March 2005

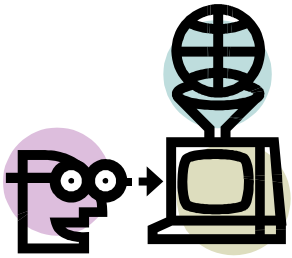
Inventors Word Search

From: www.puzzlechoice.com

Can you find the names of inventors hidden in the puzzle below?
They may be horizontal, vertical or diagonal, forwards or backwards.

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

ARCHIMEDES
BELL
BENDIX
BENZ
BUNSEN
BURROUGHS
CARTWRIGHT
COLT
CROMPTON
DAIMLER
DE SEVERSKY
DIESEL
DUNLOP
EDISON
FORD
FRANKLIN
FULTON
JEFFERSON
LEONARDO DA VINCI
MARCONI
MORSE
NOBEL
PULLMAN
SINGER
STEPHENSON
TULL
WATT
WESTINGHOUSE



Logos

Give each person that arrives a blank name tag and a pen or marker. Explain to the group that corporations are recognized by a specific logo or symbol. (McDonalds arches, 3M, Apple Computer's Apple, etc.) They are given 2 minutes to draw their personal logo. This logo should reflect their personality, their interests, favorite subject or any thing they would like other people to know about them. Then give the group time to mingle and see what each other's logo looks like. When it looks like the entire group has mixed, instruct everybody with a similar logo to form a small group. You may be surprised at how many similarities there are in your group.

Genius Test

Have a copy of this test to hand out to each boy. Tell them that they must follow the directions closely. Tell them to concentrate, but they have only two minutes to complete it.

1. Read everything before doing anything.
2. Put your name in the upper right hand corner of this paper.
3. Circle the word "name" in sentence number 2.
4. Draw five small squares in the upper left hand corner of this paper.
5. Put an X in each square.
6. Put a circle around each square.
7. Put a circle around each word in sentence number 5.
8. Put an X in the lower left hand corner of this paper.
9. Draw a triangle around the X you just put down.
10. On the reverse side of this paper add 25, 30, and 37.
11. Now that you have finished reading carefully, do only number 1 and 2.
12. You have finished. How did you do?

Quotations

Quotations contain the wisdom of the ages, and are a great source of inspiration for Cubmaster's minutes, material for an advancement ceremony or an insightful addition to a Pack Meeting program cover.

"Don't give up because you do not find everything you need made to order at your hand, but take what you have, use your wits, and make the most of it.."
– **Lord Robert Baden-Powell**

"Imagination is more important than knowledge, for knowledge is limited while imagination embraces the entire world."
– **Albert Einstein**

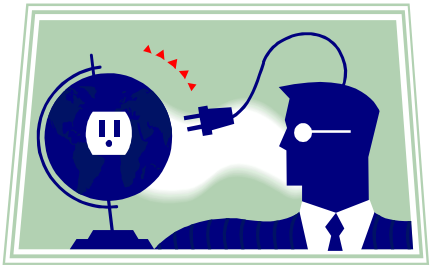
"Throw some simple and cheap ingredients in a bag, shake it, bake it, and go to market."
– **Guy Kawasaki, "Rules for Revolutionaries"**

"Any sufficiently advanced technology is indistinguishable from magic."
– **Arthur C. Clarke**

"The great danger for most of us is not that we aim too high and we miss it, but that it is too low and we reach it."
– **Michaelangelo**

"Genius is 1% inspiration and 99% perspiration."
– **Thomas Alva Edison**

"Older people ask – 'What is it?' the boy asks 'What can I do with it?'"
– **Steve Jobs**



Ceremonies

The Bridge Builder
by Will Allen Promgoole

An old man going on a lone highway
Came at evening cold and gray
To a chasm vast and wide and steep
With waters rolling cold and deep
The old man crossed in the twilight dim
The sullen stream had no fears for him
But he turned safe on the other side
And built a bridge to span the tide.

"Old man," said a fellow pilgrim near,
"You are wasting your strength with building here
Your journey will end the ending day
You never again will pass this way
You've crossed the chasm deep and wide
Why build this bridge at eventide?

The builder lifted his old gray head
"Good friend, in the path I have come," he said,
"There followeth after me today
A youth whose feet must pass this way
The chasm that was as naught to me
To that fair haired youth may a pitfall be
He too must cross the twilight dim
Good friend, I'm building this bridge for him."

Edison Inventor Advancement Ceremony

Supplies: Large picture of Thomas Edison, Pictures of movie camera, telegraph, phonograph, and the light bulb (mounted on table)

Cubmaster:

Tonight's theme celebrates inventors and their inventions, and one of the world's greatest inventors is Thomas Edison. (show picture) Our first motion pictures, were made in the 1890's by Thomas Edison. The idea was to throw pictures on a screen so fast that they gave the impression of movement. Tonight, we have some boys who have been moving fast and are ready to receive their Bobcat. Will _____ and their parents "project" themselves up to the front so we can all get a "peek" of you. (Awards are given to the parents to present to their sons.)

Edison improved the original telegraph that used a sender and a receiver to send messages in the form of dashes and dots. He discovered ways of sending more messages using less wire. I seem to be receiving a message from the wolves out there that they have been busy, too. (Call new wolves and parents forward for awards.)

We also have some Wolves learning their own secret codes to send and are ready to receive some arrow points. (Call boys and parents for awards.)

The phonograph is credited to Thomas Edison, too. The word "phonograph" comes from the words "sound" and "write" which means that sounds are written out or "recorded." This recording is caused by vibrations, moving back and forth very

rapidly. Our Bears out there tonight have been moving very rapidly and quite a few have achievements recorded. (Call up Bears and parents.)

Some Bears have really been hot and have recorded a few Gold and Silver Arrows. Will the following boys and parents come forward to receive their awards and due recognition. (Call up boys and parents.)

Probably Edison's most famous invention is the light bulb. The hardest part was to find a metal wire which would glow white hot for a long time. Our Webelos have been keeping the Scouting Spirit burning for a long time and I'd like to call our Webelos Leader up now to give out the Webelos awards. (Webelos Leader comes forward and hands out appropriate awards.)

Now let's recognize all of the Cub Scouts who have earned awards this month with a "Big Hand". (Do applause.)

Professor Plop Opening

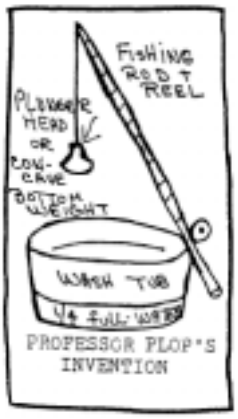
Setting: Cubmaster with Professor (adult dressed appropriately) and his special invention.

Cubmaster: We have called in a ceremony expert to help us tonight. I would like you to meet Professor Plop from M.I.T. (Mighty Ingenious Tech).
Professor: I'm still working on my special invention. It's not quite perfected yet, but I'm close.
Cubmaster: That looks like quite a gadget.
Professor: It is, It is!!
Cubmaster: Well, we'll get on with the Pack meeting and let you continue your work. Den ____ has our flag ceremony tonight.

(Periodically during the Pack meeting, Cubmaster calls attention to Professor Plop and checks to see how he is coming along)

Professor Plop Closing

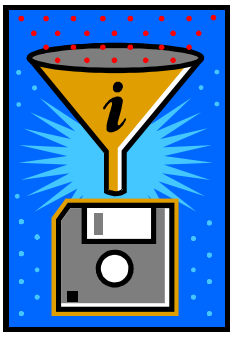
Cubmaster: Now we'll check with Professor Plop one last time. Well, Professor, did you ever get it together?
Professor: I sure did. I made it!
Cubmaster: We can hardly wait to see how it works.
Professor: I will demonstrate this wonderful invention for you.



(See drawing. Professor cranks his reel, drops the plunger into a tub of water and it goes 'plop.' He then reaches into the tub of water, pulls out a piece of cloth, rings it out, shakes it open. It reads: "The End".)

Run-Ons

- What would you call a telephone with feet?
  - A walkie-talkie.
- Why does a telephone make a good referee?
  - Because it makes good calls.
- What's a vacuum cleaner's favorite sport?
  - Rugby.
- What's an X-ray machine's favorite food?
  - Ribs
- What do you do if your coffeemaker is depressed?
  - Try to perk it up.
- Why did the baseball coach put an electric mixer in his lineup?
  - He thought it would make a good batter.



- Why did the TV set start shaving?
  - Because its picture was getting fuzzy.
- Why is it so easy to talk to a pencil sharpener?
  - Because they get right to the point.
- Why did the toaster crawl into bed?
  - Because it was feeling crummy inside.
- Why was the iron in such a big hurry?
  - It was pressed for time.
- How do you tell if a jackhammer tells good jokes?
  - If the cement is cracking up.

Skits

Brain Transplant Skit

A group of Scouts go to a new Scientific Laboratory where they have developed a new process for brain transplants. The Scouts ask to see the selection of brains. The doctor shows them a selection. (The brains may be in cans, where they look in) The first one is marked $500.00. The scouts ask about it and are told it is the brain from a peddler. The next $1,000.00, -a policeman, $1,500.00 – a teacher, etc. up to $5,000.00 for the brain of the greatest physicist in the world. The scouts then see a container marked, $20,000 and ask about it. The doctor explains, "It is the brain from _____ (Cubmaster, or Den Leader), and has never been used!"

Magic Shirt Removal

Cub #1 puts a shirt against his back and arms. Then puts his coat on over it. The shirt collar is buttoned, but he cuffs are loose around the wrists.

Cub #2 admires the shirt and tells Cub #1 that he recognizes it as a magic shirt that can be removed without removing the coat. Cub #1 says, "Oh no!" However, on insistence from Cub #2, he unbuttons the collar. Cub #2 then grabs the shirt by the collar and pulls it out of the cot and off Cub #1's back.

Inventors and their Inventions

Narrator: Reads about each inventor. As he does, a Cub Scout comes onto the stage showing the invention or a picture of the invention.

Cub 1: Our first invention is the telescope. In 1608, Hans Lippershay invented a lens that made the telescope practical.
Cub 2: Did you know that the computer was in use over 5,000 years ago? It was the fingers and toes of man. Paskall invented a more reliable one in 1543.
Cub 3: In 1748 Benjamin Franklin discovered Electricity.
Cub 4: Our next invention is the balloon. In 1783 Arlandes invented a man carrying balloon.
Cub 5: Samuel Morse invented the first telegraph in 1837.
Cub 6: The telephone was invented in 1876 by Alexander Graham Bell.
Cub 7: In 1903 the Write brothers learned to fly.
Cub 8: The rocket was invented in 1926 by Robert Goddard.

Narrator: We hope you enjoyed our presentation of inventors and their inventions from all over the nation.

<u>Applauses</u>

Telegraph Applause: "Clickety, Clickety, Clack, Click, Clickey, Clack."
Light bulb Applause: Put hands above head like a light bulb and say, "Blink, Blink, Blink"
Genius Applause: Look surprised and say, "Boy! Look what I discovered."

Model T Ford Handshake: Crank around with hand, make sound like motor turning over.

Limericks

A Bright Idea (by X.J. Kennedy)

A pretentious old man of the Bosporus
Used to cover his goat cart with phosphorus
So that, driving by night
He would get the green light
And his goats would consider him prosperous.

Frankenstein's Robot (by Berton Braley)

Young Frankenstein's robot invention
Caused trouble too awful to mention.
Its actions were ghoulish,
Which proves it is foolish
To monkey with Nature's intention.

Songs

Bright Ideas
(Verses are spoken; chorus sung to tune of: The More we Get Together)

(Chorus)
He has bright ideas,
ideas, ideas.
He has bright ideas,
We'll tell you now.

I'll build a giant TV set
To show the monsters I will get
When I safari up in space,
But first I have to wash my face.
(Chorus)

I will cure the common cold
And fix you so you won't grow old,
Each virus I will kill quite dead,
But first I have to make my bed.
(Chorus)

I'll dive down to the bottom of the sea.
In a special boar designed by me,
All the sunken treasures I'll discover,
But first I have to ask my mother.
(Chorus)

I'll make a very special glue
For all the atoms they split in two,
I'll glue them back together again,
I'm late for school, so I can't say when.
(Chorus)

I'll draw designs for unbreakable eggs,
For biteless dogs and unscratchable legs,
For unspillable milk and fire without smoke,
But I can't get going 'cause my pencil broke.
(Chorus)

Inventor Song
(Tune: If You're Happy)

If you're an inventor and you know it, scratch your head.
If you're an inventor and you know it, scratch your head.
If you're an inventor and you know it, then your lab coat will surely show it.
If you're an inventor and you know it, scratch your head.

If you're a researcher and you know it, use your calculator.
If you're a researcher and you know it, use your calculator.
If you're a researcher and you know it, then your pocket pal will show it.
If you're a researcher and you know it, use your calculator.

If you're a computer analyst and you know it, flip your keyboard.
If you're a computer analyst and you know it, flip your keyboard.
If you're a computer analyst and you know it, then your office will surely show it.
If you're a computer analyst and you know it, flip your keyboard.

If you're an astrologer and you know it, view the stars.
If you're an astrologer and you know it, view the stars.
If you're an astrologer and you know it, then your star chart will surely show it.
If you're an astrologer and you know it, view the stars.

If you're an explorer and you know it, kiss your compass.
If you're an explorer and you know it, kiss your compass.
If you're an explorer and you know it, then your map will surely show it.
If you're an explorer and you know it, kiss your compass.

Splongee Flyer

Make this flying starburst shaped ball that is fun to play with indoors or out.

Supplies: 3 small sponges (use different colored sponges), 1 plastic cable tie, 1 large rubber band, scissors

Directions:
1. Cut each sponge into thirds lengthwise.
2. Stack the cut sponges on top of each other in three rows of three.
3. Grab the stack of sponges in the center and twist the stack once.
4. Place the plastic cable tie around the center of the rubber band.
5. Secure plastic cable tie around the center of the twisted stack, pulling it as tightly as possible.
6. Trim the plastic cable tie down as close to the eye as possible.
7. Put the rubber band on the tip of your thumb, pull back the sponge ball and release to shoot.

Tips & Tricks:
- Use nylon sponges. They stay soft, cost less and come in many different colors.
- Set up targets made of decorated toilet paper tubes, and try to knock them over with the Splongee Flyers.

Secret Soap

Make a ball shaped soap that reveal secret treasures as kids wash up.

Supplies: 1 cup grated Ivory soap, ¼ cup warm water, food coloring, small rubber animals or toys

Directions:
1. Mix water, soap, and food coloring together in a medium bowl. Stir the mixture until it begins to stiffen.
2. Remove the mixture from the bowl and knead it until it is the consistency of very thick dough.
3. Roll the dough into the shape of a ball.
4. Make a hole in the center of the ball big enough to hide treasures inside.
5. Fill the hole with small treasures and seal with some extra dough.
6. Allow the Secret Soap to dry overnight before using.

Tips & Tricks:
- Mold the Secret Soap dough into different shapes and sizes.
- Add a few drops of perfume or cologne to make scented Secret Soaps.

Candy Clay

Here is some cool clay that you can sculpt with, and it eat too.

Supplies:

- 1 pound powdered sugar
- 1/3 cup corn syrup
- ½ tsp. salt
- 1/3 cup margarine (softened)
- 1 tsp. vanilla extract
- 5-7 drops food coloring

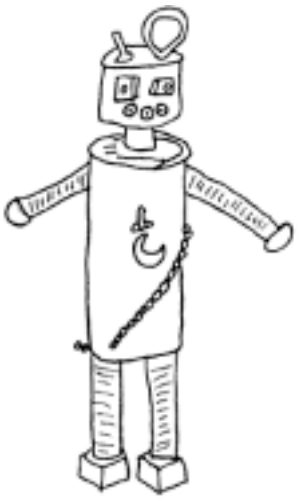
Directions:

1. Mix all the ingredients together in a small bowl until blended. If the mixture is too sticky, add more powdered sugar.
2. Sculpt with the Candy Clay to create different animals, shapes, gadgets, and other sculptures.

Tips & Tricks:

- Try using different colors and flavors of extract (banana, almond, etc.)
- Use Candy Clay sculptures to decorate the top of your favorite dessert.

Hardware Robots



For this craft, you will need cans, spray can caps, nuts, bolts, or any other hardware that's handy. In no time at all, you can make a set of robots with personalities added with the hardware trim.

For the robot's head, use an inverted spray can cap, about 2" across. Glue on a cardboard circle to cover the top of his head. For his neck, use a plastic bottle cap. For his body, use a 6-ounce cardboard frozen juice can, covering the top with a cardboard circle. Glue all three parts together and spray paint silver or gray.

For legs, use bolts about 2½" long. Using a hot glue gun, attach his legs to his body, making sure he is balanced properly before assembling. For arms, use bolts about 2" long. Use a knife to make holes in the sides of the body to insert and glue the arms. Glue on nuts for eyes and small washers for his mouth. Insert a brass ring and a right angle hook in the top of his head. On his body, insert a nut, large washer, cup hook and the ends of a length of plumber's chain.

Brainstorm

Brainstorming is a way of tossing out ideas to come up with a solution to a problem or to develop a new idea. Sometimes ideas trickle in slowly, other times the ideas come in lightening fast. The game of brainstorming is simple to play, but it keeps your brain cells active.

Make a list of things to name or describe. For example, think of five ways to cure hiccups, twelve Christmas stocking stuffers, seven nice things to do for your sister or brother, eight ways to make new friends, ten countries you would like to visit, or six foods you would never eat. Have a timer ready to time the game. Read out one of the categories in the list, and give all players 2 minutes to write down as many items as they can for that list. At the end, read the lists aloud.

Create a Game

Equipment for "Basic List":

- scarf
- tennis ball
- plastic bag
- string
- newspaper
- peper streamer
- empty cereal box
- rag
- piece of aluminum foil
- paper cup
- empty can
- rope
- paper bag for storing "Basic List" items

Supplies for Dial:

- 2 paper plates
- scissors
- pencil
- markers
- 1 brass fastener

Collect all the items in the "Basic List", and place the objects in the paper bag. Make substitutions for any items you cannot find on the list. To make the dial, take a paper plate and poke a small hole in the center, big enough for the brass fastener to go through. With the markers, divide the plate into twelve equal "pie" sections. In each section, use a marker to write the name or draw a picture of one of the items in the "Basic List." Take another paper plate and draw an arrow half the width of the paper plate. Cut out the arrow, and attach it to the first paper plate with the brass fastener. The arrow should spin freely; if it doesn't, make the hole larger.

To play, spin the dial. If you have four or more players, each person spins once. If you have fewer than four players, each person spins twice. Pick out the correct items from the bag and create a new game or sport using just the items you have chosen.

Use That

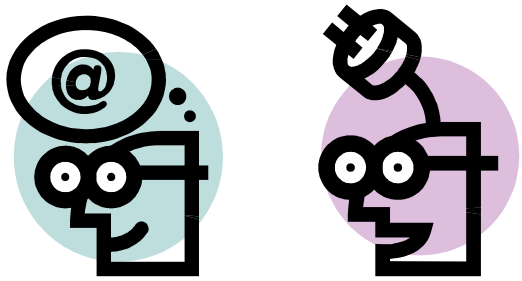
This game can be played with two boys or two teams of boys. The boys use their imaginations and come up with funny ways to use objects.

Equipment: 2 objects of different shape and size. Some ideas for objects: Hula hoops, cooking pot, broom, jump rope, traffic cone, wig, empty wrapping paper tube, hat, paper plate.

Divide the boys into two teams. The teams stand on opposite sides of the room. At a signal, each team begins with its object. Someone from the first team must pretend to use the object in a way that it is not normally used. For example, if it is a Frisbee, he might wear it as a hat. As soon as you can tell how he is using the object, yell "Switch!" The other team must immediately use its object in a way it is not normally used. For example, if it is a brush, someone from the team might sing into it like a microphone. Continue switching between teams until one team is out. Once one team is out, the other team is the winner.

Here are some ways to get out:

- If you repeat a way that has already been used in this round, even if it was used by the other team for the other object, your team is out.
- If you use your object for something too similar for what it is normally used for, your team is out. For example, using the brush as a comb is too close to what the brush is normally used for.
- If you pause or say "um…" when it is your team's turn, your team is out.



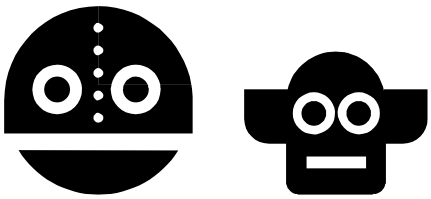
Whatcha' Doing?

Some children have great coordination and concentration. It's easy for them to rub their stomach and pat their heads at the same time. Here's a game designed to help children develop an awareness of what they say and do. Have a scout pantomime a simple action, such as brushing his teeth. The game proceeds like this:

- Boy 1 pretends to brush his teeth.
- Boy 2 comes up and asks, "Whatcha' Doing?"
- Boy 1 keeps brushing his teeth, but answers by saying something different from what he is actually doing. He might say, "I'm digging a hole."

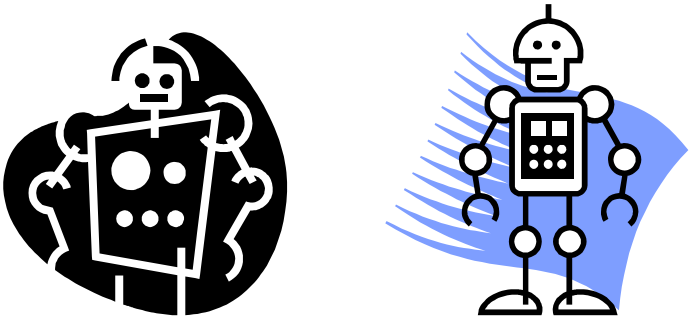
- Boy 2 takes over and pantomimes digging a hole until he's asked, "Whatcha' Doing?" by another player.
- Boy 2 might answer, "I'm combing my hair."
- The next boy begins combing his hair, and the game continues.

It is hard to do one thing while saying that you're doing another. Children easily get mixed up and have to concentrate.



Marvelous Moving Machine

Think about how machines work. All the parts are interconnected with gears and pulleys working together. Show your den how they can be a machine too. Pick a boy to start making a simple machine movement such as raising his arm up and down in the air. Now add a sound, so if the arm is up, he says, "Plink." When the arm comes down, he says, "Kerplop!" Have him continue to do this as another boy comes forward and makes his body part of the machine. He might lift his leg as the first boy's arm is raised. The second boy says, "Chug-alug" each time he lifts his leg. The third boy then comes up and connects to the machine by creating a different element of movement with his body. One at a time, continue adding boys to hook up to the machine. In a short time, you will have invented a huge machine making all kinds of amazing movements and sounds.



Coca Cola Cake
(from cdkitchen.com)

Ingredients:

For CAKE:

- 2 cups sugar
- 2 cups flour
- ¼ tsp. salt
- ½ cup buttermilk
- 1 tsp. baking soda
- 3 Tbsp. cocoa
- 1 Tbsp. vanilla
- 2 eggs
- 1 stick Margarine
- ½ cup shortening
- 1 cup coke
- 2 cups miniature marshmallows

For ICING:

- 1 stick margarine
- 3 tablespoons cocoa
- 6 tablespoons Coca-cola
- 1 teaspoon vanilla
- 1 box powdered sugar
- 1 cup Chopped nuts (optional)

Directions (for cake):

1. Mix first 7 ingredients, then heat next 4 and add gradually into first mixtures.
2. Grease 13X9X2 inch cake pan and cover bottom with 2 cups miniature marshmallows. Pour batter over that.
3. Bake at 350 degrees (preheated oven) for 35-45 minutes.
4. Pour icing over warm cake.

Directions (for icing):

1. Heat margarine, cocoa, coke and vanilla.
2. Pour over the powdered sugar and mix. Add nuts. Add frosting on the cake.
3. Cool before serving.

7-Up Salad

Ingredients:

- 1 large pkg. lime Jello
- 1 cup water
- 32 miniature marshmallows
- 1 small can crushed pineapple
- 2 Tbsp. mayonnaise
- 1 can 7-Up
- 3 ounces cream cheese, grated
- ½ cup chopped pecans

Directions:

1. Boil water and Jello. Add marshmallows and mayonnaise.
2. Take off of the heat. Add pineapple, pecans and 7-Up.
3. Pour mixture into serving dish or bowl.
4. Sprinkle cream cheese on top. Chill before serving.

Crazy Chicken

Ingredients:

- 6 chicken thigh quarters
- 3/4 cup apple jelly
- 3/4 teaspoon dry mustard
- 3/4 teaspoon salt
- 1/8 teaspoon black pepper
- 1 (12-ounce) can cherry cola

Directions:

1. Remove skin from chicken thighs, if desired; rinse thighs and pat dry. Place in a 10-inch skillet; set aside.
2. In a medium bowl, stir jelly, dry mustard, salt and pepper until blended.
3. Slowly stir in about 1 cup of the soda and mix well. Pour over chicken.
4. Cook chicken over high heat until mixture comes to a boil. Reduce heat to medium-high, cover and cook for 10 minutes. Baste thighs.
5. Reduce heat to medium, cover and cook 15 minutes longer or until tender and no longer pink when cut along the bone, turning and basting several times. Add additional soda if sauce is too thick.
6. To serve, spoon sauce over thighs.

Dr. Pepper Spaghetti

Ingredients:

- 2 pounds ground beef - brown and drain
- 1 package (16 oz) spaghetti - cook and drain
- 1 cup chopped onion
- ½ tsp. garlic powder
- 1 ½ cups mozzarella cheese
- 1/2 teaspoon salt
- 1/2 teaspoon pepper
- 1 can Dr. Pepper
- 1 can (15 oz) tomato sauce
- 2 Tbsp. Worcestershire sauce
- ½ tsp. Italian seasoning

Directions:

1. Stir onions and seasonings into meat. Stir Dr. Pepper, tomato sauce, and Worcestershire sauce into meat mixture and cook 5 minutes.
2. Add 1½ cups mozzarella.
3. Stir noodles and cheese into meat/sauce mix.
4. Preheat oven to 350 degrees. Pour half of mixture into a sprayed 12x8 or 13x9 casserole dish; bake 20 minutes.
5. Pour other half into covered freezer container; label, date and freeze it for later.
6. Reheat from freezer for 50 minutes at 350°F.

The Scouting Mystery

Clue #1

The best program ever developed for boys in 1st through 5th grades.

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