

Be A Detective



SEPTEMBER 1998

LIFTERS AND LEANERS

The two kinds of people on earth that I mean,
Are the people who lift and the people who lean.
And wherever you go, you will find the world's masses,
Are always divided in just these two classes.
And oddly enough, you will find, too, I mean--
There is only one lifter for twenty who lean.....

A NEW CUB SCOUTING YEAR

For most of the packs September is the beginning of the Cub Scouting year. It's time to welcome new boys and their families. Include in the pack meeting program opportunities for the continuing families and new families to meet. Boys and families can make new friends. Involve parents from the beginning. Introduce leaders, new and old. Make it fun and easy for new leaders by providing support, the Fast Start training and the materials needed for their new positions. Inform them of the upcoming Basic Training in October (check with your district executive for the dates). Boys deserve trained leaders.

BE A DETECTIVE--DEN AND PACK ACTIVITIES

Visit the police department and meet the real detectives. Or can they come to the pack meeting to talk to the boys and families about police officers and their work in your city? Ask. Do you know how the 9-1-1 calls are handled in your city? Depending on the community, the 9-1-1 communication center may be located at a police department or fire department, but most of them will let your tour the center. (There will be some age limit, however.)

Boys can be a detective in many different ways:

FIRE DETECTIVE: Check their homes for fire safety. All the flammables in a safe place? Smoke detectors in working order? Fire extinguishers up to date? Family escape plan workable? How about den fire drill? Is everyone aware of the escape route and emergency plans at the meeting place? Ask a firemen to come to the pack meeting. Visit Fire Stations.

HOME SAFETY DETECTIVE: Are the homes safe for those living there? Stairs and hallways clear of toys and tools? No slipping in the tub or tripping on the carpet? All hazardous materials and poisons properly labeled and locked away? California Poison Control Systems has excellent and age appropriate videos on poisons and home safety available on a loan basis at no charge. Contact Elise Stone at (415) 206-8554. She is the health Education Coordinator for the San Francisco Bay Area Regional Poison Control Center. Poison prevention brochures and flyers are available for cost. Call their education number (800) 582-3387. The State-wide Emergency 24-hour Hotline is 1-800-876-4766.

TRASH DETECTIVE: Are we throwing away too much of what can be recycled? Learn about what can be recycled. Take a tour at the Recyclery (BFI) and see what happens to the recyclable items after it leaves your house.

BIKE DETECTIVE: Have a bike check at the pack or den meeting. Are the bikes in good repair? All gears work well? How about the size of the bike? Helmet? Ask among the parents if they know about bicycles. Some bike shops are willing to give a talk on bike safety. Learn about road safety, too.

NATURE DETECTIVE: Go on a hike and be nature detectives. Look for foot prints, nests and feathers on the ground. What can you tell about trees and bushes? Can you identify poison oak?

MYSTERY GUEST

Each week you can have a mystery guest. It can be introduced like a game, (such as, “What’s My Line” or 5-Questions) to try and guess who it is. The boys’ parents, grandparents, special uncles or aunts can be mystery guests. Or if you know someone you think boys would like to meet, invite him/her. Mystery guests can tell a little bit about themselves, teach a game, cook a favorite dish, or make a craft that their family likes to do. If your mystery guests are the boys’ family and you have a large den, you can do more than one boy a den meeting.

CRIME PREVENTION PROGRAM

Check into the Cub Scout Crime Prevention Program. The program brochures and application forms are available at the Council Service Center.

KIDCALL

Do any of the boys in your pack stay home alone after school? Approximately 22% of children ages 5 to 14 in the Bay Area spend some time at home unsupervised by an adult. KidCall, a free community service of Lucile Salter Packard Children’s Hospital at Stanford is a non-emergency telephone support line for children home by themselves after school. Specially screened and trained volunteers, supported by pediatric nurses, provide comfort, information and emotional support to children by phone. KidCall volunteers can answer questions, read stories, play games, tell jokes and ease loneliness and fears. This service is not a crisis line. The program does not interfere with pre-established family procedures and parental instructions. Callers remain anonymous. The KidCall hours are from 3 to 6 PM Monday through Friday. The number is 1-800-546-7549.

Lucile Salter Packard Children’s Hospital also provides an Educational Outreach Safety Program. Volunteers can visit your pack to talk about home safety, home alone issues and street safety. For more information or to arrange a visit call Kelly Okura Conte, Community Outreach Liaison, at (650) 497-8164. Arrangements for a presentation at the pack need to be made at least one month in advance.



This is my picture of a goat eating grass.
 Where’s the grass?
 The goat ate it.
 Where’s the goat?
 Why would the goat stay if there’s no more grass?

DETECTIVE DECIPHERING

Be a super sleuth. Unscramble the words in the list below to uncover items often used by a detective.

AREMAC
TAH
SCREEFIBA
BRAULCOINS
CAROATIN

GISSUID
KOBETONO
KIELWA-EAKLIT
GAMINNGFYI SASGL
COFALIFI GADEB

CREDODE
PHEETONEL
SNASSEGLUS
NECIPL

camera, hat, briefcase, binoculars, raincoat, disguise, notebook, walkie-talkie, magnifying-glass, official badge, decoder, telephone, sunglasses, pencil.

WHERE IN THE WHORL?

Start at the arrow and journey to the center of the whorl by the shortest possible path. Your route may not go outside the thumbprint.

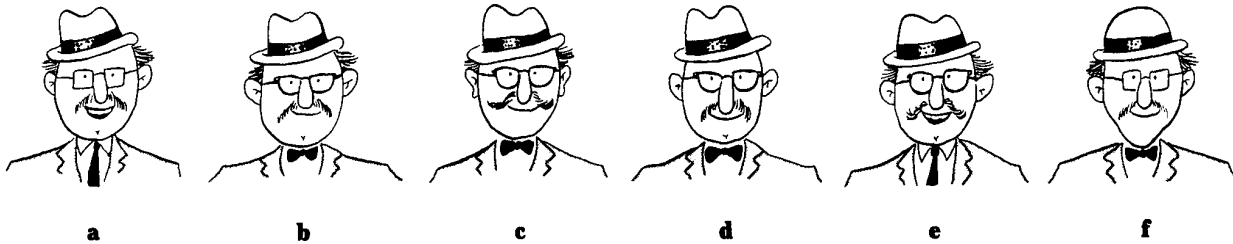


MEET MISTER X

As people arrive, explain that there is a mysterious Mister X in the room. Tell them to introduce themselves to everyone asking, "Are you Mister X?" (He is to answer in the affirmative.) At the end of the period, Mister X announces the first person to learn his identity and awards him a prize.

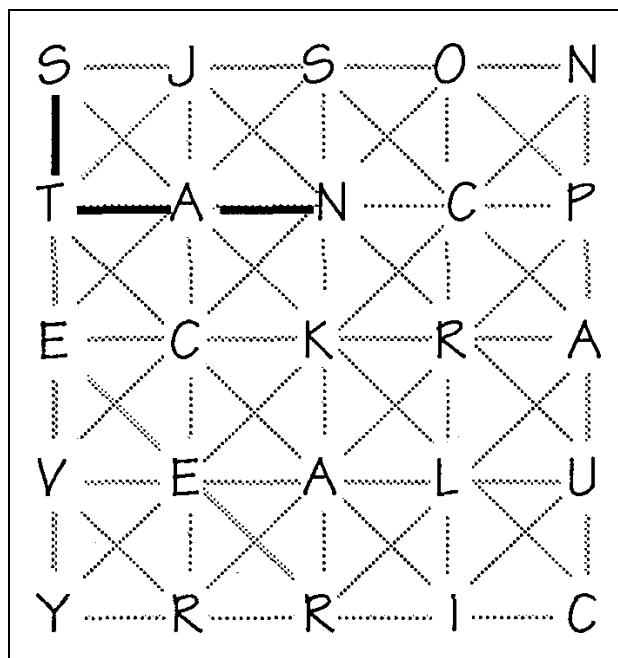
LINE-UP

Which face is made up of the most common elements in the six pictures?



WHAT'S IN A BOY'S NAME?

Who are our new Scouts? Please help and find them. Connect the letters by moving along the dotted lines to find the hidden boys' names containing four or more letters. You cannot jump. You can use the same letters more than once. There should be nine more names..



DETECTIVE OPENING

Cubmaster and Assistant Cubmaster are dressed like Holmes and Watson.

CM: Here you are, my dear Watson. Are you ready?

ACM: Ready for what, Sherlock?

CM: Ready for a great meeting.

ACM: A great meeting is about to start? How can you tell?

CM: Elementary, my dear Watson. You know there is something going to happen because the room is full of people. They seem to be families. There are a large number of boys so they are families with at least one boy. Boys are certain ages and many of them are in uniform. People are smiling and the boys' faces are glowing with expectation. The color guards are waiting in the back with the flags...

ACM: Well, let's get started!

DETECTIVE CLOSING

CM: Well, my dear Watson. Thank you for your help tonight. As always you are a reliable friend.

ACM: Thank you Sherlock. I can tell it's time to close the meeting. We all had fun. The boys received their recognition. Families met each other... I can tell from their faces they will be back next month. And the color guards are ready to retire the colors.

MYSTERY CLOSING

Detectives are good at solving mysteries. There are great many mysteries in life. In fact life is a series of mysteries. Some of them will take us a life time to solve. Keep looking for clues. Sometimes other people are mysteries to us. We as individuals are all different from each other and it may appear to be difficult to get to know them. But there are clues--like their facial expressions, their hobbies and interests. We already have one clue about each other; we are in Scouting. Let's keep looking for clues so we get to know each other and become friends.

DETECTIVE CEREMONY IDEAS

Cubmaster dressed like Dick Tracy with a "two-way wrist TV." He receives information about when to start ceremonies or regarding the candidates for advancement.

Hide clues about what's coming next or about the boys receiving awards around the room. These can be specific items, like badges as a clue to start the advancement ceremony, or written instructions. Don't make it too elaborate.

DETECTIVE ADVANCEMENT

Cubmaster dressed like a great detective and carrying a magnifying glass.

(Looking through his magnifying glass) The boys here all look happy and proud. But there are boys who look prouder than others. They must be the ones who achieved the goals in Cub Scouting they had set for themselves.

The first group of boys are Bobcats. I can tell they are Bobcats because their uniforms do not have as many patches as others do. The boys hands are itching to go up to make the Cub Scout sign they learned recently. Will _____ come forward with their parents? Boys, please make a Cub Scout sign and repeat the Cub Scout Promise with me. (They do.) Great job. (Help parents presents the awards to the boys.) Congratulations.

Next group of boys are Wolves. You can tell they are Wolves from their uniform. Their neckerchiefs are yellow. The Bobcat badge is already on their uniform. They have a look of second graders. Will _____ come forward with their parents? (Present awards and congratulate the boys and parents.)

The Bear candidates are next. You can tell them apart because of their blue neckerchiefs. _____, will you come up here with your parents? (Look at the boys' hands with the magnifying glass.) These boys indeed have been working hard. Their hands sure look capable of making knots and doing other Cub Scout craft. (Present awards and congratulate the boys and parents.)

There are lots of clues that separate the Webelos Scouts from others. They have their special neckerchiefs. Their uniforms are the same color as those of the Boy Scouts. They are more mature. Webelos badge candidates, are you ready to come up here with your parents? (Call names.) Bobcats hands were itching to go up to make a Cub Scout sign. The hands of these boys are ready to go up to make a Boy Scout sign. Boys, please make the sign and repeat the Boy Scout motto. (Present awards and congratulate the boys and parents.)

(For Webelos activity badge presentation, Cubmaster can look at the boys with magnifying glass and make brief comments like:

“I can tell he worked hard on the Citizen Activity BADE; he is standing straight.”

“Let me see your hand. Will I find some paint marks?” for the Artist Badge.)



BIG HAND CHEER: When the leader says, “Let’s give them a big hand,” everyone in the audience holds up one of their hands with the palm open.

LOUDER BIG HAND CHEER: Give a **BIG HAND CHEER**. Then the leader says, “Louder.” Everyone holds up the other hand too.

BIG HAND WITH FEELING: Give **LOUDER BIG HAND CHEER**. Then the leader says, “Now with feeling.” Everyone tickles one palm, still up, with the fingers of the other hand.

MYSTERY ADVANCEMENT

Setup: Hide three or four clues about the boys receiving awards around the room. These can be written on small pieces of paper. Make sure the Cubmaster knows where the clues are hidden.

Cubmaster enters the room wearing a sleuth hat and carrying a magnifying glass.

Cubmaster: I hear there is a mystery to solve tonight. Let's see if we can find the clues and solve the mystery. (Walks around the room and finds the first clue) Here's a clue. (Reads the clue to the pack) I wonder what this means. I guess we need to keep looking for the next clue. We'll solve this mystery, yet. (Finds the second clue) Look! Another clue. (Read the clue to the pack) I still don't know the solution to the mystery. Well, let's keep looking. (Finds the third clue) I hope this clue helps us solve the mystery. (Reads the clue to the pack) Well, I'm not sure what the solution to this mystery is. Does anyone know the answer?

Den Leader: I know! I know!

Cubmaster: Well, Den Leader, what is the solution to this mystery?

Den Leader: _____ (names of boys) _____ have earned their _____ (awards) _____.

Cubmaster: Well, let's have _____ come up and receive their awards. Thank you for solving our mystery.,

"SECRET MESSAGE" ADVANCEMENT

Equipment: A secret message for each advancing Cub Scout, prepared by writing in milk or lemon juice as shown on page 108 of the Wolf Cub Scout Book. When the sheet is held carefully over a heat source, such as a light bulb, the message is revealed. Write such messages as, "Great, Brian! Now aim for Bear!"; "Congratulations, Justin! You've made Wolf!"; and "Go for the Arrow of Light, Peter!"

The Cubmaster lights a single light bulb representing the spirit of Cub Scouting and calls forward advancing boys and their parents. Speak briefly about their accomplishments, and ask parents to pin new badges on the boys' shirts.

Hand each boy his secret message, and watch carefully as he holds it above the lit light bulb.

When the message is clear, the boy reads it aloud.

FIND MORE CLUES AT THE ROUNDTABLE

CEREMONIES SUITED FOR THE BEGINNING OF THE YEAR

PICTURE OF CUB SCOUTING

Each phrase is written on a portion of poster board cut-out to form a picture frame. Boys read their line and hold up their section of the frame. The frame should be large enough for the eight boys to stand in the center to become the “picture” of Cub Scouting.

- Cub Scout 1: Cub Scouting is for all boys.
- Cub Scout 2: Cub Scouting is for families.
- Cub Scout 3: Cub Scouting is fun.
- Cub Scout 4: Cub Scouting provides adventure.
- Cub Scout 5: Cub Scouting helps develop interest and skills.
- Cub Scout 6: Cub Scouting helps me belong.
- Cub Scout 7: Cub Scouting teaches boys to reach out.
- Cub Scout 8: Cub Scouting teaches duty to God and country.

Den leader: This is the picture of Cub Scouting.

QUESTION AND ANSWER OPENING

Cubmaster and 5 or 7 Cub Scouts in front.

- Cubmaster: For our opening tonight, we’ll have responses to questions on Cub Scout ideals. What is the Cub Scout Motto?
- Cub Scouts: Do Your Best.
- Cubmaster: Will you do your best?
- Cub Scouts: We will do our best.
- Cubmaster: Demonstrate the Cub Scout sign.
- Cub Scouts: (Raise and extend two fingers)
- Cubmaster: What do the two fingers represent when you give the Cub Scout sign?
- Sub Scouts: Two parts of the Cub Scout Promise--”Help Other People” and “Obey.”
- Cubmaster: Give the Cub Scout Salute.
Audience, please rise and join us in the Pledge of Allegiance.



NEW PERSON CHEER: “Hi, there. Welcome, welcome, WELCOME!”

FRIENDSHIP APPLAUSE: Have your neighbor put his left hand out on his side, and you clap it with your right hand; meanwhile you are also holding out your left hand and your other neighbor is clapping with his right hand, etc.

ROUND OF APPLAUSE: Clap while moving hands in circular motion.

ROUND OF APPLAUSE II: Turn body around while clapping.

THE YARDSTICK CLOSING

Advance preparation: Mark and score on the yardstick where it will be broken.

If you consider that the average man lives about 72 years, then every half inch of this yardstick represents one year. (Hold up the yardstick)

When you realize that after the age of 21, you really don't have any say over how that person thinks, what he does or what he believes, (take the yardstick and break it off at 10 1/2 inches) we have lost this whole section of time. It is not available to us. (Toss the large piece on the floor)

Now all we have left is this. (Hold the 10 1/2-inch piece up) But, then you have to realize that at the age of 18, a boy can vote, own property, be married or in the military. That leaves us this much. (Break off the 9-inch section and toss the 1 1/2-inch piece on the floor)

A boy goes into the Boy Scouts sometime after he is 11 years old. So, we as Cub Scout Leaders really only have this (break off the 5 1/2-inch section and toss the 3 1/2-inch piece on the floor) to influence these boys. (Hold the 5 1/2-inch piece up)

But then, when you realize that these boys are already at least 6 years old, we have already used this (break off the piece at 3 inches) part and it is no longer available to us. It is gone, and we can't get it back.

That leaves us with this. (Hold up what is left) Not a lot, is it? Time is precious and we must do all we can to introduce the values of Cub Scouting to these boys to last them a lifetime.

See Staging Den and Pack ceremonies for:

“This is Cub Scouting” (p. 64)

“Beginning of the Year” (pp. 51-52)

“Parents’ Participation Promise” (p. 64)

“Parents’ Promise” (p. 66)

“Induction of New Families” (pp. 69-70)

“Induction of a New Cubmaster” (pp. 131-132)

“Welcome, New Leader” (pp. 132-133)

“Cubmaster Induction” (p. 133)

“Den Leader Induction” (pp. 133-134)

“Den Leader Installation” (p. 134)

“Den Leader Induction and Parents’ Welcome” (pp. 134-135)

“Den Chief Induction” (p. 136)

“Den Chief Recognition” (pp. 137-138)

“Committee Chairman Induction” (p. 140)

INDUCTING THE NEW FAMILY

Equipment: Wolf, Bear, Webelos and Boy Scout handbooks; Two blue, two yellow and one white candle; Cardboard letters C U B S.

Personnel: Den chiefs, den leaders or committee members for the voices.

Cubmaster:

Friends, we welcome you to our ceremony for new Cub Scout families. Before you burn five candles; two are blue, two are gold, and the center one is white. In front of the colored candles are the letters C U B S. These four letters spell "Cubs," but each letter by itself stands for something special.

Voice 1: The "C" stands for Courtesy. A Cub Scout is courteous. He is courteous to older people, his friends, his teachers and especially his parents. He is courteous in all that he says and does.

Voice 2: The "U" stands for unity. When a boy joins a pack. His parents join too. He does not work alone but with other boys. He learns to get along with others.

Voice 3: The "B" stands for Bravery. The Cub Scout is courageous enough to stand up for the things that he thinks are right - honesty, equality, fair play, thereby making the world a better place in which to live.

Voice 4: The "S" stands for Service. A boy not only does service to himself while he is in Cub Scouts, but he also serves others. He strives to help spread good will in every way he can.

Cubmaster:

Cub Scouts, you see before you four books; the Wolf book, the Bear book, the Webelos book and official Boy Scout Handbook. They stand for the steps that a boy climbs as he goes higher and higher in Cub Scouting and finally moves upwards into Boy Scouting. The white candle in the center stands for God, just as God should stand in the center of our lives.

You have come here tonight seeking admission to the friendship and fun of Cub Scouting. We wish you a great Cub Scouting adventure with your dens and parents.

Welcome to our pack.

(At this point, have all the boys and families in the pack form a line and shake the hands of the new boys and parents joining the pack.)

PARENT REDEDICATION

Cubmaster: Parents, will you please give the Cub Scout sign and repeat after me:

We will continue/ to do our best/ to help our son/ along the achievement trail/ and share with him/ the work and fun of Cub Scouting.

DEN LEADER INDUCTION CEREMONY

Equipment: Appropriate emblem and a copy of the Cub Scout Leader Book for each leader being inducted.

Personnel: Cubmaster, committee chairman, den leader coach, new leaders.

Cubmaster: Tonight we want to welcome our new den leaders. Would _____, our den leader coach, bring our new den leaders forward and introduce them?

Den Leader Coach: It is a pleasure to introduce Cub Scout Den leaders _____ and _____, and Webelos Den Leader _____. I know that you will do your best to be good den leaders, and I promise to do my best to help.

Committee Chairman: Den leaders are indispensable to our pack. Being a den leader is a rewarding responsibility and a lot of fun. Now I will ask our new den leaders to repeat after me: "As a den leader/ I promise to do my best/ to show interest and concern for all the boys in my den/ to help other people/ and to obey the Law of the Pack.

Cubmaster: Wearing the den leader's emblem not only identifies you as a very important member of the Boy Scouts of America, but wearing your uniform also sets a great example for the boys in your den. It's a privilege to present to you your den leader's emblem to wear on your uniform. And this Cub Scout Leader Book which will be your guide.

Now, Cub Scouts, let's welcome your new den leaders with three big cheers: "Hip, hip, hooray!" (three times)

REDEDICATION OF LEADERS AND PARENTS

On my honor as a leader (or parent), I rededicate myself to my goals in Scouting:

To provide the best possible program for the greatest number of Cub Scouts I can reach;

To approach each Cub Scout as an individual with certain characteristics and needs, and not just as one of a group;

To provide adventure that involves both work and play;

To teach our boys that by getting along with others and working together, they can all be strong;

To foster pride in the American flag and loyalty to our country.

I will put aside all petty differences with my fellow leaders (or other parents) and remember that the only important thing is the Cub Scout and his needs.

Enthusiasm will be my watchword, patience my guide, and service my goal.

THE CASE OF THE MISSING “ (NOUN 1) ”

Before you read the following story, ask the audience for 5 nouns, 2 adjectives, 3 verbs, 1 name, and 1 exclamation. Put them in the blanks in the story and read the story.

Later Monday night I hear a knock at my ____ (noun) _____. I know from the minute she walks into my office the lady is ____ (adjective) _____. I try to calm her down. “Here,” I say, “Have some ____ (noun, plural) _____.” But she just keeps ____ (verb) _____. Her ____ (noun 1) ____ is missing, she finally tells me, and the way she says it I know we gotta ____ (verb) _____. “Follow me,” I say, and we get into my ____ (noun) ____ and drive off. The first place I go is ____ (name) ____’s. I can see him through the window, just as I suspected, ____ (verb) ____ ing up and down with that ____ (adjective) ____ expression on his face. “Wait here,” I tell the lady. Five minutes later, I come out with the ____ (noun 1) _____. “ ____ (exclamation) _____!” she says, “but how did you--?” “Just a hunch,” I tell her. “Now come on--let’s find you a safe, warm ____ (noun) _____.”

(From Kids Pad, Klutz Press)

STRETCHER

The leader reads the following slowly after asking the audience to listen closely and do whatever motion he or she does.

Tonight we’ve been trying to be real quiet and still.
 It’s hard to be so patient, when it goes against our will.
 So let us all stand up right now and move yourself awhile.
 Shake hands with the person next to you and give them a smile.
 Stretch your arms way up high, and shake your legs a bit.
 Now everyone turn once around, and please let’s all now sit.
 Now that we’ve all stretched and the blood again is circulating,
 We’ll get on with the program, for more fun for us waiting.


JOKES


Knock, knock.
 Who’s there?
 Ella Mann.
 Ella Mann who?
 Ella Mann-tery, my dear Watson.

Detective: Just by looking at them, I can tell where you got your shoes.

A: Where?

Detective: On your feet.

BOBBY WANTS TO BE A CUB SCOUT

Bobcat: "Mee-ooooow"
 Wolf: "Ahhhh-ooooo"
 Bear: "Grrrrrrrr"
 Webelos: "We're the best! We're #1"
 Arrow of Light: Everyone clap

Bobby was out for a walk one day near his home. As he walked along, he met a BOBCAT. The BOBCAT appeared to be reading a book. Bobby asked the BOBCAT what he was doing. The BOBCAT said that he was trying to become a WOLF.

Bobby laughed. Who ever heard of a BOBCAT changing into a WOLF? He continued on along the way. Soon he met a WOLF. The WOLF was working on a wood project. "What are you trying to become?" laughed Bobby. "I am going to become a BEAR," said the WOLF.

How strange, thought Bobby. A BOBCAT who wants to be a WOLF, and a WOLF who wants to be a BEAR. Maybe I can find a BEAR who wants to be something else, too."

Sure enough, soon he met a BEAR who was busy packing for a camping trip with his family. "And what are you trying to become, big BEAR?" The BEAR said, "I am going to be a WEBELOS."

"What's a WEBELOS?" asked Bobby. So the BEAR explained to Bobby how he could become a Cub Scout. First he could be a BOBCAT, then a WOLF, then a BEAR, and then a WEBELOS Scout. He might be able to earn the ARROW OF LIGHT, the highest award in Cub Scouting. Bobby said, "Thank you," to the BEAR.

Then he ran back past the WOLF and past the BOBCAT. He ran right out of the woods and straight home. He wanted to tell his parents that he wanted to join Cub Scouting so he could become a BOBCAT, then a WOLF, then a BEAR, and then a WEBELOS Scout -- and maybe even earn the ARROW OF LIGHT!

**RIDDLES**

What is it you lose whenever you stand up?

Your lap.

What is it you have that you can always count on?

Your fingers.

What belongs to you, but is used more by others?

Your name.

Can you read the following?

Y y u r y y u b

I c u r y y 4 me.

Too wise you are, too wise you be.

I see you are too wise for me.

THE CASE OF A LOST QUARTER

Cast: Boy; World famous detective Hairlock Combs; Detective's assistant; lamp post
 Props: Flashlight for the lamppost; Costumes for the detectives
 Scene: One person acts as a lamp post, shining the flashlight on the ground. The boy is frantically searching in the pool of light.

Combs comes in with his assistant and asks the boy what he is doing.

Combs: (in a snobbish voice) What are you doing, young man?

Boy: (sniffing) I lost a quarter and I'm looking for it.

Combs: (airily) My name is Hairlock Combs and I am a world famous detective. (Combs his hair) I will help you find it.

Boy: Oh, thank you.

Combs: There are some scuff marks over here (pointing). That means that it was probably kicked over there (pointing).

Boy: Wow, you're right!

Combs: And here is some bird droppings and a feather (pointing). That means it was probably taken by a bird.

Boy: Oh, no! (Wailing)

Assistant: Excuse me, but, young man, where did you lose the quarter?

Boy: (sniffing) Over there (pointing into the dark).

Assistant: Then why are you looking over here?

Boy: The light is better over here.

HOW TO GROW A CUB SCOUT

CHARACTERS: Greenthumbs (any number of Cub Scouts), one sprout (Cub Scout) and a narrator.

PROPS: Large box or carton (big enough for one Cub Scout). Cardboard cutouts can be used for various ingredients added to soil or taken away. If a large enough carton is used, live parents, den leader and Cubmaster could be used to walk into the box through an opening at the back of the box. A table. Large cardboard garden shovel. A large book labeled How To Grow A Cub Scout.

COSTUMING: Sprout (a cub with his uniform concealed under regular clothing). Greenthumbs can wear large signs identifying them.

SETTING: Greenthumbs lined up behind table. Arrange ingredients on a table in the order of their use by the greenthumbs. A very large gardening book labeled "How to Grow a Cub Scout" for the narrator to hold as he reads the skit.

NARRATOR: We are about to instruct you in the method of planting and proper cultivation of a young sprout into a Cub Scout.

HOW TO GROW A CUB SCOUT (continued)

The first thing to do is locate a good site for your seed bed. We have chosen pack _____ of _____ (sponsor, school, etc.) .

To prepare the seed bed we add one patient den leader, one courageous Cubmaster and very enthusiastic parents. These will insure a proper foundation for sturdy roots to grow. Work into soil thoroughly. (A greenthumb puts in either cardboard parents or escorts real parents into the box and gently stirs with a large shovel.)

Next you'll need one very green young sprout. Be careful to plant with lots of love. (Boy is escorted into the box and he sits on a chair inside. He can be quietly removing his outer clothing now.) Don't forget to prop your sprout up with lots of assurance until his roots are strong enough to stand alone, (Another greenthumb places a large cardboard strip behind the sprout labeled assurance).

As any greenthumb knows, the right kinds of fertilizer is of utmost importance. Add lots of fun and good times. (Greenthumb adds large cardboard sign labeled "Fun and Good Times"). Don't forget a heaping handful of laughter. (Greenthumb holds his hands together cupped and dumps in the imaginary laughter). A pinch of ambition couldn't hurt at all. (Greenthumb with fingers pinched together adds a small sign labeled "ambition"). Last but not least, add some blue and a little gold to promote color and insure pride. (Greenthumb brings forth a cub scout uniform and adds it to the box after showing it to the audience).

As this young sprout begins to grow you'll need to cultivate to avoid any unsightly weeds that could choke out his growth. Pull out any idle hands. (Greenthumb pulls out a card labeled "idle hands" from box - cub inside could hand these cards up). Yank up any laziness. (Greenthumb does as above). Pull up any hate. (Greenthumb pulls up the sign). Jerk up any selfishness. (Greenthumb pulls up the sign). Crumble up any clumps of unhappiness. (Greenthumb reaches into box and crumbles a chocolate cookie).

Sprinkle thoroughly, with lots of cooperation, (Greenthumb with empty shaker sprinkles over box) and then just stand back and watch your sprout bloom into a healthy Cub Scout.

(Cub Scout rises up from his chair slowly and then proudly gives the Cub Scout sign),

WHO HAS GONE FROM THE ROOM?

This is a game for a large group of players who know each other. See that all are seated in a circle with the one who is “it” closing his eyes while you have a Cub Scout leave the room. After he leaves the room, “it” opens his eyes and tries to guess who has gone. If he guesses correctly, that Cub Scout is “it” the next time. If he fails, he must be “it” again.

THE MYSTERIOUS MR. IT

This game is best played outdoors. Line Cub Scouts in a straight line facing the goal, which is another line about 30 feet away. All players must close their eyes, holding their hands open behind them. The leader walks behind the players and secretly places a small object (a penny or button) in the hand of one of them. The leader says, “Mr. It is alive!” Everyone walks toward the goal, and “Mr. It” tries not to let others know who he is. Then, the leader says, “Look out for Mr. It!” Mr. It then tries to tag as many players as he can before they get to the goal. When everyone is back, Mr. It becomes the game leader.

TWENTY QUESTIONS

This is a classic game that’s fun to play in a large or small group. “It” thinks of a person, place or thing. (Writing it down on a piece of paper will help him focus on what he is thinking of.) One by one, the other players ask yes or no questions to figure out the answer. The group can only ask a total of twenty questions. Each player can try to solve the mystery when it’s his turn, but an incorrect guess means he’s out of the game. (An incorrect guess doesn’t count toward the twenty questions.) Continue to play until the correct guess is made or twenty questions have been asked. Variations: Instead of using person, place, and thing categories, play the game using different categories like animal, vegetable or mineral. Or select famous people, living or dead. This game can be played in pairs, selecting an item and trying to guess the other’s at the same time.

BAGS OF CLUES

Prepare some “clue bags” by deciding on a fun theme for each bag and gathering the appropriate items. Some suggestions: Beach (sand, a lifeguard whistle, water bottle, sunglasses, etc.); Pizza (olive, flour, Italian spices, cheese etc.); Monopoly (an iron, a shoe, a hotel receipt, dice, money). Just make sure the boys can relate to the theme and that the clues aren’t too abstract. Try to put together “clue bags” with the same degree of difficulty. At game time, divide the players into pairs and give each team a bag of clues. They must take the clues out of the bags, look them over, and decide what they have in common. Ask them to explain how the clues are tied to their guesses.

MYSTERY MATCH

Choose several easy words of two syllables, like ap-ple, pen-cil, base-ball, liz-ard, sum-mer, bob-cat, ea-gle, hap-py, etc. Write each word on two separate slips of paper; indicate the break with hyphens like “ap-” on one slip and “-ple” on the other. Do this for five to ten words. Make several identical sets. Divide the boys into teams. Give each team a set and ask them to make words as quick as possible. Try with boys names too like Ron-ald, Ste-ven, Rog-er, And-rew, Stan-ley, Rob-ert, Rich-ard.

WHAT’S DIFFERENT

See how observant you are. If you meet at the same place each meeting, have the leader or parent go in early to rearrange something. It doesn’t have to be a major change, something little. Then ask the boys what is different. Let them guess. If you can’t rearrange the meeting room, wear something different (put shoes on wrong feet or get a haircut) and have the boys guess what is different. Let the boys pair up and go out of sight and make a change to themselves. Have them come back and let the rest of the den see if they can spot the difference.

CRAZYBONES

The idea of this game is to discover how many objects each player can identify by touching them with his elbow. Gather together such things as an eraser, a ring, a penny, a pencil, a piece of sandpaper, etc. Let none of the players see them in advance. Have each player roll up his sleeve and place his arm on the back of his chair. Pass behind and hold one of the objects against their elbows, and let them all write down what they think the object is. Player with the most correct answers is the winner.

HIDDEN OBJECT

Send boys out of the room. Take a thimble, ring or coin and place it where it is perfectly visible but in a spot where it is not likely to be noticed. Let the boys come in and look for it. When one of them sees it, he should quietly sit down without indicating to the others where it is. After a while, if no one else has found it, have him point it out to the group.

DETECTIVE

Have the boys sit in a semicircle. Choose a boy to be the detective. Another is “it.” “It” thinks of an object or a person in the room and gives the detective clues, one at a time, like “I’m thinking of something that is red.” The detective tries to guess what it is or asks for one more clue. Let the detective move around the room and try to discover the object or person. For fun, give the detective a large magnifying glass to look through as he searches the room.

BALLOON BURST

Let's use those magnifying glasses! You will need one small magnifying glass and an inflated balloon per boy and good parental supervision and sunlight. Inflate balloons and tack them to a fence that will get direct sunlight. Tack the balloons low to the ground, about a foot apart. Or rig a clothesline low to the ground. All of the players sit or kneel in front of a balloon, and on the signal each boy tries to burn a hole in his balloon using his magnifying glass. The first player to pop a balloon wins. Let the other boys pop their balloons. Talk to the boys about fire and safety and protecting their eyes..

PLINK, PLOP, CLUNK, BOING

Gather 12 to 15 different items such as an orange, a ping-pong ball, a peanut in its shell, a marble, a beanbag, a piece of sandpaper, etc. Put all of these things on a table. Let all boys look at the objects for one minute. Then they turn their backs to the table and remain quiet. The leader takes the objects one at a time and drops them from a height of about two feet to the table. Give each boy a chance to guess the name of the object by its sound.

See <u>Cub Scout Leader How-to Book</u> for "Detectives" (page 4-8)

GET ACQUAINTED GAMES

SIGNATURE HUNTERS

Give everyone a pencil and a sheet of paper on which, down the left side, is lettered a word or words associated with the pack (e.g., CUB SCOUT, SAN JOSE, name of the chartered organization) or the theme of the month. On signal, he is to get signatures from those whose names begin with any of the letters. The first player to obtain a signature by every letter is the winner.

LEADER VS. AUDIENCE

Tell everyone to ask the name of the person sitting at his right. On signal, everyone is to shout this name. If the leader can't detect a single name, the audience wins. The audience should be told to conspire against the leader by yelling in unison to blend all the names into one. Leader can retaliate by making false starting signals, hoping to trap one or two into shouting names.

CIRCLE HANDSHAKE

Have the group form a circle, facing in. Tell them each person will be given a chance to meet every other person. Select a "guest" in the circle and ask the person to his left, "A," to shake hands with him and introduce himself. Then A takes a position to the right of the guest. Player "B" repeats A's actions - introducing himself and shaking hands with the guest and A - and takes his place to the right of A in what now becomes a reception line. Other players follow, introducing themselves to every person in the line. If the group is really large, make two circles-- at least everyone has a chance to meet half of the group.

SONGS ABOUT CUB SCOUTING**HE'S GOT THE WHOLE PACK IN HIS HANDS**

(Tune: He's Got the Whole World...)

He's got the whole pack in His hands.
 He's got the whole pack in His hands.
 He's got the whole pack in His hands.
 He's got the whole pack in His hands.

He's got the whole pack in His hands.
 He's got the teeny tiny Tigers in His hands.
 He's got the brave, bright Bobcats in His hands.
 He's got the whole pack in His hands.

He's got the wonderful Wolves in His hands.
 He's got the big brilliant Bears in His hands.
 He's got the wholehearted Webelos in His hands.
 He's got the whole pack in His hands.

He's got the whole pack in His hands.
 He's got the able Akelas in His hands.
 He's got all Cub Scouts in His hands.
 He's got the whole pack in His hands.

SCOUTING

(Tune: I'd Like to Teach the World to Sing)

I'd like to help my world to be
 A place where boys are free.
 To grow and learn and give a hand,
 And be all they can be.

I see that Scouting is a way
 To start to understand,
 That caring, helping, smiling, too
 Can help him be a man.

We're the real thing. (Cub Scouts)
 Why not join us, you'll see (Cub Scouts)
 What fun really can be, (Oh, Yeah!)
 We're the real thing. (We're Cub Scouts!)

WELCOME SONG

(Tune: Auld Lang Syne)

We welcome you to our Cub Pack,
 We're mighty glad you're here.
 We'll start the air reverberating
 With a mighty cheer.
 We'll sing you in, we'll sing you out,
 For you we'll raise a shout.
 Hail, Hail the gang's all here today,
 You're welcome to our Pack!

PACK CHEERING SONG

(Tune: Hot Time in the Old Town)

Cheer, cheer, cheer
 For the TIGERS who are here
 Turn all about
 Get your voices in high gear
 Shout and yell - TIGERS
 At the pack night all this year
 There'll be a hot time in the old pack
 tonight!

Additional verses:

WOLF CUBS
 BEAR CUBS
 WEBELOS

THAT'S WHY WE'RE IN CUB SCOUTING

(Tune: Deep in the Heart of Texas)

The fun things in life,
 Our family's delight (clap 4x)
 That's why we're in Cub Scouting.

We do our best
 To pass the test (clap 4x)
 That's why we're in Cub Scouting.

We think our pack's great,
 We keep it first rate (clap 4x)
 That's why we're in Cub Scouting.

See Cub Scout Songbook for more greeting songs.

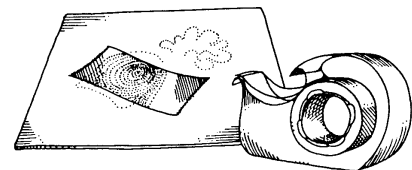
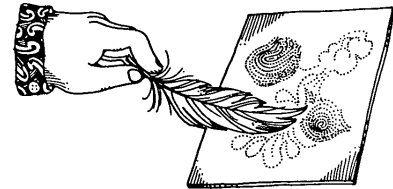
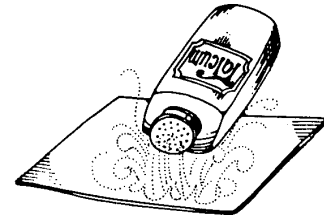
FINGERPRINTING

Develop some latent prints around your house, and see if you can find whose fingers they match.

Skin contains a small amount of “oil” to keep it soft. Every time someone touches an object with their bare fingers, they leave an invisible fingerprint. The invisible fingerprint is called a latent print, which you can make visible with a few simple materials. Smooth surfaces are best for leaving fingerprints on. Although it is technically possible to find latent prints on paper, cloth, or other rough surfaces, clean glass or polished metal show fingerprints best.

To “develop” a latent print and then “lift” the print, you will need:

Talcum powder. Pencil and fine sandpaper (or graphite powder). Very soft feather. Transparent tape.



1. You must first develop a latent print to make it easy to see.
Because a latent fingerprint contains skin oil, it is a bit sticky.
 - A. If the surface where you suspect a latent print to be on is dark in color, you can develop the print using talcum powder. Sprinkle a very small amount of talcum powder on the surface, and very gently brush the powder around with a soft feather. If the latent print is there, the talcum powder will stick to it and the print will become visible.
 - B. In the surface is light in color, sandpaper the lead tip of a pencil point to get fine graphite (or use store-bought graphite) and use this dark powder to develop the print.
2. Once the print is developed, you can easily save it by lifting the print with a piece of transparent tape. Cut a small piece of tape and place it directly on the developed print. Lift the tape and it will take the powder pattern of the print with it.
3. To save the print, mount the tape on paper or cards. Use dark paper for talcum prints and white paper for graphite prints.

FINGERPRINT CLASSIFICATION

name _____

date _____

taken by _____

finger _____

type _____

comments _____

CLASSIFYING FINGERPRINTS

Although all fingerprints are different, there are a few fingerprint-type classifications. Three of the most common types are known as LOOP, WHORL and ARCH. How many loops, whorls and arches do you have? (Some fingerprints have double loops and other variations, but these are not common.)



Under the fingerprints you have mounted on paper, write the proper classification--loop, whorl or arch. Include any other information, such as where you found the print and which finger the print came from, if you know.

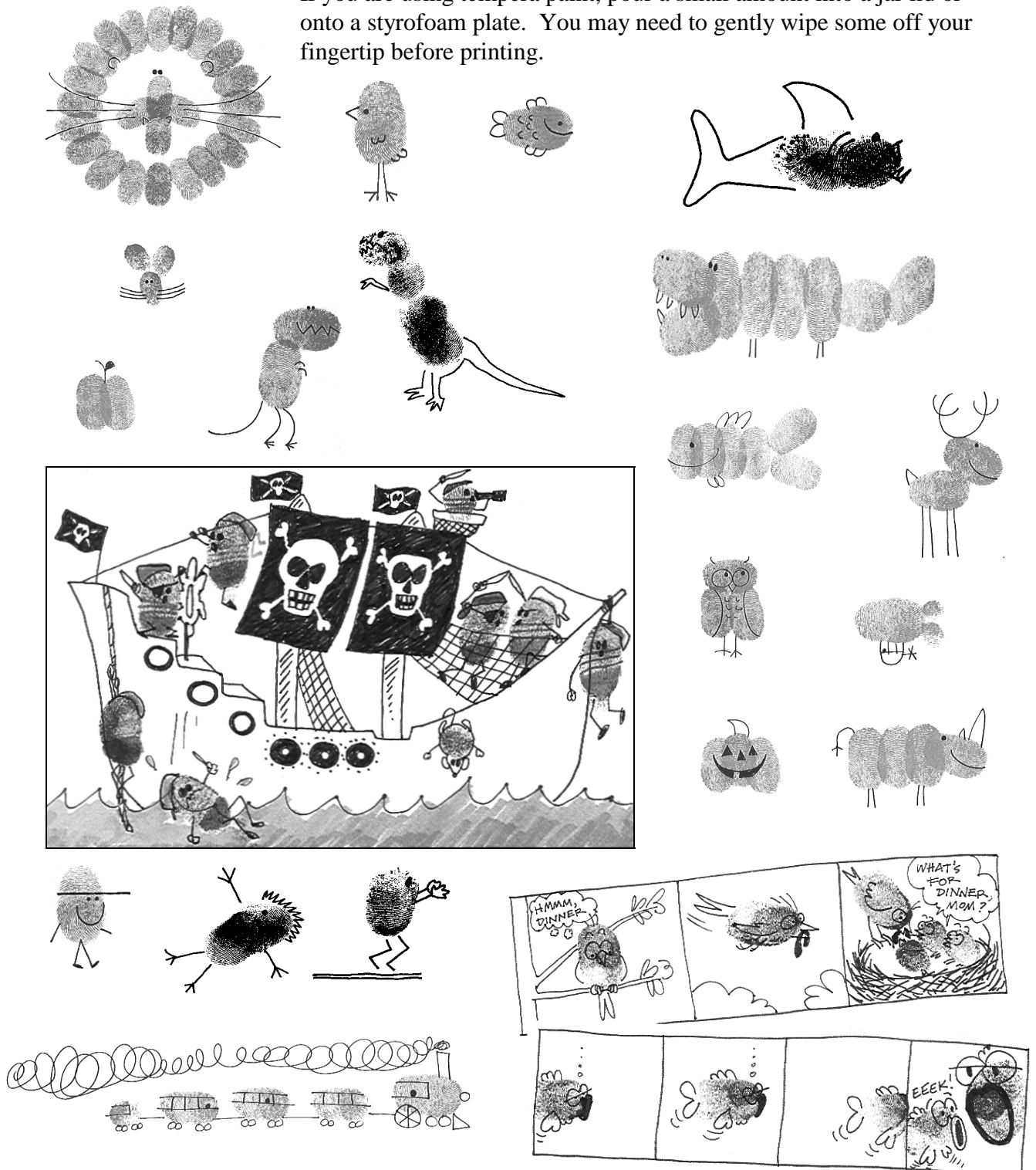
If you have the chance, visit your local police station and ask to see the fingerprint file and how a person’s fingerprint is “taken” using ink.

FINGERPRINT DRAWING

Make “thummies” with your thumbs or use any finger. Make dozens of characters and pictures. Add details and background. Make comic strips too.

You will need: Washable ink pad or tempera paint. Paper. Fine point felt-tip marking pens.

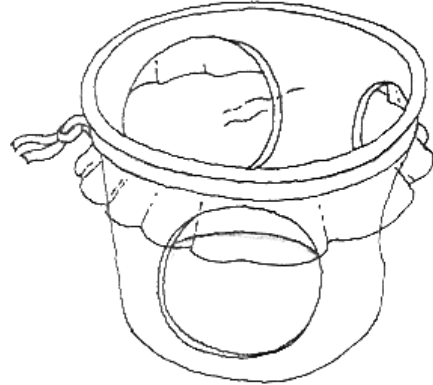
If you are using tempera paint, pour a small amount into a jar lid or onto a styrofoam plate. You may need to gently wipe some off your fingertip before printing.



WATER MAGNIFYING "GLASS"

You will need: An oatmeal box or other wide cylindrical container like a small soft plastic pail. Plastic wrap (Clear food wrap is okay but a dry cleaner's plastic wrap works best because it stretches a little). A heavy rubber band. Acrylic paint. Water.

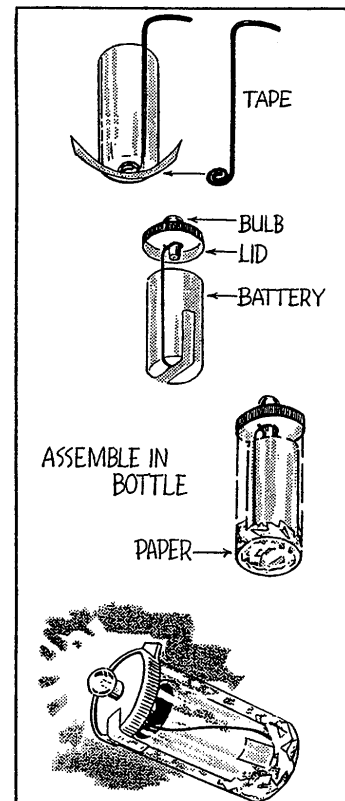
1. Remove the lid. Carefully cut out three rounded shapes from the wall of the container. (You need a sharp knife. Be careful.) The openings don't have to be the same size, but they should be large enough to fit a hand through. Be sure to leave enough of the container at the top, bottom and side so it won't become too flimsy.
2. Decorate the outside of the box with acrylic paints.
3. Cut a piece of plastic wrap a few inches larger than the opening. Be generous. Use the rubber band to hold the plastic wrap to the top of the box, leaving the plastic wrap loose and somewhat droopy.
4. Pour water in the droopy part of the plastic wrap. To use the lens, place it in a lighted area; then put the object you want to look at inside the container. Peer down through the water.
5. You might try experimenting with the power of magnification by using different amounts of water.



PILL BOTTLE FLASHLIGHT

You will need: A battery (C or AA). Flashlight bulb. Plastic pill bottle with flexible lid (should be large enough for battery and bulb base to fit inside). Flexible insulated wire. Adhesive tape.

1. Scrape insulation from both ends of wire. Form one end into a flat coil and attach to bottom of battery with adhesive tape.
2. Cut opening in center of lid large enough for base of bulb to fit through. Push base of bulb through the hole.
3. Wind the other end of wire around base of bulb. Fix in place around sides of base with a small piece of tape.
4. Crumple small pieces of paper and place enough into bottom of bottle so that when battery is inserted and lid is tightly in place, the bottom of the bulb will just make contact with the top of battery.
5. Hinge one side of lid to the bottle with tape. When bottle lid is closed, the bulb will light. To shut off the flashlight, flip up the lid with your finger. When not in use, make sure there is no battery contact.



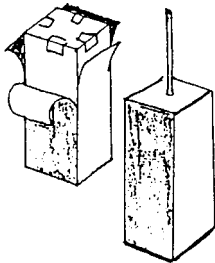
This light creates a dim glow. For a brighter light, use a container large enough for two batteries. You can cover the outside of the flashlight with Contact Paper

WALKIE-TALKIE

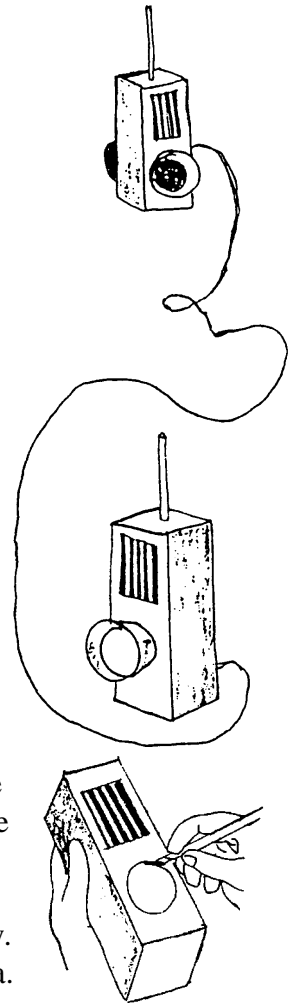
(This really works.)

You will need: 3 quart size milk cartons. Pressure-sensitive tape or duct tape. Paint or adhesive shelf paper. 2 small drinking cups. 2 straws. String.

1. Cut the gables off two quart milk cartons. Cut two square pieces from a third carton to fit the opening and make a flat top for each carton.
2. Seal on four sides with pressure-sensitive tape or duct tape. Paint or cover with adhesive paper.
3. Cut five slits 2 1/2" long, 1/8" wide and 1/4" apart. Start 1" from the top of the carton. This is where the sound comes out.
4. Cut the bottoms out of two small drinking cups, leaving 1/4" edge. These are the mouthpieces.
5. Cut one circle near the bottom of the carton just large enough to hold the cup, leaving about 3/4" of the cup outside the carton. Do the same on the other carton.
6. Tie a knot in one end of a long, long string. Punch a small hole in the back of one carton opposite the mouthpiece just big enough for the string to slide through. Pull the string from the inside to the outside



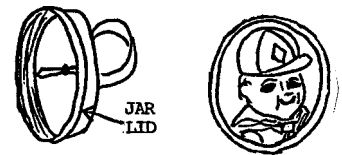
- until it reaches the knotted end. Punch the same size hole in the other carton and thread the string from the outside to the inside. Tie a knot in the second end; pull string backwards until it is stopped by the knot.
7. Insert one cup in each circular hole until it fits snugly. Insert a straw in the top of each carton for an antenna. The string should be slightly taut when sending and receiving.

**SELF-PORTRAIT SLIDE**

Take a picture of a new Cub Scout and make a portrait neckerchief slide.

You will need: Cub Scout's photo. Brass brad. Baby food jar lid or any jar lid similar in size. Leather strip big enough to fit around neckerchief with about 1/2" overlap. Glue. Puff paint (optional).

Punch a hole in the middle of the jar lid with a nail. Make a loop with the leather strip and punch holes in the loop where the two ends overlap. Attach the loop to the lid by inserting the brass brad through the loop (both ends) and the jar lid. Spread the clasp so that the loop is firmly secured. Glue the brad in place. Cut a photo to fit the lid. Glue the photo into the lid and let it dry. If desired, trace the edge of the photo with puff paint.



Note: Covering the photo with clear Contact Paper before cutting it will protect the photo.

See Cub Scout Leader How-to Book for "Carton Periscope" (p. 3-38).

JAM FINGERPRINT COOKIES

Use your thumb or index finger to make holes in balls of oatmeal cookie dough; then fill the cookies with jam.

1 cup butter or margarine at room temperature
1/2 cup firmly packed brown sugar
1 egg
1 1/2 teaspoons vanilla
1 cup all-purpose flour
2 cups regular rolled oats
2 teaspoons water
2 cups chopped walnuts
About 1/2 cup apricot or strawberry jam.

1. Preheat oven to 375 degrees. Lightly grease baking sheet.
2. Place 1 cup butter and brown sugar in large bowl and beat with electric mixer until blended. Separate egg and place egg white in small bowl. Add egg yolk and vanilla to butter mixture and beat until blended. Add flour and oats and beat until well blended.
3. Add water to egg white in small bowl and mix with fork until well blended. Place walnuts in shallow dish. Roll dough into about 1-inch balls with your hands (you should have about 30 balls). Dip balls in egg white, then roll them in walnuts. Place balls on baking sheets, spacing them about 1 inch apart.
4. With your thumb or index finger, make a hole in center of each ball, being careful not to press all the way through to baking sheet. Fill each hole with about 1/2 teaspoon jam. Bake for about 12 minutes, until edges of cookies are lightly browned. Turn off oven and remove baking sheets to racks. Let cookies cool on baking sheets for about 5 minutes; then use a spatula to transfer cookies to racks.

Makes about 30 cookies.

APPLE SMILES

1 medium red apple, cored and sliced
Peanut butter
Miniature marshmallows

Spread one side of each apple slice with peanut butter. Place three or four marshmallows on top of the peanut butter on one apple slice. Top with another apple slice, peanut butter side down. Squeeze gently. Eat right away.

Makes 8 to 10.