

# Does Not Compute



JANUARY 2000

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## **DEN AND PACK ACTIVITIES**

### **PINEWOOD DERBY**

For suggestions, please see Cub Scout Leader How-to Book, pages 9-39 to 9-44.

For derby songs, "Pinewood Derby Song" and "Racer's Lament," see Cub Scout Songbook.

### **FIELD TRIPS**

Visit a computer lab at a local high school or college.

Visit a newspaper office. How do they use computers?

Visit the local library. Talk to the librarian about the use of computers at the library.

Visit a local business. How do they use computers?

Call a computer store and arrange a demonstration of different computers and different programs.

Any parents working for a computer software or hardware company? Is a tour possible?

## **WOLF AND BEAR ADVANCEMENT**

It is usually this time of the year that boys complete the requirements for the Wolf or Bear ranks. See Staging Den and Pack Ceremonies for Wolf and Bear ceremonies:

"Shere Khan--Wolf Advancement" (pp. 74-75)

"Wolf Advancement" (p. 75)

"Elective Arrow Points (Wolf or Bear)" (pp. 76-77)

"Bear Advancement" (p. 78)

"Hunters--Bear Advancement" (pp. 78-79)

"Pull Together" (pp. 79-80)

An all-purpose generic ceremony creator is listed in the Miscellaneous section at the beginning of this book.

## **DEN DOODLES**

Boys enjoy marking their progress on the den doodle and it is a positive incentive. If your den does not have one, how about making one in time for the Blue and Gold Banquet next month? You can take it to the Banquet for all to see the boys' accomplishments.

Examples are shown in Cub Scout Leader how-to Book (pp. 3-13 to 3-14) and Staging Den and Pack Ceremonies (pp. 14 to 15).

## **CUB SCOUT LEADER POW WOW 2000**

Be sure to register for this year's Pow Wow. Flyers are mailed to registered Cub Scout leaders. They are also available at the Roundtable and the Council Service Center.

***WITH CUB SCOUTING IT ALWAYS DOES COMPUTE!***

**COMPUTER WORD SEARCH**

E K C E H C L L E P S A V O	BACKUP	GRID
N W U L A F B T M Y C N Z T	CALCULATE	IBM
N O C I O P A G A Q R T D O	COLOR	ICON
E T G F D L D X I S E M A G	COMPUTER	INTERNET
C O M P U T E R L N E U S G	DATA	KEYBOARD
P O H C I N S Z R K N W R J	DELETE	OPEN
U B L J F J K E Y B O A R D	DESK TOP	PRINT
K A X O M A T C D D P B E I	DOCUMENT	PROCESSING
C Y U A R N O G N H K L I R	E-MAIL	RUN
A N T N I R P I I U E T L G	FAX	SCREEN
B A G V K U W C A T M I O A	FILE	SPELL
D U N G N I S S E C O R P W	GAMES	CHECK
X W O E C B V U J D U H E D	GOTO	WEB
A D O C U M E N T N O B N E	GRAPHICS	WINDOWS

**COMPUTER TERM MATCH-UP**

- |                       |  |
|-----------------------|--|
| 1. DATA               | a. A set of steps or a list of instructions that tells a computer to do something.   |
| 2. INPUT              | b. The process that a computer goes through when you turn it on. It gets itself ready for you to use.  |
| 3. PROCESS            | c. A portable, battery powered computer, small enough to comfortably fit on a person's lap.  |
| 4. OUTPUT             | d. A worldwide network of computers that allows people to exchange information with machines all over the world.                                       |
| 5. INTERNET           | e. A small, black package containing important electronic circuits.  |
| 6. PROGRAM            | f. Material that is stored in a computer. It can be letters, words, pictures, or even ideas.   |
| 7. LAPTOP<br>COMPUTER | g. Convert data into information.  |
| 8. COMPUTER CHIP      | h. Information that is given out by the computer. This information may be displayed on a screen, printed on a printing device, or shown in other ways. |
| 9. HARD DISK          | i. Data that is given to a computer. Usually this data will be processed into information.   |
| 10. FLOPPY DISK       | j. Permanent storage device.   |
| 11. BOOTING           | k. A removable permanent storage device.   |

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

**REACTION TIME**

The computer has an incredibly fast reaction time and that makes your task easier. How fast is your reaction time? Without studying the chart below ahead of time, have someone time you as you touch from number 1 to number 12 in numerical order.

4	3	10	12
6	11	8	9
1	7	2	5

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**COMPUTER AND CUB SCOUTING - OPENING**

C is for Computer and Cub Scouting  
O is for Output of future citizens  
M is for Memory of fun we'll keep for years  
P is for Program that's outstanding  
U is for User Friendly--Yes, we have fun in Cub Scouting  
T is for Task we gladly do  
E is for Environment that is ideal  
R is for Record and Cub Scouting has a great one.

**OPENING CEREMONEY**

Narrator: As we see our great flag, we often think of what living in this wonderful country does for us. Seldom do we think of the duty each of us have towards our country. If you look closely at the word American, you'll see that it ends with the words I CAN. These words help us to remember what *we can do* for our country.

Cub #1: I CAN be loyal to my country.

Cub #2: I CAN be honest in my dealings with others.

Cub #3: I CAN show respect to others and their property.

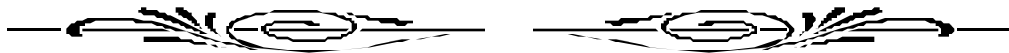
Cub #4: I CAN be helpful to others.

Cub #5: I CAN be thankful for my blessing of living in this country.

Cub #6: I CAN work hard to do my part to add to my country.

Cub #7: I CAN show love for my country by my actions.

Narrator: If everyone will do these things, our country will be even greater than it is. Please repeat the Pledge of Allegiance with me.

**ALL I NEED TO KNOW ABOUT LIFE I LEARNED FROM COMPUTERS**

Get with the program.  
Some people can't hack it.  
If you have a lot of Internal Drive, you'll go far.  
Remember...don't just nibble at life's opportunities, take a megabyte.  
Don't byte off more than you can chew.

## COMPUTER DICTIONARY OPENING

Den Chief: This month Cub Scouts in Den \_\_\_\_ have been leaning about computers. And they would like to share what they learned.

- C    COMPUTER**  
A computer is a machine that uses electricity and helps people work with different types of information.
- O    OUTPUT**  
Output is the computer's answer after it has processed your message or program.
- M    MICROCHIP**  
A microchip is a tiny piece of material that stores and sends information through the computer.
- P    PRINTER**  
A printer helps you create your important documents. Dot matrix, bubbles and laser jet, too.
- U    UNIT**  
The CPU is the central processing unit of the computer. It is the computer's brain.
- T    TELECOMMUNICATIONS**  
Telecommunications can be done with other computers over telephone lines if you have a modem.
- E    E-MAIL**  
E-mail is a message sent from one computer to another over some type of a network.
- R    RAM**  
RAM, random access memory, is a computer's memory that can be changed by your input or program.
- S    SOFTWARE**  
Software is the program, or instructions, that tell the computer what to do. They are usually stored on disks or tapes.

## COMPUTER OPENING

- C**   Computers have changed our world by...
- O**   Opening up vast new areas of information and...
- M**   Making it easy to find out about things.
- P**   Playing games is a favorite computer activity for everyone.
- U**   Using a computer to look up information or solve a problem
- T**   Takes half the amount of time and...
- E**   Effort that doing it the old-fashioned way does.
- R**   Running a program is as easy as 1-2-3, but there's only one way to open this pack meeting. Will everyone please stand and join us in the Pledge of Allegiance?

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## **COMPUTER CLOSING**

Cubmaster or Cub Scout:

As all good computer games must come to an end, so this meeting must end. Your score for the night is 100--that's 100% for being a Scout and doing your best. Just as you must exit or complete a program before turning off your computer, we must close our pack meeting properly before leaving for the night. To do this we need to retire the colors. Will Den \_\_\_ please advance and close our meeting?

## **COMPUTER AND CUB SCOUTING - CLOSING**

The computer has changed our lives in more ways than we now know. It has opened up many new and exciting possibilities for all of us. It is in this way that the computer is like Cub Scouting. Cub Scouting allows boys to experience many new and exciting things, too. It will change the lives of all who join in the fun. It will open up a world of wondrous things for boys to encounter. New horizons for them to see. Endless opportunities to enjoy. Cub Scouting is growing and changing to fit today's world. And as with computers, the time we spend in Cub Scouting will change boys' lives in more ways than we now know.

## **CUBMASTER'S MINUTE**

We have with us here tonight a very special group of boys. Our Cub Scout children. These boys are our future. As we adults grow older, these boys are the ones who will be making the decisions for us in our old age.

The adults here are charged with a very important job. In computer language, we are responsible for the input these boys receive. This input will form their ROM, Read-Only-Memory, the instructions that tell them how to operate.

We must program them with good moral values and character, citizenship and patriotism, self-esteem and spirituality, as well as a vision for a better future.

If we do this, then the output will be honest, caring and loyal young men who will lead our country through many years.

So, please remember this and be mindful of what you input into your boy's computer.

## **CLOSING THOUGHT**

Just as today's computers seem magical by comparison to the early computers, the computers of tomorrow will perform tasks that we only dream about or see in science fiction movies, such as Star Trek. The future is bright with the promise of rich rewards for those boys who Do Their Best.

## COMPUTER ADVANCEMENT

Equipment: Cardboard computer with changeable rank cards for screen (Add a frame in front with a slot at the top for rank card--e.g. rank stickers pasted on cardboard). Place the awards behind the computer.

Cubmaster: *(Typing data into the computer, then putting Wolf insignia decal on screen)*

I see that the computer lists several Cub Scouts who have earned their Wolf badges.

They are \_\_\_\_\_. Would they please come to the computer station with their parents?

*(Speaks briefly about their accomplishments in earning the Wolf badge, then gives parents badges to pin on the boys' shirts.)*

Follow similar procedures to award Wolf arrow points, Bear badges and arrow points, and Webelos activity badges. Change rank decals on screen for each rank.

## COMPUTER ADVANCEMENT

Use a large box, big enough to hold an assistant inside, decorate as a computer with a small slit large enough for the assistant to push out awards as the Cubmaster inputs information about Cub Scouts, ranks, or advancements. You can use Christmas lights to give the computer color.

These Cub Scouts have worked on twelve achievements under the direction of Akela.

They have worked on skills, the flag, keeping a healthy body, knowing the community, tools, a collection, world around you, cooking, safety, family fun, duty to God, and making choices. Which boys have earned this awards?

*(Computer pushes out awards.)*

The Wolf award! Would the following boys and their parents, please come forward?

*(Passes out the Wolf badges.)*

This next award is for Cub Scouts who have also worked on twelve achievements with Akela. These achievements were mixed, the boy and Akela had to choose the ones that would help this Cub, one from Duty to God, three from our country, three from family and four from the self section. What award could this be? And what are the names of the boys who earned it?

*(Computer pushes out awards.)*

The Bear rank award. Would the following boys and their parents please come forward?

*(Passes out the Bear rank awards.)*

These next Scouts have been working very hard as well. They have followed Akela and learned many things from Akela. Which awards are these?

*(Computer pushed out awards.)*

These Webelos activity badges have been earned by the following boys. Will \_\_\_\_\_ come forward? *(Passes out the activity badges.)*



## COMPUTER ADVANCEMENT

Equipment: A large box, that someone could hide in, decorated with flashing lights, pictures of gauges or meters and an opening that a juice can and awards could be passed through. Computer printout with the names of Cub Scouts receiving awards. Candy bar and candy bar wrapper, apple and a can of apple juice, and broccoli. Tape recording with computer sounds and a bell.

In today's world, computers have become a very valuable resource. Computers can be found on the desks of teachers, scientists, engineers, secretaries, technicians, receptionists, doctors, lawyers, and students. Computer skills are taught in schools beginning at a very early age. Computers are also found in most homes. We can play games, keep track of our finances, write letters, and school reports on computers. We can even use them to help us present awards to Cub Scouts.

Tonight, I have brought a very special computer. Let me demonstrate the special nature of this computer. I have an apple. If I put the apple into this amazing computer, let's see what happens. *(Cubmaster inserts the apple, lights flash and computer makes noises, finally a bell rings and out comes a can of apple juice.)* See, I told you this computer is very special. Let's see what happens if I put in a candy bar. *(Cubmaster inserts a candy bar, lights flash and computer makes noises, finally a bell rings and out comes only the candy wrapper.)* It appears that the computer is hungry. Let's try one more item. I have some broccoli. *(Cubmaster inserts the broccoli, lights flash and the computer makes noises, finally a bell rings and out comes the broccoli, untouched!)* I guess the computer is not as hungry as I thought.

Now, let's try for some awards. I have some computer paper here. Let's insert the paper and see what comes out. *(Cubmaster inserts the paper, lights flash, and the computer makes noises, finally a bell sounds and out comes a computer printout with the boy's name on it. Cubmaster takes the printout and holds it up.)* Will \_\_\_\_\_ and his parents please come forward? The computer gave me a printout with your name on it. It says that you are to receive your Bear (or Wolf, etc.) badge. But I don't have a Bear badge here to present, all I have is a picture of the Bear badge. Maybe the computer can help. Let's insert the picture and see what comes out. *(Cubmaster inserts the picture, lights flash, and the computer makes noises, finally a bell sounds and out comes the advancement card with the Bear badge on it.)* Isn't this a wonderful computer? I would like to have your parents present you with this award. It represents a lot of hard work and you have earned it.

*(Cubmaster continues to present awards by asking for additional printouts, calling the boys and their parents forward one at time (or one rank at time) and inserting the printouts in return of the badges.)*

### NOTE:

Use this computer also to present recognition or appreciation for leaders. For example, insert flower seeds into the computer and have the output be a bouquet of flowers.

## COMPUTER ADVANCEMENT CEREMONY IDEA

Ask parents in the pack if they have any old, outdated, or broken parts of computers, or old floppy disks. In this valley, it's more than likely that there are a few parents in some kind of computer business or profession. If not, go to a local software store or computer repair shop and ask if you could have some parts.

Attach the awards to the items that you've gathered. Fashion a computer out of a cardboard box. Cover the table and place the "computer" on it. Call each den up for awards. You can have an adult under the table to hand up the awards. The adult can also be the voice of the "computer" to act as the side-kick for the Cubmaster. You can say that the awards are the computer "output." Use your imagination, and have FUN.

## FUN WAYS TO SAY THANK YOU

Automobile: "Auto" be a nice day because of you."

Car: "You're always driving us in the right direction."

Ruler "Thank you for keeping us in line."

Spark Plug: "You spark up our pack meeting."

Watch: For putting in a lot of time for the pack.

For the person who is early or always on time.

For the person who times a Pinewood Derby race.

Toy car: "Thanks for helping to steer our pack right."



## APPLAUSES

KEYBOARD APPLAUSE: "Clickety, clickety, clack, clickety, clickety, clack."

XEROX APPLAUSE: Move your head back and forth several times, saying, 'COPY, COPY, COPY.'

COMPUTER APPLAUSE: "Cannot compute...cannot compute...Yes! CAN compute!!"

COMPUTER: "Cannot compute, data overflow, division by zero, Den (Pack) \_\_\_\_\_ to TOO great."

MOUSE APPLAUSE: "Squeak, squeak, squeak!"

SURFING IN TOMORROW'S WORLD: Pretend to sit at computer and type.  
Pretend to surf a wave.

PINEWOOD DERBY APPLAUSE: Hold your right hand over your head and bring it down as if it were a car coming down a hill or track while saying, "Swoooooosh!"

CHECKERED RACE CAR FLAG: Wave arm in figure 8 motion in front of you.

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## THE LITTLE COMPUTER WHO COULD

Old Computer: "Not enough memory at this time"  
Cub Scout: "Do your best"  
Cubmaster: "Does not compute, does not compute"  
New Computer: "Save that screen"  
Den leader: "Log on, log off"

It was December, and the CUBMASTER announced that the theme the next month was "Does Not Compute." The DEN LEADERS announced this theme to their CUB SCOUTS. The CUB SCOUTS were quite excited about the computer theme. They could not wait to start learning things about their NEW COMPUTERS. The DEN LEADER announced that their CUBMASTER wanted the CUB SCOUTS to come to the pack meeting with new things to show and tell about their computers. One CUB SCOUT, Tommy, had a very OLD COMPUTER. It belonged to the CUBMASTER when he was a boy. The CUB SCOUT did not feel that his OLD COMPUTER would work as well as the other boys' NEW COMPUTERS. Each week the CUB SCOUTS came to the den meeting with their notebooks full of computer paper from the previous week's den assignments. The CUB SCOUTS were all excited to share what their NEW COMPUTERS had done. Tommy was very sad because he felt his OLD COMPUTER'S work was not good enough. Tommy would not show any of the other CUB SCOUTS what he had in his notebook. The DEN LEADER kept asking Tommy to share, but he came up with all sorts of excuses.

Finally, the night of the pack meeting came, and the CUB SCOUTS all assembled to show their month's work with great anticipation. The CUBMASTER asked the DEN LEADERS one by one to have their den come up and explain what the boys had learned and done. As the CUB SCOUTS went up den by den, Tommy heard and saw all of the wonderful things that the NEW COMPUTERS could do. Eventually, it was Tommy's den's turn. Each boy explained what he had done and it was now Tommy's turn. Tommy looked down at his notebook full of papers and took a deep breath. Tommy explained that he only had an OLD COMPUTER and that he didn't want to show anyone what he had done. Earl, Tommy's good friend, pulled one of the papers out of Tommy's notebook and exclaimed, "Wow! This is neat!" Everyone jumped up and ran to the paper. Earl said, "Look at how Tommy's OLD COMPUTER printed this graph. It doesn't look as smooth and refined as mine, but it looks cool. It has a lot of dots on it." Tommy's face was red, but he explained to everyone about the dot matrix printer. He explained that back in the old days, that was how all OLD COMPUTERS printed. He said that the NEW COMPUTERS usually have laser printers that make things look different than the old printers. After the meeting, all of the DEN LEADERS and CUB SCOUTS told Tommy that they really enjoyed learning about his OLD COMPUTER. The CUBMASTER came up to Tommy and told him how proud he was of Tommy and that he was glad his OLD COMPUTER had such a good home. Tommy went home and gave his OLD COMPUTER a big hug. He said, "I'll never trade you in on a NEW COMPUTER because you do what the CUB SCOUT motto says 'Do Your Best.'"

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**SURFING THE NED**

Surf: The audience does a wave.

One day Cubby and his friend, Webelos Wendell, decided to go SURFing. Webelos Wendell nicknamed his board, Ned. Cubby, who was an awesome SURFer, thought Webelos Wendell needed more practice SURFing the Ned.

He was right, because after a few minutes SURFing the Ned, Webelos Wendell crashed. Cubby tried to get him on line and soon Weblelos Wendell was SURFing again. Webelos Wendell wanted to play games on the Ned. Unfortunately, he got in hot water for the second time and crashed. But Cubby was able to help give Webelos Wendell a warm boot up.

Cubby sat back and let Webelos Wendell SURF. From a distance he could see tiled windows. He looked in windows for some new soft wear. Webelos Wendell chose to play solitaire. He was having fun; Webelos Wendell changed his suit to red, then he changed it to black. Webelos Wendell had great soft wear.

Webelos Wendell had enough SURFing for one day. Webelos Wendell scanned a horizon. He wanted to get a picture for his home page, then e-mail a short message to his mom about his fantastic day of SURFing the Ned.



Which way did the computer programmer go?  
Data way!

Sign on a computer screen: Stepped out for a byte. Back at 1:30.  
Sign at a stationary store: "Sale on calculators. Little things count."

What does a computer call its mother and father?  
Mama and data.

I've invented a computer that's almost human.  
You mean it can think?  
No, but when it makes a mistake it can blame it on some other computer.

What do you get when you cross a crab and a computer?  
A computer that gives snappy answers.

What happened to the old computer?  
It fell to bits.

Why did the computer walk with a cane?  
Because it had a slipped disc.

How does a computer feel when it's up?  
Chipper.

## HOW TO PROGRAM A ROBOT

Cast: A Cub Scout den in uniform and a boy dressed as a robot.

Props: Index cards with speaking parts written on them.

Setting: Robot is in the center of the stage with Cub Scouts gathered around him. As each boy programs the robot, he puts his card in a slot in the front of the robot's chest.

- C.S. #1: How should we program our robot? We've spent a lot of time building him. We certainly want him to know things we think are important.
- C.S. #2: Let's give him a sense of appreciation. He's got to be grateful for more than just material things.
- C.S. #3: And let's not forget plain old-fashioned curiosity. The more curious he is, the more he will learn.
- C.S. #4: How about persistence? He has a to have confidence and not get discouraged.
- C.S. #5: We won't have to teach him tolerance, he already knows that; but we won't want to let him learn intolerance.
- C.S. #6: Love of country...yes...everyone needs to know that!
- C.S. #7: I want him to have a sense of humor. Everyone needs a dose of that.
- C.S. #8: I think he should be respectful and obedient...reverent!
- C.S. #1: Anything else? (pause) Well, let's see what we have here.

*(Boys all begin to turn knobs and make him work. Robot begins to walk mechanically around stage.)*

Robot: *(In a mechanical sounding voice)* I want to be a good Cub Scout...I want to be a good Cub Scout...I want to be a good Cub Scout.

C.S. #7: You know, I think those things might just make a pretty good Cub Scout, too.



### KNOCK KNOCK



Knock, knock.  
Who's there?  
Display.  
Display who?  
Dis play, Dat's work.

Knock, knock.  
Who's there?  
DOS  
DOS who?  
DOS debug byte?

## THE HOMEWORK MACHINE

*(On the stage is a contraption. A boy walks on with his little brother.)*

- Boy #1: Now remember, do everything just like we practiced. Here are the papers, now keep them in order.
- Brother: I will! Gosh, I'm not dumb. *(Boys' voices are heard.)*
- Boy #1: I hear them coming! *(Goes to contraption)* Get behind here!
- Brother: Alright. *(Goes behind the contraption. Boys enter and say hello to each other.)*
- Boy #2: Here we are!
- Boy #3: What did you want to show us?
- Boy #1: Well, I made my own computer!
- Boys: *(Reacting)* Oh sure! Your own computer! You couldn't do that!
- Boy #1: Well I did! Do you want to see it?
- Boy #2: Sure! Where is it?
- Boy #1: Right over here! *(Goes to contraption.)*
- Boy #3: This is a computer?
- Boy #1: Yes! I call it my homework machine. Do you want to see how it works?
- Boys: Yeah! Show us!
- Boy #1: Well, first I turn it on by turning this switch *(turn on switch and light comes on)*. Then I write down my question *(writes on paper)* 9+4? Then I put it in here *(drop paper in slot)* and turn this knob *(turn knob)*. And the answer comes out here *(paper comes out of the slot)* and the answer is 13.
- Boys: How did you do that? Do it again.
- Boy #1: Okay! Just once more. Let's see...What year did Columbus discover America *(writing it down as he says it)*? I drop it in and turn the knob. And here comes the answer *(paper comes out of slot)*. The answer is 1492.
- Boy #4: *(This boy appears to be the genius)* Let me try a question. I have this problem I have been trying to solve and I just can't seem to come up with the solution.
- Boy #1: *(Very uncomfortable)* I don't think we better do that.
- Boys: Come on, let him try.
- Boy #1: Well, I guess you can try; but, I don't think it will work for anyone but me.
- Boy #4: Well, I will try *(he writes)* cosine of X times the tangent of Y divided by 4. Now I drop it in the slot and turn the knob...*(waiting)* but nothing comes out.
- Boy #1: I told you it probably wouldn't work for anyone but me.
- Boy #4: I'll turn the knob again *(turn knob)*
- Brother: *(Sticking head out from computer)* does not compute, does not compute.



### VIRUS JOKES

- Nike virus: Just Does it!
- PBS virus: Your PC stops every few minutes to ask for money.
- Airline virus: You're in Dallas, but your data is in Singapore.
- Texas virus: Makes sure that it's bigger than any other file.

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### **VIRUS DODGEBALL**

You will need 2 sponge balls. Play in the gym or outdoor grassy area. Have half of the group form a circle about 25 feet in diameter. These are the throwers. The other half of the players will form chains of 3 to 4 persons inside the circle. The chain people will hold the waist of the person in front of them. The front person will have free hands and arms to help block the thrown ball. The object of the game is to hit the virus person at the end of each chain. All other chain persons are immune from being hit by the ball. When the last person of a chain gets hit, he drops out of the game, and the new last person at the end of the line will become the target. Pivoting around is usually better for protecting the end of the chain than trying to run around the circle. If the chain breaks while eluding the ball, everyone from the break on back is eliminated. When the last person is left alone, he will no longer be able to use his hands to block the throw. Switch positions after all viruses have been eliminated.

Stress quick passing to the opposite side of the circle to catch the virus off guard. First begin with one ball then add another as the game progresses.

### **VIRUS BALL**

You will need as many Nerf balls, of various sizes, as possible and a whistle. (If there aren't enough Nerf balls, substitute with newspaper, tightly balled and taped.) Play this game in a large area like a gym. Divide the group into two teams. Each team must stay on its own side of the center line. All of the balls are placed in the middle of the gym and the teams are lined up at opposite ends of the gym. The den leader blows the whistle to start the game and the players rush to throw or kick the virus balls out of their area. Play continues in a fast paced, running, and throwing activity as teams try to keep their area free of the virus. After a minute or so the den leader again blows the whistle and play immediately stops. The team with the fewest virus balls in their area is the winner.

### **DATA PROCESSING**

The object of the game is to order your team before the other. Form two lines (at least four people) of equal length and face each other. At the signal "Go," each player states his first name and the two lines reorganize into alphabetical order. Next, everyone states his last name and lines reorganize into a new alphabetical order. The processor (referee) continues "handling" data--birthday, house number, street name, and so on. Scoring is based on time and accuracy, and can be varied to suit the mood of the group. In one version the fastest team wins, provided it makes at least three fewer errors than the other team. For a small group, play with just one line and don't worry about scoring.

### **LOST FILE**

This is a great outdoor game. Set a boundary area. One player is selected to hide and the rest of the group then looks for him. When a player discovers the hiding place, he does not make a noise but rather he joins the player in hiding. Soon everyone is hiding together. Play continues until the last player finds the hiding group or the den leader calls the group back. The first player to find and join the hiding player becomes the one to hide in the next game.

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## **ROBOTS RACE**

You will need 2 buckets to fit Cub Scouts' feet and masking tape. With masking tape, map out a difficult course on the floor. Make sharp turns in the course. Cub Scouts are robots. They may not move their arms or smile (arms must remain next to their sides). Time each boy as he moves through the course. Add 5 seconds for each time he moves his arms or smiles. To make the course more difficult, have the boys wear the buckets on their feet. The audience will enjoy this activity as much as the Cub Scouts.

## **CALCULATOR SPELLING**

Play a spelling puzzle game with a calculator. How many words can you spell using "letters" on the calculator? When the calculator's display is held upside down, seven of the numbers look like letters of the alphabet. They are: 1=I; 3=E; 4=H; 5=S; 7=L; 8=B; 0=O

Have the boys spell as many words as possible. Or have two calculators and two teams. Have each team compete on the number of words they come up with within a specified time. (Remind boys that the words must be "spelled" backwards into the calculator Here are some words: BEE, BELLS, BIBLE, BLESS, BLOB, EEL, HEEL, HILL, HOLE, HOSE, LESS, LOSE, OBOE; OIL, SEE, SELL, SOIL. SOLE,

## **TELEPHONE NUMBER GAME**

Using the telephone dial as a key, convert a very short message into code. it's tricky because there is a choice of three letters for each number. here's a sample message:  
36 9687 2378 = DO YOUR BEST

Give each boy pencil and paper and make a short code message. Have the boys exchange papers and try to decode each other's messages.

Now can we solve this?

282 726887 36 84347 2378. 42637 6253 282 72688464 6673 386.

Answer is:

CUB SCOUTS DO THEIR BEST. GAMES MAKE CUB SCOUTING MORE FUN.



**HOKEY POKEY COMPUTER**

(Tune: Hokey Pokey)

You turn your mainframe on  
 You turn the modem on  
 You turn the printer on  
 Then you watch the monitor  
 You power up the software  
 And you pick the one you want  
 That's what it's all about.

You push the keyboard keys  
 To type the info in  
 You search the memory  
 To make the file fit in  
 You use your DOS or Windows  
 And you move the mouse around  
 That's what it's all about.

You can play neat games  
 And learn a thing or two.  
 You can make a sign  
 Or a banner just for you.  
 The world is at your fingers  
 When computer's powered up  
 That's what it's all about.

**TOMORROW'S COMPUTER**

(Tune: Down by the Station)

Out in the workshop  
 Early in the morning  
 See the Cub Scout genius  
 Busily at work.  
 Building a computer  
 Watch him push the buttons  
 Buzz, buzz. Flash, flash.  
 Compute, compute.

**E-MAIL DELIVERY**

(Tune: She'll be Coming Round the Mtn)

I'm sitting down in front of my computer  
 Turn it on  
 I'm sitting down in front of my computer  
 Turn it on  
 I'm sitting down by my computer,  
 I'm sitting down by my computer,

I'm sitting down in front of my computer  
 Turn it on

I am sending you an E-mail on your line  
 Type, type  
 I am sending you an E-mail on your line  
 Type, type  
 I'm sending you an E-mail  
 I'm sending you an E-mail  
 I'm sending you an E-mail on your line  
 Type, type

Through the information highway it will come  
 Zip, zip

It is waiting in your mailbox just for you  
 Delivery

Load it up so you can read it  
 Dialing

Give a shout if you're a Cub Scout  
 Yip hurrah!

**MY COMPUTER**

(Tune: Are you Sleeping)

My computer, my computer  
 I love it! I love it!  
 Finding information,  
 Typing up reports  
 Ooops it's gone!  
 Where'd it go?!

**WORLD OF COMPUTERS**

(Tune: It's a Small World)

CHORUS:

It's a world where computers are  
 They can even run your car  
 They can take you to the stars  
 It's a computer world after all.

It's a computer world we are living in  
 And the 21st century about to begin  
 New technology's here  
 And it's perfectly clear  
 It's a computer world after all.  
 CHORUS

It's a world with computers in  
 most every home

And the internet is a place you can roam  
 Sending E-Mail to friends  
 At the world's other ends  
 It's a computer world after all.  
**CHORUS**

There's a place for you in the computer  
 field  
 There are jobs and careers that you can  
 build  
 The opportunity is there  
 And it's time you're aware  
 It's a computer world after all.  
**CHORUS**

### **ZAP LITTLE VIRUS**

(Tune: Down by the Station)

I'm a little bug, but  
 The experts call me a virus.  
 I crawl into your hard drive  
 And make it go bezerk.

Here comes the virus scan  
 Now I'm in trouble,  
 Zip zap, zip zap  
 Now I am gone.

### **COMPUTERS**

A repeat-after-me song with motions  
 Say the words and make the motion

Computers  
 Computers, diskettes  
 Computers, diskettes, CD-ROMs

Computers, diskettes, CD ROMs,  
 memory  
 Computers, diskettes, CD ROMs,  
 memory, homework  
 Computers, diskettes, CD-ROMs,  
 memory, homework, games

Motions:  
 computers--a typing motion  
 diskettes--make a square with your hands  
 CD-ROMs--spin or turn your whole body  
 once  
 memory--rub your head at the temples  
 homework--frown  
 games--big smile

### **WORLD OF COMPUTERS**

(Tune: Row, Row, Row Your Boat)

World of com-pu-ters,  
 Makes your life a breeze,  
 Turn your PC modem on,  
 And surf the Internet seas.

### **NUMBER SONG**

(Tune: Take Me Out to the Ball Game)

8654321  
 865432  
 777567931  
 555679031 oh  
 8654321  
 1324568 and it's  
 99976542468

## **DISKETTE CRAFTS**

Save old diskettes. Ask parents to save them.

Before we start, take some time and see what's inside a computer diskette.

1. Shutter. This is a piece of metal on the diskette. Try moving this piece. See a brown piece inside the diskette? That's a magnetic disk. The shutter stays closed when the diskette is out of the computer to protect the surface of the magnetic disk. Gently open the diskette by prying up the shutter with a butter knife. Careful, there is a tiny spring inside the shutter. The spring may snap out and jump at you; so go gently.
2. Now pry open the two halves of the diskette case. In there you will find: a magnetic disk (brown plastic circle with a metal center or hub), two white paper rings, a small plastic piece and a small plastic flap under one of the paper rings. Hubs come off from the magnetic disk.

**DISK TOPS (Boys will love playing with these tops)**

You will need: One diskette; Inexpensive disposable chopstick or dowel; Puff paint or permanent markers; Small stickers (optional).

1. You can simply make a top with a square diskette. Apply a pointed scissors end to the hole of the hub you see and make a hole. (Adult should do this.)
2. Decorate the diskette with markers or stickers.
3. Cut one of the chopsticks at 3" from the tip. (chopsticks come in handy because they are square and just about the same size as the hole on the hub.) Insert the narrower end through the hole you made. If the stick is too big, whittle some (you shouldn't have to do too much.).
4. Now play with the tops. Which one spins longest? Steadiest?

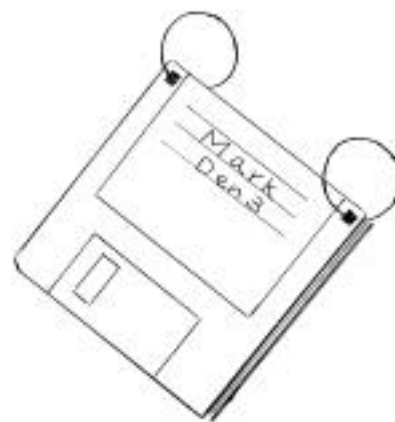


You can also make a top with the brown magnetic disk you found inside the diskette. Decorate with puff paint or stickers.

**DISKETTE MEMO PAD COVERS**

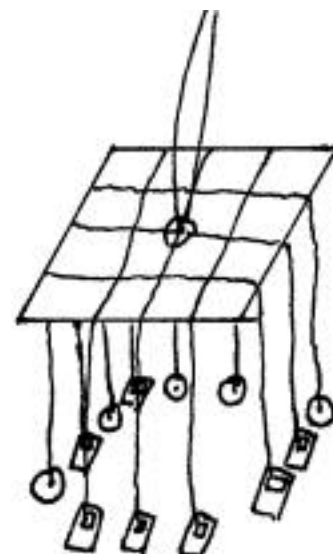
You will need: Two diskettes (preferably those with two square holes, like high density floppies); Two book rings; Drill.

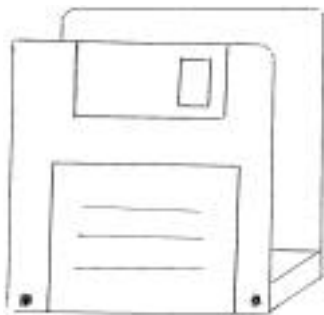
1. Drill two holes in a pair of diskettes if they do not already have two holes. If you are using high density floppies, use the existing holes.
2. Cut some paper the same size as the diskette. Punch holes at the corners at the same place as those on the diskettes.
3. Place the paper between two diskettes. "Bind" them with book rings.

**DISKETTE WIND CHIMES**

You will need: One complete diskette; 8-12 shutters and hubs (even number); String; Craft glue or glue gun; One pony bead.

1. Make a hole in the middle of the diskette (at the center of the hub) with pointed end of scissors. (Do this ahead of time.)
2. Cut a piece of string about 20" long. Thread the string through the hole, through the pony bead and come back up through the hole in the diskette. Tie two ends of the string together. This is how the wind chime will be hung.
3. Using 16" piece of string, tie a shutter or a hub on each end of the string. Do this for all the shutters and hubs.
4. Fold a string in half and drape it over the topside of the wind chime base. Glue the string to the diskette. Repeat for all string pieces.
5. When the glue is dry, hang the wind chime in a breezy area.



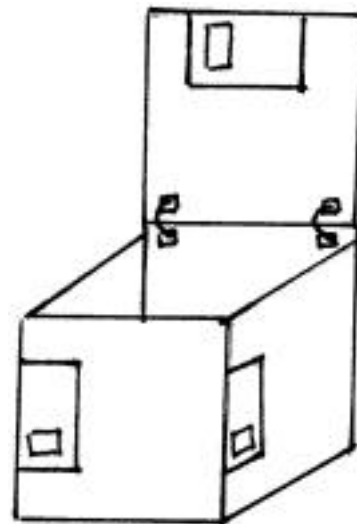
**DISKETTE LETTER HOLDER**

Glue a diskette on each side of a rectangle wood block. It could also be nailed to the wood block using the existing holes in the diskette.

**DISKETTE BOX**

You will need: 6 diskettes; Craft glue or glue gun; String.

1. Lay the base diskette down with the shutter away from you.
2. Glue on the the back wall (holes at the top of the box). This is the only diskette that stands on the base.
3. Glue on the sides and front, as shown, to the outside of the base. You will have to squeeze the side walls slightly to glue on the front.
4. Connect the 6th diskette to the back one with pieces of string threaded through holes in both diskettes. Now you have a lid on your box.

**MAGNETIC DISK NECKERCHIEF SLIDE.**

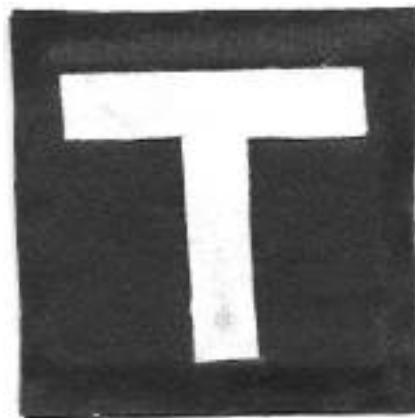
Decorate the magnetic disk with stickers or puff paint. Attach a section of 1/2" PVC pipe on the back of the hub.

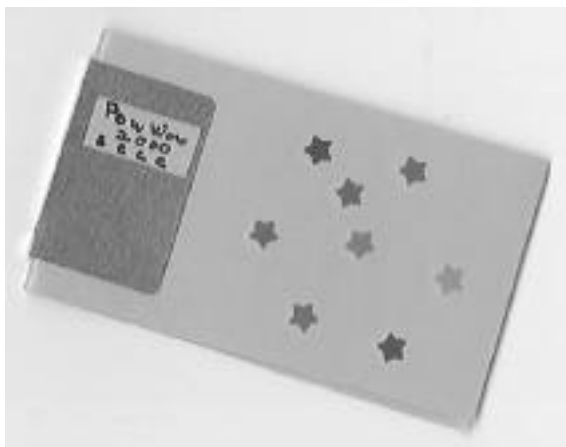
**DISKETTE COASTER**

Think about covering with blue and gold felt and using for the Blue and Gold Banquet in February.

You will need: One 3 1/2" diskette (of any kind); Two square pieces of felt slightly larger than the diskette; Glue.

1. "Sandwich" the diskette between two felt pieces.
2. Glue the two pieces of felt on the edges.
3. Now you have a coaster. Make a set of matched coasters, or make one for each family member in their favorite colors.





### SHUTTER BOOKMARK

You will need: Shutter; Strip of color copy paper (about 8 1/2" x 2 1/2"); Glue; Fine tip marker or ball-point pen; Markers and stickers.

1. Fold paper in half. Shutter looks like a book. Slip the folded edge inside the shutter and write the title of your book in the square opening of the shutter.
2. Take the paper out. Decorate it with stickers, markers, and crayons.
3. Cover the paper with clear Con-Tac paper (Optionally you can cover both sides.)
4. Apply glue toward the folded edge and slip that end into the shutter, aligning the book title in the hole. .
5. To use the bookmark, simply slip a few pages between the colored paper.

### CD SUN CATCHER

Ask parents for old CDs or free promotional CDs.

You will need: Two old CDs; Ribbon to hang the sun catcher; Craft glue or white glue.

1. Make a loop with ribbon. (Don't make a knot.)
2. Glue two CDs printed side to printed side, sandwiching the ends of the ribbon too.
3. When the glue is dry, hang the suncatcher in a sunny spot. It makes a pretty window ornament.



### TELEPHONE WIRE CRAFT

Telephone wire is easy to work with, very colorful and a lot of fun.

Cut the plastic insulation off the main cord and separate wires. (They come in pairs)

#### NECKERCHIEF SLIDE

Choose about 8 pieces of colorful wire, about 16" to 18" long. Twist the middle so they don't separate. Tie the wire bunch in a square knot around two fingers or 1/2" diameter dowel to form the loop for the neckerchief. Wrap one loose wire end around a pencil. Carefully remove the pencil leaving the wire looking like a spring. Repeat with the rest of the wire ends.



Make your own design for a wire neckerchief slide. Just be careful not to have ends sticking out.



### BRACELETS

Measure your wrist with wire. Add about one inch. Make any thickness you desire. Take another wire and start tightly winding it around the core wire. Start about 1/2" from the end and stop about 1/2" from the other end. Make sure you tuck in the ends of the wire so they don't scratch. If you run out of the wire in the middle of wrapping, simply add another piece. When you are done with wrapping, shape one end of the core wire into a hook by bending it. The other end is an eye.

Core -->



### BRAIDED WIRE

Try braiding three strands of colorful wire. When you are done, use the braid to tie around something or wrap around your wrist. Try a braid with four strands.



3 strands



4 strands



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## **FLOPPY DISK PANCAKE**

1 egg  
1/2 cup milk  
3 tsp. oil  
1 1/4 cups flour  
1 1/2 tsp. baking powder  
3/4 tsp. salt  
1 Tbsp sugar

1. Combine egg, milk and oil in a bowl.
2. Sift flour, sugar, salt and baking powder.
3. Add liquid mixture to flour mixture and stir until just mixed.
4. Pour onto hot griddle. Turn once to brown on both sides.

## **JOY STICK**

Melt chocolate candy bar or chips. Add milk to make a syrup. Toast marshmallows on a stick over range or campfire. Dip in chocolate and in coconut. Carefully eat from stick.

## **CHIPS AND DIP**

For chips either buy a bag of tortilla chips or make your own. To make chips, dip corn tortillas, one at a time, in water. Shake off excess water. Cut tortillas into wedges (6 per tortilla). Spread tortilla pieces out in a single layer in a baking pan and bake for 3 minutes in an oven preheated to 500°. Then turn the pieces over and bake for 2 more minutes or until light golden in color.

Guacamole Dip:

1 green onion  
1 tomato  
3 ripe avocados  
1 Tbsp lemon juice  
1 clove of garlic or 1/2 tsp. garlic powder. (Optional)  
Salt

Chop onion and tomato into tiny pieces. Mash avocado well. Add tomato, onion, lemon juice, garlic, and a few shakes of salt. Mix thoroughly.