWEEN OPENING CEREMONY

Tonight you may see witches on their broom. Tonight you may witness the man on the moon. Tonight you may hear all sorts of scary sounds. Tonight you may be scared of what comes up from the ground. Don't scream! Don't be frightened! Most of all don't fear. It's only Halloween that comes but once a year.

HALLOWEEN PARADE OPENING

Boys in costume chant the following and parade into the room. Repeat the chant until all boys are in the room or play spooky sounds on tape.

Marching, marching, Halloween is coming. Seeing us march in our parade! Hopping, hopping! There's no time for stopping. We are hopping in parade! Tiptoe, tiptoe, snaking very low, Let us tiptoe in parade. Happy Halloween! Creatures to be seen. As we march in our Halloween parade.

IMAGINATION - CLOSING

When you are young, you have a tremendous ability to imagine things. Boys can imagine wonderful things, outlandish things, funny things, scary things -- especially at this time of year -- magic, beauty...anything. As people get older, sometimes their ability to imagine becomes smaller and more limited. For some adults it's easier to imagine more awful things than wonderful things. Some adults stop imagining altogether. Then there are some adults who can imagine all sorts of great things just like boys.. They never stopped using imagination. These people have more fun in life. Boys, keep on imagining things. Keep on thinking great things. Your life will be much more fun and meaningful. Just imagine that!

IMAGINATION CANDLE - CLOSING

We light this candle with the hope that its flame will light the spark of imagination in each of us. Without imagination, our lives would be dull and boring, like a candle that has been blown out. Let us keep our spark of imagination glowing.

HALLOWEEN CLOSING CEREMONY

After the last Cub Scout gives his line, all say, "Happy Halloween."

- H = Halloween
- A = Awesome
- L = Laughable
- L = Lovable
- O = Outrageous
- W = Wacky
- E = Eerie
- E = Exciting
- N = Neat

HAPPY HALLOWEEN!

"MAGIC DUST" ADVANCEMENT

Setting: Cubmaster is dressed as a wizard and carries a pouch. In the pouch are the awards to be given out. Also needed is some glitter, confetti or other suitable material to be used as magic dust.

Cubmaster:

I have foreseen the future and have come here tonight to fulfill that which I have seen. In our group tonight are some very special ones, hard working and worthy of recognition. Let me sprinkle my magic dust over the audience and see what may be seen. (Take out some of the glitter and throw it over the audience.)

I see that in our presence tonight are some clever Bobcats. Would <u>(names)</u> please come forward with their parents? Parents, you have raised fine sons. Already they have achieved the rank of the clever Bobcat. Guide them well in their path to the Wolf. (Award Bobcat badges and pins to parents who present them to the boys.)

Now, let's see what else the magic dust brings to mind. (Throw glitter over audience.) There are some wily Wolves with us. (Call up the Wolves and parents.) Parents, your boys have done well. Soon they will be climbing to even greater heights. (Award badges to parents to give to boys.)

Another try with the dust may bring more results. (Throw glitter.) I see greatness among us. I see the mighty Bears. (Call up recipients of Bear awards and give awards to parents to present to boys.) Watch these young ones for they are destined to be great.

(Throws glitter again) What is that I see, glittering among the crowd. Why, it is those who have earned the coveted Arrow Points of gold and silver. (Call up boys and parents and present Arrow Points.) These lads are truly on the right path.

Let's try once more. (Throw glitter; look over audience with puzzled expression.) There is something more, but I can't quite see it. (Throw glitter again, continue with puzzled expression.) I need help with this one. (Webelos Den Leader), would you assist me? (Both throw glitter.) I see, they are Webelos Awards! (Webelos leader calls up Webelos Scouts who have earned the awards and presents them.)

What a marvelous evening this has been. What wonderful young men inhabit this pack. Try hard young lads and always "Do Your Best." (Wizard exists, throwing more glitter as he goes.)

BOBCAT INDUCTION--LEFT POCKET CEREMONY

Equipment: Large drawing of left pocket of a Cub Scout uniform with badges. Awards.

Cubmaster:

Will Bobcat candidates, <u>(names)</u>, come forward with their parents? We welcome all of you into Pack <u>and to the good fellowship we hope you will find with us</u>. Parents, Cub Scouting is for the whole family and we know you will work with your sons as you did when they learned their Bobcat requirements.

You see before you a picture of the left pocket of a Cub Scout uniform shirt. Your shirt pocket is bare now, but someday it will look as this one. Tonight you are receiving your first badge, the Bobcat. Next step will be the Wolf badge. Then the Bear, and the Webelos. These are the symbols of Cub Scouting. You will be earning them with help from your parents.

Now, raise your right hand in the Cub Scout sign and repeat with me the Cub Scout Promise.

I am happy to hand you each a Bobcat badge. Parents, please pin it on your son. Congratulations!

BOBCAT PROMISE INDUCTION

Setting: Line up 14 older boys in pairs, facing the new boys. As new boys answer a question from each pair, the pair splits to let them move on.

1st Pair: Do you promise to obey the Cub Scout Promise? (Response)

2nd Pair: Do you promise to follow the Law of the Pack? (Response)

3rd Pair: Do you promise to remember the meaning of Webelos? (Response)

4th Pair: Do you promise to identify yourselves with the Cub Scout Sign? (Response)

5th Pair: Do you promise to shake hands with the Cub Scout Handshake? (Response)

6th pair: Do you promise to always "Do Your Best?" (Response)

7th Pair: Do you promise to show respect to the flag with the Cub Scout Salute? (Response)

(The boys have now walked down the isle of boys and are met by their parents who turn and face the Cubmaster.)

Cubmaster: <u>(names)</u> and parents, do you promise to fulfill your duties as Cub Scouts and as Cub Scout parents by working together to successfully achieve the requirements of the Cub Scout Program? (Response)

<u>(names)</u>, you are now eligible to receive your Bobcat badge. Your parents will pin it upside down. Once you have done a good deed, your parents will turn it right side up and sew it on your shirt. We are glad that all of you have become members of Pack _____.

BOBCAT AND FAMILY INDUCTION

We have here with us this evening <u>(number)</u> boys who have asked to join the fun and brotherhood of Cub Scouting.

These Bobcats candidates have indicated their desire to join our pack by learning the seven requirements to become Cub Scouts: the Cub Scout Promise, the Law of the Pack, the meaning of Webelos, the Cub Scout motto and the Cub Scout sign, salute and handshake.

Since Cub Scouting is a family-oriented organization, I wish to ask the parents of these Bobcat candidates these questions:

Will you accept the challenge of working with your son to help him complete the achievements required for advancement? (Parents answer, "I will.")

Will you be faithful in your attendance at pack meeting and other functions with your son? ("I will.")

Will you assist when called upon to help our pack, in whatever way you are able? ("I will.")

Boys, you have heard your parents promise to assist you on the Cub Scout Trail. Now, please answer these questions:

Will you do your best to live up to the Cub Scout Promise? (Boys answer, "I will.")

- Will you always remember and follow the Law of the Pack? ("I will.")
- Will you also be faithful in your attendance at pack meetings, den meetings, and other functions? ("I will.")
- Will you help your parents help you along the Cub Scout trail? ("I will.")

(Light candle) Bobcat candidates, the candle I am now lighting represents the Spirit of Cub Scouting. May it always burn in your hearts and shine from your eyes.

Now, with the help of our den leaders, I will present your parents with the Bobcat badge. Parents, please pin them on your son's uniform. Boys, please present your parents the parent pins.

Congratulations. Welcome to Cub Scouting and to our pack.

Pack _____, please welcome our new members with a great big cheer.

See <u>Staging Den and Pack Ceremonies</u> for more Bobcat ceremonies: "Akela's Scale" (pp. 64-65) "Bobcat Induction--Boys' Life Puzzle" (pp. 65-66) "Family Circle" (p. 67) "Cub Scouts" (pp. 68-69) "New Bobcat Family Induction" (p. 70) "The Test of a Zulu Boy" (pp. 70-71)

OSCAR AND HIS DREAM TRIP

Write the following words and phrases on cards, one to a card, and distribute the cards to the audience. Number the people who have the cards from 1 to 24. As you read the story and come to a blank, each member in turn reads his card aloud.

Light Bulb	Golf Club	Glass of Milk	Poison Oak
Toothbrush	Bottle of Ink	Broom	Cuckoo Clock
Giant Alligator	Bicycle	Coffee Pot	Birthday Candle
Cake of Soap	Sour Pickle	Rubber Band	Goldfish
Bunch of Bananas	Black Snake	Motorcycle	Baseball cards
Harmonica	Elephant	Banana Slug	Cream of Oats

Oscar followed the little creek to where it passed by the stone wall and sandy cliffs. The autumn air was full of _____ and the gentle whisper of the wind. He was getting tired from such a long walk and sat down to rest on a _____. It was then that he noticed a yellow door in the side of a sandy cliff.

"This is very strange," Oscar thought. "I've been here often and have never noticed that door before." He got up with true Cub Scout curiosity and went to the door. He was surprised to find that it opened easily. Inside he was surprised to see a huge _____ and a _____.

Just then a _____ jumped out at him and said, "Will you stay for dinner?" A _____ told Oscar to shut the door while a _____ stared fearfully at him with big eyes. At the sound of the door closing, a _____ got up and ran around in circles at Oscar's feet.

Oscar sat down at the table. He sat beside a _____ which was always poking a _____ with a _____. Then a _____ brought in a big silver platter on which Oscar saw a scrumptious looking _____. Everyone began to eat. When the waiter brought in a big bowl of fried _____, Oscar decided he really wasn't hungry.

He excused himself and nearly tripped over a _____ as he left the table. He saw a _____ which he thought would make a nice pet, but he knew his mother wouldn't let him keep it. Oscar also saw a _____ which he would have liked to take home to put in his room. But when he went to pick it up, a _____ slapped him on the hand and told him to leave it alone.

Oscar thought that some of the things in this house were very rude, especially a _____ which kept interrupting when everyone else was talking. With a loud noise, a _____ came running through the door , followed by a _____ and a _____. That was when Oscar knew it was time to leave.

As he tried to get to the door, a _____ caught him around the ankle and held on tightly. Oscar got away and rushed out the door very fast. He took one last look at a _____ which was right behind him. Breathlessly, he banged the door shut and ran. He sat down to catch his breath. When he next looked at the cliff he saw that the door was gone and he felt very sleepy.

THE LITTLE ORANGE HOUSE

(As you tell the story, cut a piece of orange paper as described. Depending on the size of the group, you could hand out orange paper and scissors and have everyone participate. Instead of using scissors, audience can tear the sheet very carefully.)

Once upon a time a very small witch was walking in the woods. The cold wind was blowing the dry leaves all around her. The little witch was frantically searching for a house for the winter. She could not find one. Suddenly, a piece of orange paper, blown by the wind, landed at her feet. She picked it up.

The little witch looked closely at the paper and then she said, "I shall make myself a little house from this piece of orange paper."

She folded the paper in half. Then she took her scissors (she always carried a pair in her pocket) and cut off the two corners to make a roof.

"This will do just fine," she said as she looked at her new house. "But I will need a door." With her scissors she cut a special door. It looked like this.

The little witch walked through the door into the little orange house. It was very dark inside. She quickly hurried back out.

"I will need to make windows to let in the light," she said. She cut front and back windows that looked like this.

Oh, it was a very fine looking house. Her very own little house with a roof, a door, and windows was all finished. But just as the little witch started to go inside for the winter, she saw a tiny ghost floating down the windswept path. As the tiny ghost came to a stop near the little house, the witch saw that she was crying.

"Why are you crying?" asked the little witch. The tiny ghost stopped crying and answered, "It is cold and windy. It is getting dark and I have no place to spend the winter." "You may spend the winter with me in my new house," said the kind little witch. "Oh, thank you," the happy, tiny ghost said as she peeked in through the window. "This is a very nice house."

"First," said the little witch, "I will need to make you a little door of your own." She took her scissors again and began to cut. She cut a very tiny door. It looked like this.

The two happy friends went inside. The tiny ghost went in the very little door, and the little witch went through her own special door. All winter long they lived happily together inside the little orange house.

If you want to see inside their little orange house, get a piece of orange paper and do just what the little witch did.

Then unfold the paper. Surprise!!

See <u>Cub Scout Leader How-to Book</u> for a Halloween story and audience participation: "The Headless Horseman and the Cub Scout" (p. 6-15) "The Airsick Witch" (p. 6-8)



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TALL TALES

- Arrangement: Four Cub Scouts in uniform. A small Cub Scout is perched on the shoulders of a larger Cub Scout or Den Chief and they are covered with a sheet, a mask and a long tail in back. These costumed boys wait offstage until the appropriate time. Four boys in uniform are on stage.
- Cub Scout 1: Our den leader said that this month's theme is "Imagine That!" We're supposed to think of a tall tale to tell at the den meeting.
- Cub Scout 2: I know a whopper of a fish story. Last summer my dad and I were fishing and I caught one this big (as he says the last words he stretches out his arms as far as possible, to indicate size of fish.)
- Cub Scout 3: Hmmmp! That's a tall tale for sure. But I've got a better one. We were up in the mountains and I found some tracks of a big monster. I heard a noise behind me and when I turned around, I saw a great big hairy thing at least 4 stories high.
- Cub Scout 4: Do you expect anyone to believe that? I was out in a boat with my big brother and the boat began to rock and shake, and then we saw a big slimy sea monster. We began to paddle as fast as we could to get away from it.

(Just then the costumed "tall" boys come on stage)

Cub Scout 1: Who is that?

Cub Scout 2: I don't recognize him...or it.

Cub Scout 3: Say, Jimmy is missing. Do you suppose it could be him?

(The costumed boys turn backs to audience so tail shows)

Cub Scout 4: I know! That's a "tall tail" if I ever saw one!

FRED'S FAULT

In the land of giants lived two brothers. One day while Ted and Fred were playing a harmless game of tag out in the valley, Ted tagged Fred. Fred tripped and fell, causing a mile-wide crack to open in the ground.

Suddenly, their father walked up. He pointed to the big crack and said, "What's this?" Quickly Ted replied, "It's Fred's fault! It's Fred's fault!"



Can you imagine an imaginary menagerie manager imagining managing an imaginary menagerie?

Wicked witches will whisk switches.

SKITS

THE GHOST OF MIDNIGHT

Cast: Setting:	Ghost, Family asleep in house House at night.
Ghost:	(Going up to Mom, wakes her up. In scary ghost voice) I am the Ghost of
Midnight!	
Mom:	Ahhh!
Ghost:	(To Dadsame thing) I am the Ghost of Midnight!
Dad:	I'm getting out of here!
Ghost:	(To older son) I am the Ghost of Midnight!
Older Son:	Help!
Ghost:	(To younger son) I am the Ghost of Midnight!
Younger Son:	(Looks at watch) Awww, quiet! It's only 11:45!

- HALLOWEEN RIDDLES AND JOKES

- Boy 1: What would you do it you opened the front door and saw Dracula, Frankenstein's Monster, the Blob, three ghosts, a werewolf, two mummies, and 12 witches standing on the doorstep?
- Boy 2: Hope it was Halloween.

What happens when ghosts get hurt? They have Boo-Boos!

What did the math teacher say to Dracula? Count.

What do cowboy ghosts wear? Boo jeans!

What do monster children call their parents? Mummy and Deady.



COLUMBUS YELL: Act like you are holding and looking through a telescope and shout "LAND HO!"

GHOST CHEER: Hold up hands as if to scare someone and say, "Whhoooooooo--You! You were GREAT!"

GHOST CHEER: Wail like a ghost three times, "Woooooo, Woooooo, Woooooo." WITCH CHEER: "Cackle, cackle, cackle."

See <u>Cub Scout Leader How-to Book</u> for a Halloween skit "All's Well That Haunts Well" (pp. 4-10 to 4-11)

BIG FOOT RELAY

From vinyl or heavy cardboard, cut out two pairs of "big feet." Divide the group into two equal teams, half of each team being at the opposite end of the playing area. The first player on each team is given a pair of the "feet." On signal, he puts down one "foot," steps on it, puts the other one ahead and steps on it. He then picks up the first "foot" and moves it ahead, continuing in this fashion to the other end where the next player takes over. The "feet" must be lifted off the floor for each step.

DRAGON'S TAIL

There should be at least eight players, but an unlimited number can take part in this game. The players are divided into two equal teams. Each team makes a "dragon" by getting in a line, each player holding the waist of the one in front of him. The player at the end of the line has a handkerchief waving in back from his belt. This is the dragon's tail. The object of the game is for the first player of each dragon to get the other dragon's tail. It takes a lot of running and dodging to protect the handkerchiefs. Play for points, each dragon scoring one point for each time it succeeds in getting the other dragon's tail. Change positions occasionally. Set a time limit if necessary.

FLYING CARPET

You will need two old throw rugs for this race. Attach straps near one end for the feet and near the other end for the hands. Divide the boys into two teams. The first player on the team seats himself on the rug, inserting feet and hands through the straps. While sitting, he bounces over a course of 15-20 feet. When he reaches the end, he picks up his rug and runs back to the starting point and hands the rug to the next player.

FUNNY FACES

Have the boys stand in a line. The first boy turns around and makes a face at the boy behind him. Use hands and fingers and make the face as outrageous as possible. The second player imitates the face and passes it on to the next player. Let the last player go to the head of the line and make a new face to start the game over again.

TERRIBLE TWOSOMES

Prepare ahead one card for each player. Write on the cards the name of half of a famous pair. Hand out the cards to the players. They must find the other half of their twosome. Examples of twosomes: Tom and Jerry; Popeye and Olive Oil; Hansel and Gretel; Mickey and Minnie; Batman and Robin; Superman and Lois Lane; Captain Kirk and Mr. Spock; Han Solo and Chewbacca; Paul Bunyan and Babe.

HALLOWEEN GAMES

TRICK OR TREAT TRIALS

Players sit in a circle. First player closes his eyes and reaches into a bowl in the center of a circle. The bowl is filled with slips of paper, some marked TRICK and some marked TREAT. If the paper reads TREAT, the player gets a piece of candy. If the paper reads TRICK, the player must pick a slip of paper from another bowl that contains tricks. He does what is described on the slip of paper and gets a piece of candy. Some examples of tricks: "Hop on one foot across the room;" "Hoot like an owl;" "Bow three times to the pumpkin;" "Meow like a cat."

BROOMSTICK RELAY

Each boy is furnished a broom and a blown-up balloon. At signal, they begin sweeping their balloons across the room. First boy to reach the finish line wins. If a balloon breaks, the boy is disqualified.

GUESS WHOO I AM

Divide the group into two teams. Take the first team out of the room. Send one player back covered with a sheet to look like a ghost. The boy will then disguise his voice and say, Guess whooo I am." It is up to the second team to guess who's behind the sheet. A time limit may be set or a limited number of guesses should be decided upon ahead of time.

WITCH AND THE CAT

Players sit on the floor in a half circle. Have them bend their heads down over their folded arms. One of them has been chosen to be the witch and stands a little way off from the others. Those sitting on the floor are the cats. As the witch stands with his back to the cats, one of them meows. The witch turns around and tries to guess which cat meowed. If the guess is right, the cat becomes the witch. If not, the witch hobbles around the circle. The cats, one at a time, teases the witch by meowing. As soon as the witch guesses which cat has just meowed, that cat becomes the witch.

HALLOWEEN TENPINS

Ten apples, each speared on a tripod of 3 toothpicks are set up in a triangular formation. The players form a line about ten feet from the apples, and each player gets three tries at knocking all of the apples over by rolling a small round pumpkin. Eat the apples at the end. (Candy Apple in the Cubs in the Kitchen section).

See <u>Cub Scout Leader How-to Book</u> for more Halloween games: "Ghosts and Witches" (p. 2-11) "Ghost Train" (p. 2-24) "Witch's Brew Relay" (p. 2-41)

TALES THAT SHOULD NEVER BE TOLD

(Tune: Battle Hymn of the Republic)

I went fishing at the lake one day With worms and pole and pail To catch fish for supper, But instead I caught a whale. I climbed upon his slippery back, And took myself a ride, But he swam fast and I slipped off, And landed right inside.

Glory, glory, hallelujah, That's a tall tale I told to ya, Shakes and shivers running through ya, (Spoken) Here comes another one, Worse than the other one.

An astronaut invited me To take a ride in space. We blasted off one morning For a most unusual place. We landed on a planet After many weeks of flight. We saw three-headed elephants, A most unusual sight.

Glory, glory, hallelujah, That's a tall tale I told to ya, Do you believe that it is true, ya? (Spoken) Well, it's not!

I dug a hole to plant a tree One warm and sunny day; I dug so deep I couldn't get out To run and jump and play. I thought to keep on digging Was the best thing I could do; So I made a hole clear through the world, And then I fell right through.

Glory, glory, hallelujah, That's the last tale I'll tell to ya, Aren't you glad that I am through, ya? (Spoken) Thank goodness!

LONG WAY HOME

I was comin' home, on a yellow bus, But the bus broke down, and stranded us. I was comin' home on a yellow bus, But the bus broke down and stranded us. It was a long, long, long, long, long way home.

So I hopped a train, comin' down the line. The caboose came loose, I got left behind. I hopped a train comin' down the line, The caboose came loose, I got left behind. It was a long, long, long, long, long way home.

So I got picked up, by a submarine, But they left me off, in the Philippines. (repeat) It was a long, long, long, long, long way home.

So I found a boat, by the riverbank, But we hit a rock, and we promptly sank. (repeat) It was a long, long, long, long, long way home.

Then I took a jet, but I couldn't pay, So they threw me out, of the cargo bay. (repeat) It was a long, long, long, long, long way home.

Oh, my parachute, kept me safe from harm, But I landed in a tree, on the neighbor's farm. (repeat) It was a long, long, long, long;, long way home.

So I jumped a horse, but it threw a shoe, And I had to walk, back home to you. (repeat) It was a long, long, long, long, long way home.

So I'm sorry, Mom, that I'm home so late, And the dinner's cold, and I made you wait. (repeat) It was a long, long, long, long, long way home.

I WENT TO THE MOVIES TOMORROW

(Tune: My Bonnie)

I went to the movies tomorrow. I took a front seat at the back I fell from the floor to the balcony And broke a front bone in my back

I said to the lady behind me, "I cannot see over your hat." I phoned for a taxi, and walked it And that's why I never came back

TWELVE DAYS OF HALLOWEEN

On the first day of Halloween My true love gave to me An owl in an old dead tree.

Two Trick-or-Treaters Three black cats Four skeletons Five scary spooks Six goblins gobbling Seven pumpkins glowing Eight monsters shrieking Nine ghosts a-booing Ten shrouds a-groaning Eleven masks a-leering Twelve bats a-flying.

PUMPKIN WONDERLAND

(Tune: Winter Wonderland)

Screech owls hoot, are you list'nin'? Beneath the moon, all is glist'nin'--A real scary sight, we're happy tonight, Waitin' in a pumpkin wonderland!

In the patch, we're watching for Great Pumpkin We've been waiting for this night all year, For we've tried to be nice to everybody And to grow a pumpkin patch that is sincere!

UP IN THE PUMPKIN PATCH

Up in the pumpkin patch, Witches pause; Out jumps the Great One Hear the applause?! Down through the rows With goodies and treats All for the followers Makes Halloween neat.

Haunt! Haunt! Haunt! Who wouldn't want...ta Haunt! Haunt! Haunt! Who wouldn't want To be in the pumpkin patch? Cheer! Cheer! Cheer! Waiting for the Great One It's that time of year.

GHOST CHICKENS

(Tune: Ghost Riders in the Sky)

A chicken farmer went out one dark and dreary day, He rested by the coop as he went along his way. When all at once a rotten egg hit him in the eye, It was the sight he dreaded...ghost chickens in the sky.

CHORUS:

Book, bok, bok, bok; Bok, bok, bok, bok, Ghost chickens in the sky!

The farmer had raised chickens since he was 24 Working for the Colonel for 30 years or more, Killing all those chickens and sending them to fry Now they want revenge...ghost chickens in the sky.

CHORUS

- Their feet were black and shiny, their eyes were burning red.
- They had no meat or feathers, these chickens all were dead.
- They picked the farmer up and he died by the CLAW!
- They cooked him EXTRA CRISPY, and served him with cole slaw.

CHORUS

SHADOW PLAY

You can play with shadows in many ways. All you need is a flashlight, a wall, a dark room and your imagination. The stronger the light and the whiter the wall, the clearer the shadow pictures will be. Make some stories to go with the images on the wall.

Stand between the light and the wall and move your body. Can you make monsters? Or an alien? Or use your hands and make pictures.



SHADOW PUPPETS

Cut out any shapes you want from stiff paper or in the bottom of a paper bag. If you make a mistake in cutting, don't worry. Just tape it together. Nobody will be able to tell in the dark. Make your shapes about 6" x 4"; then you can cast huge shadows on the wall. Make several shapes and combine them with hand shadows and make up stories. You may want to attach popsicle sticks to your puppet.

Another option is cut shapes in the bottom of a paper bag and place the flashlight in the bag. (You'll have to cut out letters backwards for them to look right on the wall.)



BIG-MOUTH CARDBOARD TUBE PUPPET

These puppets are great for singing, screaming, calling out in excitement, horror or fear, or generally expressing themselves in loud tones.

You will need: 1 paper towel tube. Lightweight cardboard. Tape. Markers, crayons or paints. Scissors. Glue. 1 popsicle stick.

- 1. Wrap cardboard around the tube to create a second tube a little bit larger than the first one. The outside tube should cover half of the inside tube in length. Tape the new tube together.
- 2. Draw a face on the tubes, including a mouth. Be sure the top part of the mouth is drawn on the inner tube and the bottom part of the mouth is drawn on the outer tube.
- 3. Take the outer tube off and cut inside the lower lip. Put the outer tube over the inner tube again. When you move the outer tube down, the puppet's mouth will start to look as if it's dropping down. Use this to help you draw the inside of the puppet's mouth on the inner tube.
- 4. Glue a popsicle stick to the inside of the inner tube.
- 5. Using the lightweight cardboard, cut out arms for the puppet. Attach the arms with glue.
- 6. You can dress these puppets any way you'd like. The hair can be made by simply cutting and coloring the top portion of the paper towel tube. To make curly hair, roll the ends around a pencil.









SPOON PUPPETS

A variety of puppets can be made from wooden spoons, or even plastic spoons or wooden icecream spoons. The spoon handle serves as the rod; the back of the bowl is the puppet's face. Use permanent marker or acrylic paint on plastic. You can draw eyes or glue small pieces of felt or wiggle eyes. Add character by putting on costumes and arms.



ZANY BALLOON PEOPLE

Use orange balloon and make a jack-o-lantern with feet! Or make Halloween monsters.

- You will need: Inflated balloon. Markers (washable type; permanent ink tend to break the balloon). Construction paper. 12" x 12" poster board or tagboard.
- 1. Using the patterns below as a guide, cut out large feet from poster board. Cut slits as shown.
- 2. Decorate the feet with markers as you desire. Shoe laces can be drawn or make holes with paper punch and thread yarn.
- 3. Insert the knotted end of the balloon into the feet.
- 4. Decorate the balloon with markers.
- 5. Cut out ears from construction paper. Or you can draw them. Hair can be made by gluing sections of yarn, or cutting long narrow strips of tissue paper, curling them around a pencil and then gluing curls in place.







EGG CARTON GLASSES

Make zany-looking eye-glasses. Decorate outrageously.

Cut out a '2 adjacent cup' section from an egg carton. Cut holes for the eyes in the bottom of each cup. Poke a hole on each side and tie string through. Tie the glasses on.

GAUZE GHOST

Use this ghost as a table centerpiece or hang it from the ceiling.

- You will need: 24" x 24" cheesecloth. Liquid starch. Large wiggle eyes (or make eyes from back and white felt pieces) Empty soap bottle (or a rubber ball, drinking glass and two pencils.
- 1. Cover the work surface with plastic (like an old table cloth or garbage can liners).
- 2. Setup the stand for the ghost. You can use an empty soap bottle, or a rubber ball and a glass. Or you can create a ghostly base using any containers found at home (You can use

crumpled aluminum foil taped on a milk jug, for example). If you want arms, loosely pile crumpled aluminum foil near the bottle or tape the pencils to the sides of the drinking glass or to the table top.

- 2. Pour a cup of liquid starch into a small bowl.
- 3. Dip the cheesecloth in the starch until it's all wet.
- 4. Gently drape the wet cheesecloth over the ghost base.
- 5. Let the ghost dry. Carefully life the ghosts from their bases. Glue on eyes.

Note to den leaders. This is a project for two den meetings. It is hard to move the ghosts while they are wet and it takes 24 hours for the ghosts to completely dry. Choose the project area carefully.







IMAGINE THAT!

JACK-O'-LANTERN CANDY HOLDER

Here's a jack-o'-lantern that doubles as a container for trickor-treat goodies.

- You will need. An inflated balloon. Newspaper. Flour-andwater paste or liquid starch. Paint (orange, black). Yarn. Shellac (optional).
- 1. Cut the newspaper into 1-to-2-inch wide strips.
- 2. Cover the balloon with newspaper strips dipped in the flour-and-water paste or liquid starch.
- 3. Cover the whole balloon two or three times, and let it dry completely (2 to 3 hours or overnight).
- 4. Pop the balloon and paint the ball orange. Add some black eyes, a nose, and a mouth.
- 5. Cut a zigzag patterned top off of the pumpkin holder, poke holes in the sides, and attach a piece of the yarn for a handle.
- 6. Shellac the holder, if desired.







BUSY SPIDER

Attach a magnet and make a refrigerator magnet or move the spider around on a web. Attach a piece of 1/2" PVC pipe and make a spider neckerchief slide.

- You will need: 1 large black pompom. 4 pipe cleaners ("bumpy" pipe cleaners make nice spider legs). Short black string or a pipe cleaner. 2 wiggle eyes. Large cardboard. 2 magnets (1 small one for the spider; one of any size for the back of the "web").
- 1. Tie four pipe cleaners together in the center, using string or half of another pipe cleaner.
- 2. Glue a pompom onto the center of the leg section.
- 3. For magnet spider, glue small magnet to the center of the legs.
- 4. Draw a spider web on a large piece of cardboard.
- 5. Place the spider on the cardboard and move it with a magnet from the opposite side of the board.







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PAPER FACES





MUMMY NECKERCHIEF SLIDE

You will need: 3 craft sticks. White muslin strips or 1" gauze bandage. Glue. Black fine tip marker.

Glue the three craft sticks as shown. Let dry. Leaving one end loose in the back, completely wrap the mummy with strips of muslin. End at the back where the other end is. Tie a tight knot. Tie another knot to make a 5/8" loop. Trim ends. Draw a face with the marker.



BONE NECKLACE AND NECKERCHIEF SLIDE

- You will need: SALT DOUGH. Metal skewers. Black paint. Varnish (optional). Yarn or cord. 1/2" PVC pipe.
- 1. With your hands roll some salt dough into a sausage shape about 12 inches long. Cut into eight pieces.
- 2. Shape each piece to look like a bone. It's best to pinch the dough in at the middle of the bone and at both ends.
- 3. Roll balls of salt dough for the skulls. Squeeze in the cheeks. Use the ends of a brush to make eye sockets.
- 4. Push all the beads onto metal skewers and bake in the oven (200 degrees) for about 5 minutes. Cool.
- 5. For extra ghoul-appeal, use black paint to make the skulls' eyes, noses, and mouths. If desired, varnish.
- 6. Thread the skulls and bones.

To make a slide:

Join two bones in the middle with a dab of water. Press a skull on top. Smooth the back of the slide surface. Bake, paint, and varnish, then glue a section of 1/2" PVC pipe.

SPIDER COOKIES

Vanilla wafers Shoestring licorice or Twizzlers candy (strands, separated) Frosting, vanilla or chocolate. Tiny cinnamon candies Brown and orange sprinkles (or any other color)



- 2. Frost flat side of two wafers for each cookie.
- 3. Stick just the ends of four licorice lengths into frosting on each side of wafer. Top with second wafer, frosting side down.
- 4. Frost the top of the spider.
- 5. Add cinnamon candy eyes.
- 6. Cover with sprinkles.
- 7. Eat and enjoy!

CHOCOLATE SPIDER WEB

Milk chocolate pieces for candy mold (available at cake supply stores and craft stores) Small Ziploc freezer bag Wax paper

- 1. Let boys draw a spider web on a piece of paper. Advise them not to make "close-knit" web (They like to make webs with a lot of strands but they are hard to make with chocolate). Cover the drawing with a piece of wax paper.
- 2. Melt chocolate in double boiler or microwave. (Microwave oven works really well; just keep a close eye so chocolate doesn't burn.)
- 3. Put melted chocolate into a Ziploc bag. Cut a tiny section off one corner.
- 4. Squeeze chocolate slowly onto the wax paper, tracing the web pattern. (It's easier for the boys to trace the pattern than draw free-hand.
- 5. Carefully place the web in the refrigerator for a few minutes.





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DRACULA'S BLOOD YOGURT AND ICE-CREAM MIXTURE

16 ounces plain yogurt1/2 teaspoon vanilla1 10-ounce package frozen strawberries

Ice cubes Strawberry ice cream

- 1. Mix the plain yogurt, vanilla, and frozen strawberries in the blender until smooth.
- 2. Pour the mixture into tall glasses with ice cubes or chill.
- 3. Top with a spoonful of strawberry ice cream.

JEWELED POPCORN LOLLIPOPS

8 cups popped popcorn 3 Tablespoons butter or margarine 3 cups miniature marshmallows Lollipops Small gumdrops, diced.



- 1. Melt butter in saucepan over low heat. Add marshmallows and stir until completely melted.
- 2. Pour mixture over popped corn and stir until well coated.
- 3. With buttered fingers, shape still warm mixture around lollipops. Press gumdrop pieces onto popcorn.

CANDY APPLES

1 1/4 cups sugar1 cup light corn syrup6-8 hard eating applesPopsicle stick for each appleFood coloring (optional)

- 1. Mix the sugar with the corn syrup and cook over a medium heat.
- 2. Stir occasionally until the mixture begins to boil. Turn down the heat if the mixture threatens to boil over the pot. If using a candy thermometer, let the mixture heat until the thermometer reads "hard crack" (300 degrees). If you don't use a candy thermometer, use the water drop method. After the mixture has been boiling for about 15 minutes, spoon a little of it out and drop it into a cup of very cold water. The candy ball that forms in the water should be hard and brittle--then you know the mixture is ready.
- 3. While the candy mixture is cooking, prepare the apples by putting a popsicle stick into the stem end of each one. Spread a sheet of waxed paper on a counter near the stove.
- 4. When the candy mixture is ready, turn off the heat. The mixture should now be a light brown color. If you like, you can add about 20 drops of food coloring to the mixture to get the candy apple color you prefer. Red is most popular. One at a time, hold each apple by its stick and dip and twirl the apple in the mixture until it is entirely coated with the candy. Now put the apple, stick up, on the waxed paper to cool and harden.