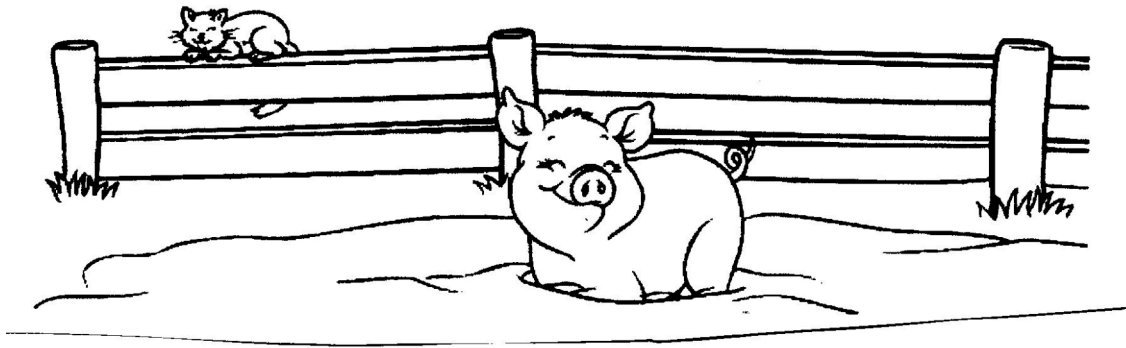


DOWN ON THE FARM

OCTOBER 2007



OCTOBER - DOWN ON THE FARM



PRE-OPENING/GATHERING ACTIVITIES

Backyard Frolic

Prepare duplicate list of names of farm animals and cut them into strips. Give each boy one of these slips of paper. After everyone has an animal name, they must make the sound of that animal until they find their matching animal.

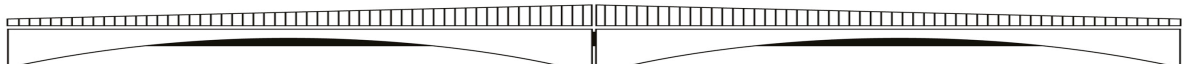
Animal Name Game

Put the correct letter in front of the appropriate space.

- | | |
|---|------------------|
| ___ 1. adult female horse | A. Piglet |
| ___ 2. adult male goat | B. Rooster |
| ___ 3. a horse not yet 1 year old | C. Calf |
| ___ 4. baby crow | D. Drake |
| ___ 5. young male horse | E. Colt |
| ___ 6. adult male duck | F. Mare |
| ___ 7. baby pig | G. Buck or Billy |
| ___ 8. adult male chicken | H. Foal |
| ___ 9. young duck | I. Ewe |
| ___ 10. young goats | J. Poults |
| ___ 11. adult male horse | K. Kids |
| ___ 12. adult female pig | L. Duckling |
| ___ 13. adult male cattle | M. Stallion |
| ___ 14. adult female sheep | N. Sow |
| ___ 15. young chickens or young turkeys | O. Bull |

Answers: 1-F, 2-G, 3-H, 4-C, 5-E, 6-D, 7-A, 8-B, 9-L, 10-K, 11-M, 12-N, 13-O, 14-I, 15-J

What Animal Am I? Pin or tape a picture of a farm animal on the back of the boys without showing him the picture. He can only ask yes and no questions, trying to guess what animal he is.



OPENING CEREMONIES

Growing Carrots

Equipment: A package of carrot seeds and a few carrots with tops.

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

Cub Scout #2: But if we plant it in good soil and we make sure that it gets plenty of sunlight, air and water, they will grow up to be a big, healthy, delicious carrot like these.

Cub Scout #3: Cub Scouts are like carrots. We need certain things, too.

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

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

Harvest Time

Needed 8 Cub Scouts each with a letter and his words written on the back.

H – is for helping, as we do good turns each day.

A – is for Akela, who shows us the Scouting way.

R – is for recognition, the final touch of each achievement.

V – is for vespers, as we learn to be reverent.

E – is for skills, learning to do new things.

T – is for training, to help us to be better citizens.

TIME – now is the time to help us be prepared.



A Farmer

Six Cub Scouts with signs, sayings on back.

F – FRIEND – like Scouts, farmer is a valuable friend.

A – AMERICA – the farmer is an important part of the foundation of America.

R – READY – the farmer is ready to do his part for democracy.

M – MORE – he grows more food than he needs, to help feed the world.

E – EVERY – he works every day of the week.

R – RESPECT – We owe the farmer our deepest respect.

Farm Helpers & Friends

Six Cub Scouts with signs or costumes pertaining to their part. Cubmaster is dressed like a farmer. Animals come on stage individually saying part and stat on stage until the end.

Pig: OINK-OINK, I am a pig. I play in the mud and eat and eat. Then I help the farmer put meat on the table.

Cow: MOO-MOO, I am a cow. I walk around the fields grazing. I help the farmer supply milk and cheese.

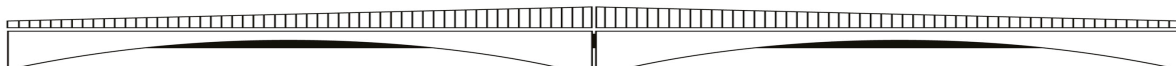
Dog: ARF-ARF, I am a dog. I run around the farm and help the farmer by keeping birds out of the fields and predators out of the livestock.

Cat: MEOW-MEOW, I am a cat. I play in the barns and keep the rodents away from the grain and young animals.

Horse: NEHEE-NEHEE, I am a horse. I help the farmer plow his fields and cultivate his crops.

Farmer: I am farmer Brown and these are my helpers and friends. We supply food for the world.

Farm Country



Cub scouts in farm work clothing parade into meeting room by dens to record farm music. Extinguish lights and shine spotlight on U.S. flag. A narrator speaks from behind the curtain.

Narrator: Agriculture, the oldest work done by man, means taking care of the fields. It is the work and science of using the earth to product food.

Cub 1: Farming means about the same thing, but we generally use the term when referring to a particular branch, such as dairy farming, chicken farming, cotton farming, wheat or vegetable farming. There have been farmers since history began. Cain, the first man born on earth, the son of Adam and Eve, was a tiller of the earth.

Cub 2: Farm life, was quite different in days past. Entire families including children, had to carry their share of the load in order to raise enough food for themselves. The family did not have enough time for much comfortable living.

Cub 3: Crowing roosters still announce dawn on many American farms. In the early morning fresh odors of growing crops and blooming flowers fill the air. Even before daybreak, in farm country, lights begin to twinkle as folks rise early and feed the animals and do the chores.

Cub 4: Now may we stand and sing America the Beautiful.

FIELD TRIPS

- Visit a farm.
- Pick apples or pumpkins.
- Visit a pumpkin patch.
- Tour a farmers market.



SERVICE PROJECTS

- Collect food for local food pantry
- Decorate pumpkins or gourds and take to children’s ward at local hospital or senior center.

HIKES

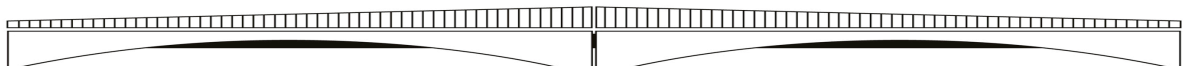
- One Color Hike: Before the hike begins, pick one color and walk from one item of that color to another.
- Leaf Hike: Collect fall leaves for identification.

APPLAUSES AND CHEERS

- Cow: Pretend to milk cow saying: "Squirt, squirt, squirt, moo."
- Cow Yell: MOOOOO!!! MOOOOO!!! MOOOOO!!!
- Call the Hogs: SOOOOOOOOOO EEEEEEEEEE, SOOOOOOOOOO, EEEEEEEEEE!!!!!!
- Barnyard Serenade: He haw, he haw, he haw.
- Hay! Straw!: Explain that when you call out “hay” or “straw” the group is to respond with the opposite word. For more fun, mix them up fast.
- Horse: Clip-clop, clip-clop, clip-clop, clip-clop...(this is done 10 times very fast).
- Rooster: Place your thumbs in your armpits; wave the arms up and down like wings and crow.
- Pickle: Pretend to bite off a piece of a pickle and say, “That’s the best darn pickle I every heard!”

JOKES/RIDDLES/RUN-ONS

- What cheese does a cow like?
Moo-zzarella
- What did the mama cow say to the baby cow?
It’s pasture bedtime.
- What kind of jokes do vegetables like?



Corny ones.

How can you tell when a vegetable is angry?
It's steamed.

What jewelry do vegetables wear?
Onion rings.

What would you get if you crossed a cow and a turtle?
A turtle-necked jersey.

What goes oom, oom, oom?
A cow walking backwards.

What do you have if there are two ducks and a cow?
Quackers and milk.

What does a horse say when he's finished eating his hay?
Well, that's the last straw!

What happened to the hen that swallowed the only yo-yo on the farm?
She laid the same egg three times.

What farm animal can jump as high as a tree?
All farm animals because a tree can't jump.

What do you get when you cross a pig with a centipede?
Bacon and legs.

What have you got in the bag?
Milk.
You can't carry milk in a bag!
Why not? Cows do.

What kind of room has no windows, or doors or walls?
A mushroom.

What do you call it when two ducks collide in midair?
A real quack up.

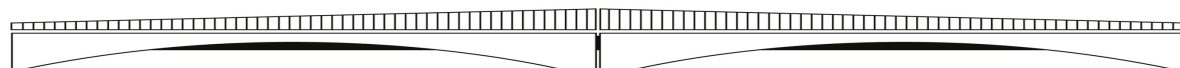
Why didn't the skeleton cross the road?
Because he didn't have any guts?

Why did the ghost like to go disco dancing?
Because he was a boogie man!

How do you tell the difference between a weed and a flower?
You pull them all. The ones that grow back are the weeds.

Why are you crying?
I cleaned the bird cage and the canary disappeared.
How did you clean it?
With the vacuum cleaner.

Why do monsters have square shoulders?
Because they eat lots of cereal.



How can cereal give them square shoulders?
It's not the cereal, it's the boxes.

Farmer Higgs owns 3 pink pigs, 4 brown pigs and 2 black pigs. How many of Higgs' pigs can say they are the same color as another pig on Higgs' pig farm? (none – pigs can't talk)

STUNTS/TRICKS/PUZZLES

The Dancing Needle: You will need two forks, two corks, a bottle, a needle, and a pin. Place one cork in the bottle and push the pin firmly into the cork. Place the needle in to the smaller end of the other cork. Push the forks into the cork in the on opposite sides, with handle curved downward. Place the point of the needle on the head of the pin and watch the amazing dance of the needle.

Egg Trick: You will need three raw eggs and one that is hard boiled. Tell the audience that you will pick out the boiled egg without breaking them. Have four volunteers come forward and spin the eggs on the table all at the same time. Then pick out the boiled egg. Break it open to see if you are right. The trick is that the boiled egg will spin faster and longer than the rest.

How Many Cows: A boy, driving some cows, was asked how many cows he had. He said, "When they are in line there are two cows behind a cow, and two cows ahead of a cow and one cow in the middle." How many cows were there? (three)

GAMES/DEN ACTIVITIES

Farmyard: Each team or den chooses the name of an animal that is easy and amusing to imitate. All are blindfolded and scatter about the room. At a signal the animals start making their own noises to attract other members of their own team. For instance, the "ducks" start quacking as they wander around, if they hear other quacks they go in that direction. When two ducks meet, they take hands and seek other quackers. The first team to fully assemble wins the game. This is great fun, but terribly noisy. (This is a good game for pack meetings. Try to get the parents involved in this one, too.)

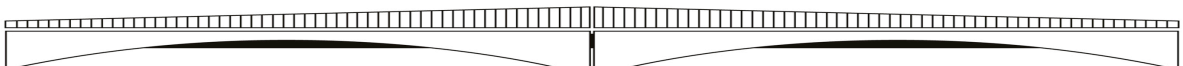
Egg Relay: Equipment: 1 hard boiled egg and 1 yardstick for each team
Divide into teams for a relay. Mark a distance of about 25 feet from the starting line. Place the egg on the floor. The first person on each team stands upright and holding the yardstick by one end, must push the egg down and back, and passes the yardstick to the second person in line who repeats the process. The first team to finish wins.

Driving the Spuds to Market: Each person must sweep five potatoes from one end of the room to the other using only a household broom. Mark racing lanes on the floor to make this more challenging.

Potato Wheel-barrow Race: Organize a wheel-barrow race with a team of two children--one on the floor walking on hands and the other holding up his/her feet Put a potato on the back of each 'wheel barrow'. Listen to the shrieks of glee! If the spud falls off, the team must return to the starting line.

Bean and Straw Relay: Equipment: Per Six: 15 beans, 2 containers, 1 straw per boy. Have the first player in each line pick up a bean with a soda straw, carry it across the room and deposit it in a container. The first team to have all its beans deposited, wins.

Wheelbarrow Race: Teams stand in lines at one end of the hall. On the command 'GO', the front player gets down on his hands. The second player stands between his legs and lifts his legs up to waist level. They now have to go as fast as possible to the other end of the hall with the front player walking with his hands and the rear player holding him up like a wheelbarrow. When they reach the end of the hall the front player stands up and the rear player runs back to the front of his team and then becomes the front man of the new wheelbarrow. This process is continued until the whole team are at the far end of the hall.



Hee-Haw Relay - Place chairs at the opposite end of room, one for each den and have the dens line up for a relay. On signal, the starters run up to the chairs, put their bands on the seats, kick up their feet three times, each time saying, "bee-haw" and run back and touch the next Cub Scout in line.

Farmer And Crow - The Cubs are divided into teams, each team is made up of a Farmer and a Crow, a Farmer and a Crow, and so on to the end of each line. Each team has six small bean bags. Play begins when the first player in each team, who is a Farmer, runs out and plants the six bean bags, at equal intervals to the finish line. He turns around and runs back and tags the next player who is a Crow. The Crow then hops over each bean bag to the finish line, turns around and changes to the other foot hopping back and picking up the bean bags as he comes back. The Crow gives the bean bags to the next player who is a Farmer and the play goes on until one or the other teams wins.

Animammal Conference: Equipment: Construction paper; scissors. Divide boys into pairs. Each person is given a cut-out piece of construction paper with the name of an animal (e.g. mouse; long tail). The group is then put into pairs so that, for example, a rooster and a giraffe are together. Each pair tries to figure out a name of their animammal (e.g. Giroosteraffe). Pairs can then set out to try and guess the names of other animammals in the group.

In the Pond: Draw a large circle in the center of the playing area. The Cubs all stand round the circle just outside the chalk line. The leader stands in the center, and gives the following commands: 'In the Pond!' - all the Cubs jump into the circle, and 'On the Bank!' - all the Cubs jump out. If an order is given for the Cubs to jump in the Pond, and they are already there, it should be ignored. Incorrect orders such as 'On the pond!' and 'In the Bank' should also be ignored. Those Cubs who make two mistakes are out and the last remaining Cub is the winner

Farmyard Frolics: Each boy is handed a slip of paper bearing the name of a domestic animal or bird. On the signal to start, each begins to act the creature in dumb show, at the same time looking out for others of the same species. When three or more have been collected, they may begin to give voice. The first herd, covey or flock in full chorus is declared the winner.

Fruit Basket: The boys sit in a circle with one less chair (or space) than there are boys. The leader goes around the circle and whispers the name of a different fruit to each boy. One of the boys is chosen to stand in the center, and calls the names of two fruits. The two boys immediately change places. The boy standing in the center tries to get one of their places, and the one left without a chair goes to the center. At any time the boy in the center may say, "The fruit basket is upset." Then all boys change places. This gives the boy in the center a better chance to find one of the places.

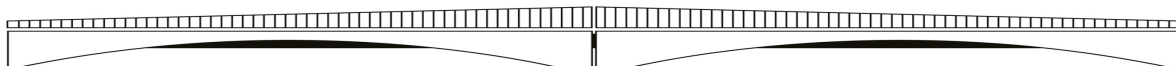
Melon Ball Bounce: Use a bucket or large wastebasket for a goal. The object of the game is to stand six feet away and bounce a ball into the basket, which scores a point if the ball stays in. Players get three tries on each round. The first player to make 15 points wins.

Flying Tomato Catch: Fasten a cardboard ice cream carton to the back of the waist of a player. Then balance a 2 x 4 on a wooded wedge. Place a bean bag on one end of the 2 x 4. The object is to stamp on one end of the 2 x 4 to make the tomato fly up in the air, then quickly move into position to catch the tomato in the carton on the back. Give everyone a turn.

Duck Fight: Opponents, facing each other, squat about 4 feet apart. Each one grasps both his ankles with his hands and tries to bum the other over or make his opponent release his hands.

Potato Race: Four potatoes are placed 4 feet apart in a straight line in front of each player. Each player picks up one potato in a spoon and carries it back to the starting line. He returns for the second, third and fourth potato. First player with all four potatoes on the starting line wins.

Barnyard Din: Small objects, cutouts, or wrapped pieces of candy are hidden around the room. For the "hunt", form two teams, the cats and the dogs, each with a leader. When the signal is given to start, individual players begin hunting for the hidden objects. But, ONLY the leader may do the retrieving. When a cat discovers an

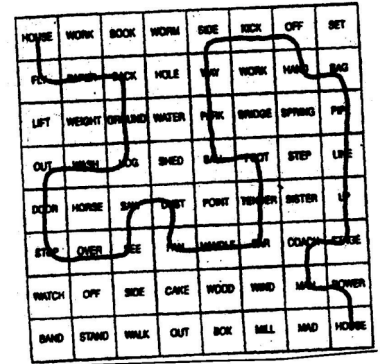


object, he “meows” loudly to attract the attention of the leader of his team. (Dogs bark, turkeys gobble, etc.) If the group is large, for additional teams of animals. The team recovering the most objects in five minutes wins.

Vegetable Upset: Cub Scouts are seated in a circle with one boy in the center. Leader assigns the name of a vegetable to every pair of boys in the circle. When the name of a vegetable is called, the two “corns” or “potatoes”, run to change places and the boy in the center tries to get one of the vacant spaces. When “vegetable upset” is called, everyone scrambles to get a different seat. The one left standing is “it” for the next game.

HOUSE	WORK	BOOK	WORM	SIDE	KICK	OFF	SET
FLY	PAPER	BACK	HOLE	WAY	WORK	HAND	BAG
LIFT	WEIGHT	GROUND	WATER	PARK	BRIDGE	SPRING	PIPE
OUT	WASH	HOG	SHED	BALL	FOOT	STEP	LINE
DOOR	HORSE	SAW	DUST	POINT	TENDER	SISTER	UP
STOP	OVER	SEE	PAN	HANDLE	BAR	COACH	STAGE
WATCH	OFF	SIDE	CAKE	WOOD	WIND	MAN	POWER
BAND	STAND	WALK	OUT	BOX	MILL	MAD	HOUSE

From House to House: In this maze you may travel one box at a time, up, down, left, or right, but not diagonally. Here’s the catch: you may only move between boxes if the words in those boxes can be joined together, in order to form a compound word. For example, you could move from a box with a work PAPER to a neighboring box with the word WEIGHT, since PAPERWEIGHT is a word. (You could not however, move from WEIGHT to PAPER because WEIGHTPAPER is not a word.) Using these rules, can you find your way from the HOUSE in the upper left to the HOUSE in the lower



right?

Poor Spud: Make a large chalk circle on the floor. Place potatoes in the center of the circle, on fewer than the number of players. Play marches and have Cubs march around the circle as long as music plays. When the music stops, everyone grabs for a potato. Each time one player is eliminated, remove one potato. When only two players remain, blindfold them...give them a twirl and let them go after the last potato.

Lame Chicken: Divide the boys into two teams and give each team 10 sticks about 10 inches long. The sticks are placed about 10 inches apart like the rungs of a ladder. On signal, the first boy in each team hops on one foot over all 10 sticks. He then reaches down and picks up the 10 stick and hops back over the other 9 to his team. The second boy begins, hopping over the 9 sticks, picking up the 9th and returning. Continue until all have raced. The last boy in line hops over all remaining sticks and then picks up all of them as he hops back to the finish line. If a player steps on any stick, he must start over from the start. First team finished wins.

Horse Race: Each boys is given a blown up balloon. He puts it between his knees (thus, his horse). At a given signal, all players race for the finish line and back. If a boy drops his balloon, he returns to the start. If his balloon pops, he is out of the race. For large groups, this game can be adapted into a relay race.

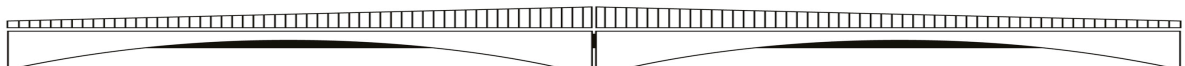
SONGS

Baby Duck

Oh what a bit of luck
That I was born a baby duck
With rubber socks and rubber shoes
I can waddle where I choose
Quack,quack,quack,quack,quack,quack,quack,quack.

Oh, I Had A Silly Chicken
(Tune: Turkey in the Straw)

Oh, I had a silly chicken
Oh, I had a silly chicken
And he wouldn't lay an egg
Oh, I had a silly chicken
And he wouldn't lay an egg
So I poured hot water
So I poured hot water



Up and down his leg.

And he giggled and he giggled
And he sang a silly song
And he giggles all the day,
Which turned out to be a ballad,
And my poor little chicken
And my chicken laid a sandwich
Laid a hard-boiled egg!
Filled with egg and tune-a-salas.

Birds in the Scarecrow
(Tune: Old Gray Mare)

Here we sit like birds on a scarecrow
Birds on the scarecrow.
Birds on the scarecrow.
Here we sit like birds on a scarecrow
Waiting for the rest to come.
Waiting for the rest to come.
Waiting for the rest to come.
Here we sit like birds on a scarecrow
Waiting for the rest to come.



Mules
(Tune: Auld Lang Syne)

On mules we find two legs behind
And two we find before;
We stand behind before we find
What the tow behind be for.
When we're behind the two behind,
We find what these are for;
So stand before the two behind;
And behind the two before.

Take Me Out to the Barnyard
(Tune: Take Me Out to the Ball Game)
Take me out to the barnyard
Take me out there right now
Show me the cows, pigs and horses too.
I hear an oink and a neigh and a moo
There are chickens laying their eggs
If they don't lay, it's a shame
Oh, it's one, two three, eggs today,
And I'm glad I came.

Oink, Oink, Oink, Little Pig
(Tune: Twinkle, Twinkle, Little Star)

Oink, oink, oink oink little pig
Can you do a little jig?
In the bright light of the sun,
Are you having lots of fun?
Oink, oink, oink oink little pig
I think that you will grow big.

A-Gardening We Will Go
(Tune: Farmer in the Dell)

A-gardening we will go, A-gardening we will go,
Hi, Ki, Akela, Cub Scouts are not slow.

Chorus:
Let's garden all the more, Let's garden all the more,
Hi, Ki, Akela, we'll garden more and more.

Preparing.
We rake and spade and plow, We rake and spade and
plow,
Hi, Ki, Akela, we're getting somewhere now.

Planting
We water, plant and hoe, We water, plant and hoe,
Hi, Ki, Akela, every Tom and Jack and Joe.

Cultivation
We weed and weed and weed, We weed and weed
and weed,
Hi, Ki, Akela, we must protect our seed.

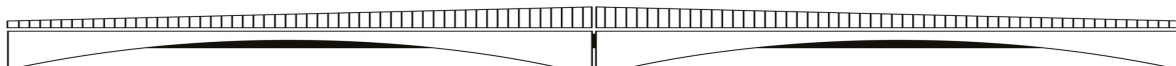
De-bugging
We spray and kill and pick, We spray and kill and
pick,
Hi, Ki, Akela, we'll make those bugs all sick.

Harvesting
We harvest all our food, We harvest all our food,
Hi, Ki, Akela, we've done the best we could.

The Farmer Song

When I first came to this land,
I was not a wealthy man,
So I got myself a shack,
And I did what I could.
And I called the shack "Break my back",
But the lad was sweet and good,
And I did what I could.

2. Got myself a farm,
And I call my farm "Muscle in the arm".
3. Got myself a cow,
And I call my cow "No milk now".
4. Got myself a duck,
And I call my duck "Out of luck".
5. Got myself a horse,
And I call my horse "Trigger, of course".
6. Got myself a wife,
Call my wife "Run for your life".
7. Got myself a son,
And I call my son "Works all done".



SKITS

Farmer Brown and His Friends

Personnel: 6 Cubs

Equipment: Large piece of cardboard made to look like a barn with enough windows for each boy. Farmer Brown needs to look like a farmer.

Setting: This skit is running jokes. All should have a copy of it and is funniest if done very quickly. Farmer Brown is in front of the barn, keeping things going.

Farmer Brown: Welcome to Den ___'s version of Hee Haw.

Cub 1: Hey Farmer Brown. What do you get when you cross an onion with a potato?

Farmer Brown: I don't know.

Cub 1: A spud with watery eyes.

Cub 2: Hey (4) Why did the rooster crow early?

Cub 4: Because his cluck was fast.

Cub 3: Why does a cow wear a bell?

Farmer Brown: Why?

Cub 3: Because her horns don't work.

Cub 5: Hey (1) what three states have the most cows?

Cub 1 : Cow lorado, Moo ssouri and Cow lifornia.

Cub 2: What do you call it when you pawn a pig?

Farmer Brown: A ham hock.

Cub 5: Hey (3), Do you like raisin bread?

Cub 3: Can't say, never tried raisin' it.

Cub 4: (6) What do you call a carrot that insults a farmer?

Cub 6: I don't know, what?

Cub 4: A fresh vegetable.

Cub 6: What do you get when you cross a dog and a chicken?

Farmer Brown: A pooched egg.

Cub 5: Hey, (2), How many kinds of milk are there?

Cub 2: Well...there's whole milk, skimmed milk, condensed milk, and, say why do you want to know?

Cub 5: I'm drawing a picture of a cow and I want to know how many faucets to put on it.

Cub 1: Farmer Brown, what did the pig say when the farmer picked it up by the tail?

Farmer Brown: I don't know. What?.

Cub 1: This is the end of me.

Farmer Brown: (Turns around with "THE END" on the seat of his pants.)



Pumpkin Patch Patter

Personnel: 12 Cubs dressed as pumpkins, Mother and children Other boys maybe dressed up a pumpkins sitting on stage at the sides. If you don't have this many parts double up on the speaking parts.

Equipment: Boy's may either make actual pumpkin costume or may make large paper pumpkins and pin them on their clothing. One sign saying "PUMKIN PATCH" 12 signs saying "THE END"

Setting: Pumpkin Patch sign in placed on stage. The 12 pumpkins sit on floor in single file. Mother and children enter and remain on stage pretending to look at the pumpkins.

Pumpkin 1: (Angrily) Well, here we are once again. I hate being a pumpkin.

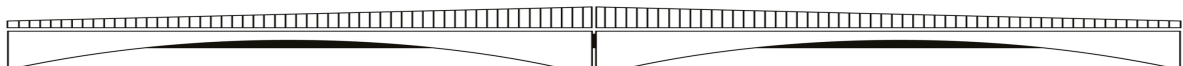
Pumpkin 2: I know what you mean. Pretty soon they'll all be over here poking and squeezing, and trying to decide how to dress us up.

Pumpkin 3: (Loudly) I'm tired of being carved! It Hurts!

Pumpkin 4: (Smiling) I wish they'd give me a pretty smile and not tooth decay.

Pumpkin 5: (Wiping his brow) And that candle so hot. Boy, were they glad I used DIAL!

Pumpkin 6: Well, it's better than crayon all over your face. They really get carried away. I even had a beard and moustache.



Pumpkin 7: Be thankful for a beard and moustache. How would you like to be wearing a girl's wig! I was humiliated!

Pumpkin 8: At least a wig is soft. The family I was with stuck gourds all over my head. Two ears, two eyes and a big nose!

Pumpkin 9: I keep getting a spot on the window sill. I need more room than that. You can't imagine the bruises I have from falling. (Rubs his back)

Pumpkin 10: (Very indignantly) Well, I resent when they decide to build a pyramid with two or three of us. They call it a pumpkin man. I call it sore shoulders.

Pumpkin 11: (Disgustedly) I've been listening to you all complain for the last 10 minutes, and not one of you mentioned being put outside. Every year, for one solid week, I get the place of honor on the front porch.

Pumpkin 12: (Shaking his head in agreement) Me, too. The least they could is take us in when it rains, or give us a raincoat.

Pumpkin 1: (Pointing to the family coming over) Be quiet; here they come. Maybe we'll be too small or the wrong shape.

Children: (Excitedly) Mommy, over here! Look at all the pumpkins!

Mother: Why, these pumpkins are too small and are all twisted out of shape.

Pumpkin: (In unison) Thank goodness!

Mother: (Very slowly says as she is eyeing each pumpkin) But ... they'll make perfect pumpkin pies.

Pumpkin: (Groan in unison) Oh! NO!

Six O'clock

Personnel: Cubs in animal costumes.
Setting: Various animals inside barn.

Rooster: (loudly) Cock 'a' doodle do. It's now time to wake up.

Cow: Well, I guess that means it's time to get going.

Dog: (Stretching) You'd think that for one morning Rooster would forget.
(Lights off stage come on and moving sounds are heard from house, walking on floors, doors slamming, water running.)

Horse: Come on you lazy creatures. Farmer Brown expects us to be raring to go when he comes in.

Rooster: It's six o'clock and it's time for everyone to get moving. (Everyone moves around, groaning.)

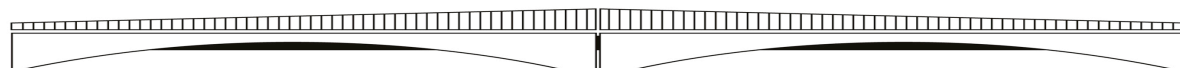
Cat: There's animal going on in the house. I'm going to go scratch on the door for some milk.
(Exits)

Farmer Brown: (Enters) Good morning animals, you are all up early. It looks like a beautiful day out there.
(Animals just stand around.) Let's get all of you some breakfast and start this day off right. (Starts feeding animals. Farmer Brown just rambles on and on to the animals.) Gee, it would be nice to know what you're all thinking when I'm talking to you. (Animals turn and stare) But of course everyone knows animals can't talk. (Walks off) (As Farmer Brown walks off all animals wink at audience.)

A Recipe for Halloween

Characters: Den of boys, narrator
Equipment: make items listed in skit out of construction paper, black pot, stirring stick.
Setting: As each boy says his line, he shows his item before he drops it in the pot. You can use dry ice for effect, after all is mixed you pull out a paper ghost.

Cub 1: Take a dozen witches
Cub 2: Broomsticks 5 or 6
Cub 3: Several hundred goblins
Cub 4: Each one up to tricks
Cub 5: Take some owls a-hooting
Cub 6: And some scating cats
Cub 7: Jack-o-lanterns spooky
Cub 8: Several hundred bats



(As narrator speaks cubs act out lines)

Narrator: Season well with laughter, harmless fun that's fine.
Add a dash of shivers, creeping down the spine.
Stir them all together, looking very sober,
In a big, black cauldron, Last day of October.

AUDIENCE PARTICIPATION

Discover The Jolly Green Giant

JOLLY GREEN GIANT “Ho-ho-ho”
WATER “Sprinkle, Sprinkle”
VEGETABLES “Crunch, crunch”
GREEN THUMB “Dig and plant, dig and plant”

Many, many years ago – in fact, so many years ago that nobody can remember when it was, the expression GREEN THUMB was started to describe those rare people who could plant and care for growing things and WATER them just enough so they would grow up into healthy plants. Now it seems there was a curious little boy named Johnny who lived near a big VEGETABLES farm from which the finest crops were cared for and raised to take to market for all to see.

It seems that the finest VEGETABLES were raised on this farm. Certainly the farmer who owned it must have a GREEN THUMB – at least that's what Johnny heard everybody say. The mystery, though, was that nobody every saw the farmer WATER his fine crop of VEGETABLES. Despite that, this farmer's VEGETABLES thrived and were some of the finest in the land. So, one day, little Johnny decided that he must solve the mystery of how this farmer's plants got WATERED and grew so well.

Thus, one night when there was a full bright moon, little Johnny slipped out of bed and quietly made his way over to the big VEGETABLE farm which was not far away. As he approached the farm, he thought he could hear the sound of running WATER. He was breathless! Was little Johnny about to solve the mystery of how the farmer had gained his GREEN THUMB with little or no care to his VEGETABLES?

As he peeked around a large corn stalk, Johnny could hardly believe his eyes! There, right before him, was the biggest JOLLY GREEN GIANT that anyone could imagine! There he was, sticking his enormous GREEN THUMB into the damp earth, dropping his seeds into the hole, and then WATERING them.

So now little Johnny knew where the expression “GREEN THUMB” had come from. Suddenly he realized that the fine VEGETABLES from the farms were truly cared for by the JOLLY GREEN GIANT who would reach up into the sky and pull the rain clouds down to WATER his VEGETABLES plants. The JOLLY GREEN GIANT used his giant GREEN THUMB to plant seeds and pull the weeds from among the plants.

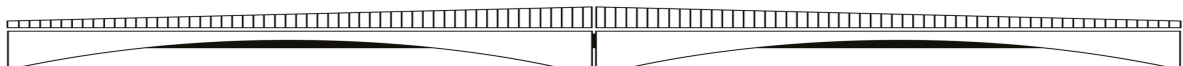
That night little Johnny felt 10 feet tall. In fact, he felt almost as tall as the JOLLY GREEN GIANT as he hurried home with his newly discovered secret. He was just bursting to spread the news to all the world about how the VEGETABLES are WATERED and cared for by someone who really and truly has a GREEN THUMB – the JOLLY GREEN GIANT!

So, to this day, those people who can grow things successfully are said to have a GREEN THUMB and little Johnny is proud of the fact that he was the one who discovered the JOLLY GREEN GIANT.

Jolly Green Giant And The Scarecrow

JOLLY GREEN GIANT “Ho, ho, ho!”
LITTLE GREEN SPROUT “Me too!”
SCARECROW “Boo-oo-oo”
CORN “Pop-pop-pop”

Come gather round me, all ye Cub Scouts,



As I tell you this story of the LITTLE GREEN SPROUT.
The wise old SCARECROW knows all you see,
About how the JOLLY GREEN GIANT and his small friend came to be.
It seems these two friends in a big field of CORN
One bright sunny day, most surely were born.
For the old SCARECROW some talk overheard,
And has come here now to pass along the word.
In the field of CORN stood Farmer Brown and his son,
Hoeing out all the weeds till the day was done.
How those two worked as they did toil and sweat,
To make their new crop the finest one yet.
The poor SCARECROW felt so guilty that day,
For all he must do was to scare birds away.
He heard people say: "Isn't that SCARECROW grand?"
"He's made this CORN field the best in the land."
This made him sad and down deep in his heart,
He knew that this job was just a small part.
As he stood there and watched, an idea came to his head,
The farmer and son were hoeing, the SCARECROW then said:
"I'll call them the JOLLY GREEN GIANT and the LITTLE
GREEN SPROUT,"
'Til soon the whole world will surely find out
That the fields of CORN and the other crops, too,
Are grown by people like these faithful two.
So he told the farmer and his little son
How he knew what they did, and their praises he sung.
So the story of the JOLLY GREEN GIANT and the LITTLE
GREEN SPROUT
Was spread to the people all round about.
So don't think, my friend, it's just a bunch of CORN
'Cause that's the truth of how those two were born.
Whenever you hear that famed "ho ho ho,"
It's really just people at work with a hoe.
Now you've heard the secret from the old SCARECROW,
Of how those green people help make things grow.
Remember that those folks you see hoeing away,
Are symbolized now by that green pair today.

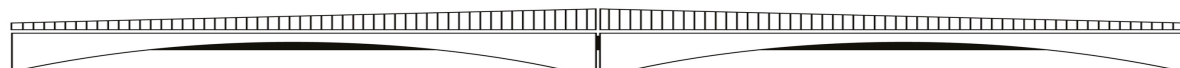


Farm

(Audience repeats each line after the leader.)

We know a place where you can find
Fun things to do of every kind.
We can spy a sneaky snake,
Fill an ant farm in a shake,
Chase the butterflies, flying by,
Jump the fence, it's not too high.
Hear the crickets serenade,
Sit on the grass, drinking lemonade.

Games of all sorts we do play,
And this is the way we pass our day:
The first one able to climb the tree,
Tells the others what he can see.
The dirt and grime that's left on me,



Shows how much fun it is to be,
On a farm with all the bugs and bees.

RECIPES

Chicken Feed Mix

Mix pretzels, corn pops, other grain cereals, etc in a bowl...enjoy!

Roasted pumpkin Seeds

As you hollow out a pumpkin, set the seeds aside so you can roast them.

Wash the seeds and pat them dry. Soak for about an hour in soy sauce or Worcestershire sauce. Sprinkle with garlic powder, if desired. Roast on cookie sheet at a low heat 225-250 degrees. After ½ hour, turn the seeds over and continue roasting for another ½ - 1 hr. They are done when they're crunchy.



Butter

Ingredients:

Heavy whipping cream

Salt

Put a small amount of cream (about ½") into a container (small 4-5 oz. jar or plastic container with a lid that seals well) and shake well (about 15 minutes). You'll be making three different things.

First, the cream will be whipped into whipping cream. But if you keep on shaking, the whipping cream will start to separate into something solid and something liquid. The whitish liquid you see is a sweet buttermilk (not sour like you get in the store) and the lumps that look like popcorn are butter! You can drain off or drink the buttermilk. It tastes like sweet nonfat milk. And what you have left is a sweet cream butter. If you like, add salt and then spread on a cracker or bread.

Popcorn Cake

Ingredients:

18C popped popcorn

1 1/2C small candy gumdrops

1C whole peanuts or cashews

1 (10.5 oz) pkg. miniature marshmallows

1/2C butter

Butter a 10" tube or bundt pan. Toss the popcorn with the gumdrops and cashews. Melt the marshmallows with the butter. Pour over popcorn mixture and mix well. Press the mixture into the prepared pan. Butter hands before pressing firmly into pan. Chill and remove from pan. Cut and serve.

Caramel Apples

7 -8 apples, washed and completely dry.

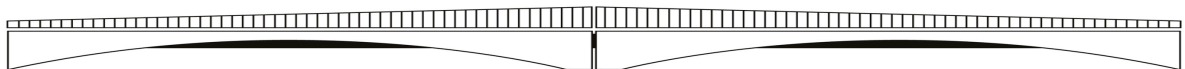
1 package caramel candies

½ teas/ salt

3 T. water

7 - 8 popsicle sticks

Heat caramels, salt and water in top of double boiler. Stir frequently until caramels are melted and smooth. Remove double boiler from heat, insert sticks into each apple and roll apple in sauce until it is completely, gout lightly coated. Place on waxed paper until caramel coating is firm.



Banana, Peanut Butter and Jelly Sandwiches

Peel and cut bananas into quarters (Lengthwise and crosswise)
Spread peanut butter and jelly on flat side of quartered bananas and make into a sandwich by putting sides together.

Stuffed Peaches

- 1 can peach halves
- ½ cup chopped dates
- 1 (3oz.) package cream cheese

Soften and whip cream cheese. Combine with chopped dates. Spoon over peach halves.

Tiny BLT's

Cut white bread in rounds with a cookie cutter or a glass. Spread each round with mayonnaise. Sprinkle with crumbled cooked bacon. Top with a thick slice of Cherry tomato.



Puffy Eggs

- 2 eggs slightly beaten
- 2 T. milk

Beat eggs and milk together in microwave safe dish. Place in microwave oven for 2 minutes.
Season to taste.

French Toast

- | | |
|---------------|--------------------|
| ¾ cup milk | ¼ t. baking powder |
| 4 eggs | 1 t. cinnamon |
| 1/4 cup flour | 4 slices bread |
| 2 T. sugar | 2 T. butter |

Mix all ingredients except bread and butter. Dip each slice of bread into batter. Melt butter in large frying pan. Grill the toast until golden brown on both sides. Serve with warm maple syrup.

Chunky Apple Sauce

- 4 apples cored and cut into large chunks.(skins are on.)
- ½ cup sugar
- ¾ cup water
- ½ t. cinnamon

Place all ingredients in a crock pot turn on low and cook a couple of hours until the apples are tender. Stir and serve warm.

Eggs in Toast Cups

- 1 package refrigerated biscuits
- eggs
- salt and pepper

Form cups with biscuits. Place egg in center of each cup. Season. Bake at 400 degrees about 10 minutes or until biscuit is golden brown and egg is done to taste.



Stew Boats

Serves 4

- 1 (1 ½ lb) can beef stew
- 4 French Rolls, split in half lengthwise
- 1 cup cheddar cheese, grated

Hollow out roll halves and toast rolls. Fill with stew meat and vegetables. Top with gravy and sprinkle with cheese. Put rolls on cookie sheet and heat again in 350 degree oven for 5 minutes, to melt. Serve hot.

Crackers and Milk

Grandma says, “What could be better on a cold night than a bowl of crumbled crackers and hot milk with a pat of butter?
Grandpa says, ‘ A bowl of hot milk and bread sprinkled with cinnamon and sugar was my favorite treat as a boy.’”

Hot Cinnamon Apple Cider

Empty a whole gallon on Apple cider in a large pot. Heat until the cider is hot. Unwrap cinnamon candies. Place a cinnamon candy in the bottom of the cups. Pour hot cider over the cinnamon and let dissolve as you drink the cider. Option: put the candies in the pot while the cider is heating up. Then serve in the individual cups.

CRAFTS

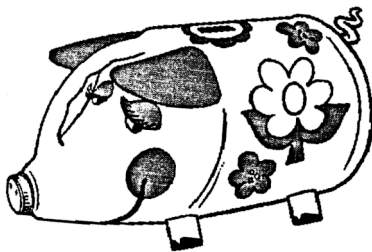
Animal Cracker Picture

Materials:

- Crayons or markers
- Construction paper or small board
- Animal Crackers
- Glue

Create a farm yard scene on a piece of paper using crayons. Then glue the animals in place.

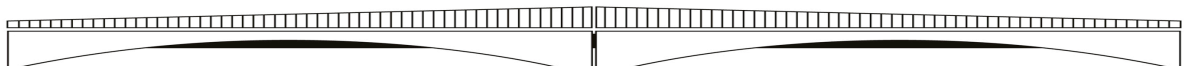
Piggy Bank



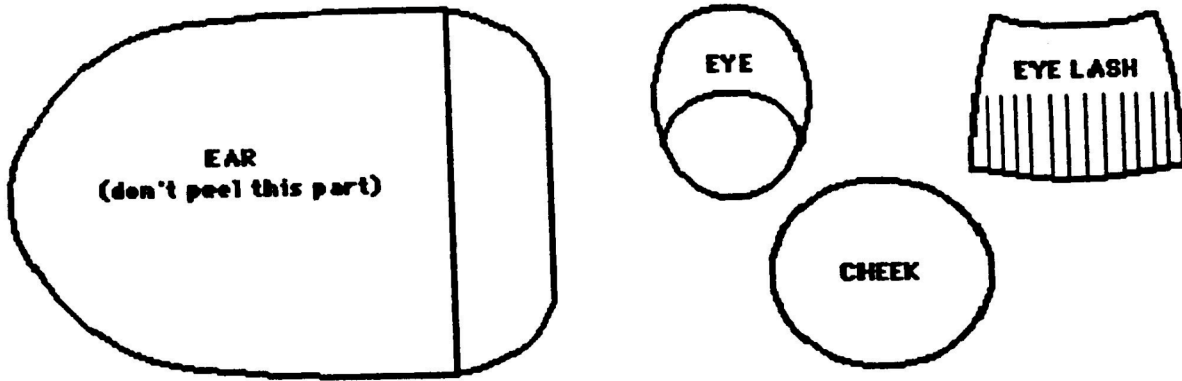
Materials:

- Cleaned out bleach bottle
- Sandpaper
- Knife
- Glue
- 4 Spools or corks for legs
- Pipe cleaner
- Peel and Stick paper, vinyl, burlap

Using a sharp knife cut a 1 3/8” x 1/8” coin slot in center of back. Using sand paper, roughen bottle where legs will glue on and then glue spools on for legs. Curl pipe cleaner around a pencil and punch into bottle for tail. Add a dab of glue to hole it in. Using peel and stick paper, cut out eyes, ears, cheeks and other decorations as desired.



Draw a mount on with permanent marker.



Apple Doll Heads



Materials:

- Vegetable scraper
- Apple
- Knife
- Pencil
- Clay for stand

With a vegetable scraper, peel the apple. Use a good size apple as it will shrink as it dries. Carve a face in the apple using large features – they will also shrink. Press the eraser end of the pencil into a lump of clay. Shape the clay to form a stand. Push the sharpened end of the pencil into the bottom of the apple. Set the apple aside to dry on a sunny window or on top of a radiator.

Rope Horse

- Materials: 8 or 4 ply manila rope
- White glue
- Coarse comb
- Paint
- Ribbon

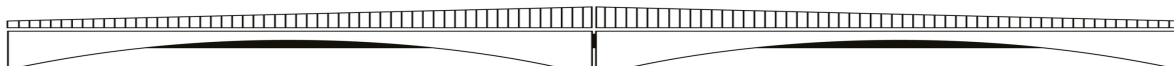


Fro body of horse, cut a length of rope 14” long tie a piece of heavy thread 4” one end – marking off the tail. Work white glue into the rope, except for the tail from area. When the glue is nearly dry, bend the end of the rope up shaping the head, tie to hold. Bend the rope to shape neck, as show and hold or tie until thoroughly dry.

For the horse’s legs, cut two pieces of robe about 8” long. Work white glue well into each piece and shape into an arch.

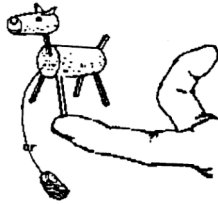
After the body of the horse had dried completely, separate strands of the tail by combing with a coarse comb. For the mane, use 1/2” cut from the combed tail glue to neck of horse. To assemble the horse, blue the body between the two pairs of arched legs, tying at the center where all three pieces of rope meet (as shown). Paint horse. Glue narrow ribbon around each ankle (hoof), tail and stomach (hiding sting). Decorate as desired.

Porcupines



Materials: Old toothbrushes
Nail file
Drill
Round toothpicks
Black enamel paint

Cut the handle off the toothbrush. Make four small holes on the side opposite the bristle. Shape with file to make toothbrush resemble the muzzle of the animal. Place the toothpicks in the holes to make legs and secure then with a drop of glue. Paint eyes, mouth, and legs of porcupine with black enamel.

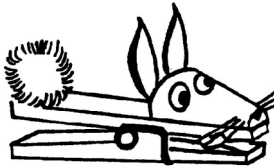
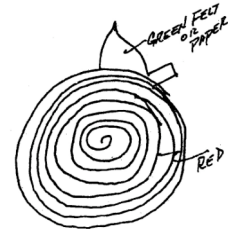


Balancing Horse

Body and head are corks. With nail punch holes for burnt wooden matches that are the legs, neck and tail. Bend a stiff wire as shown. Push one end of wire into body as shown. At the other end mold a fairly heavy piece of clay. Clay must be under your finger for the horse to balance on one leg as illustrated.

Apple Hot Pad

Cub several long strips of corrugated cardboard about 1" wide. Wind tightly into a coil until hot pad is as large as you would like it. Before winding, apply glue to one side of strip. Paint sides and top red. Cub a stem and leaf from green colored paper or green felt and glue to the back of the pad.

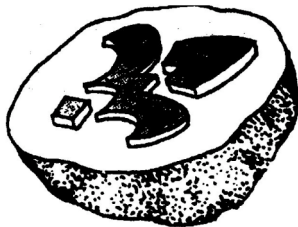


Rabbit Clip

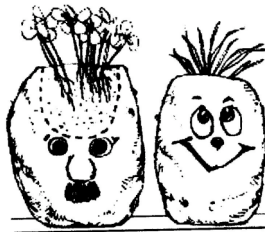
Cub a small cork in half and glue to clip end of clothespin. Make rabbit ears from cardboard or felt and glue to cork. Use map pins for eyes and nose, broom straws for whiskers, and cotton for tail. This basic idea can be used for almost any animal.

Potato Printing

Make your design bold – no small details. Cut potato in half with one straight cut. Blot the surface occasionally with a paper towel. Trace your design on the surface with a ballpoint pen. Cut away areas not to be printed ¼ - ½ " deep, blot dry. Place paper to be printed on a wad of newspapers. Brush design area with tempura paint or water soluble printers ink. Press potato hard on paper making sure not to wiggle or the design will smudge. Re-ink for each printing. Potato stamps don't last very long so be sure to use right away.

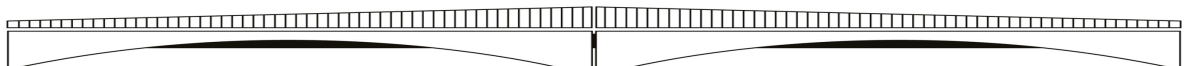


Potato Head



Materials:
Old Potatoes
Soil
Grass or mustard seed
Markers

Cut top, scoop out hole and fill with moist cotton or sandy soil. Cub a slice off the other end of the potato to make a flat bottom. Plant grass seed or mustard seed. Draw face on the potato.



Mini Scarecrows

- Materials:
Popsicle sticks
Corrugated cardboard
Fabric
Magnetic Tape
Glue Stick
Markers
Yarn

Form corrugated cardboard, but out individual shapes that resemble a shirt, pants and a hat. Trace around each cardboard shape onto two contrasting fabric scraps (one to cover each side of the cardboard). Cut out cloth tracings and set them aside.

Snip yarn or string into short lengths of straw and use a glue stick to affix several to both sides of your cardboard cutouts at the ends of the arms and legs and the center of the hat brim. Then glue the fabric to the cutouts to the cardboard and atop the straw.

To assemble the scarecrow, insert a Popsicle stick through the corrugated center of the cardboard pieces, leaving a space between the shirt and hat for a face. Draw on eyes and a mouth with a fine-tipped pen.

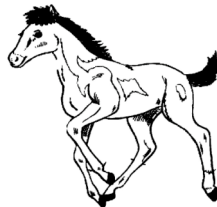
Bird String Holder

Use a small jar, such as a baby food jar. Trace bird pattern shown on 1/4" plywood, cut out. Cut out feet, wings and beak from felt. Paint bird as desired. Glue on the felt pieces. Screw an eye screw in bird's beak to hold string end. Paint jar lid, let dry. Make hole in lid with ice pick for string to come through. Glue bird to lid. Put a small ball of sting in the jar and thread thru hole in the lid and thru eye screw in bird's beak.



Horse Tie Slide

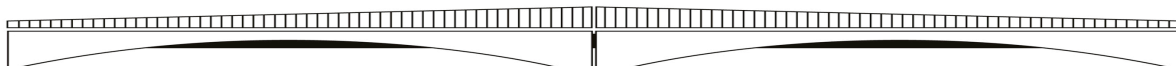
- Materials:
Horse colored fun foam
A "googlie" eye
Markers
Yarn
Paper
Pipe cleaners
Scissors
Duct Tape
Glue



Sketch a design of a horse's head or entire horse and transfer it to the fun foam. Cut out the basic design. Draw on details, glue on the eye and yarn for the mane. Tape a 1 1/2" piece of pipe cleaner to the back. Twist ends of the pipe cleaner around the neckerchief to wear as a slide.

Pig Tie Slide

- Materials:
Construction paper or fun foam
Markers
Glue
Scissors
Wiggly eyes



PVC Pipe or pipe cleaner

Cut out various pieces and colors. Glue the pieces of the head together. Add PVC pipe or pipe cleaner for tie slide.

AUDULT LEADER RECOGNITION

Bread Award: Thanks for rising to the occasion. (A small miniature loaf of bread mounted to a board)

Alka Seltzer Award: An Alka-seltzer box, for the person who adds fizz to a meeting.

Pig Award: For the person who is a big “ham” put a small toy pig on a base or plaque.

Helpful Paw: Use ink and mark paw prints on a rounder for those who lent a “hand” or “paw”.

Broom Award: For the person who sweeps all mistakes away (mount small broom on base).

Footballer Award: For the person who isn’t afraid to tackle any job – give a small plastic football helmet with pompom and movable eyes.

Packet of Seeds: A packet of seeds glued on plaque or whatever and inscribed “Thanks for helping pack # ___ grow.” For someone who helped with recruiting new members.

Corniest Award: Corn on the cob, popcorn, or popcorn seeds.

ADVANCEMENT CEREMONIES

This is Cub Scouting

Personnel: Cubmaster and six parents

Equipment: A log board with six candles.

Arrangement: The room lights are out. A candle holder with six candles, three blue and three yellow is on the table. The six parents each light a candle and present their part of the ceremony.

1st Parent: Some people think Cub Scouting is only for boys, but it isn’t. Cub Scouting is for the Family.

2nd Parent: Mothers and Dads, as they work in Cub Scouting with their boys, are able to maintain their natural relationship with them, yet they come to see their boy’s play and leisure in a new light. The Cub Scout advancement program ensures closer boy-parent relationships

3rd Parent: Cub Scouts are considerate of others. They promise to help other people do their best. When parents sign their boy’s membership applications, they take as their motto: “We will help our son do his best.”

4th Parent: Cub Scouting is an introduction to the program of the Boy Scouts of America. Each part is packed with challenges most appropriate to the boy’s age, and leads to the next phase. Thus, when our Cub Scouts join a Webelos Den and earn the Arrow of Light, they are prepared to enter Boy Scouting.

5th Parent: Cub Scouting in all its phases operates to strengthen the family by living, playing and growing together.

6th Parent: Today your boy is _____. He has only a few more years of boyhood left before he looks away from home for his growing interests. What you do together today is important. Tomorrow may be too late.

Cubmaster: Will all parents pledge their support to Cub Scouting? Now, join with the Cub Scouts in the Cub Scout sign and repeat the Cub Scout Promise with me.

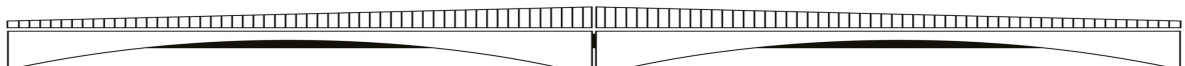
Food for Thought

Personnel: Cubmaster

Setting: On the head table is a vegetable seedling and a fully mature vegetable plant.

Cubmaster: This tiny seedling doesn’t look like much, does it? It is very weak and fragile. But we have learned this month that if we plant it in good soil, and if we make sure that it gets lots of sunshine, air and water, it will grow to be a big healthy (type of vegetable) like this one.

Cub Scouts are like this seedling. They need certain things too. Things like proper rest, food and exercise. But Cub Scouts need something more than that. If they are going to be the kind of men we all admire, they have to have healthy minds and spirits as well as healthy bodies.



In Cub Scouting, and later on in Boy Scouting, boys can develop that extra quality of mind and spirit. They do it by following the Cub Scout Promise, and later, the Scout Oath.

Will the following Cubs and their parent please come forward?

Bountiful Crop

Staging: Cubmaster or Awards Chairman dressed like farmer, cardboard cut-outs of the vegetables.

Farmer: Cub Scouts are like my farm friends. They come in different sizes, colors and speak different languages. And by doing good deeds, they help the world become a better place to live in.

Farming and Scouting both take planning and hard work. The farmer gets his reward in a bountiful crop and the Cub Scouts get theirs in advancement and awards. Tonight we have several of Farmer Brown's friends who have worked and have harvested some awards.

The first award, the Bobcat, is like a pea, small but an important part of the Scout diet. This is the first rank of Cub Scouts. Will the following boys and their parents come forward into the barnyard. (Call names.) Parents, I give you these awards to present to your sons.

Next, we have a cherry tomato. It is very important to the Cub Scout diet. Like the tomato, the tiger cub is small, but enthusiastic and energetic. (Call boys and parents forward and present awards.)

The next vegetable is string bean. It is a little bigger and important to the Scouting diet. Like the bean, the Wolf rank, is harder to accomplish. (Call boys and parents up and present award.)

A carrot is the next vegetable. Like the bear rank, it is bigger yet and important to the Cub Scout diet. This rank is larger and the requirements are more difficult to accomplish. (Call boys and parents forward and present awards.)

The last vegetable we have tonight is the largest of all, the corn. It is made up of many small kernels. The Webelos badge is like the corn, many activity badges are worked on for this rank and the Arrow of Light. The requirements are greater for these awards. (Call parents and boys forward and present awards.)

Farmer Brown and his friends have a harvest of vegetables. Like Farmer Brown, we too have a bumper crop of Scout ranks and advancements in our Pack tonight.

Chicken Egg

Put the awards inside plastic eggs. Get a cardboard box, turn it upside down and put a tube into it. Set a chicken decoy on top of the box with some straw around it. When it is time for the Awards, the assistant Cubmaster will put each egg, in turn, into the pipe from behind a curtain. The egg will roll out and boy boys can "hatch" them.

Leader Induction

Setting: 6 participants (1 Tiger Cub, 1 Wolf or Bear Scout, 1 Webelos Scout, 1 Boy Scout, 1 parent, 1 Sponsor Representative); the Cubmaster or Committee Chairperson and 6 candles.

Cubmaster: Tonight we have gathered to induct _____ as the new _____ of our Pack. Mr./Mrs. _____ before you formally accept your position, we want to

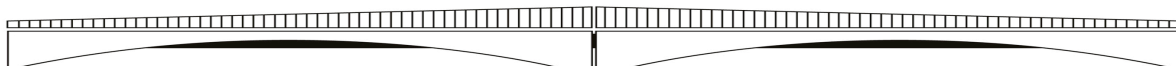
Tiger Cub: As a Tiger Cub, I look to you to help me as I start down the trail of Scouting. (Lights candle.)

Cub Scout: As a Cub Scout, I look to you for guidance as I grow during the years of Scouting. (Lights candle.)

Webelos Scout: As a Webelos, I look to you for counseling as I prepare for the adventure of Boy Scouting. (Light candle.)

Boy Scout: As a Boy Scout, I look to you for friendship and support as I take on new tasks and responsibilities. Help me remember that my greatest preparation for Boy Scouts was Cub Scouting. (Light candle.)

Parent: As a representative of all parents, I ask you to do your best for all young men. (Light candle.)



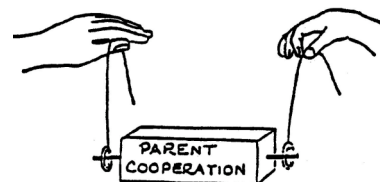
Sponsor: As a representative of _____, I charge you with conducting a Scouting program that focuses on the ideals of Scouting, of individual worth, of family strength, that supports the right worship, that emphasizes human dignity. (Light candle.)

Cubmaster: You have heard the requirements presented by those you will serve. Will you carry out those mandates and the spirit Scouting for everyone in Pack _____? If you will, please repeat the Cub Scout Promise after me. (Recite the Cub Scout Promise.)

Bobcat Induction

Equipment: 1" x 6" board, 2 nails, 2 pieces of 18" long string, 2 metal washers

Arrangement: Drive a finishing nail into each end of the board, slightly off center, with 1/4" left protruding. Print ACHIEVEMENT on one side of board and PARENT COOPERATION on the other. Tie a washer to one end of each of the strings.



Ask the Bobcat candidate to take one string and washer and lift the board from the floor by hooking the washer over the nail. It will slip off.

As the Bobcat's parents to try the same thing with the same string.

When they have tried and failed, pull the second string from your pocket and give it to the boy. Tell him and his parents to put a washer on each nail and together pull the board up. Together, they should succeed. The board should slip so the words can be seen.

Explain that achievements in Cub Scouting will always depend on the Cub Scout and his parents working together, just as they have done tonight.

CLOSING CEREMONIES

Farmer's Garden Of Thoughts

Personnel: Seven Cub Scouts with straw hats. garden tools and large cut-outs of vegetables as indicated.

CUB #1 - We're Cub Scout farmers who've come your way to share with you, our garden of thoughts for the day.

CUB #2 - (Holds up carrot) Take care at all times, remembering to do your best each day.

CUB #3 - (Holds up lettuce) Let us always give a smile to others as we travel down life's way.

CUB #4 - (Holds up turnip) Be sure to turn up at meetings and participate in the pack activities.

CUB #5 - (Holds up bean) Learn not to put things off - for it's not fun being late.

CUB #6 - (Holds up beet) In life's game, you can beat if you strive to work with everyone.

CUB #7 - (Holds up large package of seed) And now that we've planted some seeds of thought we'll say Good Night, for our meeting is adjourned.

No Matter

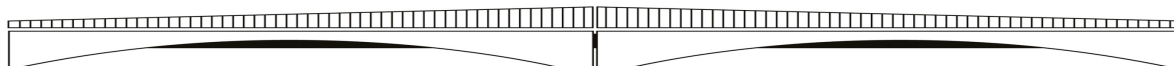
Cub Scouts could make story posters like funny paper panels to hold up with the words written on the back. The "chicken" can be changed to any animal the boys prefer.

Cub 1: There was a little chicken who had the blues.
And cried because he had no shoes.

Cub 2: He walked around on with two bare feet,
And hid them when other animals he'd meet.

Cub 3: Such a small sad chicken was he
Until one day he chanced to see.

Cub 4: A happy, wiggly worm crawled by,
With a smile as big as the whole blue sky.



Cub 5: that really made the chicken feel bad
For all the time that he's been sad.
Cub 6: He felt really silly for having the blues
When that work didn't even have feet for shoes!
Cub 7: To always be thankful for what you've got,
No matter how little, no matter what!!

Things That Grow

Personnel: 1 Cub Scout

Setting: Boy comes forward on signal and reads script.

Cub Scout: The theme this month was 'Down on the Farm', I too, am a thing that grows. I need nourishment, and love, and attention to grow. But most of all to grow. I need my sleep. Thank you everyone, and good night!

Barnyard Fun

Cast: 7 Cub Scouts dressed in farming or outdoor clothes.

Cub 1: You've seen our barnyard tonight in fun it did not lack.
Cub 2: Because in teamwork we were not slack.
Cub 3: To get each family involved, Cub Scouting has a knack.
Cub 4: And each of you as a part of our Pack.
Cub 5: Can help our program be sharp as a tack.
Cub 6: By doing your share and not be caught slack.
Cub 7: So next month, one and all, we'll look for you to come back!



CLOSING THOUGHTS

A Crop of Smiles: Once upon a time, two brothers left the farm to move to a city to look for work. Just outside of the city, the first brother met an old man and asked him, "What are the people like in this city?" The Old man replied, "Well, how were they where you come from?" "They are all grumpy and cross," replied the brother. "That's why I decided to leave." "You'll find the people here exactly the same," said the old man as he walked on down the road.

A little while later, the old man met the second brother. He too asked, "What are the people like in this city?" The Old man replied, "Well, how were they where you come from?" "They were very nice. They always smiled," replied the brother. "That's why it was so hard for me to leave." "You'll find the people here exactly the same," said the old man as he smiled and joined the second brother on his way. Remember, we reap what we sow.

A Heap Of Care And Patience

It takes a heap of working with a boy to make a man.
A heap of care and patience, and you've got to understand
That he won't be any better than you were as a lad,
Unless a spark is kindled to show him what is bad.
He looks to you for guidance, and he looks to you with pride.
It's up to you to demonstrate, you can't just let it slide.
For with that eager mind of his, he watches you each day
Judges you by what you do, not just by what you say.

Can You Sleep When The Wind Blows? : A young man applied for a job as a farmhand. When the farmer asked for his qualifications, he said, "I can sleep when the wind blows." This puzzled the farmer. But he liked the young man, and hired him. A few days later, the farmer and his wife were awakened in the night by a violent storm.



They quickly began to check things out to see if all was secure. They found that the shutters of the farmhouse had been securely fastened. A good supply of logs had been set next to the fireplace. The young man slept soundly.

The farmer and his wife then inspected their property. They found that the farm tools had been placed in the storage shed, safe from the elements. The tractor had been moved into the garage. The barn was properly locked. Even the animals were calm. All was well. The farmer then understood the meaning of the young man's words, "I can sleep when the wind blows." Because the farmhand did his work loyally and faithfully when the skies were clear, he was prepared for the storm when it broke. So when the wind blew, he was not afraid. He could sleep in peace.

How does this apply to our lives? The story about the young farmhand illustrates a principle that is often overlooked about being prepared for various events that occur in life. There was nothing dramatic or sensational in the young farmhand's preparations he just faithfully did what was needed each day. Consequently, peace was his, even in a storm. A short poem expresses this principle as it pertains to your life.

It isn't the things you do,
It's the things you leave undone,
Which gives you a bit of heartache,
At the setting of the sun.

What are you leaving undone? Goodnight Scouts

