



BALOO'S BUGLE

Volume 22, Number 2



Change is the law of life.

And those who look only to the past or present are certain to miss the future.

John F Kennedy

September 2015 Cub Scout Roundtable

October 2015 Scout Law & Pack Meeting Ideas

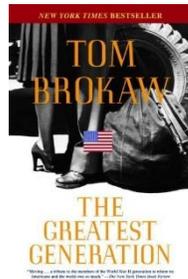
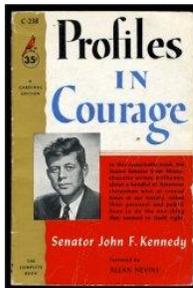
BRAVE / SUPER CUB!

Tiger Cub, Bear, Wolf, Webelos, & Arrow of Light ADVENTURES

THE BRAVEST MAN I KNOW...

Brave is our Scout Law part for this month. So I went out to pick someone to highlight who was brave. My first choice (If you know me, not a surprise) was Davy Crockett. But I just used him for Trustworthy. Then I googled the phrase I used for the title of this item. I got many pages of hits on Severus Snape, the instructor in the Harry Potter books. I did find a great article by Michael Bass of CNN about his Dad, a WWII vet, being bravest person he knew. And for many years I felt the same about my Dad, a WWII vet and a Police Officer. But his story is copyrighted and mine would take too long to write. The story of Michael Bass's Dad can be found at: <http://www.cnn.com/2014/06/09/opinion/bass-dad-hero-world-war-two/> if you wish to use it for a Cubmaster's Minute or to make point this month.

If you are looking for other examples - there is the classic, *Profiles in Courage* by John F Kennedy. *Profiles in Courage* is a 1957 Pulitzer Prize-winning volume of short biographies describing acts of bravery and integrity by eight United States Senators throughout history.



Or Tom Brokaw's, *The Greatest Generation*. *The Greatest Generation* describes the bravery and other characteristics of the generation who grew up in the United States during the deprivation of the Great Depression, and then went on to fight in World War II, as well as those whose productivity within the war's home front made a decisive material contribution to the war effort.

And then I read the obituary for Augusta Chiwy and knew who I would highlight. A WWII nurse at the Battle of the Bulge.

The Cub Scout Core Values are now the 12 Points of the Scout Law.

The core value highlighted this month is:

Brave -

- ✓ A Scout can face danger although he is afraid. He has the courage to stand for what he thinks is right even if others laugh at him or threaten him.

Why "Super Cub!" for **Brave?**

- ✓ Superheroes are known for facing danger even when they are afraid. A Scout, like a superhero, has the courage to stand for what he thinks is right even if others laugh at him or threaten him.

Per our Founder, Lord Baden-Powell



Note - The original Scout Law published in 1908 had 9 points. In 1910, the BSA added Brave, Clean, and Reverent. In 1911 B-P added Clean to his original list and defined it the following way: (So I do not have a B-P definition of Brave)



See the original Norman Rockwell painting at

https://encrypted-tbn2.gstatic.com/images?q=tbn:ANd9GcRq2AM3-zvDbA--kUmbMnDGluAJJ7_EXEUR_5vg5NWvVhIF8gWa

Table of Contents

THE BRAVEST MAN I KNOW	1	Cheese & Fruit Kabobs.....	76
BIOGRAPHY –	4	Make Johnny Appleseed Smiles for a snack.	76
James “Jesse” Cleveland Owens.....	5	Tigers – Safe & Smart	76
Terrance Stanley “Terry” Fox.....	6	Learning Your Address and Phone Number	76
Build a Scout Law Ladder	10	Activity Description	76
<i>Boyslife.org</i>	10	Why This Is Helpful	77
What You’ll Need	10	Get Started	77
What You’ll Do.....	10	What You Need	77
<i>What the Scout Law Means to Me</i>	11	Here's What To Do	77
John Wayne	11	More Ideas To Try.....	77
CHARACTER COMPASS.....	12	Stop Drop and Roll.....	78
PACK MEETING THEMES AND PLANS	13	Tiger Theatre	79
Pack Meeting Themes	14	Planning a Puppet Show	79
UPCOMING MONTHS	14	PANTOMIMES.....	79
Crazy Holidays.....	16	Some Basic Rules of Charades:.....	80
SLINKY TURNS 70.....	19	Dragon Puppet:	80
BSA FACEBOOK PAGE	20	Bug Finger Puppet.....	80
SCOUTING MAGAZINE ON YOU TUBE	20	Puppet Making Tips	81
Cool Camp: Camp Emerald Bay.....	20	Talking Sock Puppet.....	81
CUBCAST	21	Make an Otter Puppet.....	81
TRAINING TOPIC.....	27	Paper Bag Frog Puppet.....	82
Cub Scouting Teaches Boys to Reach Out.....	27	Make a Puppet Theatre.....	83
LEAD A SONG.....	28	Sock Puppet with Hands.....	83
SPECIAL OPPORTUNITIES.....	30	Fire Fighter Finger Puppet.....	84
STEM SUPERNOVA Awards for Cub Scouts.....	30	Styrofoam and Drinking Straw Puppet Craft.....	84
And on another front -	32	Zany Sock Puppets	84
STEM SCOUTS	32	Paper Bag Puppets	85
Inside the Vortex, the STEM Scouts Mobile Lab	32	Puppets with Hands	86
PROGRAM UPDATES	33	Make Unusual Finger Puppets.....	86
STATUS OF RESOURCE UPDATES	34	WOLF.....	87
The First Salute	36	Paws on the Path.....	87
Quotations	36	Hiking Safety Rules:.....	88
LEADER RECOGNITION	47	Buddy Tag Game.....	88
THEME RELATED STUFF	47	Outdoor Code Closing Ceremony	88
DEN ADVENTURES.....	60	Cub Scout Leave No Trace Pledge	88
TIGER.....	60	The Den Hike	89
Games Tigers Play	60	Birds in the Wilderness Song	89
		Map Ideas	89
		Hometown Heroes	89
		Sport Heroes (Closing Ceremony).....	89
		A Kind, Compassionate Hero Audience Participation ...	90

Hero Cubmaster's Minute	90	Webelos Scout Requirements	105
Gathering Activity – Jokes	90	Cub Scout Leader Requirements	105
Flag Ceremony	90	LEAVE NO TRACE	106
Types of Service Dogs	91	Focus on "Leave No Trace"	106
Approaching Service Dogs and Their Owners	92	Cub Scout Leave No Trace Pledge	106
Other Species as Therapy Animals	92	ARROW OF LIGHT CORE.....	107
BEAR.....	93	Build My Own Hero	107
Salmon Run.....	94	The MY HERO Project	107
Safety Afloat	94	How to Create a Super Hero.....	107
Coastie the Safety Boat for Cub Scouts	96	Scouting Heroes.....	109
Travel Safety Checklist for Cub Scouts	97		
BSA Swim Test.....	97		
Requirements	97		
Swimmer	97		
Beginner	98		
Non-Swimmer.....	98		
WEBELOS CORE.....	98		
First Responder	98		
Ideas for Adventure Requirements:.....	98		
First Responder Activities.....	98		
Word Search.....	99		
Emergencies	99		
First Aid Matching	99		
Emergency Alert System Skit	100		
First Aid Relays Game	100		
Banged Up Benny Game.....	101		
Emergency Preparedness Award.....	101		
Webelos Scout Requirements	101		
Webelos Walkabout	101		
Mini First Aid Kit	102		
First Aid Kit Neckerchief Slide.....	103		
Make personal First Aid Kits.....	103		
Outdoor Code Responsive Reading Ceremony	103		
The Outdoor Code Opening	103		
Outdoor Code Closing	104		
THE OUTDOOR CODE.....	104		
Leave No Trace Awareness Award.....	104		
Cub Scout Leave No Trace Pledge.....	105		
Tiger Cub Scout Requirements.....	105		
Wolf Cub Scout Requirements	105		
Bear Cub Scout Requirements.....	105		

BIOGRAPHY – BRAVE People Who Faced Long Odds Augusta Chiwy

"Forgotten" African nurse of Battle of the Bulge

This **BRAVE** lady risked her life treating soldiers during the Battle of the Bulge. She recently passed away at age 94.



For decades, stories circulated among veterans and historians about an African nurse who tended to wounded and dying American soldiers in Belgium during the Battle of the Bulge, the bloody campaign through the Ardennes in the 1944-45 winter that became the last major German offensive of World War II

"Band of Brothers", the 2001 TV war drama based on historian Stephen E. Ambrose's best-selling book, referenced a nurse from Congo. But no such nurse was identified and celebrated until nearly seven decades after the war -when the Belgian king granted a knighthood, and the U.S. government awarded a high civilian honor, to Augusta Chiwy.

Ms. Chiwy (pronounced she-wee), 94, died Aug. 23 at a nursing home in Brussels. The cause was a heart attack, said her son, Alain Comet. She was credited with ministering to hundreds of men during the Battle of the Bulge, so named for the brief and ultimately unsuccessful German penetration of Allied lines.

As a volunteer nurse - amid unremitting shelling and in sub-zero temperatures, with inadequate food and little rest - Ms. Chiwy was said to have helped rescue the injured, dressing their wounds, bathing them and boiling snow for water. On Christmas Eve, she nearly lost her life when a bomb hit her makeshift aid station in the besieged town of Bastogne.

"A black face in all that white snow was a pretty easy target," she once said, remarking on her survival through the battle. "Those Germans must be terrible marksmen."

Augusta Marie Chiwy was born June 3, 1921, in Mubavu, an East African village that became part of a Belgian colony and that is now located in Burundi. Her father was a white Belgian veterinarian and her mother was African.

Ms. Chiwy moved to Belgium as a girl, trained as a nurse in the city of Leuven, and arrived in Bastogne to spend the holidays with her father just as the Germans launched their attack through the Ardennes forest in eastern Belgium on Dec.

16, 1944. It would be one of the costliest engagements of World War II, with more than 80,000 American and 100,000 German casualties.

Bastogne, located at a major road junction, was surrounded during the battle. Ms. Chiwy joined the beleaguered skeletal medical operation there led by U.S. Army physician, Jack Prior. "He told me that he had no one left," Ms. Chiwy once recalled in an interview with Public Radio International, "that his ambulance driver had been killed."

For much of her life, Ms. Chiwy spoke little about the carnage that she witnessed, according to her son. Her story was in large part documented by Martin King, a Scottish historian and co-author with Michael Collins of "Voices of the Bulge: Untold Stories From Veterans of the Battle of the Bulge."

Dr. Prior recounted his wartime service in a written account that is online. He recalled the contributions of two nurses - one, a Belgian named Renee Lemaire, and another identified as "a native of the Belgian Congo."

"They played different roles among the dying," Prior wrote. "Renee shrank away from the fresh, gory trauma, while the Congo girl was always in the thick of the splinting, dressing, and hemorrhage control. Renee preferred to circulate among the litter patients, sponging, feeding them, and distributing the few medications we had (sulfa pills and plasma). The presence of these two girls was a morale factor of the highest order."



Ms. Chiwy is honored by the U.S. Army in Brussels in 2011.

Some white soldiers reacted negatively to the prospect of a black woman providing intimate care. One man, King said, suffered from severe frostbite and asked Prior not to allow the black nurse to touch him. "Fine," Prior replied, according to King's account. "Die, then."

On Christmas Eve, Ms. Chiwy and Prior were invited to step out of their aid station. "A bottle of champagne was opened," Ms. Chiwy recalled. "A glass was passed around. And I do not know whether he finished filling the glass, but we heard something coming screaming towards us. And then a big bang! And all of the windows were blown out."

A bomb had hit the aid station, killing 30 of the approximately 100 wounded soldiers, according to King. Lemaire perished in the blast. Years later, Prior told ABC News that he collected her remains and gathered them in a white parachute that Lemaire hoped to fashion one day into a wedding dress.

After the bombing, Ms. Chiwy followed Prior to another clinic, where she continued providing medical care until mid-January 1945, when Prior and his unit moved out of Bastogne.

Ms. Chiwy worked as a nurse for some years after the war. She was married to Jacques Cornet, who died two decades ago. Survivors include two children, five grandchildren; and six great-grandchildren.

King, the historian who publicized Ms. Chiwy's story, is a son, husband and father of nurses and told The Washington Post in an interview that he was intrigued by the reference in "Band of Brothers" to the African battlefield aide. After an 18-month search, he located Ms. Chiwy in a Belgian retirement community.

She became the subject of a biography by King- "The Forgotten Nurse" (2011) published in French and Dutch - and the documentary film "Searching for Augusta" (2014).

"What I did was very normal," Ms. Chiwy said when she was honored in 2011. "I would have done it for anyone. We are all children of God."

Prior, the Army physician, became a pathologist in Syracuse, NY. A daughter, Anne P. Stringer, said in an interview that her father told his children about an African nurse who had so valiantly assisted him during the war. "He said that he would never forget her courage," said Stringer, who recently traveled to Belgium to meet Ms. Chiwy. "She was only 23 when she helped my Dad."

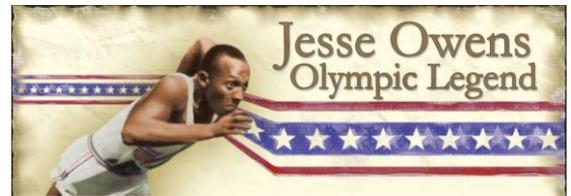
Prior died in 2007. Until then, he and MS Chiwy exchanged greetings at Christmastime, a period coinciding with the anniversary of their survival at Bastogne. He kept her letters in a trunk along with a bayonet and wartime mail from his mother. Along with her letters, Ms. Chiwy sent Belgian chocolates.



Ms. Chiwy is shown atop an airplane in this photograph, believed to have been taken in the summer of 1945.

James "Jesse" Cleveland Owens

Ambassador of Sports



James Cleveland Owens was born September 12, 1913 in Oakville Alabama. The son of a Sharecropper and grandson of slaves in the segregated south. As the youngest of ten children life was difficult. When he was nine years old, the family moved to Cleveland, Ohio for a better life. When he went to school and his teacher asked his name, he told her J.C. Owens, but she heard Jesse, by which he would be known the rest of his life. As a boy he worked in his spare time, delivering groceries, loading freight cars, and working in a shoe repair shop while his father and brother worked in a steel mill. During this time, Jesse developed a love for running.

His promising athletic career began in 1928 in Cleveland, OH, where he set Junior High School records by clearing 6 feet in the high jump, and leaping 22 feet 11 3/4 inches in the broad jump. His Junior High School track, Charles Riley became his mentor. As Jesse worked after school, Coach Riley let him practice in the morning before school.

During high school, he won all of the major track events, even the Ohio state championship three years in a row. Jesse Owens came to national attention at the 1933 National High School Championship in Chicago. At that meet, in his senior year, he set the high school world record running the 100 yard dash in 9.4 seconds, and he set a new high school world record in the 220 yard dash of 20.7 seconds. A week earlier he had set the broad jump world record jumping 24 feet 11 3/4 inches.

Owens' sensational high school track career resulted in him being recruited by dozens of colleges. Owens chose the Ohio State University, even though OSU could not offer him a track scholarship. He worked a number of jobs to support himself and his young wife, Ruth. He worked as a night elevator operator, a waiter, pumping gas, in the library, and as a page in the Ohio Statehouse, all of this in between practice and record setting on the field in intercollegiate competition.

Jesse gave the world a preview of things to come in Berlin, while at the Big Ten Championships in Ann Arbor on May 25, 1935, he set three world records and tied a fourth, all in a span of about 45 minutes. Jesse was uncertain as to whether he would be able to participate, as he was suffering from a sore back resulting from a fall down a flight of stairs. He asked his coach to allow him to run the 100-yard dash to test his back, and amazingly Jesse recorded an official time of 9.4 seconds, tying the world record. Despite the pain, he then went on to participate in three other events, setting a world record in each event. In a span of 45 minutes, Jesse accomplished what many experts still feel is the greatest athletic feat in history...setting 3

world records and tying a fourth in four grueling track and field events. He went on to run for Ohio State University. He worked his way through school and continued to run. He qualified for the 1936 Olympics in Berlin, Germany, where he won four Gold Medals in front of Adolf Hitler.



During the Long Jump Competition, German athlete Carl "Luz" Long, Owens' chief long jump competitor, did not snub Owens. Indeed, after Owens fouled twice in qualification, leaving him one jump from elimination, it was "Luz" Long who advised Owens to jump 1 foot behind the takeoff board to assure that he qualified for the final. Owens took his advice, and qualified. Owens then won the final with a leap of 26 feet, 5¼ inches. After his jump Jesse stated, "I decided I wasn't going to come down. I was going to fly. I was going to stay up in the air forever." Long, the blonde-haired German who finished second, walked arm-in-arm around the track with the African-American Owens after the medal ceremony to the cheers of the 110,000 Germans in the stands.

During the Olympics in Germany, Jesse stayed and traveled in the same hotels as his white teammates, something that was not afforded him in a divided America. After a New York ticker-tape parade, he had to ride the freight elevator to reach a reception honoring him. After the Olympics Jesse Owens was not invited to the White House and did not receive even a telegram from either President Roosevelt or President Truman. It was not until 1955 that President Dwight D Eisenhower name Owens an "Ambassador of Sports."

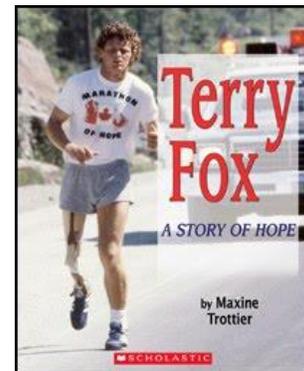
Athletes didn't receive lucrative product endorsements in those days. Owens supported his family with a variety of jobs. One of special significance - playground director in Cleveland. It was his first step into a lifetime working with underprivileged youth, which gave him his greatest satisfaction. He relocated to Chicago and devoted much of his time to working with underprivileged youth.

Later, Jesse traveled widely as an inspirational speaker to youth groups, professional organizations, civic meetings, sports banquets, PTAs, church organizations, brotherhood and black history programs, as well as high school and college commencements and ceremonies.

Quotes -

- ★ Find the good. It's all around you. Find it, showcase it and you'll start believing it. Jesse Owens
- ★ One chance is all you need. Jesse Owens

Terrance Stanley "Terry" Fox



Terry Fox was born July 28, 1958 in Winnipeg Manitoba to Rolland and Betty Fox. He was an athlete and participated in playing soccer, rugby and baseball. His favorite sport was Basketball, but at five feet tall, he was not well suited for that sport. His Physical Education teacher and Basketball Coach at Mary Hill Junior High School, encouraged him to take up distance running, a sport he was more suited at. He had no desire for cross-country running but took it up to please his coach. He continued to play basketball, and by the time he finished High School, he won the athlete of the year award with his best friend Doug Alward.

Terry attended Simon Fraser University and tried out for the Junior Varsity Basketball team. Due to his determination, he earned a spot on the team ahead of more talented players. In March of 1977 he was diagnosed with cancer that eventually took his leg. He was fitted with an artificial leg. In the summer of 1977 he was invited to try out for with the Canadian Wheelchair Sports Association basketball team. He learn to play the sport and helped win three national titles for his team and was named an all-star by the North-American Wheelchair Basketball Association in 1980.

The night before the surgery to remove his leg, Terry read an article about Dick Traum, the first amputee to complete the New York City Marathon. This article inspired him to plan a run across Canada to raise money for cancer research. He hoped to raise 24 million dollars, one for each of 24 million Canadian people.

On October 15, 1979, Fox sent a letter to the Canadian Cancer Society in which he announced his goal and appealed for funding. He stated that he would "conquer" his disability, and promised to complete his run, even if he had to "crawl every last mile". Explaining why he wanted to raise money for research, Fox described his personal experience of cancer treatment:

I soon realized that that would only be half my quest, for as I went through the 16 months of the physically and emotionally draining ordeal of chemotherapy, I was rudely awakened by the feelings that surrounded and coursed through the cancer clinic. There were faces with the brave smiles, and the ones who had given up smiling. There were feelings of hopeful

denial, and the feelings of despair. My quest would not be a selfish one. I could not leave knowing these faces and feelings would still exist, even though I would be set free from mine. Somewhere the hurting must stop....and I was determined to take myself to the limit for this cause.

Ford Motor Company donated a camper van, Imperial Oil Company donated the fuel for the trip, and Adidas running shoes donated shoes, and Terry brought the heart. On April 12, 1980, Fox dipped his right leg in the Atlantic Ocean near St. John's, Newfoundland. In the beginning of his run, he had drivers force him off the road as he ran. By the time he crossed into Ontario at the town of Hawesbury, he was met by a brass band and thousands of residents who lined the streets to cheer him on. The Ontario Provincial Police gave him an escort throughout the province. He continued to run 26 miles each day.

As Fox's fame grew, the Canadian Cancer Society scheduled him to attend more functions and give more speeches. He attempted to accommodate any request he felt would raise money for the cause. The physical demands of running a marathon every day, took a toll on his Cancer weakened body, but he refused to take even a single day off, running on his 22nd Birthday.

On September 1st after a rough day of chest pain and coughing, he was admitted to a hospital, where it was discovered the Cancer had returned and spread to his lungs. He was forced to end his run after 143 days and 3339 miles.

After a month of unsuccessful treatment, Terry Fox passed away on June 19, 1981. The government ordered flags lowered to half staff all over Canada in his honor. Addressing the House of Commons, Prime Minister Trudeau said, "It occurs very rarely in the life of a nation that the courageous spirit of one person unites all people in the celebration of his life and in the mourning of his death ... We do not think of him as one who was defeated by misfortune but as one who inspired us with the example of the triumph of the human spirit over adversity".

Quotes -

- ★ "I bet some of you feel sorry for me. Well don't. Having an artificial leg has its advantages. I've broken my right knee many times and it doesn't hurt a bit." Terry Fox
- ★ "How many people do something they really believe in? I just wish people would realize that anything's possible, if you try: dreams are made, if people try. When I started this run, I said that if we all gave one dollar, we'd have \$22 million for cancer research, and I don't care man, there's no reason that isn't possible. No reason. I'd like to see everybody go kind of wild, inspired with the fundraising." Terry Fox on July 10, 1980 after being forced to end his Marathon of Hope cross-Canada run for cancer research because of recurring cancer in his body. Since Fox's death in 1981, the annual Terry Fox Run in Canada has raised more than \$550 million.
- ★ "I know that you can do the impossible." Terry Fox

Cub Scout Learning Library

The NEW <https://cubscouts.org/> !!!



This is the Cub Scout Learning Library –

Everything you could want to know for Cub Scouts is or will be here. And all within a click or 3 of the home page. National heard the message that although things were at www.scouting.org they were often buried too deep to be found.

This site has admin stuff and practical stuff. The new Den Leader Resource Books are here. You can download the pages for each Adventure for **FREE**

This website promises to be a great resource. BSA seems to be working off the same plans that www.USScouts.org and other "unofficial" Scouting websites use. They have seen what you the volunteers want and are delivering it. I hope they are successful and some of us old guys (I have my Medicare card) can retire from our web duties.

I will have an item about this site next month. Cubmaster may be up by then. Right now only Den Leader is running. There will, also, be sections for Chartered Org Reps and Parents. As well as for our Cub Scouts (An APP for advancement tracking)

And oh yes, <https://cubscouts.org/> runs on a phone, too!!!



COMMISSIONER'S CORNER & ROUNDTABLE HINTS



ROUNDTABLE RELATIONSHIPS

*From the Philmont Training Center
"Effective Roundtables" Syllabus*

ROUNDTABLE TEAM'S RESPONSIBILITIES TO UNIT LEADERS:

1. Demonstrate and discuss program ideas found Den Leader Guides, CS Leader Book, and other literature in support of pack programs.
2. Promote the monthly highlighted point of the Scout Law (core value) by presenting ideas suitable to fit the needs and abilities of Cub Scout-age boys.
3. Provide continuing training in Scout leader skills, unit administration, and leadership.
4. Give specific help to each leader.
5. Demonstrate, explain, and discuss with leaders the national and local council program of emphasis.
6. Extend the service of the council and local Scout distributors to unit leaders in the district.
7. Create enthusiasm, increase knowledge, develop skills, and improve attitudes.

UNIT LEADERS' RESPONSIBILITIES TO ROUNDTABLE TEAM:

1. Attend roundtables.
2. Promote roundtable attendance within the unit.
3. Become involved and assist at roundtable when called upon to help.

RT COMMISSIONER'S RESPONSIBILITIES TO THE DC, ADC-RTs, and STAFF:

1. The roundtable commissioner should attend the monthly commissioner's meeting and report on the status of roundtable.
2. Unit commissioners should be alerted to any units that are not attending.
3. Provide a quality roundtable that will help strengthen units thereby making unit service more effective.

COMMISSIONER STAFF'S RESPONSIBILITIES TO ROUNDTABLE LEADERS:

1. District commissioner is responsible for recruiting, appointing, training, supervising, and motivating an effective Roundtable Commissioner.
2. Unit Commissioners should actively promote roundtable attendance and feel responsible for the participation of the people from their assigned units.
3. Unit Commissioners should attend roundtables and assist whenever possible. Roundtable helps to keep units strong and healthy.

ROUNDTABLE STAFF'S RESPONSIBILITIES TO THE DISTRICT EXECUTIVE:

1. Keep the district executive informed of unit attendance at roundtable and alert him or her to any unit problems that arise at roundtable.
2. Invite the district executive to take part in annual and monthly roundtable planning meetings.

DISTRICT EXECUTIVE'S RESPONSIBILITIES TO THE ROUNDTABLE STAFF:

1. Work as a team with the roundtable commissioner to make the roundtable successful.
2. Meet with the roundtable commissioner and staff regularly and assist in planning the roundtable program.
3. Help secure equipment and materials not readily available to the roundtable staff.
4. Attend every roundtable and help promote attendance.
5. Make district announcements at roundtable.



CUB SCOUT ROUNDTABLE SCHEDULE OF SESSIONS
Per 2015-2016 Roundtable Planning Guide.

RT Month	Program Month	Scout Law Point	Name of Theme	Interest Topic	DL Breakout Topics	CM Breakout Topic	Comm Breakout	Tiger Adventure	Wolf Adventure	Bear Adventure	Webelos Adventure	Arrow of Light
Aug 2105	Sept 2015	Clean	Cubscavation	Service Projects	Uniform & Insignia	Uniform Inspections	Uniforming the Pack	Stories in Shapes	Germes Alive!	Bear Necessities	Sportsman	
Sept 2015	Oct 2015	Brave	Super Cub!	Character Compass	The New DL Guide Books	Cheers, Stunts, & Applauses	Welcoming new Youth & Adults	Tiger: Safe & Smart	Paws on the Path	Paws for Action	Webelos Walkabout	Build My Own Hero
Oct 2015	Nov 2015	Helpful	Cubs In Action	Boys' Life	Bad Weather Activities	Pack Gathering Activities	Journey to Excellence	Tiger Bites	Paws of Skill	Baloo the Builder	Fix It	
Nov 2015	Dec 2015	Reverent	Winter Wonderland	Managing Boy Behavior	Den Discipline	Maintaining Order	Annual Prog Planning	Sky is the Limit	Germes Alive!	Duty to God	Duty to God	Duty to God
Dec 2015	Jan 2016	Trustworthy	The Great Race	Scouting & Special Needs	Special Needs	Using Monthly Themes	Chartered Org Relations	Team Tiger	Howling at the Moon	Bear Claws	Cast Iron Chef	Camper
Jan 2016	Feb 2016	Friendly	Friends Near and Far	B&G Birthday Party	DL - B&G Banquet AOL - AOL Ceremonies	Special Ceremonies	Scouting Anniversary Week	Games Tigers Play	Running with the Pack	Grin & Bear It	Stronger, Faster, Higher	Building a Better World
Feb 2016	Mar 2016	Thrifty	Cubstruction	Purposes and Methods of Cub Scouting	Tour & Activity Plans	Pack Communications	my.Scouting.org	Floats and Boats	Council Fire	Make It Move	Art Exp-losion	Building a Better World
Mar 2016	Apr 2016	Cheerful	Strike Up the Band	CS Camping Prog	DL - Day Camp WL - Camping	Youth Prot Training	BALOO Training	Tiger Tag	Code of the Wolf	Roaring Laughter	Webelos Walkabout	Adventures in Science
Apr 2016	May 2016	Kind	My Animal Friends	Recognizing Leaders	National Den Award	Campfire Programs	Natl Summertime Pack Award	Backyard Jungle	Cubs Who Care	Fur, Feathers, & Ferns	Into the Woods	Duty to God
May 2016	Jun 2016	Obedient	It's A Hit	Summer Safety	Leading Games	Youth Leadership	Unit Commissioner	Tigers in the Wild	Call of the Wild	Salmon Run	Aquanaut	Scouting Adventure
Jun 2016	Jul 2016	Loyal	Scout Salute	Your Flag	Den Ceremonies	Building Pack Spirit	Pack Leadership Team	Earning Your Stripes	Spirit of the Water	Forensics	Project Family	
Jul 2016	Aug 2016	Courteous	S'More CS Fun	Recruiting Adult Help	Den Chief	Den Displays at Pack Mtgs	Recruiting Boys	Family Stories	Collections & Hobbies	Beat of the Drum	1st Responder	Maestro!

TEACHING THE SCOUT LAW TO CUB SCOUTS

Build a Scout Law Ladder

Boyslife.org

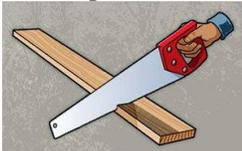


What You'll Need

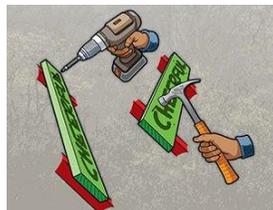
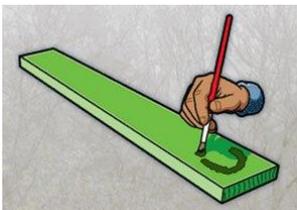
- ✓ A wooden ladder about 7' or 8' tall
- ✓ 13 wooden boards
- ✓ Saw
- ✓ Paint for each board and the ladder
- ✓ Paint, tape, sticks, stencils, letters cut from thin wood or stick-on letters to create the Scout Law words
- ✓ Different-sized paint brushes for painting the ladder, boards and letters
- ✓ 52 finishing nails or wood screws to attach the boards to the ladder
- ✓ Hammer or screwdriver

What You'll Do

1. Cut the boards to length, using a crosscut saw to cut across the grain and a rip saw to cut with the grain. Each board should be long enough to span the width of the ladder, but they can be different widths and lengths. Make sure all 13 boards will fit on the ladder from top to bottom.



2. Paint the ladder and boards.
3. Choose a method for making the words on each board



4. Attach the completed boards to the ladder. If you use screws to attach the boards to the ladder, always predrill the screw holes so you won't split the wood.
5. Your Scout Law ladder is now ready for display

Build a Scout Law / Oath Plaque or Game

START BY SCALING BACK THE LADDER-

Instead of boards –

Use craft sticks – *either Popsicle stick size or tongue depressor size.*

Use 1" lath strips

Instead of painting on the words –

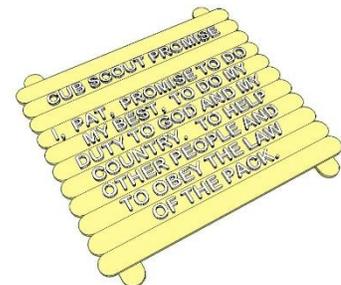
Use labels

Uncooked Alphabet Pasta

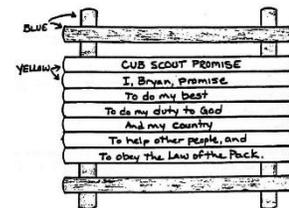
Print with Sharpies (or similar)

Instead of nailing –

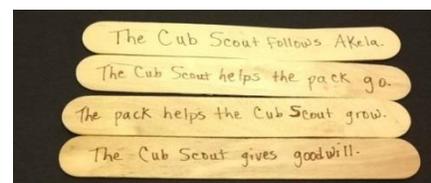
Glue them together



Drill/punch holes and lace or thread them together



Leave a set loose and challenge the boys to put them in the right order!!



Sorry for dated examples but One Oath/One Law has not been around long enough to Cub Scout crafts on the net yet!!!

Or using boards – put cup hooks on them and have boys assemble the law in order. Bigger is better for boys!!!

What the Scout Law Means to Me

John Wayne



A great American, John Wayne, passed away many years ago. One of his last public appearances was at a dinner. He was riddled with cancer and knew he was close to death. The purpose of the dinner was to benefit a land purchase for a Scout Reservation called [John Wayne Outpost Camp](#).

At this dinner, Wayne recited the Scout Law. Then he did something unusual. He said the twelve points of the Scout Law are "nice words". "Trouble is" he continued, "we learn them so young we sometimes don't get all the understanding that goes with them. I take care of that in my family. As each boy reaches Scout age, I make sure he learns the Scout Law. Then I break it down for him, with a few things I have picked up in more than half a century since I learned it."

Then Wayne proceeded to explain the importance of the Scout Law, breaking it down for the guests at the dinner; much like he would have for his grandson.

TRUSTWORTHY - The badge of honesty. Having it lets you look at any man in the eye. Lacking it, he won't look back. Keep this one at the top of your list.

LOYAL - The very word is life itself; for without loyalty we have no love of person or country

HELPFUL - Part sharing, part caring. By helping each other, we help ourselves; not to mention mankind. Be always full of help -- the dying man's last words.

FRIENDLY - Brotherhood is part of that word. You can take it in a lot of directions - and do - but make sure and start with brotherhood.

COURTEOUS - Allow each person his human dignity; which means a lot more than saying, "Yes, ma'am" and "Thank you, sir." It reflects an attitude that later in life you wish you had honored more... earlier in life. Save yourself that problem. Do it now.

KIND - This one word would stop wars and erase hatreds. But it's like your bicycle, it's just no good unless you get out and use it.

OBEDIENT - Starts at home. Practice it in your family. Enlarge it in your friends. Share it with humanity.

CHEERFUL - Anyone can put on a happy face when the going is good. The secret is to wear it as a mask for your problems. It might surprise you how many others do the same thing.

THRIFTY - Means a lot more than putting pennies away; and it is the opposite of cheap. Common sense covers it just about as well as anything.

BRAVE - You don't have to fight to be brave. Millions of good, fine, decent folks show more bravery than heavyweight champs just by getting out of bed every morning, going out to do a good day's work, and living the best life they know how against the law of odds. Keep the word handy every day of your life.

CLEAN - Soap and water helps a lot on the outside. But it is the inside that counts, and don't ever forget it.

REVERENT - Believe in anything that you want to believe in, but keep God at the top of it. With Him, life can be a beautiful experience. Without Him, you are just biding time.



DEN MEETING TOPICS

YOU are now using the CUB SCOUT ADVENTURE PLAN. Make sure you are familiar with the CUB SCOUT ADVENTURE PLAN materials. Just remember – Boys want to be active!! See, too, that they earn their awards (*Never say GET. You get sick, you do not get awards – You earn awards. A little CD Philosophy*).

MONTH/ CORE VALUE	PACK MTG THEME	SEPTEMBER: CLEAN	OCTOBER: BRAVE	NOVEMBER - HELPFUL
<u>MEETING</u>	<u>TIGERS</u>	<u>WOLVES</u>	<u>BEARS</u>	<u>WOLVES</u>
<u>TIGERS</u>	<u>WOLVES</u>	<u>BEARS</u>	<u>WOLVES</u>	<u>BEARS</u>
<u>WOLVES</u>	<u>BEARS</u>	<u>WOLVES</u>	<u>BEARS</u>	<u>WOLVES</u>
<u>BEARS</u>	<u>WOLVES</u>	<u>BEARS</u>	<u>WOLVES</u>	<u>BEARS</u>
<u>WEBELOS</u>	<u>ARROW OF LIGHT</u>	<u>RT MONTH</u>	<u>RT MONTH</u>	<u>RT MONTH</u>
<u>ARROW OF LIGHT</u>	<u>RT MONTH</u>	<u>RT MONTH</u>	<u>RT MONTH</u>	<u>RT MONTH</u>
<u>RT MONTH</u>	<u>RT MONTH</u>	<u>RT MONTH</u>	<u>RT MONTH</u>	<u>RT MONTH</u>
<u>RT FOCI</u>	<u>RT FOCI</u>	<u>RT FOCI</u>	<u>RT FOCI</u>	<u>RT FOCI</u>

CHARACTER COMPASS

OCTOBER - ADVENTURES with a **CHARACTER COMPASS** pointing to **BRAVE**:

- TIGER** –
- ✓ Games Tigers Play (Core)
 - ✓ Tigers – Safe and Smart (Elec)
 - ✓ Tiger Theatre (Elec)

- WOLF** –
- ✓ Paws on the Path (Core)
 - ✓ Hometown Heroes (Elec)

- BEAR** –
- ✓ Paws for Action (Core)
 - ✓ Salmon Run (Elec)

- WEBELOS CORE** –
- ✓ First Responder (Core)
 - ✓ Webelos Walkabout (Core)

- ARROW OF LIGHT CORE** –
- ✓ (None)

- WEBELOS & AOL ELECTIVES** –
- ✓ Build My Own Hero (Elec)



NOVEMBER - ADVENTURES with a **CHARACTER COMPASS** pointing to **HELPFUL**:

- TIGER** –
- ✓ Tiger Bites (Core)
 - ✓ Curiosity, Intrigue, and Magical Mysteries (Elec)

- WOLF** –
- ✓ Howling at the Moon (Core)
 - ✓ Paws of Skill (Elec)

- BEAR** –
- ✓ Fellowship & Duty to God (Core)

- WEBELOS CORE** –
- ✓ (None)

- ARROW OF LIGHT CORE** –
- ✓ Camper (Core)

- WEBELOS & AOL ELECTIVES** –
- ✓ Fix It (Elec)



PACK MEETING THEMES AND PLANS

www.scouting.org

From National's Website for the new plans using the Core Values based on the Scout Law:

Here are a few thoughts to consider around these new pack meeting plans. First, there is a plan for each month that corresponds with a point of the Scout Law. In addition, each plan has a theme to help make the pack meeting even more fun! The plans do not have to be used in a specific order.

Tips for Utilizing the Plans

- ★ Pack meeting plans do not have to be done in any special order, but it is recommended that you include all of the points of the Scout Law each year. The pack planning meeting would be a good time to determine the order.
- ★ There are pack meeting plans for multiple years posted on the website. It is your pack's choice of which one to select from each point of the Scout Law for each year.
- ★ Pack meetings should not last longer than an hour. Adjust the plan to make it fit within the time. Research and experience tells us that Cub Scouts have a hard time sitting still for that long. Keep the meetings fun, active, and engaging.
- ★ If you are comfortable with a costume to fit the theme of the meeting, go for it!
- ★ Importantly, keep it simple and make it fun.
- ★ The following required adventures have a requirement that suggests or requires completion at a pack meeting. Please plan accordingly as part of your annual program planning process. Work with your den leaders to plan when these activities will take place.

Tiger

- ★ **Tigers in the Wild**, requirement 5. Participate in an outdoor pack meeting or pack campout campfire. Sing a song and act out a skit with your Tiger den as part of the program.
- ★ **Games Tigers Play**, requirement 3. Make up a new game, and play it with your family or members of your den or pack.

Wolf

- ★ **Council Fire**, requirement 6c. Create a den project from recyclables for a pack meeting.

Bear

- ★ **Grin and Bear It**, requirement 2. Working with the members of your den, organize a Cub Scout carnival and lead it at a special event.
- ★ **Grin and Bear It**, requirement 3. Help younger Cub Scouts take part in one of the events at the Cub Scout carnival.

Webeles

- ★ **Stronger, Faster, Higher**, requirement 5. With adult guidance, lead younger Scouts in a fitness game or games as a gathering activity for a pack or den meeting.

Arrow of Light

- ★ **Building a Better World (if chosen)**, requirement 10b. Set up an exhibit at a pack meeting to share information about the World Friendship Fund.

As a personal note: *I have read some of the plans and they are excellent and just as complete as the new Den Leader Books. The games, and other stuff are right there. Including costuming ideas for that added PIAZZ!! If you do not use themes and do not add PIAZZ you are not doing your best for your pack. GOOD JOB!!! From CD*

Check them out at:

<http://www.scouting.org/Home/CubScouts/Leaders/CubmasterResources/PackMeetingPlans.aspx>



Kim, the chair of the task force, says "I do want to stress that the focus is still the Core Value and the theme is just there as an enhancement. The theme pack meeting plans are specifically crafted to bring out the important points of the Core Value in a fun way."

Pack Meeting Themes

2015–2016 Pack Meeting Plans		
September	Clean	"Cubservation"
October	Brave	"Super Cub!"
November	Helpful	"Cubs In Action"
December	Reverent	"Winter Wonderland"
January	Trustworthy	"The Great Race"
February	Friendly	"Friends Near And Far"
March	Thrifty	"Cubstruction"
April	Cheerful	"Strike Up The Band"
May	Kind	"My Animal Friends"
June	Obedient	"It's A Hit"
July	Loyal	"Scout Salute"
August	Courteous	"S'more Cub Scout Fun"

2016–2017 Pack Meeting Plans		
September	Helpful	"To The Rescue"
October	Kind	"Creepy Crawlers"
November	Courteous	"Cubs In Shining Armor"
December	Cheerful	"Celebrate"
January	Obedient	"Cub Scout City Council"
February	Reverent	"Passport To Other Lands"
March	Loyal	"Our National Treasures"
April	Thrifty	"Power Up!"
May	Clean	"A Picnic With Pizzazz"
June	Brave	"Roaming Reptile Alert"
July	Trustworthy	"Let The Games Begin"
August	Friendly	"#CUBSCOUTS"

If you are using a paper copy the link to all the Pack Meeting Plans is:

<http://www.scouting.org/Home/CubScouts/Leaders/CubmasterResources/PackMeetingPlans.aspx>

UPCOMING MONTHS

- ★ October's Core Value, **Brave**, will use the theme, **Super Cub!**
 - ★ **A SCOUT IS BRAVE**
A Scout can face danger even if he is afraid. He stands for what is right even if others laugh at him.
 - ★ **HOW DOES "SUPER CUB!" RELATE TO THIS POINT OF THE SCOUT LAW?**
Superheroes are known for facing danger although they are afraid. A Scout, like a superhero, has the courage to stand for what he thinks is right even if others laugh at him or threaten him.

Previous Month's (*Note 1*) that have themes that might have material you can use with **BRAVE** and "**SUPER CUB!**" are:

Month	Year	Theme
Potential "Super Cub!" Months		
July	1949	Pioneer Skills
March	1954	Cub Scouts in the Land of OZ
March	1955	Knights of Yore
May	1957	Cub Scout Fireman
January	1962	Knights of Yore
January	1965	American Trail Blazers
March	1966	Knights of the Round Table
November	1971	Early Colonists
October	1979	Fire Detectives
November	1979	Knights of Yore
November	1982	Pioneers
January	1984	Survival
January	1986	Knights of the Roundtable
October	1987	Fire Detectives
January	1989	Knights in Armor
July	1990	Buckskin Pioneers
January	1992	Knights of the Roundtable
September	1995	Dial 911
November	1995	Knights of the Roundtable
October	1997	Fire! Fire!
November	2001	Hometown Heroes
November	2002	Kids Against Crime
January	2004	Home Alone
October	2005	To The Rescue
November	2006	Cubs in Shining Armor
November	2009	Scout Salute
September	2012	Hometown Heroes
July	2013	Cubs in Shining Armor

August	2013	Kids Against Crime
BRAVE		
Perseverance & Courage were CVs for Brave		
June	2011	Perseverance
July	2011	Courage
June	2012	Perseverance
July	2012	Courage
July	2013	Cubs in Shining Armor
August	2013	Kids Against Crime
June	2014	Over the Horizon
July	2014	Space - The New Frontier

Note 1 – For the list I chose themes that had to deal with Hometown Heroes, Knights, American Colonists and Pioneers, and Fire Fighters. Plus, the themes used for the previous Core Values of Perseverance and Courage. CD

★ November's Core Value, **Helpful**, will use the theme, **Cubs in Action**

★ **A SCOUT IS HELPFUL**

A Scout is helpful. A Scout cares about other people. He willingly volunteers to help others without expecting payment or reward.

★ **HOW DOES “CUBS IN ACTION” RELATE TO THIS POINT OF THE SCOUT LAW?**

It is never too early in our lives to begin helping other people. Scouting has promoted being helpful to others since it began in 1907 in England. Being helpful to others is what William D. Boyce experienced one foggy night in London, when a Scout helped him find his way. Boyce was so impressed that the Scout helped him and refused a reward that he incorporated the Scouting program in America in 1910.

Our Cub Scouts find active ways to help others in their neighborhoods and spread the goodwill of Scouting. By teaching and living the Scout slogan, "Do a Good Turn Daily," we are keeping the third point of the Scout Law: A Scout is helpful.

April	1999	Pollution Solution
April	2001	Save It For Us
April	2004	Cubservation
May	2009	Leave Nothing But Footprints
April	2010	Spring into Action

Month	Year	Theme
HELPFUL		
(Themes for former CV Compassion are listed here)		
December	1940	Good Will - Cub Style
December	1941	Giving Good Will
December	1942	Good Will
December	1943	Good Will Month
December	1944	The Other Fellow
December	1945	Follows - Helps - Gives
December	1947	Helps and Gives
December	1948	Goodwill
December	1949	The Other Fellow
December	1950	Helps (for institutions)
December	1951	Follows, Helps, Gives
December	1961	Follows, Helps, and Gives
September	1965	Barn Raising
December	1969	The Cub Scout Gives Good Will
December	1971	Cub Scout Gives Good Will
December	1972	Follows, Helps, Gives
December	1975	Cub Scout Gives Good Will
December	1984	Do a Good Turn
December	1985	Follows, Helps, Gives
December	1986	The Golden Rule
December	1991	Follows, Helps, Gives
December	1992	To Help Other People
December	1995	Do a Good Turn
December	1996	Helping Others
December	1997	The Golden Rule
July	2002	Inside Out and Backwards
December	2003	A Cub Scout Gives Good Will
March	2004	Walk In My Shoes
November	2008	Spreading Seeds Of Kindness
March	2011	Compassion
March	2012	Compassion
March	2013	Planting Seeds of Kindness
March	2014	Pet Pals
March	2015	Aware and Care

Month	Year	Theme
Potential "Cubs in Action" Months		
August	1952	Conservation
April	1958	Keep America Beautiful
May	1965	My Hometown
April	1968	Keep America Beautiful
September	1971	Conservation
May	1972	Beautiful America
May	1974	Keep America Beautiful
May	1976	SOAR

Crazy Holidays

Jodi, SNJC Webelos Resident Camp Director Emeritus,
2006-2011. Adapted from

<http://holidayinsights.com/moreholidays/index.htm>
<http://www.brownielocks.com/month2.html>

October is:



- Adopt a Shelter Dog Month
Our daughter and we have worked with, adopted from and fostered for Adopt a Boxer Rescue. We currently have our 7th foster this year. CD

- American Pharmacist Month



- Apple Month
- Bat Appreciation Month
- Breast Cancer Awareness Month
- Celiac Disease Awareness Month
- Celebrating The Bilingual Child Month



- Clergy Appreciation Month
- Computer Learning Month
- Cookie Month



- Country Music Month

- Domestic Violence Awareness Month
- Down Syndrome Awareness Month
- Eat Better, Eat Together Month
- Eat Country Ham Month
- German-American Heritage Month
- Halloween Safety Month
- International Drum Month



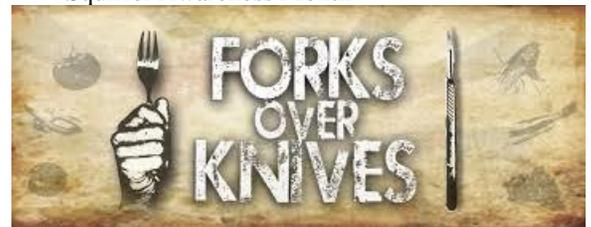
- Learn to Bowl Month
- Lupus Awareness Month
- National Dental Hygiene Month
- National Diabetes Month
- National Liver Awareness Month



- National Physical Therapy Month
- National Pizza Month
- National Popcorn Popping Month
- Sarcastic Month
- Seafood Month



- Spinach Lovers Month
- Squirrel Awareness Month



- National Vegetarian Month

As a recent convert to Vegetable Based & Whole Grain eating, I highly recommend you consider this life style or at least reducing the amount of meat you eat. It was a personal choice. CD

Weekly Celebrations:

- ☞ Universal Children's Week: 1-7
- ☞ National Storytelling Weekend: 2-4
- ☞ Albuquerque International Balloon Fiesta: 3-11



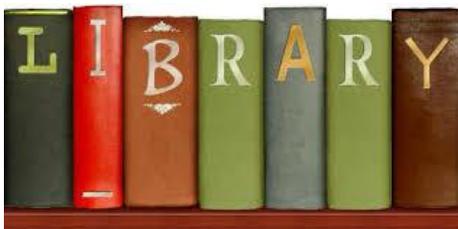
- ☞ 4H Week 4-10
- ☞ World Space Week: 4-10
- ☞ Get Organized Week 4-10
- ☞ Great Books Week: 4-10 (1st Full Week)
- ☞ National Carry A Tune Week: 4-10



- ☞ Fire Prevention Week: 5-11
- ☞ Spinning & Weaving Week: 5-11
- ☞ Earth Science Week: 11-17



- ☞ National Food Bank Week: 11-17 (Week Always Has 16th in it, World Food Day)
- ☞ World Rainforest Week: 12-18
- ☞ Freedom From Bullies Week: 18-24
- ☞ National School Bus Safety Week, 12-18
- ☞ National Character Counts Week: 18-24
- ☞ National Chemistry Week: 18-24
- ☞ Teen Read Week: 18-24



- ☞ National Friends of Libraries Week: 18-24
- ☞ YWCA Week Without Violence: 19-23
- ☞ Freedom of Speech Week: 19-25 (3rd Full Week)



- ☞ National School Bus Safety Week: 20-24
- ☞ World Origami Days: 24-11/11
- ☞ International Magic Week: 25-31



☞ **Give Wildlife a Brake! Week: 25-31**

October, 2013 Daily Holidays, Special and Wacky Days:

- 1 [World Vegetarian Day](#)
- 2 [World Smile Day](#)
- 2 [National Custodial Worker Day](#)
- 2 [Name Your Car Day](#)
- 3 [Techies Day](#)
- 3 [International Frugal Fun Day](#)
This sounds like a great Cub Scout Idea!!
- 4 [National Golf Day](#)
- 4 [National Frappe Day](#)
- 4 [Oktoberfest](#) in Germany ends, date varies
- 5 [Do Something Nice Day](#)
- 5 [World Teacher's Day](#)
- 6 [Come and Take it Day](#)
- 6 [Mad Hatter Day](#)
- 6 [Physician Assistant Day](#)
- 7 [Bald and Free Day](#) (or October 14)



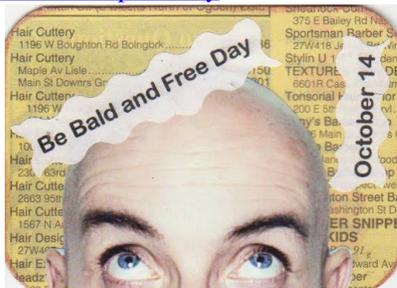
- 8 [American Touch Tag Day](#)
- 9 [Curious Events Day](#)
- 9 [Fire Prevention Day](#)
- 9 [Leif Erikson Day](#)
- 9 [Moldy Cheese Day](#)
- 9 [World Egg Day](#) - second Friday of month



- 10 [National Angel Food Cake Day](#)
- 11 [It's My Party Day](#)
- 11 [Take Your Teddy Bear to Work Day](#)
- 12 [Cookbook Launch Day](#)
- 12 [Old Farmer's Day](#)
- 12 [Moment of Frustration Day](#)



- 12 [Columbus Day](#) - second Monday of month
- 13 [International Skeptics Day](#)



- 14 [Bald and Free Day](#) (Or October 7)
- 14 [Emergency Nurses Day](#)- date varies
- 14 [National Dessert Day](#) - take an extra helping, or two
- 15 [White Cane Safety Day](#)
- 16 [Bosses Day](#)
- 16 [Dictionary Day](#)
- 17 [Wear Something Gaudy Day](#)
- 17 [Sweetest Day](#) Third Saturday of month
- 18 [No Beard Day](#)
- 18 [International Newspaper Carrier Day](#) -date varies
- 19 [Evaluate Your Life Day](#)
- 20 [Brandied Fruit Day](#)
- 21 [Babbling Day](#)



- 21 [Count Your Buttons Day](#)
- 21 [National Pumpkin Cheesecake Day](#) find a recipe, too.
- 22 [National Nut Day](#)
- 23 [National Mole Day](#)
- 23 [TV Talk Show Host Day](#)
- 24 [National Bologna Day](#)
- 24 [United Nations Day](#)



MAKE A DIFFERENCE DAY

NATIONAL DAY OF DOING GOOD

- 24 [Make a Difference Day](#)- fourth Saturday of the month, neighbors helping neighbors.
- 25 [World Pasta Day](#)
- 25 [Mother-In-Law Day](#) - fourth Sunday in October
- 25 [Punk for a Day Day](#)
- 26 [National Mincemeat Day](#)
- 27 [National Tell a Story Day](#) - in Scotland and the U.K.
- 27 [Navy Day](#)
- 28 [Plush Animal Lover's Day](#)
- 29 [Hermit Day](#)
- 29 [National Frankenstein Day](#)
- 30 [Frankenstein Day](#) - last Friday in October



- 30 [National Candy Corn Day](#)
- 30 [Mischief Night](#)
- 31 [Carve a Pumpkin Day](#) - no surprise here
- 31 [Halloween](#)

SLINKY TURNS 70

*What walks down stairs, alone or in pairs
And makes a slinkity sound?*

Unless you have somehow lived an existence free of a certain metal coil toy, you probably can figure out that this refers to the Slinky.

The classic toy — the one that's supposed to magically "walk" down the stairs, if prompted in just the right way — turned 70 on August 30 of this year (2015).

Alex Brands has been the parent company of Slinky since 2013 — it also manages Shrinky Dinks, the plastic oven craft that became popular in the 1970s. But before that, the toy, which continues to be manufactured in Pennsylvania, has a long history in the Keystone State.



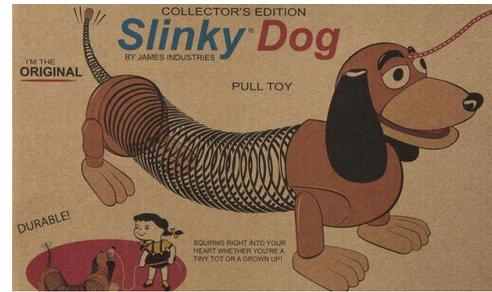
Slinky inventor Richard James, at right, with his son, Tom, testing out their stair-walking technique. (Courtesy Tom James)

Richard James, a Navy engineer in Philadelphia, brought the Slinky to life in 1945 after trying to make a spring to be used in ship equipment. One of James' springs toppled over when he knocked it from a shelf and proceeded to "walk" on various objects before it fell to the floor. That got him thinking — if he came up with the right steel wire and tension, he could make the coil into a "walking" toy. He was successful, and brought the toy to his wife, Betty, who came up with the name after consulting a dictionary for the right term to describe the coil's sly, even graceful type of movement.

The first Slinky, made of 98 coils, stood 2 1/2 inches tall. Retailers were doubtful the thing would sell. But James Spring & Wire Company (later known as James Industries) eventually made out at Gimbels department store in Philadelphia, selling the toys for \$1 each, wrapped in yellow paper. An initial run of 400 sold out in less than two hours.

In the digitally driven 21st century, somehow the simple amusement, which is manufactured at a factory in Hollidaysburg, Pa., still sells. And maybe that is the key, says Sally Lawrence, manager of marketing and public relations for Alex Brands. "I think it has just universal appeal," Lawrence says. "It's not gender-specific or age-specific." Plus there is always that familiar soundtrack of cascading metal (or plastic) — "It has a nice, soothing sound to it," she says.

The character Slinky Dog from the 'Toy Story' movies is based on Slinky's 1952 canine outing. (Alex Brands)



Inducted into the [National Toy Hall of Fame in 2000](#), the Slinky has taken various forms. In 1952, James Industries rolled out the Slinky Dog, which would later become inspiration for the Slinky Dog character in Pixar's "Toy Story" movies.

While they didn't have as much staying power as Slinky Dog, over the years, there was also a Slinky Kitten, a Slinky Worm, a Slinky Frog and a Slinky Caterpillar.

Modern-day variations include the plastic Slinky, the giant Slinky and the Sound FX Slinky, which makes sounds as it "walks." There's also a [light-up Slinky](#), and, for the Slinky collector, a [14-karat gold-plated Slinky](#) at \$149.99.



A vintage Slinky promotion from James Industries. (Alex Brands)

If the coil wouldn't change all that much since 1945, once minted, the associated jingle didn't, either. Homer Fesperman, Johnny McCullough and Charles Weagly's 1962 ditty proved to be a winner, and went on to fill commercials for decades.

In recognition of that fact, Alex Brands is celebrating the 70th anniversary of the toy by asking fans to record themselves singing the famous Slinky jingle and using the hashtag [#SlinkyDay70](#). Anyone participating can tag the share to [@SlinkyToys](#) on Facebook, [@AlexToys](#) on Twitter or [@Alex_Toys](#) on Instagram. For each video shared by August 30, the company will donate one Slinky to Toys for Tots.

Below, find the jingle in various Slinky TV ads spanning multiple decades. Here are the lyrics:

*What walks down stairs, alone or in pairs
And makes a slinkity sound?
A spring, a spring, a marvelous thing!
Everyone knows it's Slinky.
It's Slinky, it's Slinky,
It's fun, it's a wonderful toy.
It's Slinky, it's Slinky,
It's fun for a girl or a boy.
It's fun for a girl or a boy.*

BSA SOCIAL NETWORKS BSA FACEBOOK PAGE



[BSA Facebook page](https://www.facebook.com/pages/Boy-Scouts-of-America/113441755297)

<https://www.facebook.com/pages/Boy-Scouts-of-America/113441755297>

On the Facebook page you can read about –
What do The Boy Scouts of America and Harley-Davidson have in common? More than you might think!!!!



Why the New Chief Scout Executive is Comparing the BSA to Harley-Davidson

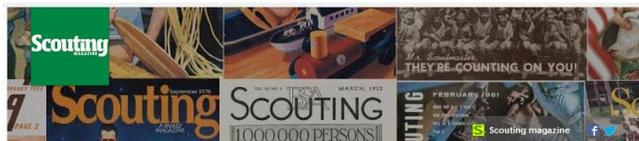
Chief Surbaugh revved up the crowd when he discussed the parallels between the BSA and Harley-Davidson.

SCOUTINGWIRE.ORG

Go To: <http://scoutingwire.org/why-the-new-cse-is-comparing-the-bsa-to-harley-davidson/>



SCOUTING MAGAZINE ON YOU TUBE



Scouting magazine You Tube Channel

<http://www.youtube.com/user/scoutingmag>

Check out some of the Camp Videos – For Example –

Cool Camp: Camp Emerald Bay



Check it out at -

<https://www.youtube.com/watch?v=dEAhk-wAjLU>

CUBCAST

<http://www.scouting.org/Scoutcast/Cubcast.aspx>

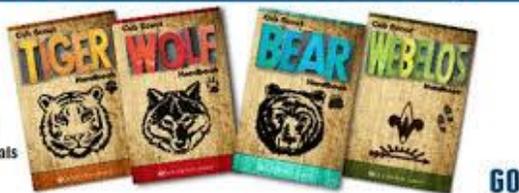


September 2015 -
Asking for Help

If you're a regular CubCast listener, as you should be, you know we always mention getting parents or others in the community involved with your den or pack. Yet some of us are still hesitant to ask. We don't expect you to run a high-quality program all by yourself, so we asked self-proclaimed "unlikeliest den leader" and reporter Danny Heitman from the Istrouma Council in Baton Rouge, Louisiana, how he was able to acquire assistants and make den meetings a whole lot more fun!

Listen Hear -

http://www.scouting.org/filestore/scoutcast/cubcast/201509_1/CC_Sept_Ask_for_Help.mp3



New Cub Scout
Program Materials
are here!

SCOUTCAST

<http://www.scouting.org/Scoutcast/Scoutcast.aspx>



September 2015 -

How to Sell Popcorn When You're No Longer an Adorable Cub Scout

Everyone knows Scouting is full of really cool activities like camping and kayaking and building robots, but like everything else on Planet Earth, it costs money. So another big part of Scouting is fundraising. It's not too difficult when you're a cute little Cub Scout, and you give a great big smile with those adorable chubby cheeks and start stumbling through your script. You're just so doggone precious, people gladly buy whatever you're selling. But what about when the Scouts get older and a little less adorable? Donovan Fisher, aka The Popcorn Scout, and his dad, Scott, with the Washington Crossing Council in Doylestown, Pennsylvania, are here to share with us Donovan's secrets as the third highest selling Scout in 2013 with more than \$23,000 in sales. Did Dad help? Let's find out.

Listen Hear -

http://www.scouting.org/filestore/scoutcast/resources/201509_1/SC_Sept_FR_When_no_longer_Cute.mp3

*It is possible that by the time you get Baloo's Bugle and click the link, there may be new Cubcast and/or Scoutcast posted. Do not worry, **all** previous Cubcasts and Scoutcasts are available from the home page.*

BRYAN ON SCOUTING

A Blog for the BSA's Adult Leaders

CALENDAR OF NEW MERIT BADGES

CONTACT

VIDEO

ASK THE EXPERT

FORUMS

SCOUTING MAGAZINE

HOME

What's New

July 25, 2014 in International Scouting // Scouts gather in Curaçao for the 15th Caribbean jamboree

Bryans Blog July 2015

“Bryan on Scouting” is the official blog of Scouting magazine, a Boy Scouts of America publication. Scouting magazine is published five times a year and is received by 1 million registered adult volunteers.

Bryan covers many topics every month. He keeps his Blog current and deals with the latest issues.

His articles this past month are listed below (Every title has a hyperlink). **The articles in BLUE are of special interest for Cub Scout Leaders.**

Astronaut Kjell Lindgren, currently aboard International Space Station, is an Eagle Scout

August 28, 2015 // 1 Comment



NASA Astronaut Kjell Lindgren, currently flying more than 200 miles above Earth on the International Space Station, is an Eagle Scout.

How boys earn adventure loops and pins in new Cub Scout program

August 27, 2015 // 34 Comments



After a boy completes an adventure, he gets the ultimate reward: a shiny adventure loop for his belt or adventure pin for his Webelos colors or Webelos cap.

New BSA recruiting videos show that Scouting is for families like yours

August 26, 2015 // 10 Comments



In a new series of well-made BSA recruiting videos, three moms explain why Scouting is the right fit for their family.

Justin Wilson, past driver for BSA Indy Car team, dies from injuries sustained during race

August 25, 2015 // 7 Comments

Justin Wilson, who drove the Boy Scouts of America IndyCar in 2013 and 2014, died Monday after a head injury sustained in a race over the weekend.

Jere Ratcliffe, BSA Chief Scout Executive from 1993 to 2000, dies at age 78

August 25, 2015 // 7 Comments



Jere Ratcliffe, who served as the BSA's Chief Scout Executive from 1993 to 2000, died Aug. 21, 2015. He was 78.

Extreme Makeovers, Round 9: Eagle Scout project before-and-after photos

August 24, 2015 // 4 Comments

This week's batch of 17 projects includes refurbished cabins, an outdoor archery range, an Argentine Grill and many more incredible acts of service.

Scout neckerchiefs now approved for wear with nonuniform clothing

August 21, 2015 // 117 Comments



Scout neckerchiefs, long a symbol of the movement around the world, are now approved for wear by American Scouting members whether in or out of uniform.

Let's tip our caps to Chief Scout Executive Wayne Brock as he retires

August 21, 2015 // 18 Comments



In his last address to BSA professionals, Chief Scout Executive Wayne Brock announced he's beginning the transition to his successor, Mike Surbaugh, now.

Challenge yourself with the September-October 2015 Where Am I? contest

August 20, 2015 // 2 Comments

View the photo and clues to pinpoint the location of this geographic landmark. Submit your guess in the Where Am I? contest and you could win a \$100 ScoutStuff.org gift card.

Second wave of interactive digital merit badge pamphlets brings total to 8

August 20, 2015 // 9 Comments

The next wave of interactive digital merit badge pamphlets is here. Communications, Digital Technology, Family Life and Personal Fitness have been added.

First-time summer camp staffer offers her 'Lessons From Scout Camp'

August 19, 2015 // 27 Comments

This summer, Lydia Grande spent six-and-a-half weeks as a counselor at Camp T. Brady Saunders in Virginia. She shares her "Lessons from Scout Camp" with us.

What is the Key 3?

August 19, 2015 // 16 Comments



Behind every great Scouting unit, district, council, area and region is a committed Key 3. But what is the Key 3, and who is a member?

10 tips for being a better patrol leader

August 18, 2015 // 11 Comments

Communicate well. Be consistent but flexible. Ask for help when you need it. Those are just a few of the 10 tips for patrol leaders found here.

The summer of Scouting 2015: What did your pack, troop, team or crew do?

August 18, 2015 // 67 Comments



Museum sleepovers, summer camps, backpacking adventures, high-adventure trips and so much more — it's safe to call summer 2015 the Summer of Scouting.

Turns out I've been using antiperspirant wrong my whole life

August 17, 2015 // 43 Comments



A Scout is courteous, and wearing antiperspirant is the courteous thing to do. But this week I learned I've been using antiperspirant wrong all my life.

Extreme Makeovers, Round 8: Eagle Scout project before-and-after photos

August 17, 2015 // 2 Comments

This week's batch of 19 impressive projects includes a stunning war memorial, a tribute to firefighters and a 200-foot walking path.

Dallas mayor saves choking woman; guess where he learned the skills?

August 14, 2015 // 3 Comments



Dallas Mayor Mike Rawlings saved a choking woman and pointed to his time in Scouting when explaining where he learned the abdominal thrusts he used.

How team development in the NFL is like team development in Scouting

August 14, 2015 // 2 Comments



NFL training camp is fully underway, so I wanted to analyze how team development in the NFL works a lot like team development in Scouting.

Weird and wacky gear spotted at Outdoor Retailer

August 13, 2015 // 12 Comments



From a kayak that folds down to a box to a robotic grill cleaner, here are a few strange items that caught my eye at Outdoor Retailer.

What was John Wayne's take on the Scout Law?

August 13, 2015 // 22 Comments



The Academy-award winning actor shares his thoughts on the Scout Law at a 1979 dinner honoring the Los Angeles Area Council's John Wayne Outpost Camp.

Connecticut woman needs help locating MacGyver-like Boy Scout hero

August 12, 2015 // 19 Comments

A Connecticut woman who locked her keys in her car was rescued by a helpful Boy Scout hero who used MacGyver-like skills to save the day.

[CubScouts.org, a new site worth its weight in \(blue and\) gold](#)

August 12, 2015 // 8 Comments



Cub Scout leaders will want to bookmark the new [CubScouts.org](#), a site that links you to everything you'll need for successful Cub Scouting.

How do you honor a Scout leader who has died?

August 11, 2015 // 49 Comments



For today's Tuesday Talkback, please read and consider an email from a Scoutmaster looking for ways to honor a Scout leader who has died.

[2019 World Scout Jamboree, held at the Summit Bechtel Reserve, gets dates, theme, official logo](#)

August 11, 2015 // 25 Comments



Scouts from the USA, Canada and Mexico will welcome Scouts from around the planet at the 2019 World Scout Jamboree, held at the Summit Bechtel Reserve.

(Note from CD – I highlighted this because by 2019, some of our current Cub Scouts will be eligible to attend)

Apply for 2015 Eagle Scout scholarships; deadline Oct. 31

August 10, 2015 // 0 Comments

The window for 2015 Eagle Scout scholarships — offering cash to those who have earned Scouting's highest honor — is now open. The deadline is Oct. 31.

Extreme Makeovers, Round 7: Eagle Scout project before-and-after photos

August 10, 2015 // 2 Comments

This week's batch of 12 projects includes a shade structure with a view, a simple project that turned into something huge, a community garden and more.

NOAC 2015 closing show inspires, dazzles, entertains

August 7, 2015 // 10 Comments

The 2015 National Order of the Arrow Conference closed with a show that made Arrowmen think, laugh, scream, dance and maybe even get a little teary-eyed.

Backstage with the NOAC Shows team, where volunteers make magic

August 7, 2015 // 1 Comment

The NOAC Shows team has a daunting job. They take an abstract conference theme — "It Starts With Us" — and convert it into something magical.

Someone at NOAC 2015 will win the Flap Map, an entire wall of patches

August 7, 2015 // 4 Comments

The Flap Map at NOAC 2015 is a giant wall of patches that showcases OA flaps from all 50 states. And someone's going to win the whole thing.

Arrowmen fill, then evacuate, MSU's Spartan Stadium for emergency drill

August 7, 2015 // 4 Comments

Some 15,000 Arrowmen gathered inside Michigan State's Spartan Stadium for what organizers called the largest emergency evacuation drill in stadium history.

Journalists cover NOAC from every angle for The Current newspaper

August 7, 2015 // 2 Comments

A team of 25 to 30 content creators writes stories for the official NOAC 2015 website and the daily NOAC newspaper, The Current.

Grand Hodag serves up a little bit of everything (including root beer)

August 6, 2015 // 4 Comments

The Grand Hodag carnival has become a tradition at the National Order of the Arrow Conference, and the 2015 edition was as crazy as advertised.

At largest-ever gathering of Eagle Scouts, Exxon Mobil CEO Tillerson issues a challenge

August 6, 2015 // 5 Comments

The Main Thing in Scouting, Tillerson says, is serving more youth. So at the Gathering of Eagles, he issued a challenge to every Eagle Scout there.

A Scouter's gear wish list from the 2015 Outdoor Retailer

August 6, 2015 // 0 Comments

This list of great gear from Outdoor Retailer will help make your time spent in the outdoors with your pack, troop or crew even more enjoyable.

15,000 Arrowmen in town means big business for nearby Domino's Pizza

August 6, 2015 // 13 Comments

NOAC means big business for Domino's Pizza location. And the store manager is donating a portion of his profits from NOAC orders back to the OA.

Muggles at NOAC 2015 enjoy a game of Quidditch

August 6, 2015 // 5 Comments



Modeled after the sport J.K. Rowling created for her Wizarding World, Quidditch has become popular among the Muggles at NOAC 2015.

What do Michigan State students think of all the Arrowmen on campus for NOAC 2015?

August 6, 2015 // 9 Comments

They're friendly, polite and give lots of high fives. That seemed to be the consensus among MSU students about the Arrowmen attending NOAC 2015.

Your pick of coolest car design at the Outdoor Retailer Pinewood Derby

August 5, 2015 // 3 Comments



Cast your vote to award the People's Choice title to the best racecar design at the Outdoor Retailer Pinewood Derby.

Share your daily Good Turns with the world using #DareToDo

August 5, 2015 // 45 Comments



NOAC 2015 dares you to share your daily Good Turns through #DareToDo. You might just change the world.

The NOAC 2015 scenic design team is building something special

August 5, 2015 // 5 Comments

Most of the Arrowmen who watch the jaw-dropping shows will never get to thank the NOAC 2015 scenic design team. But they're not doing it for the glory.

CampOR introduces Scouting to youth at Outdoor Retailer

August 5, 2015 // 2 Comments

Kids visiting Outdoor Retailer with their working parents get to have some fun of their own thanks to the Boy Scouts of America's CampOR.

Our next Chief Scout Executive tackles OA Warrior course at NOAC 2015

August 5, 2015 // 8 Comments

Mike Surbaugh, who on Oct. 1 will become the BSA's 13th Chief Scout Executive, climbed, ran and crawled through the OAWarrior challenge course at NOAC 2015.

Video: Arrowmen share their favorite NOAC 2015 patches

August 5, 2015 // 3 Comments

I interviewed several Arrowmen to learn what their favorite patches — an answer that may change during the 2015 National Order of the Arrow Conference.

Former Defense Secretary Dr. Gates: The future of the world depends on leaders like Arrowmen

August 4, 2015 // 40 Comments



At the Tuesday night show at NOAC 2015, Dr. Gates reminds Arrowmen that the future of the world depends on leaders like them.

Here are the special red sashes worn at NOAC 2015 (and only at NOAC 2015)

August 4, 2015 // 21 Comments



A special 100th anniversary sash is being issued at the 2015 National Order of the Arrow Conference. These red sashes with white arrows are a big hit.

MSU Dairy Store keeps it cool with special NOAC 2015 ice cream flavor

August 4, 2015 // 1 Comment

At the MSU Dairy Store, five college-age workers maintain their smiles as they busily serve shakes, scoops, cups and cones to a steady stream of Arrowmen.

The NOAC 2015 trading post: Brisk and free-flowing business in patches, socks and ... hoodies?

August 4, 2015 // 13 Comments

NOAC 2015 is unlike any before it, and it has a trading post to match. Kay Trick and her team accomplished this with what she calls an "IKEA-style flow."

NOAC 2015 opening show challenges Arrowmen to help grow Scouting

August 3, 2015 // 5 Comments

It's hard to imagine the Spartans basketball team whipping up more excitement than the Arrowmen who put on tonight's opening show.

On the first day of NOAC 2015, smiling for the camera and for history

August 3, 2015 // 7 Comments

Turns out the Ini-To Lodge of the Flint River Council in Georgia has plenty to shout about at NOAC 2015.

NOAC 2015: It's only just begun

August 3, 2015 // 6 Comments

At the intersection of South Harrison Road and Kalamazoo Street, I knew I had reached my destination. I had arrived at NOAC 2015.

Extreme Makeovers, Round 6: Eagle Scout project before-and-after photos

August 3, 2015 // 19 Comments

This week's batch of 21 projects includes a massive community garden, two baseball-related projects, a ticket counter at a community theater and more.

July 2015

Next week on the blog: Coverage of Outdoor Retailer and NOAC

July 31, 2015 // 10 Comments



We'll be in two places at once next week: At the National Order of the Arrow Conference (NOAC) and the Outdoor Retailer gear show.

5 ways to follow the 2015 World Scout Jamboree from home

July 31, 2015 // 7 Comments

The 2015 World Scout Jamboree is happening now, with 33,000 Scouts and Scouters from around the world. But you don't have to be in Japan to join the fun.

The tallest Boy Scout ever was 7-foot-4 at age 13

July 30, 2015 // 11 Comments



Robert Pershing Wadlow, at 8-foot-11 the tallest man ever, was a Boy Scout. At age 13, he was 7-foot-4 — much taller than anyone else in his troop.

The 14 things every Boy Scout troop library needs

July 29, 2015 // 50 Comments

Make sure your Boy Scout troop library is fully stocked with these Scouting essentials. They'll help make your troop the best it can be.

Pledge to pool safely with your Scouts and family in 2015

July 28, 2015 // 15 Comments



This week (July 27 to Aug. 2, 2015) is Pool Safety Pledge Week, presented by the U.S. Consumer Product Safety Commission.

BSA amends adult leadership standards; here's what the change means for your Scout unit

July 27, 2015 // 547 Comments



The Boy Scouts of America's National Executive Board ratified a resolution that removes the national restriction on openly gay adult leaders and employees.

Extreme Makeovers, Round 5: Eagle Scout project before-and-after photos

July 27, 2015 // 3 Comments

This week's 12-project collection includes a restored historic caboose, a stunning commemorative archway and a useful physical therapy walking course.

Blog Contributors

Bryan Wendell, an Eagle Scout, is senior editor of *Scouting* and *Eagles' Call* magazines.



Gretchen Sparling is associate editor of *Scouting* and *Eagles' Call* magazines.

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TRAINING TOPIC

Cub Scouting Teaches Boys to Reach Out

Circle Ten Council

Cub Scouting provides opportunities for boys to "reach out" into a wider community while maintaining a link with more secure foundations such as the home, religious organization, and school. It helps boys become full members of their communities as they take part in service projects and other community-related activities. They get to know their community better and recognize the importance of good citizenship.

"Be all that you can be" The United States Army used these words as its recruiting slogan. They captured the feeling that an individual can truly achieve and grow through the Army way of life. These are also words for Scouters to ponder. What a shame it would be to leave a boy behind and not give them an opportunity to achieve all of their potential, because we did not reach out to them.

We have a responsibility to insure that boys in our neighborhood and community have the opportunity to join in this movement. This means that we reach out to them and make the Scouting program available.

Recruiting doesn't just happen. Below you will find some ways to help in your recruitment effort.

Boys Recruiting Boys:

- Have a Pack Incentive
- Provide a "prize" to every boy who brings a friend to your Cub Scout "Fun" Recruiting Activity. Recruiting patches are also available in the Center for Scouting Scout Shop.
- "Prepare" your Scouts with information
- Provide your Scouts with "mini-pocket" calendars, which they can give to their friends at school showing the activities your pack has planned for the year. You could also provide information on activities that your pack conducted last year. Sell the "Fun" of Scouting to boys.
- Uniforms Worn to School
- Have your Scouts wear their Cub Scout uniform to school the day of your "Fun" recruiting activity.
- Conduct a "Bring a Buddy" Event
- Boys, who bring a buddy" to a special "bring a buddy" event such as a swimming party, game of bowling, etc could be rewarded with a discounted admission fee to the activity or provided with a special recognition at the event.

Adults Recruiting Adults:

Determine which families are currently not in the Pack -

After you determine which families from your school are not in the Pack, assign another member of the Pack to call that family and invite them to your special "Fun" Recruiting Activity. You can use last year's school directory as a guide.

Sell the Parents on the Value of Scouting - Citizenship training, helping other people, positive adult role models,

learning responsibility, etc. are characteristics which all parents want for their children. Let the parents know how Scouting helps children grow up into responsible adults.

Talk to Parents at your School's Open House in the Fall -

Set up a booth or demonstration at your school's open house in August or September. Spend some time talking to parents about the "Values of Scouting" as they attend this school activity. Provide them with list of open positions and the Commitment for that position. One example is shown below.

One Year Commitment Working Primarily With Adults

- Chartered Organization Representative
- Committee Chairperson
- Treasurer
- Secretary
- Activities Chairperson
- Advancement Chairperson
- Membership Chairperson
- Pack Newsletter Publisher
- Pack Trainer

One Year Commitment Working Primarily With Youth

- Cubmaster
- Assistant Cubmaster
- Webelos Den Leader
- Asst. Webelos Den Leader
- Bear Den Leader
- Asst. Bear Den Leader
- Wolf Den Leader
- Asst. Wolf Den Leader
- Tiger Cub Den Leader
- Asst. Tiger Cub Den Leader

One Time Commitment - Plan & Execute Single Activity

- Scouting for Food Coordinator
- Pack Fundraising Activity Coordinator
- Fall Safe-Bicycling Activity Coordinator
- Mid-Year Holiday Party Coordinator
- Pinewood Derby Coordinator
- Pinewood Derby Concessions Coordinator
- Blue and Gold Banquet Coordinator
- Friends of Scouting Coordinator
- Spring Picnic Coordinator
- Scout Show Coordinator
- Scout Show Ticket Sales Coordinator
- Cub Scout Day Camp Coordinator
- Webelos Resident Camp Coordinator
- Summertime Activities Coordinator

And of course you can always add a few of your own depending on your activities; e.g. Rain-gutter Regatta Skipper, etc.

Talk about being BRAVE - LEAD A SONG.

Bill Smith, the Roundtable Guy

I would guess that there are few things most Cub Scout leaders fear more than having to get up at a pack meeting and.....

Unless you are an experienced choir leader or perhaps the concertmaster of your local symphony orchestra, the thought of standing in front of friends and neighbors and getting them to sing some silly song probably fills you with dread.

Join the club.

I had watched in horror at Roundtables and such, when leaders would take us through renditions of *B-I-N-G-O* or *Cub Scout Spirit* and I realized that we were expected to do something similar. Not me! I am a cool urbane dude and this just doesn't fit the image.

It took a trip to [Philmont Training Center](#) to change my mind. The staff there convinced me that pack meetings should be fun – as Sean Scott often reminds us:

WHY DO WE SING?

Most people love to sing, and Cub Scouts are no exception. Singing builds den and pack spirit and enthusiasm. Singing gives boys a chance to let off steam.

Singing is fun! Use a song or two to set the mood for your meetings. Have a few songs ready to use as “fillers” during transition times of your meetings. Use songs to get the audience moving **and get rid of those wiggles.** Use songs to quiet and calm the group when it's time to go. If you're not using songs in your program, you're missing out on the power of music!

A PRODUCTION, A SHOW.

The cool, urbane image may be OK around the water cooler at work but is not going to make it in a Cub Scout setting. Singing, they emphasized, was a great method for injecting fun and excitement into the program. So I bit the bullet and chose a song for my next pack meeting. We tried *Throw it Out the Window*. Each den chose a nursery rhyme and we all came in on the choruses. To my utter amazement it worked. The kids, Cubs and siblings, loved it and parents even commented that the pack meetings had improved.

If I could do it, so can you!

If songs are not a regular part of every pack meeting, then you may be missing an important element that could make your meetings more enjoyable and more effective. Songs are the great mood setters. I can't think a better way to get a bunch of Cub Scouts smiling and clapping than a few verses of *Alice the Camel* or *My Bonnie*. Is it possible to have a good campfire without songs? Not in my wildest imagination!

HOW TO GET STARTED

Try leading cheers and audience participation stories. A simple cheer like: I'll throw the neckerchief up in the air and everyone yell until it comes down. These activities promote an atmosphere where the boys and even the parents become used to following your lead. It then becomes an easy step to try in a simple song like *I Like Bananas, Coconuts and Grapes*.

Pick easy songs with lots of repetition and simple tunes. Good Cub Scout songs rarely make much sense. I personally do not like those songs that attempt to introduce the theme with complicated lyrics. They are difficult to teach and they detract from the main purpose of songs in Cub Scouting. Songs should be uproarious fun. As you develop more confidence you can also try the quieter, closing or patriotic songs. These can be great mood setters but it's usually best to start with the fun, silly songs.

Getting Cubs (or any group) to sing takes mostly enthusiasm and a dose of confidence. Choose a song that you like and feel confident about. Never apologize or dismiss the song or your leadership.

It's a great fun song and we're going to really blast it out!

It's important to name the song, make sure they know the tune and the words and tell them that they should sing loud.

You might want to have the words printed out on large poster boards or butcher paper rather than on song sheets. Songs with lots of repetition or familiar words work well. If you have musical accompaniment, like a guitar or piano, that will make it so much the better. I am intrigued by some of these new electronic MP3 gadgets that allow one to download music files and play them back to teach the tunes. I can barely carry a tune so I need all the help I can get.

It helps to have everyone stand for singing. When they are ready, start them off with your version of a downbeat and keep a lively time by waving your arms. Enthusiasm beats musical ability here so have lots of fun while you're doing it. Ed Hesser, one of my Wood Badge instructors, taught us to wear orange gloves to lead songs. It works.

The Cub Scout Song Book is a great source of songs. It seems there is always a new edition in the works but there is nothing wrong with current book. There are more and more Internet sites with good Scouting songs. Many now have music files as well as the lyrics. The Cub Scout songbook has a CD with tunes and words.

Your boys will undoubtedly come back from camp this summer with some great songs they picked up from the staff there. Use a few of these as regular fare for your pack meetings and campouts.

Here are some good internet sources:

From www.usscouts.org –

<http://usscouts.org/songs.asp>

And –

Macscouter - Songs for Scouts and Scouters –

<http://www.macscouter.com/songs/>

Other good sites -

Scoutsongs.com

Boy Scout Trail - Songs

Search youtube.com for Scout groups singing your favorites
For example – The Pizza Man (Hey Bo Diddley Bop)

<https://www.youtube.com/watch?v=XY3s3-Hphqk>

CHOOSE THE RIGHT SONGS

From Cub Scout Songbook

One of the important elements of Scouting is fun—especially when singing. When using humor and fun in Cub Scout activities, leaders should keep in mind that amusing and entertaining program elements are excellent opportunities to reinforce and teach the values of Scouting—to both youth and to adults.

Every Cub Scouting activity should be a positive experience in which young people feel emotionally secure and find support, not ridicule, from their peers and leaders. Everything we do with our Cub Scouts—including the songs we sing—should be positive and meaningful, and support rather than contradict the philosophy expressed in the Scout Oath and Law

Some guidelines for determining appropriate songs for Cub Scouting activities:

- The lyrics should be positive, build self-confidence and self-esteem, and be age-appropriate.
- Name-calling, put-downs, hazing, ridiculing, physical harm, or references to such, are not appropriate.
- References to undergarments, nudity, or bodily functions are not acceptable.
- Derogatory references to ethnic or cultural backgrounds, economic situations, and disabilities are not acceptable.
- Alcohol, drugs, gangs, guns, suicide, and other sensitive social issues are not appropriate subjects.
- Wasteful, ill-mannered, or improper use of food, water, or other resources is not appropriate.
- Refrain from “inside jokes” that are exclusionary and have meaning to only part of the audience.
- To encourage citizenship and respect for patriotic ideals, the lyrics to the following patriotic songs should not be changed: “America,” “America the Beautiful,” “God Bless America,” and “The Star-Spangled Banner.” Similar respect should be shown for hymns and other spiritual songs.
- All Cub Scouting activities should reflect the values and ideals of Scouting as outlined by the Scout Oath and Law.

As leaders of the Boy Scouts of America, it is our responsibility to model the values of the organization and set a high standard for appropriateness in all Cub Scouting activities. When making decisions, resolve to follow the high road—if in doubt, take it out.

The aims of the Boy Scouts of America are to develop character, citizenship, and personal fitness (including mental, moral, spiritual, and physical fitness) in today's youth. All activities—including den, pack, or campfire programs—should contribute to the aims of Scouting.

HOW TO LEAD A SONG

From Cub Scout Songbook

Choose It. As the leader you must choose the song that the group will sing. You want to be certain that all songs chosen support the values and ideals of Cub Scouting. You will also want to choose a song that fits the program. Fast action songs

get the program off to a brisk start. Patriotic songs add a note of dignity to the program. At the end of the program, slower closing songs can leave every one calm and thoughtful.

Know It. The song leader should know the song—both words and tune—before leading it. Learn the song, then practice before the meeting by teaching the song to your family or to the pack committee members at the monthly pack planning meeting.

Teach It. Start by telling your audience the name of the song. Unless you are certain that everyone in the group knows the song, you need to teach both the words and the tune. You may wish to provide copies of the words. Use songbooks, reproduced song sheets, or words on a large sheet of paper or overhead projector.

Sing It. Sing the song through once, either alone or with a small group who already know it. Let the singers try a verse at a time, slowly at first. When they master it, pick up speed.

Pitch It. Set the pitch by singing the first word of the song loudly so that everyone starts out on the same key. Musical accompaniment helps—a keyboard, piano, accordion, guitar, or harmonica are all good because they can play harmony not just single melody notes.

Lead It. Be active in your song leading. Use simple arm motions to lead the song so that everyone is singing together.

- Start the singing with a slight upward motion and then a decisive downward motion (a downbeat). Begin singing yourself on the downbeat. Don't worry if some don't start with the first note—they'll join in quickly.
- Beat time with a simple up-and-down motion of the arm, but make it definite and brisk. You're in command.
- Control volume by raising your hands for loudness and lowering them for softness.
- Move around a little. Inject a little pep and personality. Keep smiling.
- Smile at your group. Relax. Radiate confidence and enthusiasm, even if you don't feel particularly confident or enthusiastic. Morale catches.

Stop It. When the group has sung it a time or two, stop—don't make it a music lesson. If the song isn't going well, or it was pitched wrong at the beginning, stop the song and start over.

As we all know times change and things that were acceptable in the past are no longer acceptable today.

Ethnic humor (jokes (*How does a (insert nationality)..*), skits (*German submarines*), songs) were a popular in the 50's and 60's. Today, we know better. There are many "unofficial" Scouting related internet sites. Their filters for acceptable material be different than BSA National's **or yours**. **Remember** – just because it is a Scouting site doesn't mean everything there is appropriate. We at www.USScouts.org work very hard to have only appropriate material on our site but we are not perfect. Please be cautious for the sake of your Scouts. Thank you **CD**

SPECIAL OPPORTUNITIES

With the start of the Cub Scout Adventure Program, the requirements for awards that say things like, "Complete Wolf Achievement 7," need to be revised to send you to the new Adventures. We will be highlighting these changes here over the next few months.

To get a complete list now, you can go to <http://www.scouting.org/scoutsources/programupdates.aspx> of all the changes. Or you could go to www.usscouts.org and get the changes for a specific award.

STEM SUPERNOVA Awards for Cub Scouts

From <http://usscouts.org/advancementTOC.asp> and <http://www.scouting.org/stem/Awards/CubScout.aspx>

NOTE: This item is a continuation of last month's STEM NOVA Award article.

If you missed last month or just want more info on STEM and Cub Scouting –

- Go back to last month's issue of Baloo's Bugle at <http://www.usscouts.org/bbugle/BB1508.pdf>
- Also, go the July CUBCAST, New STEM Awards Requirements, at http://www.scouting.org/filestore/scoutcast/cubcast/201507_1/CC_July_New_STEM_Req.mp3 and listen to that presentation on STEM and Cub Scouting.
- Go to one of the websites listed below the title of this item (I recommend www.usscouts.org/advancementTOC.asp because of the workbooks found there.) and review the NOVA and Super NOVA Award requirements.



The Boy Scouts of America's NOVA Awards program incorporates learning with cool activities and exposure to science, technology, engineering and mathematics for Cub Scouts, Boy Scouts, and Venturers. The hope is that the requirements and activities for earning these awards stimulates interest in STEM-related fields and shows how science, technology, engineering and mathematics apply to everyday living and the world around them. Counselors and mentors help bring this engaging, contemporary, and fun program to life for youth members.

The Nova Awards

There are four Nova awards for each level - Cub Scouts (includes Webelos), Boy Scouts, and Venturers. Each award covers one component of STEM—science, technology, engineering, or mathematics.

For their first Nova award, Scouts earn the distinctive Nova award patch. After that, a Scout can earn three more Nova awards, each one recognized with a separate pi (π) pin-on device that attaches to the patch. The patch and the three devices represent each of the four STEM topics—science, technology, engineering, and mathematics. *(These were featured in last month's issue of Baloo's Bugle)*

The Supernova Awards

The Supernova awards have more rigorous requirements than the Nova awards. The requirements and activities were designed to motivate youth and recognize more in-depth, advanced achievement in STEM-related activities.

The awards are:

For Wolf and Bear Cub Scouts:

- Dr. Louis Alvarez Supernova Award

For Webelos Scouts:

- Dr. Charles H. Townes Supernova Award

For Boy Scouts and Varsity Scouts:

- Dr. Bernard Harris Supernova Bronze Award
- Thomas Edison Supernova Silver Award

For Venturers and Sea Scouts:

- Dr. Sally Ride Supernova Bronze Award
- Wright Brothers Supernova Silver Award
- Dr. Albert Einstein Supernova Gold Award

For earning the Supernova award, Scouts receive a medal and certificate. (See sample medal at start of this article)

All requirements may be found in the Nova awards guidebooks, available through local Scout shops—one for Cub Scouts, one for Boy Scouts, and one for Venturers.

The requirements for each of the Nova and Supernova awards are also available on BSA's official web site, Scouting.org. They are also available on the Advancement pages of the USScouts.org (<http://usscouts.org/advancementTOC.asp>) site.

The Advancement pages of the USScouts.org, also, have workbooks for use in documenting progress toward earning the various Nova and Supernova awards. There are links to the workbooks at the bottom of the requirements page for each award.

The requirements can be completed with a parent or an adult leader as the counselor (for the Nova awards) or mentor (for the Supernova awards). Each guidebook includes a section for the counselor and mentor.

Cub Scout Supernova Awards

The requirements printed in Baloo's Bugle are for information only to give you a taste of the Award Requirements. There are many hints and other supplemental information given on the Advancement pages of the USScouts.org (<http://usscouts.org/advancementTOC.asp>) and BSA's web site, Scouting.org. Also, the Advancement pages of USScouts.org contain worksheets to assist in completing the requirements.



Dr. Luis W. Alvarez Supernova Award for Cub Scouts

This Supernova award can be earned by Cub Scouts like you who want to soar in science.

Notes to Cubs, Parents, Counselors, and Mentors:

- ★ To earn the Cub Scout Supernova award, you must be a Wolf or a Bear Cub Scout who is active with a den. With your parent's and unit leader's help, you must select a council-approved mentor who is a registered Scouter. You may NOT choose your parent or your unit leader (unless the mentor is working with more than one youth).
- ★ The Cub Scout Supernova award recognizes superior achievement by a Cub Scout in the fields of science, technology, engineering, and mathematics (STEM).
- ★ All experiments or projects should be conducted using the highest level of safety protocol and always under the supervision of a qualified, responsible adult.
- ★ Tigers are not eligible to earn the Cub Scout Supernova award.
- ★ Although it is not a requirement, it is recommended that you earn at least two of the four Nova awards for Cub Scouts before earning the Dr. Luis W. Alvarez Supernova Award.

1. Complete both of the adventures appropriate for your rank.
 - Wolf Cub Scouts** –
Air of the Wolf, Code of the Wolf
 - Bear Cub Scouts** –
Make It Move, Super Science
2. Complete the adventure appropriate for your rank.
 - Wolf Cub Scouts** –
Call of the Wild
 - Bear Cub Scouts** –
Forensics or Marble Madness
3. Find interesting facts about Dr. Luis W. Alvarez using resources in your school or local library or on the Internet (with your parent's or guardian's permission and guidance). Then discuss what you learn with your mentor, including answers to the following questions: What very important award did Dr. Alvarez earn? What was his famous theory about dinosaurs?
4. Find out about three other famous scientists, technology innovators, engineers, or mathematicians approved by your mentor. Discuss what you learned with your mentor.
5. Speak with your teacher(s) at school (or your parents if you are home-schooled) OR one of your Cub Scout leaders about your interest in earning the Cub Scout Supernova award. Ask them why they think math and science are important in your education. Discuss what you learn with your mentor.
6. Participate in a science project or experiment in your classroom or school OR do a special science project

- approved by your teacher. Discuss this activity with your mentor.
7. Do ONE of the following:
 - A. Visit with someone who works in a STEM-related career. Discuss what you learned with your mentor.
 - B. Learn about a career that depends on knowledge about science, technology, engineering, or mathematics. Discuss what you learned with your mentor.
 8. Learn about the scientific method (or scientific process). Discuss this with your mentor, and include a simple demonstration to show what you learned.
 9. Participate in a Nova- or other STEM-related activity in your Cub Scout den or pack meeting that is conducted by a Boy Scout or Venturer who is working on his or her Supernova award. If this is not possible, participate in another Nova- or STEM-related activity in your den or pack meeting.
 10. Submit an [application for the Cub Scout Supernova award](http://usscouts.org/advance/nova/workbooks/Cub-Supernova.pdf) to the district Nova or advancement committee for approval.

The worksheet for the Dr. Luis W. Alvarez Supernova Award may be found at:
<http://usscouts.org/advance/nova/workbooks/Cub-Supernova.pdf>



Dr. Charles H. Townes Supernova Award for Webelos Scouts

This Supernova award can be earned by Webelos Scouts like you who want to soar in science.

Notes to Cubs, Parents, Counselors, and Mentors:

- ★ To earn the Webelos Scout Supernova award, you must be a Webelos Scout who is active with a den. With your parent's and unit leader's help, you must select a council-approved mentor who is a registered Scouter. You may NOT choose your parent or your unit leader (unless the mentor is working with more than one youth).
- ★ The Webelos Scout Supernova award recognizes superior achievement by a Webelos Scout in the fields of science, technology, engineering, and mathematics (STEM).
- ★ If you earned the Cub Scout Supernova award, you must repeat similar requirements while you are a Webelos Scout.
- ★ Although it is not a requirement, it is recommended that you earn at least two of the four Nova awards for Cub Scouts before earning the Dr. Charles H. Townes Supernova Award.

1. Complete the following Webelos adventures: Adventures in Science, Engineer, and Scouting Adventure.
2. Complete three of the following adventures: Build It, Building a Better World, Castaway, First Responder, Into the Wild, and Into the Woods.

3. Find interesting facts about Dr. Charles H. Townes using resources in your school or local library or on the Internet (with your parent's or guardian's permission and guidance). Then discuss what you learned with your mentor, including answers to the following questions: What very important award did Dr. Townes earn? What was Dr. Townes' most famous invention?
4. Find out about five other famous scientists, technology innovators, engineers, or mathematicians approved by your mentor. Discuss what you learned with your mentor.
5. Speak with your teacher(s) at school (or your parents if you are home-schooled) OR one of your Cub Scout leaders about your interest in earning the Webelos Scout Supernova award. Ask them why they think math and science are important in your education. Discuss what you learn with your mentor.
6. Participate in a science project or experiment in your classroom or school. Discuss this activity with your mentor.
7. Do ONE of the following:
 - A. Visit with someone who works in a STEM-related career. Discuss what you learned with your mentor.
 - B. Learn about a career that depends on knowledge about science, technology, engineering, or mathematics. Discuss what you learned with your mentor.
8. Under the direct supervision of your mentor, do an experiment that shows how the scientific method (or scientific process) is used. Prepare a short report on the results of your experiment for your mentor.
9. Participate in a Nova- or other STEM-related activity in your Webelos Scout den or pack meeting that is conducted by a Boy Scout or Venturer who is working on his or her Supernova award. If this is not possible, participate in Nova- or STEM-related activity in your den or pack meeting.
10. Submit an application for the Webelos Scout Supernova award to the district STEM or advancement committee for approval.

Need more info?

For additional information and the latest on the changes to these Special Opportunities for Cub Scouts, head to:

The [Advancement pages on USScouts](http://usscouts.org/advancementTOC.asp) (<http://usscouts.org/advancementTOC.asp>). Paul has already posted all the new requirements and, where appropriate, workbooks for the Scouts to use.



On National's Site got to www.scouting.org/programupdates and look for the link to "Updated Requirements for Cub Scout Awards."

And on another front -

STEM SCOUTS

STEM Scouts start at 3rd Grade – so if your council is a trial council, some of your Cub Scouts could register for STEM Scouts, too!!!

What are those?

STEM Scouts are boys and girls in third through 12th grade. They're split into three divisions:

- ✓ Elementary school (third through fifth grade)
- ✓ Middle school (sixth through eighth grade)
- ✓ High school (ninth through 12th grade)

Instead of packs or troops, STEM Scouts are grouped into "laboratories," which can be shortened to "labs."

They meet weekly, after school, for hands-on, fun activities organized into four- to six-week modules that cover a ton of fun STEM topics.



Inside the Vortex, the STEM Scouts Mobile Lab <https://www.youtube.com/watch?v=0c98k4P94c4>

Don't know what STEM Scouts is?

Want to learn more about STEM Scouts??

(STEM = Science-Technology-Engineering-Mathematics)



★ Go to <https://stemscouts.org/>

★ Go Bryans Blog -(<http://blog.scoutingmagazine.org/>) and read the following articles

[STEM Scouts pilot expanding to 12 more councils](#)

[STEM Scouts ready for prime time with NASCAR Truck Series debut](#)

[Understanding the difference between STEM in Scouting and STEM Scouts](#)

[Video: Inside the Vortex, the STEM Scouts mobile lab](#)

(NOTE from Commissioner Dave – I had a great time with the VORTEX at BSA's National Annual Meeting. And I am very excited Garden State Council was selected for a pilot!!)



PROGRAM UPDATES

Be sure to check out National's website for the latest on the Adventure Program Changes - <http://www.scouting.org/programupdates.aspx>

What Has Happened / Is Happening - The Boys' Books and the Den Leaders' Books have been available since before May 1. Get them and read them.

Position-Specific In-Person Training Guides Available Now! The training guides for Den Leader, Cubmaster/Assistant Cubmaster, and Pack Committee (Pack Committee Challenge) are now available on the adult training page of scouting.org.

The online training for Den Leaders, Cubmasters, Committee Chairs and members, and Chartered Organization Representatives has been totally updated with help from volunteers from around the country. The new training is divided into shorter, more targeted modules so leaders can get the training they need, in the order they want, any time they need it. The new training is organized around the learning needed prior to the first meeting, in the first 30 days, and to be position-specific trained. This new training was developed to be implemented in conjunction with the BSA's new learning management system. Keep an eye on MyScouting Tools (logging in through MyScouting.org) for more information.

New Pack Meeting Plans Available Now! Pack meeting plans for the 2015-2016 and 2016-2017 Cub Scouting years are now available! From the Cubmaster's Minute to resource lists, you'll find everything you need to lead fun and engaging pack meetings! And they support the new Cub Scouting program, too! Check out the list and links from this issue of Baloo.

Updated Requirements for Cub Scout Awards The requirements for the

- ✓ National Den Award,
- ✓ National Summertime Pack Award,
- ✓ Cub Scout World Conservation Award,
- ✓ Cub Scout Outdoor Activity Award

have been revised to reflect the new Cub Scouts program launching June 1, 2015. See Special opportunities section of Baloo.

Supplemental Roundtable Content

To help prepare unit leaders for the new Cub Scouting program launching June 1, supplemental roundtable content has been developed to replace or supplement the current sessions listed as "Cub Scout Interest Topics" for January–July 2015.

Available installments are posted below. Most packets have presentation materials (e.g. slideshow), Topic Guide, and worksheet or Handout. and

Already on Program Updates page -

- ★ January – Program Support for Den Leaders
- ★ February – Advancement
- ★ March – Program Planning
- ★ April – New Pack Meeting Plans
- ★ May – Aquatic Adventures
- ★ June – Campfire Programs
- ★ July – Resources for Pack and Den Leaders



STATUS OF RESOURCE UPDATES

YOUTH RESOURCES

Youth handbooks:

- ✓ Completely revised and re-written
- ✓ Serves as the youth's guide through the program
- ✓ Outlines advancement system
- ✓ Outlines additional available recognition
- ✓ Written with youth interests in mind; feedback from adults and youth.

KEY DEN LEADER RESOURCES

Den Leader Guidebooks (a New Resource)

- ✓ Designed as a "one stop" reference to lead the new Cub Scouting adventures
- ✓ Preserves historic den meeting structure
- ✓ Full set of resources to organize and lead den meetings
- ✓ Materials may be "passed down" to leaders using the program the following year
- ✓ Pilot testing affirmed that leaders were able to use the program materials to efficiently plan and deliver the den meetings as designed

CUBMASTER RESOURCES

Pack Meeting Plans

- ✓ Pack meeting plans for the 2015-2016 and 2016-2017 Cub Scouting years are now available at: <http://www.scouting.org/scoutsource/CubScouts/Leaders/DenLeaderResources/DenandPackMeetingResourceGuide/PackMeetingPlans.aspx>
- ✓ From the Cubmaster's Minute to resource lists, you'll find everything you need to lead fun and engaging Pack meetings.

DEN AND PACK LEADER RESOURCES

Substantial Revisions were made to:

Leader Book

- ✓ Key resource to operate a Cub Scouting Pack

Ceremonies Book

- ✓ Additional Ceremonies for den and Pack meetings

Terminology Revisions

Leader How-To Book

- ✓ Additional program resources to supplement den and Pack program, the How-To Book now reflects the terminology used with the new Cub Scouts adventures

BALOO

- ✓ BALOO continues to serve as the required training to lead Pack camping; the new training syllabus now reflects the terminology used with the new Cub Scouts adventures

TRAINING RESOURCES

In person position-specific training has been updated to support the new program materials; each is available via <http://www.scouting.org/Training/Adult.aspx>

Den Leader Position-Specific Training.

This course is intended to provide Tiger, Wolf, Bear, and Webelos den leaders with the information and tools they need to conduct successful den meetings. Den leaders who complete the Tiger, Wolf, Bear, and Webelos training, along with Youth Protection Training, are considered "trained" for their position.

Cubmaster and Asst CM Position-Specific Training

This course is intended to provide Cubmasters with the information and tools they need to successfully lead a Pack. Cubmasters and assistants who complete this training and Youth Protection Training are considered "trained" for both positions.

Pack Committee Challenge—Pack Committee Position-Specific Training

The Pack Committee Challenge is designed for Pack committees and is the course (along with Youth Protection Training) Pack committee members need to complete to be considered "trained."

Online training

- ✓ New training materials are being readied for release this Fall to provide a completely new training program. Content is structured in smaller pieces to allow leaders to take the training when time is available. It will make training accessible when they want it, and how they want it.
- ✓ Training is also organized based on the leader's needs – in categories such as "Before Your First Meeting", "First 30-Days", "First 90-Days", and "Trained".

LEARNING LIBRARY

In addition to formalized training, a new on-demand learning resource has been launched to assist leaders in delivering fun and engaging meetings. From den meeting plans, to ideas on executing the new adventure program, the "Learning Library" is a resource that leaders and parents alike can access to find information about the Cub Scouting program. Check it out as it develops at www.cubscouts.org

Please remember to use these materials to support and deliver the program as designed – Don't create your own version of the program. All materials were designed to help leaders deliver a program that is more fun for boys and simpler for leaders to implement. Use the materials as designed to support a great program to see enhanced retention for both boys and leaders

TRACKING SPREADSHEETS FOR THE CUB SCOUT ADVENTURE PLAN

- ✓ Tracking Spreadsheets are posted on the USScouts Advancement webpage (www.usscouts.org). There are links to them from other places on the site. These spreadsheets are similar in construction and user interface as the existing spreadsheets. The spreadsheets have been tested by the developer of the current spreadsheets and he said they are so good he sees no reason to develop others!!
- ✓ Utah National Parks Council has Excel spreadsheets posted for all the new Adventure Plan requirements on their Akelas Council Blogspot. www.Akelascouncil.blogspot.com. Check them out. The Advancement Excel Spreadsheet workbooks are distributed to Scouters for **FREE**.

PLEASE do not download the files from either site to email or send them digitally to others. They are for your personal / pack use only. If you would like to share these files with others, please copy / send the link to them and send them to the site so they can print off their own. We would love to have everyone that would like a copy to come here to get their own copy absolutely free. Both USScouts and Utah National Parks Council receive Ad money to help keep our websites open based on the number of people visiting our sites. Please help us maintain the sites by encouraging others to visit to obtain the needed files.

The NEW <https://cubscouts.org/> !!!



This is the Cub Scout Learning Library –

Everything you could want to know for Cub Scouts is or will be here. And all within a click or 3 of the home page. National heard the message that although things were at www.scouting.org they were often buried too deep to be found. This site has admin stuff and practical stuff. The new Den Leader Resource Books are here. You can download the pages for each Adventure for **FREE**

This website promises to be a great resource. BSA seems to be working off the same plans that www.USScouts.org and other "unofficial" Scouting websites use. They have seen what you the volunteers want and are delivering it. I hope they are successful and some of us old guys (I have my Medicare card) can retire from our web duties.

I will have an item about this site next month. Cubmaster may be up by then. Right now only Den Leader is running. There will, also, be sections for Chartered Org Reps and Parents. As well as for our Cub Scouts (An APP for advancement tracking)

And oh yes, <https://cubscouts.org/> runs on a phone, too!!!



THEME & PACK MEETING IDEAS

I used Hometown Heroes as the basis of this section – CD

THOUGHTFUL ITEMS FOR SCOUTERS

Prayers

Thanks for Everyday Heroes

CS Roundtable Planning Guide

Great Spirit, we give you thanks for the everyday people who do heroic things-

the firefighters who answer the call for help,
the police officers who work at keeping our cities safe,
the military personnel who keep our country safe, and
the Cub Scouts who unselfishly give service to others.

May we recognize all these everyday heroes and give them our thanks. **AMEN**

Sam Houston Area Council

Thank You for Scouting and for the inspiration You gave our founders. Watch over our meeting and help us to keep Scouting alive forever. **Amen.**

The First Salute

Scouter Jim, Bountiful UT

If you can't get them to salute when they should salute and wear the clothes you tell them to wear, how are you going to get them to die for their country? [General George S. Patton](#)

A co-worker of mine had a son graduate from the University and the ROTC program. He had two brothers in the military. One, a commissioned officer was able to swear his brother in as a new officer. The other, a Master Sergeant was the first soldier to give the new officer a salute. It was considered a great honor that the first salute he would receive as a Commissioned Officer was from his brother. I know from the culture of the family that the young man was once a Boy Scout and possibly an Eagle Scout. Most likely he was a Cub Scout before that.

That salute was not his first. He had given many salutes in his training no doubt. As a Boy Scout he would have given Salutes during flag ceremonies. But his first salute was no doubt as a Cub Scout. In a blue shirt with his arm proudly held up and two fingers placed to his forehead or against a Blue and Gold hat. This young officer's first salute as an American in uniform was probably as a Cub Scout proudly wearing a blue shirt.

As leaders, it is well that we remember that our young Cub Scouts giving their first salutes in uniform as Americans with two fingers, will advance in Scouting and start giving three finger salutes as Americans. Some will go on to serve their

county and start to give four finger salutes, but their first salutes in uniform will always be as Cub Scouts with two finger against the hat. The Character Connection for November is Respect. There may be no better way to teach respect for the county, the flag, and those who serve in uniform that to teach the importance of that first salute to the flag. Teach boys to wear their uniforms with pride and to be respectful of the flag and to give a crisp proper salute when they honor it.

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

Many have left their families to defend our freedom. We salute their bravery; we express our appreciation and support to their families. And we pray for their safe return. [Bob Taft](#)

If anyone, then, asks me the meaning of our flag, I say to him - it means just what Concord and Lexington meant; what Bunker Hill meant; which was, in short, the rising up of a valiant young people against an old tyranny to establish the most momentous doctrine that the world had ever known - the right of men to their own selves and to their liberties. [Henry Ward Beecher](#)

I swing before your eyes as a bright gleam of color, a symbol of yourself, the pictured suggestion of that big thing which makes this nation. My stars and my stripes are your dream and your labors. They are bright with cheer, brilliant with courage, firm with faith, because you have made them so out of your heart. For you are the makers of the flag and it is well that you glory in the making. [Franklin Knight Lane](#)

Cheers for the sailors that fought on the wave for it,
Cheers for the soldiers that always were brave for it,
Tears for the men that went down to the grave for it,
Here comes the flag! [Arthur Macy, The Flag](#)

It is the flag just as much of the man who was naturalized yesterday as of the men whose people have been here many generations. [Henry Cabot Lodge](#)

That piece of red, white and blue bunting means five thousand years of struggle upwards. It is the full-grown flower of ages of fighting for liberty. It is the century plant of human hope in bloom. [Alvin Owsley](#)

We take the stars from heaven, the red from our mother country, separating it by white stripes, thus showing that we have separated from her, and the white stripes shall go down to posterity, representing our liberty.

[George Washington, attributed](#)

Our flag means all that our fathers meant in the Revolutionary War. It means all that the Declaration of Independence meant. It means justice. It means liberty. It means happiness.... Every color means liberty. Every thread means liberty. Every star and stripe means liberty.

[Henry Ward Beecher](#)

A flag appears 'mid thunderous cheers,
The banner of the Western land.
The emblem of the brave and true

[John Philip Sousa](#)

The flag of the United States has not been created by rhetorical sentences in declarations of independence and in bills of rights. It has been created by the experience of a great people, and nothing is written upon it that has not been written by their life. It is the embodiment, not of a sentiment, but of a history.

[Woodrow Wilson](#)

Sam Houston Area Council

Ask not what your country can do for you, but what you can do for your country. [John F. Kennedy](#)

Of all the properties which belong to honorable men, not one is so highly prized as that of character. [Henry Clay](#)

Real integrity is doing the right thing, knowing that nobody's going to know whether you did it or not. [Oprah Winfrey](#)

Always stand on principle, even if you stand alone.

[John Quincy Adams](#)

Integrity has no need of rules. [Albert Camus](#)

We must build a new world, a far better world - one in which the eternal dignity of man is respected.

[Harry S. Truman](#)

You can only protect your liberties in this world by protecting the other man's freedom. You can only be free if I am free.

[Clarence S. Darrow](#)

Santa Clara County Council

Only those who dare to fail greatly can ever achieve greatly.

[Robert F. Kennedy](#)

I'm a great believer in luck, and I find the harder I work, the more I have of it. [Thomas Jefferson](#)

Heroic service does not come from policy manuals. It comes from people who care - and from a culture that encourages and models that attitude. [Valerie Oberle, VP, Disney University](#)

Do not neglect to do good and to share what you have, for such sacrifices are pleasing to God. [Hebrews 13:16](#)

To the world I may be one person,

But to one person I may be the world. [Anonymous](#)

"Heroes are the people who do what has to be done when it needs to be done, regardless of the consequences."

[Author unknown](#)

Here are examples of Cub Scout Heroes -

Troop 211, Manhattan, NY

The Scouter's Minute, ©1957

"Mr. Chairman, this page of a New York newspaper that I am holding up, as you will see, contains a photograph of a 14-year-old Scout and nearly two columns describing how he saved the

lives of six persons and dog in a blazing tenement and from sheer modesty kept the fact from his family for two weeks, when they accidentally learned about his feat. The Scout's name is Frank Catalano, a member of an East Side Troop and it was chiefly his feeling of kindness toward animals that sent him in after the dog, and then just incidentally he dragged the six people one after another, through the smoke and flames to safety. That's all, Mr. Chairman."

Speaking of Bravery

The Scouter's Minute, ©1957

I hardly know when a more striking example of Scout courage and scorn of obstacles has reached us than the one-armed Boy Scout, Howard Rote of *Vineland, New Jersey*, who dove from the upper deck of a yacht and rescued a child who had fallen off a public pier. Both the Scout and the child were in danger of being crushed between the pier and the swinging yacht before the rescue could be effected. This is not the first time Rote has qualified as a lifesaver. Twice before he has saved persons from drowning, in one case rendering artificial respiration to the unconscious victim, thus doubly saving his life. Rote is an Eagle Scout. He, too, has not regarded a physical handicap as a bar to progress in Scouting. Any reason why you shouldn't do at least as well as this scout? —Scouting Magazine.

He Gave His All

The Scouter's Minute, ©1957

Allen Daggett, 14-year-old Boy Scout from Oakland California gave his life to save his younger brother from being killed by an electric train. He regained consciousness a few moments before he died and his first question was for his brother. Upon being assured of the younger lad's safety he smiled content. "I couldn't have done anything else," he said, "I'm a Scout," and the word "Scout" was the last on his lips.

Another Scout, Thomas B. Robinson, of Camden, New Jersey, also recently made the ultimate sacrifice giving his own life to save that of another boy from drowning. His effort was successful but in the end he was himself overcome by exhaustion and never recovered consciousness. Pathetically enough it was reported later that the boy had confided to his friends the he coveted the chance to be a hero and to win the Life Saving Medal awarded by the National Court of Honor. He died as he lived—a true Scout. — Boy's Life.

Cub Scout To Receive Award For Saving Brother's Life

By Rodger L. Hardy, Deseret News

Sitting at the dinner table across from 4-year-old son Nicklaus, Jed Morley says he can't imagine what life would be like had his 10-year-old son, Ethan, not had the courage to enter their burning house in February and pull out his little brother feet first.

Next week, the Utah National Parks Council of the Boy Scouts of America plans to recognize Ethan Morley for that act of heroism with the Honor Medal, the national organization's second-highest live-saving award. Local Scout leaders don't see many Cubs earning a national award for life saving. But when Ethan receives the award at a Court of Honor on Tuesday, he will become the third Cub Scout in the council this year to

receive an award for saving a life. Just 34 Scouts across the nation received the Honor Medal last year, according to the Boy Scouts of America Web site, www.scouting.org. "It's quite an honor," said Michele Morley, Ethan's mother. "I'm not sure he really understands yet what it really means."

Jed and Michele Morley had stepped out of the house that cold February evening, leaving their 14-year-old daughter, Emily, in charge of the five children and a cousin, Michele Morley recalled.

"About 45 minutes to an hour later, I got a call from Emily (in a panic)," she said. The house caught fire when Nicklaus was apparently playing with matches. The fire alarm went off, but another daughter who was preparing food in the kitchen thought it was just her cooking that set it off, Michele Morley said. When the alarm persisted, one of the children went upstairs and saw the flames.

Emily ran a pan of water upstairs, but when she saw the size of the fire, she dropped it and hustled the children out of the house. They ran across the street where Emily counted noses. That's when she realized Nicklaus wasn't there.

Ethan, then 9, bolted back across the street and re-entered the house. Flames had already burst through the upper-story windows.

"Suddenly I felt courage," he later told his mother.

When Ethan arrived on the second floor, fire was already coming down the hall. Smoke was so thick it was difficult to see. He turned toward the boys' room but changed direction as suddenly "he just knew where to go," his mother said. Ethan went into the girls' room, where he saw Nicklaus' feet in the closet. He grabbed them and pulled him out of the room, Michele Morley said.

Together they escaped the burning house. When firefighters arrived moments later, they said the house didn't have enough oxygen left to sustain life. "The fire department told me there was only 6 inches of oxygen on the floor," Jed Morley said. "There was no way (Nicklaus) would have lived."

The second level was a total loss. The family had just finished remodeling the home and had moved in a week before the fire, Jed Morley said. After making repairs, they moved back into the home the week of the Fourth of July.

Ethan will join fellow Utah Cub Scouts Steven Ashworth, 9, of Highland, and Kade Kleven, then 9, of Orem, this year as recipients of awards for saving a life. Steven will be given his award Saturday for pulling a younger boy out of a family pool last June. "The boy was face down, not moving when Steven saw him," Utah National Parks Council spokesman John Gaily said. "Steven swam over, turned him over and saw that he was blue in the face. So he got him over to the side of the pool, pushed him onto the deck and called for help. Adults then started CPR and revived the young boy." Kade was honored for applying the Heimlich maneuver on his little brother, who was choking on a piece of Halloween candy in November.

Steven and Kade both earned the Medal of Merit, an award for demonstrating unusual concern for others. The Honor Medal is given to Scouts who save a life or attempt to save a live with considerable risk to themselves.

GATHERING ACTIVITIES

Note on Word Searches, Word Games, Mazes and such – In order to make these items fit in the two column format of Baloo's Bugle they are shrunk to a width of about 3 inches. Your Cubs probably need bigger pictures. You can get these by copying and pasting the picture from the Word version or clipping the picture in the Adobe (.pdf) version and then enlarging to page width. CD

From Super Hero to Super Scout

Alice, Golden Empire Council

Give each boy a piece of regular white paper and have them fold the paper into four squares.

In the first square, each boy can draw their favorite superhero, or write something about that hero.

In the second square, each boy can feature their favorite well-know "real" hero – you may want to talk about some examples, such as Mother Teresa or Martin Luther King.

In the third square, have them choose a favorite community hero – it could be a teacher, a firefighter, or even a parent.

In the last square have them draw or write about themselves.

Later in the meeting, talk about the boy's hero squares – let each boy explain who they included and why they are heroes.

I also did a project like this using T-shirts one time. The boys drew out their ideas and we transferred them to a Hero shirt – today, that would work with the transfer sheets you can print off your computer. -Alice

Graham Cracker Flags

Sam Houston Area Council

Ingredients

A few packages of graham crackers,
White frosting,
Ice cream sticks,
Small paper cups, and
Red, white, and blue food coloring.

Directions:

- ✓ Give each Scout 3 paper cups with a tablespoon of frosting inside each cup.
- ✓ Drop the food coloring in each cup – 1 red, 1 blue, 1 white.
- ✓ Give each Scout an ice cream stick and
- ✓ Instruct him to mix the food coloring in each cup.
- ✓ Then ask him to draw the US flag on the cracker using the frosting.

Hero's Award

Great Salt Lake Council

Provide materials for the boys to create an award or a card for their parents, leaders, teachers, etc.

First Aid

Great Salt Lake Council

Man people view a hero as someone who saves another's life. Provide first aid supplies for the boys to practice safely on each other. Bandages (long and triangular) and splints (sticks) can provide fun practice implements for the boys.

Calling for Help Cryptogram

San Gabriel, Long Beach Area, Verdugo Hills Councils

You must discover what number is assigned to each letter, then fill in the blanks to complete the message. Four letters have been identified for you. Have the boys work together to get started. If they have trouble, give them another letter such as L.

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
12				2													7		16						

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
E						R					A					T									

6 21 2 12 1 2 6 23 1 16 2 13 2 7 8 2 15 4 10

24 15 19 23 7 13 12 16 24 23 15 19 23 7 2 12 4 22

13 2 13 20 2 7 23 19 10 23 26 7 19 12 13 24 21 10

20 10 10 23 26 7 16 2 21 2 6 22 23 15 2 1 1 23

24 16 24 1 12 25 12 24 21 12 20 21 2 17 22 2 15 12

7 2 12 21 2 13 2 7 8 2 15 4 10 23 4 4 26 7 1

Solution at the end of Baloo

Good Turn

Great Salt Lake Council

Have the boys make a list of either the good things they have done for someone else or what has been done for them.

Hero Match-Up

Great Salt Lake Council

Heroes do many different things for us. Match-up the hero with what they have done to help others

<ol style="list-style-type: none"> ___ Clara Barton ___ Martin Luther King Jr. ___ Benjamin Franklin ___ George Washington ___ George Washington Carver ___ John Glenn ___ Jackie Robinson ___ Philo T Farnsworth 	<ol style="list-style-type: none"> Astronaut Athlete Civil Rights Advocate Inventor – Peanut Butter Inventor - TV Red Cross US Founding Father US President
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Answers: 1F, 2C, 3G, 4H, 5D, 6A, 7B, 8E

Cub Scout Salute Word Search

San Gabriel, Long Beach Area, Verdugo Hills Councils

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

Find words that describe rescue workers, their tools and safety items printed in the word search above. They can be upside down, backwards, forwards or diagonal.

- | | | |
|----------------|--------------|----------------|
| AMBULANCE | CAR SEAT | CPR |
| CROSSING GUARD | | DOCTORS |
| EMERGENCY | EXTINGUISHER | FIRE ENGINE |
| FIREFIGHTERS | HELICOPTER | HELMET |
| HELP | HOSES | HYDRANT |
| LADDER | LIFEGUARD | LIFEJACKET |
| PARAMEDIC | PARENTS | POLICE OFFICER |
| RESCUE | SAFETY | SEATBELT |
| SIREN | SMOKE ALARM | TELEPHONE |

WHO'S A SCOUT?

Great Salt Lake Council

Let the boys guess which notable person is a Scout.
 Note: All listed below were Scouts.

- Henry "Hank" Aaron (Baseball Player)
- Neil Armstrong (First Man on Moon)
- Philo t. Farnsworth (TV Inventor)
- Gerald Ford (US President)
- JW Marriott J. (Marriott Hotels)
- Steven Spielberg (Movie Director/Producer)
- Walter Cronkite (Journalist)
- Harrison Ford (Actor)
- William Sessions (Former FBI Director)
- Bill Gates (Computer Company CEO)
- John F. Kennedy (US President)
- Sandra Day O'Connor - Associate Justice, US Supreme Court
- Jimmy Buffet (Musician)
- Mary Tyler Moore (Actress)
- Richard Gere (Actor) (*Richard was born August 31, 1949, same date and year as CD*)

Heroes in Our Community

Alice, Golden Empire Council

Have each boy, den or family bring in a display of a favorite hero – it could be someone from the community or even a family member. Have families talk about their picture with others as they gather.

Definitions

Alice, Golden Empire Council

Give each person a strip of colored paper when they arrive and ask them to write one word describing an attribute a hero would have. Post the strips on the wall for everyone to see.

Hero Bingo

Alice, Golden Empire Council

Print off bingo cards with 9 squares labeled with descriptions such as: Favorite Superhero, Sports Hero, Favorite Teacher Hero, Family Hero, Military Hero, Eco Hero, Community Hero or Project, Hero Quality. Use the center square for “Be A Hero” – and have a space or line inside each square. Give each person or family a bingo card as they come in. They must go around the room and find a different person to fill in each square. You could share some of the entries, or give a prize to the person who has a filled-out card first.

American Hero Word Scramble

Alice, Golden Empire Council

Unscramble the following words to find the words associated with heroes.

- A. HTEIGRIEFF
- B. OPIELC
- C. RAMY
- D. VNYA
- E. MIIRTAYL
- F. OIRAFREC
- G. SNUER
- H. COTORD
- I. MIRAANEC
- J. EROH
- K. VEARB
- L. CUAROEG

Answers – A – Fire Fighter, B – Police, C – Army, D – Navy, E – Military, F – Air Force, G – Nurse, H – Doctor, I – American, J – Hero, K – Brave, L - Courage

FAMOUS PAIRS

Santa Clara County Council

Make up stickies for people’s backs with names of famous pairs. (e.g – Abbott on one, Costello on another. Or Aldrin on one, Armstrong on another.). As each person enters the room, he has a stickie pinned to his back. The object of the game is to learn the identity of the person on your back and then find his partner. Each player is allowed to ask one or two (or more, you set limit) yes or no question(s) of each other player. At the same time, the two people introduce themselves (their real names) and shake hands. Once you find your identify, find your partner by reading tag.

Veteran’s Day Word Search

Alice, Golden Empire Council

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

- | | | |
|------------|-----------|---------|
| ADMIRATION | AIR FORCE | AMERICA |
| ARMY | CELEBRATE | MARINE |
| NAVY | PARADE | PATRIOT |
| REMEMBER | SERVED | TRIBUTE |

America Hero Word Search

Alice, Golden Empire Council

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

- | | | |
|--------------|---------|----------|
| AMERICAN | BLUE | BRAVE |
| COAST GUARD | COURAGE | COURAGE |
| FIRE FIGHTER | HEROES | HONOR |
| POLICE | RED | SOLDIERS |
| | WHITE | |

Hometown Hero Matching Game*Santa Clara County Council*

Hang up pictures of famous "hometown Americans" with their names below their pictures. (These can be US heroes, locals, etc.) Have their heroic deeds listed out on a sheet that is handed out to everyone and have folks match the people with the actions.

WHAT IS THAT SONG?*Santa Clara County Council*

1. The Good-Looking Country Between Canada and Mexico
2. Heavy Iron Hooks Lifted Off the Bottom of the Sea
3. Short Fight of Cajun Town
4. Higher Being Sanctify United States
5. Creator Consecrate Country Begun in 1776
6. Majestic Not Born Yesterday Colors
7. First Person Singular is Northern Inhabitant Scribble Gentleman
8. One of a Few Good Men Prayer Song
9. We Leave into Untamed, Sapphire "Out There"
10. Celestial Object Glittery Standard
11. Other Suns and Streaks Not Ending
12. Spigots
13. Short Skirmish Chant of the Democracy
14. The Wagons with Canons Move Forward on Wheels
15. This Area of Ground Belongs to Second Person Singular or Plural
16. Secure a Satin Strip of Golden Material With a Knot
17. The Time Jack's Other Nickname Walks Sharply Back to His House
18. Heavenly Souls Enter Walking In Straight Lines

Answers

1. *America the Beautiful;*
2. *Anchors Aweigh;*
3. *Battle of New Orleans;*
4. *God Bless America;*
5. *God Bless the USA;*
6. *Grand Ole Flag;*
7. *I'm a Yankee Doodle Dandy;*
8. *Marine's Hymn;*
9. *Off We Go Into the Wild Blue Yonder;*
10. *Star Spangled Banner;*
11. *Stars and Stripes Forever;*
12. *Taps;*
13. *The Battle Hymn Of The Republic;*
14. *The Caissons Go Rolling Along;*
15. *This Land Is Your Land;*
16. *Tie a Yellow Ribbon;*
17. *When Johnny Comes Marching Home;*
18. *The Saints Go Marching In*

Fire Safety Quiz*Timucua District, North Florida Council*

Use this at a den meeting by reading the questions and asking the boys to write down the letter of the correct answer, or by making copies and giving one to each boy.

1. What should you do to be ready if fire should strike your home?

- a. Keep pails of water handy.
 - b. Have an escape plan and rehearse it often.
 - c. Be ready to carry out furniture.
 - d. Have a suitcase already packed.
2. In making your escape plan, why should you know two ways out of every room?
 - a. So I can see different parts of the house when I practice.
 - b. In case fire or smoke blocks one escape route.
 - c. To keep people guessing.
 - d. To make home fire drills more fun.
 3. If your clothing catches fire, what do you do?
 - a. Run for help.
 - b. Look for water to throw on yourself.
 - c. Roll on the floor or ground, wrapping yourself in a coat, blanket, or rug, if possible.
 - d. Try to blow out the fire.
 4. What should you use for light in a dark closet where there is no light bulb?
 - a. A match.
 - b. A candle.
 - c. A cigarette lighter.
 - d. A flashlight.
 5. When you check extension cords in your home for fire hazards, what should you look for? Choose two.
 - a. Frayed, broken insulation.
 - b. Whether the color matches the woodwork.
 - c. Whether they run under rugs.
 - d. Whether the plug is brown or white.
 6. If there are small children in your home, you should be especially careful that they cannot play with which of these?
 - a. Pile of blankets
 - b. Matches
 - c. Tennis Balls
 - d. Pots and Pans
 7. In checking around a furnace for fire hazards, you should remove which of these?
 - a. Fishing rods and reels.
 - b. Table.
 - c. Garden Tools
 - d. Gasoline can, greasy rags, newspapers
 8. Stairways in your home should be:
 - a. A great place to play.
 - b. A good place to keep your toys when you aren't playing with them.
 - c. Kept clear of obstructions at all times.
 - d. A place to pile your laundry until you can take it to your room.

Answers: 1-b, 2-b, 3-c, 4-d, 5-a-c, 6-b, 7-d, 8-c

OPENING CEREMONIES

We Salute You

Greater St. Louis Area Council

You will need 6 Cub Scouts. Have each Cub make up a card with a picture illustrating what the words on his card say or anything he wants related to the theme. Make sure the words are in LARGE print

Cub # 1: Some who we salute are obvious, local heroes who like a police officer risks life to protect us from violence or the fireman who pulls people out of burning buildings.

Cub # 2: Other we salute are the ambulance drivers, paramedics, doctors and nurses who save lives everyday.

Cub # 3: Some people around us seem like regular people, but they we salute them because they were soldiers in the military and served our country to keep us free.

Cub # 4: A hero is someone who does the right thing even when they are afraid of failure. They do it because it should be done. And we salute them.

Cub # 5: Some who should be saluted are harder to spot, but they are still there. These include blood donors, teachers who spend their time and energy helping kids, and kids who say "No" to drugs.

Cub # 6: Heroes are all around us. Please join in saluting all the heroes of our country, by repeating with me the Pledge of Allegiance to the Flag.

Cub Scout Opening

Sam Houston Area Council

Setting – Each letter of C-U-B S-C-O-U-T should be cut out from poster board or printed on large pieces of paper or card stock. Write the lines on the back in LARGE print and line up the Scouts so they can read the lines in order.

Cub #1: C – is for Comradeship. We learn to get along.

Cub #2: U – is for Unity. Together we are strong.

Cub #3: B – is for Boys! Sometimes they're wild, but mostly they're nice.

Cub #4: S – is for Socials! You don't have to ask twice.

Cub #5: C – is for Courtesy. Of this we know.

Cub #6: O – is for Outings. We can't wait to go!

Cub #7: U – is for Universal. Scouts are known in every land.

Cub #8: T – is for Teamwork. We'll lend you a helping hand.

(All the Scouts say together)

ALL: We Will Do Our Best!!

CM: Will you please rise for the Pledge of Allegiance?

The Circle of Life

Sam Houston Area Council

Setting – Narrator, 4 Scouts, 4 posters showing the sun, the moon, the wind, and the earth

Scene – Scouts are in a line.

Narrator: Everything in life has a cycle, normally represented by a circle, like the circle of life. The power of the world always works in circles and forces try to take a round shape.

Cub #1: (holding the poster of the sun) The sun is round; it warms all living things and allows us to grow.

Cub #2: (holding the poster of the moon) The moon is round; it gives us light at night.

Cub #3: (holding a poster of wind) The winds, in their great power, swirl, giving coolness and strength.

Cub #4: (holding a poster of the earth) The earth is round; it provides a home and nourishment for all living things.

Narrator: The life of a person is a circle from childhood to childhood. We teach our children, as they will teach their children. Would you please stand and join me in the Pledge of Allegiance.

Heroes Flag Ceremony

Great Salt Lake Council

Setting: The Colors advance in the normal manner. A spotlight is shined on the flag while the narrator speaks.

Narrator (Hidden): Heroes, with help from God, have kept me flying in the face of threat and challenge to the democratic way of life I represent. I symbolize all the achievements of a great nation founded for freedom. I am the last hope of peace on earth. I am the American Flag.

Cubmaster: Audience arise and join me in the Pledge of Allegiance to be followed by singing "God Bless America."

Scouting History Opening Ceremony

Great Salt Lake Council

Cubmaster: Robert Baden-Powell, a British hero, started Scouting in England. He developed Scouting as an outdoor program for boys with ideals built in. It was a way of thinking, a way of living, a way of doing things.

Assistant CM: Today, Scouting is still a program filled with fun and adventure. Men who earned badges as Scouts have served on the Supreme Court, in the United States House of Representatives, and in the United States Senate. President John F. Kennedy was the first president who had been a Boy Scout. President Gerald Ford was an Eagle Scout. Many of our astronauts were Scouts. More and more men, trained as Scouts, are taking their places in today's world.

Cubmaster: Please stand with me and in the Pledge of Allegiance and the Cub Scout Promise.

Stars and Stripes-Our American Heritage*Santa Clara County Council*

Setting: Cub Scout (or Den Chief) stands blindfolded, gagged, and bound before the audience.

Cubmaster: This is an American boy.

- The American Revolution won him freedom. (Cubmaster unbinds him,)
- The Constitution guarantees him free speech. (He removes the gag.)
- A free education gives him the ability to see and to understand. (He removes the blindfold.)
- Let us help Scouting teach him to preserve and enjoy his glorious heritage and to become a good citizen.

Turn off lights, spotlight American Flag, and repeat the Pledge of Allegiance.

I Made A Promise*Santa Clara County Council*

Six boys (or 5 and a Leader) are needed for this ceremony. Each should have his part printed on a small card he can conceal in his hand or he should memorize his part.

- Cub #1:** I made a promise... I said that whatever I did I would do the best I could.
- Cub #2:** I made a promise...to serve my God and my country the best I could.
- Cub #3:** I made a promise...to help other people the best I could.
- Cub #4:** I made a promise...to obey the Law of the Pack the best I could.
- Cub #5:** I have done my best, and I will do my best because I am the best... I am a Cub Scout.
- Cub #6:** Will everyone now join us in repeating the Cub Scout Promise.

Heroes All Around Opening*Santa Clara County Council*

The past few years have changed America in many ways. One of the most obvious to us now is the fact that we now know heroes are all around us. They are the men and women that run towards danger and disaster when everyone else is running away. They are the ones who risk life and limb to rush to our aid when we dial 911. They are the ones who train year after year to fight for our freedom at any time and anywhere.

Would everyone who has served in the military or reserves please stand. Would everyone is now or ever has work as a law enforcement officer or a fireman or as a EMT or paramedic please stand also.

Look around, let us all now stand and salute these real American heroes.

Please join in the Pledge of Allegiance.

AUDIENCE PARTICIPATIONS**Clancy To The Rescue***San Gabriel, Long Beach Area, Verdugo Hills Councils*

Divide audience up into six groups. Assign each group a response to do whenever their word is spoken in the story. Practice as you assign parts. If your group is small, have everyone react to the last two items. If group is larger, divide into seven groups and assign STEAM. ASLEEP only occurs once at the very end.

- CLANCY:** Feel your muscles, like a strong man
- HORSES:** Slap Thighs
- YELL:** Use your hand over your mouth
- FIRE ENGINE:** High-pitched siren sound
- BELL:** Swing arm like a clapper saying, "Clang, clang, clang!"
- HOSE:** Shh-sh-sh sound like water from a hose
- STEAM:** *Everyone* makes high pitched Sssss sound
- ASLEEP:** *Everyone* snores

If you like **HORSES**, you would have enjoyed living back in the 1800's when they had old-fashioned **STEAM** type **FIRE ENGINES** pulled by **HORSES**. One of the **FIRE ENGINES** was driven by the greatest hero ever, **CLANCY**! Yes, Sir! **CLANCY** was a real hero. Every day when there was no fire, he would take the **HORSES** out for exercise, trotting them gently up and down the streets. If there were children along the way, **CLANCY** would always stop and let them pet the **HORSES**.

Sometimes the alarms were in the daytime, but sometimes they were at night. When the alarm sounded at night, one man would **YELL** up to the firemen above, and the men would run to the **FIRE ENGINE** where the **STEAM** was started up, and away they would go to the fire, clanging the **BELL**, with **CLANCY** driving the **HORSES**.

One night most of the men were in bed and the others were playing checkers when the alarm sounded. Where was the fire? At the mayor's big two-story house! The **YELL** was given and quick as a flash the firemen were up and on their way. **CLANCY** stopped the **HORSES** and **YELLED**,

"Keep the **STEAM** up men." They started the fire **HOSE** and began to squirt water on the fire. **CLANCY** strained to see upstairs where the mayor's wife was trapped. Flames were everywhere! **CLANCY YELLED**, "You'll have to jump!" The mayor's wife was afraid, so **CLANCY** threw her a rope and she came right down into the middle of the net.

The firemen kept fighting the fire. They got the **HOSE** on it and kept up the **STEAM** in the **FIRE ENGINE**. Before long, the fire was out, so they turned off the **HOSE**, got back on the **FIRE ENGINE** and went back to the fire house, clanging the **BELL**. To **CLANCY** and the other firemen, it was all in a day's work. The tired firemen went back upstairs and soon were sound **ASLEEP**.

Cub Scout Heroes*Sam Houston Area Council*

Divide the audience into four groups. Assign each group their words for the story. Each time their word is mentioned in the story, the assigned group enthusiastically says the designated sound words. Practice as you make assignments and have a practice session before starting the story

FOLLOW: A Cub Scout Follows Akela (Give sign)
HELP: The Pack Helps the Cub Scout Grow (Give sign)
GIVE (GAVE): A Cub Scout Gives Goodwill (Give sign)
PACK: A Cub Scout Helps the Pack Go (Give sign)
HERO (HEROES): **ALL ADULTS** cheer "Hip, hip hooray!"
CUB SCOUT: **ALL CUBS** give the Cub Scout sign and say, "Do Your Best."

This is the story of Gary, a CUB SCOUT who wanted to do something to HELP his elderly neighbor, Mrs. Green. This CUB SCOUT wanted to FOLLOW the advice of his PACK leaders, who asked every CUB SCOUT to find some way they could GIVE HELP to someone else. Gary thought that his neighborhood would be the best place to start.

One way Gary could think of to HELP his neighbor was to rake up the leaves in her yard for her. It was such a big yard, though, and he was such a little CUB SCOUT. Gary needed some HELP. So he thought some more and decided to talk to his PACK leaders and see if they could GIVE him some suggestions. The PACK leaders said they would ask if any other CUB SCOUTS would like to FOLLOW Gary's example and HELP rake the leaves for Mrs. Green.

What started with only one CUB SCOUT helping Mrs. Green soon grew to two CUB SCOUTS, then three CUB SCOUTS, then four CUB SCOUTS, then five CUB SCOUTS... (Continue adding CUB SCOUTS while the audience gives the Cub Scout sign each time and says "Do Your Best!" until everyone starts to laugh. Then finish reading the story.)

Mrs. Green told everyone about Gary and his CUB SCOUT PACK. She called the CUB SCOUTS her HEROES because of all the help they GAVE her.

The moral of this story is: If you FOLLOW the advice of your PACK leaders, and GIVE HELP to those around you, you will be a great CUB SCOUT, and maybe someone's HERO, too.

Smokey Bear (A true story)*Santa Clara County Council*

Divide the audience into six groups. Assign each group their words for the story. Each time their word is mentioned in the story, the assigned group enthusiastically says the designated sound words. Practice as you make assignments and have a practice session before starting the story.

Big Tree - I am so big!
 Middle-Sized Tree - See my pretty leaves
 Baby Tree - I'm just a bush
 Camper - I love this beautiful forest
 Fire - Crackle, crackle
 Smokey - Only you can prevent forest fires
 Babbling Brook - Assign one person, they get up and run through the group, babbling

The distribution of the words in this story is not close to even. There are FIRE appears 8 times, Middle Sized Tree and Camper twice. Watch your assignments.

One upon a time in a beautiful lush green forest, there stood three trees, the **BIG TREE**, the **MIDDLE-SIZED TREE** and the **BABY TREE**. A **BABBLING BROOK** coursed its way through the forest. A **CAMPER** made a **FIRE** for his breakfast without clearing the area for 10 feet and then went for a hike without making sure the **FIRE** was dead out. The **FIRE** threw some sparks into some dried grass. It started smoldering. The **BABBLING BROOK** was not close enough to put out the sparks. In a short time, the dry forest was ablaze. The animals heard the sounds of the **FIRE**, smelled the smoke, and tried to flee. A bear cub couldn't see where his mother had gone so he did what she had taught him when there was danger. He climbed the **BIG TREE**. The **FIRE** roared by. It burned up the **BABY TREE** and **MIDDLE-SIZED TREE**. It singed the **BIG TREE** with the bear cub clinging to the top. After the **FIRE**, a ranger found the bear cub still in the top of the **BIG TREE** and got him down. He was singed and scared. The ranger healed his burns and raised him. He called him **SMOKEY**. He became the symbol to remind **CAMPERS** and hikers to be careful with **FIRE** and protect the **BIG TREES**, the **MIDDLE-SIZED TREES** and the **BABY TREES** so we can enjoy the forest with the **BABBLING BROOKS** running through them. Remember, "Only you can prevent forest **FIRES!**" the one who says that is **SMOKEY Bear**.

LEFT, RIGHT, WRIGHT*Santa Clara County Council*

Divide the audience into LEFT and RIGHT and have them stand up and sit down when they heard their word. You could also divide the audience into LEFT, RIGHT and WRIGHT.

Johnny WRIGHT was very excited as he talked to his parents. "I want to become a Cub Scout," he said. "I am the only boy LEFT in the neighborhood that isn't one. Peter invited me to his Blue & Gold banquet tonight to see if scouting is RIGHT for me. Can we go?"

Mr. WRIGHT called Peter's dad to get directions. When he got off the phone he told everyone, "It's at First Baptist Church. We go south on 125, take a LEFT on Cherry St. then our first LEFT into the parking lot...let's go! Johnny ran RIGHT out

and got into the car. At the church they went in and had a great time. The Cub Scouts got great awards, put on skits, sang songs and had a ball. The Cubmaster came over and talked to Johnny. "Why do you want to be a Cub Scout..." "Because at school all the kids talk about the fun they have here, and I feel LEFT out, and my friend LEFT his Cub Scout cap at my house, right on my desk so I tried it on, I look cool in it." Johnny replied. One of the leaders looked at Johnny's parents. "Would you like to help out? It's fun and rewarding". Mr. WRIGHT looked at Mrs. WRIGHT they both fidgeted nervously..." "We thought parents brought their boys, then LEFT. We didn't know we had to help." "Oh, you don't have to" explained one of the leaders, "but if no one is willing to give of their time, soon there will be no scouting LEFT. The more parents that help...the less work for us all. You could be den leaders and help boys to stay on the RIGHT track, or you could be on the committee and attend a meeting once a month to help make the RIGHT decisions for our Pack. There are many positions with different levels of time commitment, I'm sure we could find one that's just RIGHT for you...I hope I haven't LEFT out any information...so, would you like to help?"

RIGHT on, exclaimed Johnny's folks. Johnny just beamed. He knew he had made the RIGHT decision by coming to the Blue & Gold.

ADVANCEMENT CEREMONIES

Salute to our Heroes Advancement Ceremony

Sam Houston Area Council

Materials – “Medals of Honor” made from construction paper and attached to loops of crepe streamer to be hung around the Cub Scouts’ necks. Label the medals “HERO.”



Cubmaster: Often we hear of professional athletes being called “sports heroes.” That’s a colorful description, but all they are really doing is playing a game to entertain us. Some of these people really are heroes, but that comes from things they do off the playing field to help their communities.

We salute those heroes that are people who are not afraid to do what they believe is right. They are people who want to make things better for others. They are usually prepared and trained to do the job. And they will do their best even if they are afraid because it is important to them to do what is right.

The following Scouts are the heroes that we salute today. They have chosen to work hard and prepare themselves in life by learning Cub Scouting ideals. They are learning to be independent and successful and happen to have a lot of fun along the way. Please join me in congratulating the heroes who have earned their Bobcat rank (call out names of Scouts and their parents, present rank awards, and place medals around the Scouts’ necks. Continue in a similar manner for each additional rank.)

Bobcat Badge Ceremony

Sam Houston Area Council

Setting – 7 Webelos Scouts (WS), all Scouts earning the Bobcat badge; Cubmaster (CM), den leaders (DL).

Scene – Cubmaster invites the Scouts earning their Bobcat badges to stand in front of the group with their parents behind them. Webelos Scouts are standing to the side of the group.

CM: Den leaders, please step forward. For what purpose do these Scouts stand before us tonight?

DL #1: Akela, these Scouts are ready to receive their Bobcat rank.

CM: What leads you to believe they are worthy of this honor?

DL #2: They have completed the requirements for the Bobcat rank by learning the Scout Law, the Scout Oath, the Salute, the Handshake, and the Cub Scout Motto.

CM: Are they ready to show their brothers, the Webelos Scouts?

NOTE: Retesting is not allowed. Once the boy's book is signed he is done. So they can show the Webelos what they have learned. But they cannot be tested by anyone else once the book is signed. The Webelos should be prepped that they are to help if a Bobcat forgets something. They are NOT to criticize. Also, the requirement is to learn the Oath and Law as best as they can and be able to say it, "with help if needed." Rote memorization is not even hinted at in the requirement.

DL #2: Yes, they are.

(Den leaders return to previous spot.)

WS #1: Please, show us the Cub Scout Sign. (Hold the sign until the Cubmaster inspects all the candidates and then returns to the audience and says, “Very Good!”)

WS #2: Please, repeat the Scout Oath (or Promise) with me. Cub Scout Sign! (Raise the sign and say the Promise with the candidates. Then say) Good job!

WS #3: Please, show us the Cub Scout Salute. (Hold the salute as the Cubmaster inspects each candidate. Then say) Two. Well done!

WS #4: Please, repeat the Scout Law with me. Cub Scout Sign! (Raise the sign and say the Law with the candidates. Then say) Good job!

WS #5: Please, show us the Cub Scout Handshake. (Several of the Webelos Scouts perform the handshake with various candidates in the line and return. Say) Well done!

WS #6: What is the Cub Scout Motto? (The candidates say the Motto.) Ok, now let’s hear it with a little spirit! (Candidates say the Motto again.) Great – now louder! (The Bobcats yell the Motto. Then say loudly) That was great!

CM: Webelos Scouts, did they do their best?

WS #1: Yes, they did, Akela.

CM: Then these Scouts are ready to receive their Bobcats badges and to begin work on their next rank?

WS #3: I agree, they have all performed well and are ready, Akela.

CM: Thank you Webelos Scouts. You may be seated.

CM: Congratulations Scouts on completing the rank of Bobcat and showing what you have learned. I'm now going to give you your rank award to your parents to present to you. They have the honor of the presentation as they have done more to help you than I have. The Bobcat badge acknowledges your hard work. Make sure you thank your parents for helping you on this journey. They will journey with you on your adventure through Cub Scouts!

Hear Ye, Hear Ye

Santa Clara County Council

Props: This can be as simple or as fancy as desired. The setting is at a campaign speech for city mayor.

Characters: The Cubmaster (CM) will need to have four people help with the awards. The candidates as Mr. (or Miss or Mrs.) Tiger, Wolf, and Bear and Mayor Scout.

Cubmaster: Ladies and gentlemen, we have come here tonight to hear the members of our (town council) express their views. Normally, we would salute these upstanding citizens but tonight they wish to salute our Cub Scouts.

Introduce Mr. (or Miss or Mrs.) Tiger, Wolf, and Bear and Mayor Scout.

Mr. (or Mrs. Or Miss) Tiger: I enjoy talking with the youngest citizens of our fair city. It is great that we can provide so many places for them to go on their Adventures. These Tiger Cubs have earned awards for doing just that – completing Adventures. And I salute you. Would these Tiger Cubs and their Adult Partners please come forward and receive their awards. (Call out boys' names that are receiving their Tiger badges. The Cubmaster assists in presenting the awards to the parents to present to the Tigers.). After presentation CM leads a cheer.

Mr. (or Mrs. Or Miss) Wolf: I would like to talk to the next group of young people about our fair city, to say we need to improve on our quality of life. We have Cub Scouts present who have completed 7 Adventures to improve both their mind and body and their religious beliefs. I salute you for a job well done. Would these Cub Scouts and their parents please come forward and receive their awards. (Call out boys' names that are getting their Wolf Badge. The Cubmaster assists in presenting the awards to the parents to present to the Wolfs.). After presentation CM leads a cheer.

Mr. (or Mrs. Or Miss) Bear: I would like to address the middle-aged group of your fair Pack. You have been working for some time and have achieved much. I salute you and feel honored that I will be helping in the presentation of your Bear award. Would these Cub Scouts and their parents please come forward and receive their awards. (Call out boys' names that are

getting their Bear and arrow points. The Cubmaster assists in presenting the awards to the parents to present to the Bears.). After presentation CM leads a cheer.

Mayor Scout: I would like to talk to the old timers of this our golden town. You have each given unselfishly of yourselves and for your loyal support all these years I have a special award that is called the Webelos Badge. Webelos stands for We'll Be Loyal Scouts and I salute you for your continued loyalty to Scouting. Pretty soon you will be moving up to Boy Scouting and I know you will be just as loyal there. Would these Webelos Scouts and their parents please come forward and receive their awards. (Call out boys' names that have completed Adventures and/or earned their Webelos Badges. The Cubmaster assists in presenting the awards to the parents to present to the Webelos.). After presentation CM leads a cheer.

Cubmaster: As sponsor for these campaign speeches I would like to add my personal salute and many thanks for jobs well done.

Badges of Cloth

Greater St. Louis Area Council

This will make a great start to your first advancement ceremony. Although no awards are made during this it does a good job of explaining the advancement program.

You will need six cards in the shape of a badge, with one letter of the word BADGE on each card, the explanation for each letter on the reverse side.

- Cub # 1:** B: stands for badges given today. What is a badge? A scrap of colored material is not nearly so important as the job that was done to earn it.
- Cub # 2:** A: stands for Akela. Your family and leaders who have helped you earn your badge.
- Cub # 3:** D: stands for Deeds. Good deeds to be done now and in the future for family, friends, and the community. Good deeds done with the knowledge and skills acquired through the badges.
- Cub # 4:** G: stands for Growth. The Pack helps the Cub Scout grow.
- Cub # 5:** E: stands for Eagerness and Energy. Both are necessary to earn badges. Badges do not come easily and they should not or their value would be small. Badges present challenges, difficulties, and satisfaction in accomplishment.
- Cub # 6:** S: stands for Service. Service to others is one of our aims in life. Our badges help up to bring service to others.

LEADER RECOGNITION

Have I told you lately how much I appreciate all that you do in the Cub Program?

Chris Reisel, Former Editor of Baloo's Bugle

When was the last time you told another scout volunteer the above statement. Have you said thank you for all their help and for volunteering to work in our program? Just two words---'thank you' They are so simple and yet not said enough. We mean to say it, we want to say it, and yet somehow, we manage to forget until it is too late. Something came up, you got distracted and the words never got said. Let me tell you now-----ITS NOT TOO LATE!

"I want to tell you how much I appreciate what you have done to help the program; THANK YOU!"

Fun Ways To Say Thank You

San Gabriel, Long Beach Area, Verdugo Hills Councils

"All" detergent box: "Thank you for giving your ALL!"

Band-Aids: For someone who fixes our pack's problems.

For someone who gives first aid when we need it.

Fireman hat or badge: For someone who always comes to the "rescue."

Keys on a key chain: "You are the key to our pack. Thank you."

Wiggle eyes glued to ribbon: "Our eyes are on you."

"We love looking at the result of your work!"

Because You Said Yes

Sam Houston Area Council

Because you said yes,

- ★ A young man will feel the pride of being someone special as he carefully puts on his uniform for the very first time
- ★ A young man can move to a new town and have "instant friendships" with Scouts he might never have met
- ★ Parents will experience that special pride when they listen to their son say the Cub Scout Promise for the first time
- ★ Bright eyes will become a little brighter with excitement as the kindling finally catches on the first campfire
- ★ The community, and the world will be richer because a young man has learned the importance of caring for his environment, and the warm feeling that comes from giving service to someone less fortunate than himself
- ★ A young man will contact the Boy Scouts one day and say "I had so much fun when I was a Cub Scout, I'd like to try being a leader"

And the circle will continue... because you said yes!

Materials – play gloves or mittens (stuffed), OR latex gloves, OR outline of Scout's hand on cardstock, mounted on a display with the following sentiments – For Your Helping Hands

Cubmaster – This month there have been some remarkable parents/leaders who have lent their hands at some of our projects. I'd like to call them forward now and present them with the helping hands award. (Call adults forward and present hands.)

THEME RELATED STUFF

Fun Facts About Heroes

Alice, Golden Empire Council

If you need some help remembering heroes, this site lists heroes from various times – click on a specific name and you will be able to see a bio of that person, and click on values of that hero, their defining moments and stories of their failures. This is a Christian website, but with excellent information about the people they feature. The five values they identify as belonging to every hero are: they are fearless, they are applied (very committed), instructed (they have learned as much as they can), they are tireless, and they are humble. I love the fact that there is a link to "warts" - a great way to remind the boys that a true hero is not perfect, and has overcome failures. Lots of stories at: www.heroesofhistory.com.

Honoring American Heroes Veteran's Administration History

www.va.gov

1789 – A law was passed to give money to soldiers who fought in the American Revolutionary War ~ many had fought without pay during the war.



1861 – The Civil War broke out and Union veterans grew from 80,000 to 2 million!

1862 – President Lincoln started national cemeteries to honor the many Union dead from the Civil War.

1865 – President Lincoln gave his second inaugural speech. He asked Congress "to care for him who shall have borne the battle and for his widow, and his orphan." This became VA's motto.

1912 – The Sherwood Act gave pensions to veterans of the Mexican and Civil Wars when they turned 62, even if they were not sick or disabled.

1930 – President Hoover signed a bill creating the Veterans Administration (VA).

1940 – Congress created a law to help World War II veterans find jobs when they came home from war.



1944 – On June 22, President Roosevelt signed the GI Bill of Rights, which enabled veterans to go to college and buy a home without a down payment.

1946 – More hospitals were built to take care of veterans, including research facilities..

1973 – The Army gave 82 cemeteries to the Veterans Administration, which maintains the gravesites and provides honorable ceremony and maintenance.

1988 – Congress made the Secretary of the VA a cabinet post, allowing access to the President.

1998 – All eligible veterans could now enroll in VA's health care system.

The Story behind the Motto of the VA

www.va.gov

Lincoln's words became the VA motto in 1959 with the words, "To care for him who shall have borne the battle and for his widow and orphan." President Lincoln stated the government's duty to care for those who are hurt or died defending our Country.

Here is a picture of the VA Seal.



- ★ The eagle represents the United States.
- ★ The circle of 5 stars above the eagle stands for the U.S. Army, Navy, Marine Corps, Air Force, and Coast Guard.
- ★ The flags in the eagle's claws show America's history from 13 colonies to 50 states.
- ★ The gold cord is a symbol for those who died while serving our country. The eagle is holding the cord to keep the memory of those veterans alive.

Some Great Rules To Follow If You Want To Become A Hero

Alice, Golden Empire Council

- ℞ Do your share to make your school, your community, and the world a better place. .
- ℞ Take responsibility for what goes on around you.
- ℞ Participate in community service.
- ℞ Help take care of the environment.
- ℞ Be a good neighbor.
- ℞ Treat other people with respect and dignity.
- ℞ Follow the rules of your family, your school, and your society.

Some Ways to Help at a National Cemetery: (Contact local National Cemeteries to arrange activities)

Alice, Golden Empire Council

- Plan ceremonies for Memorial Day or Veteran's Day
- Donate helpful items such as golf carts used to transport visitors who need assistance in reaching a gravesite
- Recruit volunteers for the cemetery
- Raise and lower cemetery flags on national holidays
- Play taps at burial ceremonies
- Repaint or stain benches
- Help with Welcome Home events.

Hero True Or False

Alice, Golden Empire Council

Tell the boys that you are going to read some statements (Or you could give each boys his own list) If the statement describes a hero, the boys can stand. If the statement does not fit the definition of what makes a hero, boys can remain seated. (Or have the boys circle the number in front of a correct statement) However you use the statements, be sure and discuss them with the boys afterwards – let everyone share their opinion, and make sure that the boys know these are just opinions – and everyone can have their own ideas. See if you can arrive at a definition that everyone agrees to.

1. A hero is brave and strong.
2. A hero is caring and thoughtful.
3. A hero is selfish.
4. A hero is never frightened.
5. A hero wants to be rewarded for his or her actions.
6. A hero makes mistakes.
7. A hero is never silly.
8. A hero is dishonest.
9. A hero puts others before himself or herself.
10. A hero stands up for himself or herself.
11. A hero never gets angry.
12. A hero is always a popular person.

SONGS

9-1-1 HELP

Greater St. Louis Area Council

Tune "My Bonnie"

Emergencies they will answer,
They're always a phone call away
They come when they're needed most promptly
And for you they will most surely stay

Chorus:

Nine-one-one
Nine-one-one
We call on them when we need HE...LP

Medics are your friends and my friends
They answer their calls so fast
They come when they are needed so greatly
And always will stay to the last.

Chorus:

The firemen too answer calls
A fire is scary to see
But when they come oh so quickly
They put out the fire with glee

Chorus:

We often need a policeman
And 9-1-1 will get one there
Be sure that you know your address
Of this you should always be aware

Chorus:

I Am Proud-

Greater St. Louis Area Council
Tune "Yankee Doodle Dandy"

I am proud to be a Cub Scout
It makes me want to sing and shout
I wear a uniform of blue and gold,
It's really a sight to behold
You would like to be a Cub Scout
I know without a single doubt
I do my best to do my duty
That's what Cub Scouting is about.

I've Got That Cub Scout Spirit

Great Salt Lake Council

I've got that Cub Scout spirit up in my head
(*Point to head each time you say it*)
Up in my head, Up in my head
I've got that Cub Scout spirit up in my head
Up in my head to stay

Repeat verse above and sing in turn:

Deep in my heart (*Point to your heart*)
Down in my feet (*Touch your toes*)
All over me (*Make big circles with your arms*)

Last Verse

I've got that Cub Scout spirit
Up in my head (*Point to head*)
Deep in my heart, (*Point to heart*)
down in my feet, (*Touch your toes*)
I've got that Cub Scout spirit all over me (*Circle arms*)
All over me to stay. (*Circle arms*)

Pack Meeting

Sam Houston Area Council
to the tune – Clementine

When our Cub Pack is outside at dusk
And our camp fire's all aglow,
We will form a friendship circle,
As we sing so sweet and low.
We're brave Tiger Scouts, and Wolf and Bear Scouts,
And trusty Webelos we'll be.
To our Promise and the Pack Law
We will pledge our loyalty.

**The Yankee Doodle Scout Law
or Trusty Tommy**

Sam Houston Area Council
to the tune – Yankee Doodle
Trusty Tommy was a Scout
Loyal to his mother
Helpful to the friends about, and
Friendly to his brother
Courteous to all about
Kind unto the rabbits
Obedient to his father, too, and
Cheerful in his habits
Thrifty saving for a need
Brave, and not a faker
Clean in thought and word and deed, and
Reverent to his Maker.

America, My Homeland

Sam Houston Area Council

to the tune – You are my Sunshine

You are my homeland,
You are a great land.
You make me happy,
You make me free.
Your flag I'll honor,
I'll pledge allegiance.
The USA is good to me.

I'M A YANKEE DOODLE DANDY

by George M. Cohan

Santa Clara County Council

I'm a Yankee Doodle Dandy
A Yankee Doodle, do or die
A real live nephew of my Uncle Sam
Born on the Fourth of July
I've got a Yankee Doodle sweetheart
She's my Yankee Doodle joy
Yankee Doodle came to London
Just to ride the ponies
I am the Yankee Doodle Boy

TOMMY THE CUB SCOUT

Santa Clara County Council

Tune: Frosty the Snowman

Tommy, the Cub Scout
Was a very happy boy.
With a uniform of blue and gold
And a Den that gave him joy.
Tommy, the Cub Scout
Earned his badges one by one.
He did his best and met the test.
A good citizen he's become.
He helps out other people when
He sees they need a lot.
He does his chores around the house
And feeds his dog (named Spot).
Tommy, the Cub Scout
Does his duty willingly.
Someday he'll join a Boy Scout Troop
And a fine man he will be.

STUNTS AND APPLAUSES**APPLAUSES & CHEERS**

Great Salt Lake Council

DYBS yell -

DYBS means "Do Your Best, Scouts"
It is pronounced 'dibs'.
Leader raises his fist in the air and brings it down hard each
time 'DYBS' is yelled.
Number of DYBS given is according to accomplishment. I
would set a max (*e.g. Three How's is a perfect score on
the HOW scale. And thanks to Jamie at National I can
now get to 2 7/8 CD*)

The Good Turn Cheer - Stand up and turn around while
clapping.

Heart and Soul Cheer - (For people who put their heart and soul into something.)
Pat the palm of your hand on your heart and then on the sole of one shoe.

Santa Clara County Council

Abe Lincoln Cheer: That was great! HONEST!

America: A-M-E-R-I-C-A (3 times), Cub Scouts (or Boy Scouts), Cub Scouts, USA!

Constitution Cheer: We the people, APPROVE!

George Washington Cheer: That was great. I cannot tell a lie.

Presidential Cheer: Salute and say: "Hail to the Chief."

"We Want You" Cheer: Everyone yells "I Want You" and points their finger at the honoree (like in the Uncle Sam posters).

Liberty Bell Yell: Ding, Ding, Ding, Dong! Let freedom ring!
Alice, Golden Empire Council

Superhero Applause - Hold arms out in front and upwards and yell – "Fly Into Action, Superhero!"

Hero Motto

- 1) Divide the audience into two groups.
 - a) First group puts their hands in front of the eyes as if looking through binoculars and says, "Find a Need!"
 - b) Second group holds out the left hand as if a bowl, while the right hand "dumps" something in the bowl – while shouting, "And Fill It!"
- 2) Narrator starts by yelling – "What does a hero do?"
- 3) Leader can then point to first group several times, then to the second group, and can also control the sound level with his motions.

Hero Definition Applause

Group yells several times – "Brave and Loyal, Strong and True!" (*A "Less Filling", Tastes Great" type chant. CD*)

RUN-ONS

Great Salt Lake Council

Cub #1: Spell "we" using two letters other than W or E.

Cub #2: U and I.

Cub #1: What can a person wear that is never out of style?

Cub #2: A smile.

Sam Houston Area Council

Knock-Knock.

Who's there?

Heaven.

Heaven who?

Heaven the time of my life in Cub Scouts!

Knock-Knock.

Who's there?

Uniform.

Uniform who?

Uniform a straight line when we say the pledge!

Veteran Heroes

Alice, Golden Empire Council

Down at the Veteran's hospital, a trio of old timers ran out of tales of their own heroic exploits and started bragging about their ancestors. "My great grandfather, at age 13," one declared proudly, "was a drummer boy at Shiloh."

"Mine," boasted another, "went down with Custer at the Battle of Little Big Horn."

"I'm the only soldier in my family," confessed vet number three, "but if my great grandfather was living today he'd be the most famous man in the world."

"What'd he do?" his friends wanted to know.

"Nothing much. But he would be 165 years old."

JOKES & RIDDLES

Santa Clara County Council

Cub #1: What did the turkey say before he was roasted?

Cub #2: Wow, I'm stuffed.

Cub #1: What are those holes in the trees?

Cub #2: They're knotholes.

Cub #1: Really? If they're not holes, what are they?

Cub #1: I crossed a carrier pigeon with a woodpecker yesterday.

Cub #2: Really, what did you get?

Cub #1: I don't know, buy when it delivers a message, it knocks.

Cub #1: What is the chemical formula for water?

Cub #2: H, I, H, K, L, M, N, O.

Cub #1: May I ask what that is?

Cub #2: H to O.

Cub #1: (enters pet shop) Sir! I would like 25 cents worth of birdseed.

Man: 25 cents worth of birdseed? How many birds do you have?

Cub #1: I don't have any birds, I want to grow some.

Who's the Hero?

Alice, Golden Empire Council

Q: A hero says, "Brothers and sisters, have I none, but that man's father is my father's son." Who is he pointing at?

A: His own son – father's son has to be himself, since he has no bothers, and since this is the father of the person he is pointing at, he is pointing at his son!

Some Hero Riddles:

Alice, Golden Empire Council

Q: What is light as a feather, but even the strongest hero can't hold it more than a few seconds?

A: His breath!

Q: What is a policeman's favorite snack?

A: Copcakes (cupcakes).

Q: What kind of food do brave soldiers eat?

A: Hero sandwiches.

Q: When does a police dog not look like a police dog?

A: When it is an undercover agent.

Running from Heroes*Alice, Golden Empire Council*

Q: A man left home running. He ran a ways and then turned left, ran the same distance and turned left again, ran the same distance and turned left again. When he got home there were two masked men. Who were they?

A: The catcher and umpire in a baseball game

Calling a Superhero*Alice, Golden Empire Council*

Q: Imagine you are in a sinking rowboat surrounded by sharks. Which superhero would you need to survive?

A: You don't need a superhero at all – Just stop imagining!

A Real Riddle About a Real Hero:*Alice, Golden Empire Council*

Q: Why is George Washington's official birthday celebration held on February 22 when he was actually born on February 11?

A: We lost eleven days when we switched from the Julian to the Gregorian calendar during his lifetime. So Washington celebrated his birthday eleven days later to make it a year after his last birthday.

SKITS**Recipe for a Great Cub Scout Den***Sam Houston Area Council*

Setting – 3 to 10 Scouts. One Scout “reads” from a cook book; one Scout “stirs” the pot, and the other Scouts add the “ingredients.”

Props - Cover old cans or boxes or plastic containers with paper and label. Fill each can with some streamers so it looks like it's spilling out when the Scout adds the “ingredient.”

Scene – Scouts are standing around a table with a large pot and the “ingredients” on top of the table.

Cub #1: (stands by the pot and stirs slowly as each ingredient is added)

Cub #2: (reads from the cook book) Here is a recipe for a great Cub Scout den. Hey guys, do we have everything? (He looks around as the other Cubs nod their heads.)

Cub #2: First we need three cups of enthusiasm.

Cub #3: Here it is (pours it in).

Cub #2: Next comes two cups of laughter.

Cub #4: I have that! (pours it in)

Cub #2: Two cups of courtesy are next.

Cub #5: I think this is the courtesy (pours it in).

Cub #2: Now, two cups of helpfulness.

Cub #6: I brought that (pours it in).

Cub #2: Next we need two adults to help.

Cub #7: I found two real good ones! (pours it in)

Cub #1: This is really looking good (peers inside the pot).

Cub #2: We need one cup of ability to follow instructions.

Cub #8: I brought that (pours it in).

Cub #2: Now we need one gallon of patience.

Cub #9: I had to look a long time for that, but I finally found it! (pours it in)

Cub #2: Last we need four cups of friendship.

Cub #10: I got that, and I added a little more than the recipe needed (pours it in).

Cub #2: Well that's it. Now we need to mix it all together and store it somewhere safe so we can bring some back to every den meeting!

Making A Cub Scout*Great Salt Lake Council*

Characters: Child, Two Leaders, Two Parents

Props:

You will need a large table for the child to lie on during the “operation.”

The “doctor” can carry a large cardboard knife.

Props to be “removed” are tacked to the back of the table, out of sight.

Those to be “put in” can be placed nearby. (Props are listed where used.)

Narrator: We are about to instruct you in the method of making a Cub Scout. To complete this project, you will need one small eager boy, two interested parents, one patient den leader, and one courageous Cubmaster.

(Each character enters as his name is spoken. The boy wears his uniform under a large loose-fitting shirt and climbs up on the table. Others don surgical masks. As the narrator continues, the operation proceeds, with the Cubmaster acting as doctor. The den leader and parents hand him the things to be put in and take the things removed. When the boy is hidden under a sheet, he removes his shirt.)

Narrator: Cover him with fun and good times (Hold up posters labeled “FUN” and “GOOD TIMES” and cover boy)

Narrator: We use laughing gas for anesthetic. (Use a tire pump labeled “Laughing Gas.”)

Narrator: Take out hate and put in “Love.” (Hate - lump of paper, so labeled. Love - big paper heart, labeled).

Narrator: Take out selfishness, put in cooperation. (Sign “I,” sign “WE”).

Narrator: Take out idle hands, put in busy fingers. (Idle - empty rubber gloves. Busy - glove full of flour.)

Narrator: Take out laziness, put in ambition. (Laziness - rag; Ambition -blown up balloon.)

Narrator: After this pleasant operation, we have a “Cub Scout.”

(Remove the sheet. Boy, in uniform, stands up and gives the Cub Scout sign.)

Blue and Gold Spirit*Sam Houston Area Council*

Setting – 7 Scouts. One (Cub #1) is dressed as Lord Baden-Powell (or a den leader, or other Scout leader). Props for the items needed as noted below.

Scene – Lord Baden-Powell stands in front and the Scouts enter one at a time as they are described.

Cub #1: I represent the spirit of Lord Baden-Powell, the founder of Boy Scouting. I am also the spirit of Boy Scouting, past and present. Here is our future – the Cub Scouts of America.

(Cub #2 enters in complete uniform.)

Cub #1: The two colors of the Cub Scout uniform have special meaning. Blue stands for truth and loyalty. Gold stands for good cheer and happiness.

(Cub #3 enters with Wolf book and Kipling's Jungle Book.)

Cub #1: Early Cub Scout ceremonies were based on Kipling's Jungle Tales. When Cub Scouting was organized in America in 1930, Native American themes were used.

(Cub #4 enters with a craft project made from wood.)

Cub #1: Cub Scouting means fun. We have lots of fun. Most Scouts like making things – really good projects – things they can play with that usually follow a monthly theme.

(Cub #5 enters carrying a collection from nature.)

Cub #1: Cub Scouts like to go on hikes and collect things for their nature collections. They like the outdoors.

(Cub #6 enters, carrying a spatula and a bowl.)

Cub #1: Most Cub Scouts like to go on picnics. AND, it's even more fun when they get to cook their own food.

(Cub #7 enters, carrying the American flag.)

Cub #1: Cub Scouts are proud to be Americans. They are proud of their flag. They are also very proud of their pack flag, because it reminds them they are part of 100 years of Scouting. They are part of both America and the Cub Scouts.

(Pause)

Cub #1: Yes, I represent the past and the present. These young Cub Scouts now are the men of the future. They will be the preservers of our American heritage.

CLOSING CEREMONIES**I Will Use***Sam Houston Area Council*

Setting – 6 Cub Scouts with verses memorized. *(Or they could each have poster with a picture of the body part named on front and the words on back in LARGE print. CD)*

Cub #1: This is my country. I will use my eyes to see the beauty of this land.

Cub #2: I will use my ears to hear its sounds.

Cub #3: I will use my mind to think of what I can do to make it more beautiful.

Cub #4: I will use my hands to serve and care for it.

Cub #5: And with all my heart, I will honor it.

Cub #6: Please stand for the retiring of the colors.

A Final Salute*Sam Houston Area Council*

Setting – 9 Cub Scouts or 8 Cub Scouts and Cubmaster, the letters of A-T-T-E-N-T-I-O-N on poster board with the appropriate verses on the reverse.

Scene – Scouts in a line. Each holds up his poster as his turn arrives.

Cub #1: A At tonight's pack meeting, we

Cub #2: T Talked about the flag and the importance of honoring it.

Cub #3: T Tonight we also had some fun as we involved

Cub #4: E Everyone in our Scouting Spirit.

Cub #5: N Now it is time for our pack meeting

Cub #6: T To end. In a few minutes we are going to ask

Cub #7: I If you would stand and salute the flag

Cub #8: O One more time as it is retired for this evening. We would

Cub #9: N Next like you to join us in the Cub Scout Promise.

One Drop Of Blue Closing Ceremony*Great Salt Lake Council*

Equipment: One clear gallon glass jar, full of water and blue food coloring.

✓ The Cubmaster drops one drop of blue food coloring into the gallon of water.

✓ Watch as one drop of blue becomes a larger and larger circle until it becomes so diluted that it is barely visible. *(Hint - Practice and keep your water volume such that a tinge of blue remains)*

Cubmaster says:

✓ The one little drop of blue did its best and succeeded in filling the whole big jar.

✓ In the same way, one Cub Scout (in blue) can also influence all those around him by his actions and words.

Living Circle Ceremony

Great Salt Lake Council

I remember learning this ceremony at my first Den Meeting at Mrs. Kneale's house in September 1957. We still teach it to our dens. CD

Based on an Indian custom, the living circle may be used alone or as a part of another ceremony. It reminds a Cub Scout of the fine friendships he is making in Cub Scouting.

Hold out your left hand—palm down, and thumb out.



Left-hand thumb grip

Hold the thumb of the boy on your left and form a connected circle.



Living Circle

Then say the following as a football team may do after a time out or entering the field at start of the game.

- | <u>Action</u> | <u>Say</u> |
|------------------|------------|
| Raise the circle | AH |
| Lower it | KAY |
| Raise it | LA |
| Lower it | WE'LL |
| Raise it | DO |
| Lower it | OUR |
| Raise it | BEST! |
| Release Hands | |

Phonetic spelling of Akela

Here is another picture of a Living Circle -



Cubmaster's Minutes

Respect Life

Sam Houston Area Council

(If possible, darken the room) What is life? It is the flash of a firefly in the night. It is the breath of a buffalo in the wintertime. It is the little shadow that runs across the grass and loses itself in the sunset. It is a circle. We will always return to the beginning and life will start again. It is very important to continue, through our participation in Cub Scouts, to teach respect for the earth, for each other, and for the simple and small things in our world.

The Circle of Life

Sam Houston Area Council

Setting – 4 Scouts holding posters from the Circle of Life opening ceremony

Scene – darkened room if possible, as the Cubmaster speaks

We must stand together – with these four circles. They are powerful forces in our lives, and yet without them, we are unable to sustain life. We must harness the strength and the energy these forces provide for peace in our world. We must find the spiritual power that enables the forces and use it to intensify our own struggle for peace. Each of us carries an energy, and combined with the energies of our friends, our family, our neighbors, our world, we can become one body and one heart striving for peace. And we must continue this path as the sun and the moon and the winds and the earth continue in their paths in the great circle of life.

Cub Scout Benediction

Santa Clara County Council

And now may the Great Master of all Cub Scouts

Guide and guard our footsteps

For today, for tomorrow,

And for all the tomorrows to come.

GIVE THEM THE CUB SCOUT SALUTE !!!

Great Salt Lake Council



We will find many heroes within the community this month. Some of them will be the adults that we know. Some of them will be Cub Scouts or even the Boy Scouts. We will search throughout the neighborhood to find someone that would be interested in coming to share some of the things that helped them determine their own destiny. We will also look at our young friends that might be the future leaders of tomorrow, those that show leadership qualities that will put them in positions throughout their lives to become the president of a company or even the United States.

We have highlighted some of the heroes that we find in our neighborhood. Our policeman, the firefighters that risk their lives every time they suit up. The mail man is also trained to watch out for the emergencies that might come his way while delivering the mail. The neighbor that would open his door to a young child that might need some help out on the street could be a hero also. We also will be highlighting the women that will be in the lives of the Cub Scouts. They would be the den leaders and perhaps the Cubmaster. Then there is the one special person that is in most every boy's life, his mother.

We are using the cardboard stand-ups and placing a familiar face by enlarging the photo and attaching it in place of the original. Now we have created the "Super Hero" that we want to present. It, of course, could be any one of many people in your area that you have noticed a silent act of heroism that has not been mentioned before. There are many people that just go about their business daily that often respond at a moments notice to help out someone in distress.

We often read in the "Boy's Life" magazine about the young men that have been prepared in a time of need when the call for help arises and what they have done to save a life. We hope that you will be able to search out some of these people and highlight them for the month.

WE GIVE THEM THE CUB SCOUT SALUTE !!!

THE AMERICAN'S CREED

Santa Clara County Council

I believe in the United States of America as a Government of the people, by the people, for the people; whose just powers are derived from the consent of the governed; a democracy in a republic; a sovereign Nation of many sovereign States; a perfect Union, one and inseparable; established upon those principles of freedom, equality, Justice and humanity for which American patriots sacrificed their lives and fortunes. I, therefore; believe it is my duty to my country to love it; respect its flag; and to defend it against all enemies.

A Boy

Santa Clara County Council

- ✓ He is a person who is going to carry on what you have started. He is to sit right where you are sitting, and attend, when you are gone, to those things you think are so important.
- ✓ You may adopt all the policies you please, but how they will be carried out depends on him. Even if you have leagues and treaties, he will have to manage them.
- ✓ He will assume control of our cities, states and nation. He is going to move in and take over your churches, schools, universities, and nation.
- ✓ All your work is going to be judged and praised or condemned by him. Your reputation and your future are in his hands.
- ✓ All your work is for him; and the fate of the nation and of humanity lies in his hands. It is well that we pay him some attention.

CUB GRUB

All American Dessert

Santa Clara County Council

Ingredients:

- 1 large Berry blue Jell-O
- 1 large Red Jell-O, any flavor
- 4 c Water; boiling
- 2 c Water; cold
- 8 oz Cool Whip; thawed
- 4 c Angel food cake -OR-- pound cake, break in cubes
- 2 c Strawberries; sliced
- 1/2 c Blueberries; (optional)

Directions:

- In separate bowls, dissolve each flavor of Jell-O completely in 2 cups of boiling water.
- Stir 1 cup of cold water into each bowl.
- Pour into separate 9x13" pans.
- Refrigerate at least 3 hours until firm.
- Cut into 1/2" cubes.
- Place blue Jell-O cubes in bottom of clear glass trifle bowl.
- Top with 1/3 of the Cool Whip.
- Add cake cubes, then sliced strawberries.
- Top with another 1/3 Cool Whip.
- Add the red Jell-O cubes and then the remaining Cool Whip.
- Sprinkle blueberries over top if desired.

Hero Sandwich

Santa Clara County Council

- ✓ Cut a loaf of French bread in half lengthwise.
- ✓ Layer on slices of ham, salami, and cheese.
Or maybe some TURKEY.
- ✓ Top with lettuce and sliced tomatoes.
- ✓ Add onions, pickles, and hot peppers, if desired.
- ✓ Spread on mayonnaise or mustard.

Hot "Hero" Sandwich

San Gabriel, Long Beach Area, Verdugo Hills Councils

Ingredients:

- 4 crispy fried bacon slices
- 1/2 cup mayonnaise or salad dressing
- 1 cup shredded Cheddar cheese
- 1/2 cup dry roasted peanuts
- 1/2 teaspoon celery salt
- 1 teaspoon Worcestershire sauce
- 2 green onions, chopped
- 4 English muffins or 8 slices of bread, toasted

Directions

- ✓ Mix mayonnaise, Worcestershire sauce and celery salt in a bowl.
- ✓ Stir in cheese, onions and peanuts. (Watch for allergies)
- ✓ Crumble bacon into mixture. Stir.
- ✓ Fill each sandwich with 1/2 cup of the cheese mixture.
- ✓ Place one sandwich on a paper napkin and microwave on high 20 to 25 seconds.
- ✓ Makes 4 servings.

Cub Salute Snack

Let each boy make an individual "Salute" snack to enjoy

This is a variation of the Program Helps idea. Alice

Ingredients:

Graham Crackers,
White icing,
Blue sprinkles,
Red rope licorice,
White chocolate chips.

Directions:

- ✓ Give each boy a graham cracker and craft stick or small knife to spread white icing on the cracker.
- ✓ Have each boy mark off the square for the blue using the edge of a craft stick or knife.
- ✓ Have him carefully drop blue sprinkles on the square.
- ✓ You (Adult) Cut red licorice into thin strips and short pieces,
- ✓ Have each boy add the "stripes" to his flag.
- ✓ Use white chocolate chips to make some stars.

While the boys enjoy eating their treat, remind them of the symbolism of the flag:

50 Stars = 50 States;

White = Purity;

Blue = Justice And Fairness;

Red = Courage.

Remind them that these are some of the same qualities that help make a hero.

Alice, Golden Empire Council

Alice, Golden Empire Council

I'm sure you've seen this before. Alice

Ingredients:

A sheet cake,
Alternating rows of banana slices and strawberries,
and Blueberries in the upper left corner

Directions:

- ★ Cake can be homemade or store bought
- ★ Assemble as above
- ★ Be sure to dip the banana in citric acid or pineapple juice so it doesn't turn brown!

Pretzel Sparklers

Alice, Golden Empire Council

- ✎ Give children long pretzel sticks.
- ✎ Have them dip the top part of the stick into melted white chocolate.
- ✎ Then, let them add red and blue sprinkles or other miniature candies on top of the melted chocolate.

Fruit Sparklers

Alice, Golden Empire Council

- ✓ Alternate blueberries, strawberries, bananas, cherries, and large marshmallows to make a red, white, and blue pattern onto wooden skewers.
- ✓ To add a touch of festivity, tie red, white, and blue ribbons to one end of the skewer.

Note: When finished skewering fruit, break off sharp tips to prevent injury.

Transformer Fruit Snacks

Alice, Golden Empire Council

Easiest of all – just pass out Transformer fruit snacks - but be sure you have talked about what is required to "transform" yourself into a hero worthy to be saluted.

Fire Hose

Santa Clara County Council

Ingredients:

1½ cups apple juice
2 envelopes unflavored gelatin
3 oz. package any flavor Jell-O
Ice cubes

Directions

- ✓ Heat half the apple juice to boiling.
- ✓ Add the Jell-O and stir to dissolve.
- ✓ Soften unflavored gelatin in remaining apple juice and add to hot Jell-O.
- ✓ Stir to dissolve.
- ✓ Add ice cubes and stir until melted.
- ✓ Refrigerate 15 minutes.
- ✓ Spoon into a Zip-Loc bag.
- ✓ Cover cookie sheet with plastic wrap.
- ✓ Cut corner off plastic bag and squeeze out small amount of Jell-O in shape of a hose.
- ✓ Chill 2 hours.
- ✓ Eat!!

Firehouse Chili Dog Casserole

San Gabriel, Long Beach Area, Verdugo Hills Councils

"It's like eating a chili dog, but with a fork."

Ingredients:

8 hot dog buns
8 hot dogs
1 (15 ounce) can chili
¼ cup chopped onion
1 tablespoon prepared mustard
2 cups shredded Cheddar cheese

Directions

- ✓ Preheat oven to 350°F (175°C).
- ✓ Lightly grease a 9x13" baking dish.
- ✓ Tear up the hot dog buns and arrange the pieces in the bottom of the dish evenly.
- ✓ Slice the hot dogs into bite size pieces and layer the pieces over the buns.
- ✓ Pour the chili over the hot dogs,
- ✓ Sprinkle with the chopped onion,
- ✓ Then spread some mustard over the chili and the onion.
- ✓ Top off with the cheese.
- ✓ Bake at 350°F (175°C) for 30 minutes.
- ✓ Original recipe yield: 6 to 8 servings

Chili

Get a package of any of the various Alarm Chilis (e.g. 3 Alarm) and mix and serve according to directions

Firefighter Chili Cheese Dip*San Gabriel, Long Beach Area, Verdugo Hills Councils***Ingredients:**

- 1 (8 ounce) package cream cheese, softened
- 1 (15 ounce) can chili
- 1 cup shredded Cheddar cheese

Directions

- ✓ In the bottom of a 9" microwave safe round baking dish, spread the cream cheese.
- ✓ Top the cream cheese with an even layer of chili.
- ✓ Sprinkle Cheddar cheese over the chili.
- ✓ Heat in the microwave on high heat 5 minutes, or until the cheese has melted.
- ✓ Serve with your favorite chips or vegetables.

Popcorn Balls*Santa Clara County Council***Ingredients:**

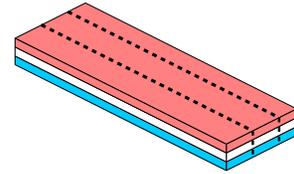
- 3 quarts plain popped corn (about 1/3 cup kernels)
- 1/4 cup butter
- 10 oz. bag marshmallows
- food coloring (optional)

Directions:

- Put popped corn in a large bowl. Set aside.
- Melt the butter and marshmallows in a stovetop pot, stirring constantly.
- When they are melted, take off the heat and allow the mixture to cool until it can be touched. If you like, stir in a few drops of food coloring.
- Using a wooden spoon, gently stir the melted mixture into the popcorn.
- Next, butter your hands and work quickly to form popcorn balls.
- Place balls on waxed paper to cool.
- After the balls are cool, you may use warm corn syrup to stick gum drops or other candy decorations to the popcorn balls.
- The popcorn balls may be stored in sandwich bags.
- This makes enough for about 15 two-inch balls, but you can make them any size or shape you like!

Making Butter*Santa Clara County Council*

- ✓ Fill baby food jars half full of whipping cream and screw the lids on tightly.
- ✓ Let kids take turns shaking each jar.
- ✓ After about 5 minutes the cream will be whipped, and after another minute or so, lumps of yellow butter will form.
- ✓ Rinse off the liquid whey and add a little salt, if desired.
- ✓ Then spread on home made bread crackers to taste!

RED, WHITE AND BLUE TWISTS*Santa Clara County Council*

- ❖ Open enough red (cherry), white (mystery flavor), and blue (raspberry/blueberry?) Airheads to make enough treats for the boys in the den.
- ❖ Stack the 3 colors on top of each other on a piece of waxed paper.
- ❖ Using a roller pin, meld them together so they'll stick together when you twist them.
- ❖ Cut the stack lengthwise into strips so that they are as wide as they are thick.
- ❖ Twist each stick like a barber's pole to for red-white-blue twists.

APPLE PIE SNACKS*Santa Clara County Council**Aside from baseball and Chevrolet,**what could be more American than Apple Pie?*

- ✓ Premix and roll out pie dough,
- ✓ Cut into circles to fit in individual serving pie tins.
- ✓ Premix apple filling (or use a canned variety).
- ✓ At the start of the meeting, have the boys put the dough into their own pie tin, add the filling and cover with another piece of dough.
- ✓ Let them "carve" their initial into the top pie dough.
- ✓ During the meeting, let these bake and cool.
- ✓ Serve with ice cream at the end of the meeting.

JELL-O STARS*Santa Clara County Council***Ingredients:**

You'll need red, white and blue colored gelatin.
 Jell-o for red and blue
 Knox for white

Directions:

- ❑ To make the white jell-o, mix a box of Knox gelatin with 1/2-cup of boiling water and add this to a container of Cool-Whip.
- ❑ In a flat pan, pour a 1/4-inch layer of blue jell-o and allow it to set.
- ❑ Mix the white gelatin and add a 1/4-inch layer and allow it to set.
- ❑ Finally, add a 1/4-inch layer of the red jell-o.
- ❑ Once it is all set, use a star-shaped cookie cutter and cut out stars for snack.

GAMES

Salute to Fitness

Sam Houston Area Council

Set up an obstacle course for the Scouts to move through. Include stations where they must stop and do 5-10 pushups, 10-15 jumping jacks, 10-20 sit ups, and 10-15 toe touches as they move through the course. The Scouts move from one station to the next by using "animal" walks such as a duck walking, a bear walking, a crab walking, a turtle crawling, etc...

Fire, Police, Ambulance Game-

Greater St. Louis Area Council

Three corners of the room are named "Fire Station", "Police Station", and "Ambulance".

The leader calls out a situation in which a boy might find himself and the Cub Scouts have to run to the correct "corner". The last one home loses a point for his team.

Suggested situations-

1. Smoke is seen coming from under the door of a house. (Fire Station.)
2. Your window cleaner falls from a ladder while cleaning the upstairs bedroom window (Ambulance.)
3. When out fishing you spot some bushes on fire. (Fire Station.)
4. You see some older boys cutting the wire to a telephone in a call box (Police Station)
5. Your friend falls from his bicycle while you are out for a ride, (Ambulance.)
6. You find a transistor radio pavement. (Police Station.)
7. Your bicycle is stolen. . (Police Station.)
8. An older person who has rescued a small, unconscious girl from a river asks you to telephone for help (Ambulance)

Scout Sign Puzzle

Sam Houston Area Council

Give each Scout a 3x5 card and instruct him to draw one of these features –

Scout sign,
hair on top of a head,
a pair of eyes,
two ears,
a nose,
a mouth,
a body with one arm down and one arm reaching up,
legs and feet/shoes.

Place the cards upside down on a table and shuffle them.

Have each Scout take a turn turning up the cards and putting the Scout together IN THE RIGHT ORDER (start with the Scout sign, then the top of the head, then the eyes, ears, nose, mouth, body, and finally the legs).

If a Scout turns up a card out of order, it is the next person's turn.

Turn the cards back over for the next Scout.

The first Scout to turn over the cards in the right order wins.

Mixed Cubs

Great Salt Lake Council

(Musical chairs without music)

- You need enough chairs for everyone in the group except for one person.
- Put the chairs in a circle.
- Then go around the circle and tell each person a Scout name like "Tiger, Wolf, Bear, Webelos."
- The person in the center can then call out one of the names of the Scouts (Tiger, Wolf, Bear, Webelos) or "Mixed Cubs."
- The object of the game is to always have a chair.
- When the person in the center calls out a Scout name (e.g. Bear), those people who are representing Bears must get up and find a new chair, and the person in the middle finds a chair.
- Whoever is left without a chair is the new "caller."
- If "Mixed Cubs" is called, everyone in the game must find a new chair.
- After you are in a new seat, you must make the Cub Scout salute until the new caller shouts out one of the Scout names.
- If you do not make the Cub Scout salute and the caller catches you, then you lose your seat and have to switch places with the caller.

Cub Scout Salute Relay Race

Great Salt Lake Council

- ✓ For this relay race, divide the boys up into teams. You can have however many teams you want, but 2 to 4 is probably best.
- ✓ Everyone starts at certain point, and each team is lined up in their own line.
- ✓ At the go signal, the first person runs to the first station area, makes the Cub Scout sign and repeats the Cub Scout Promise. You may want to have a copy of the promise posted there for those who do not know it.

I, (say your name), promise
to do my best
To do my duty to GOD
And my Country
To help other people, and
To obey the Law of the Pack
- ✓ Then he runs to the next station, gets a licorice rope off the table and ties a square knot. (Show all the boys how to tie square knots before the race begins.)
- ✓ He keeps his licorice rope with him to eat later.
- ✓ Then he runs to the last station where an American Flag is posted.
- ✓ He stops, salutes the flag, and repeats the Pledge of Allegiance.
- ✓ Then, he turns around and runs back to his team.
- ✓ When he gets there, he must use the Cub Scout handshake with the next boy in line before that boy can start his turn. The first team (make sure the teams are equal in size or have a boy go twice) to have all the boys finish is the winning team.

Help Lead me Home*Santa Clara County Council***Supplies:** Pencil and paper

- Ask each of the boys to think about the walk from the den meeting place to their home.
- Have them count the number of streetlights, bridges, trees, cross walks, fire hydrant, police stations, fire stations and neighbors houses they pass.
- Have them write down as many as they can remember.

Treasure Hunt Game*Santa Clara County Council***Supplies:** pencil and paper

Have the boys make a list of things that can be seen in their town. You might help by making suggestions like, large oak trees on Main Street, bridge, library, county office building, historical marker, and city park. After the boys have made their list take them on a 30 minute walk around town.

Crossing the Delaware*Santa Clara County Council***Needed:** balloons

- Give each player a balloon and have them blow it up and tie it.
- When the contestants are ready, have them stand against the wall.
- At the given signal, they are to cross the room, keeping the balloons in the air by hitting them only with their heads. No hands are allowed.
- The one who succeeds in crossing the room first with his balloon untouched except by his head, wins the game.

Capture the Flag*Santa Clara County Council*

Needed: 2 large (at least 1 foot square) cloth "flags" in different colors, one for each team; a smaller flag for each team's player.

- ✓ Pick 2 teams.
- ✓ Designate outer boundaries of playing area. Include a line to divide field in half, as well as small areas in each territory for a "jail."
- ✓ Each player receives a small flag in the teams color, which is tucked not tied) into the players belt.
- ✓ Each team's large flag is hidden somewhere in the opponent's area.
- ✓ The object of the game is to be the first team to bring its flag "home".
- ✓ Players must enter the other team's territory to look for their flag.
- ✓ While they're looking their opponents can steal their small flags.
- ✓ When a players flag is stolen, he goes to "jail" where his small flag is returned.
- ✓ A player can free jailed teammates by sneaking into the jail area (without losing his small flag) and calling "jailbreak".
- ✓ The game ends when a player finds the large flag and gets it back to his side without losing his small flag.

ONE LAST THING**Beloit College Mindset List for This Year's Freshman College Students, The Class of 2019**

Beloit, Wis. -- Members of the entering college class of 2019 were mostly born in 1997 and have never licked a postage stamp, have assumed that Wi-Fi is an entitlement, and have no first-hand experience of Princess Diana's charismatic celebrity.

Each August since 1998, Beloit College has released the Beloit College Mindset List, providing a look at the cultural touchstones that shape the lives of students entering college this fall. For this year's entering class there has always been Google; Email, informal to previous Millennials, has emerged as "the new formal" for them, while texting and other social media serve as the wild and woolly mode of exchange. Teachers have had to work overtime encouraging them to move beyond the Web and consult sources in books and journals. And Poland has always been a member of NATO, suggesting that Mr. Putin's heartburn about Western expansion is at least as old as the new college kids are.

"The Class of 2019 will enter college with high technology an increasing factor in how and even what they learn," said Charles Westerberg, Director of the Liberal Arts in Practice Center and Brannon-Ballard Professor of Sociology at Beloit College. "They will encounter difficult discussions about privilege, race, and sexual assault on campus. They may think of the 'last century' as the twentieth, not the nineteenth, so they will need ever wider perspectives about the burgeoning mass of information that will be heading their way. And they will need a keen ability to decipher what is the same and what has changed with respect to many of these issues."

In fairness to the members of the entering class, this year's Mindset List also includes an addendum of terms that faculty need to understand if they are going to communicate effectively.

The Beloit College Mindset List, which this year is as old as the entering students themselves, is created by Ron Nief, Emeritus Director of Public Affairs; Tom McBride, Emeritus Professor of English; and Charles Westerberg. Additional items on the list as well as commentaries and guides are found at www.beloit.edu/mindset and www.themindsetlist.com. Regular updates and discussions are on Facebook and Twitter.



The Beloit College Mindset List for the Class of 2019

Students heading into their first year of college this year are mostly 18 and were born in 1997.

Among those who have never been alive in their lifetimes are Princess Diana, Notorious B.I.G., Jacques Cousteau, and Mother Teresa.

Joining them in the world the year they were born were Dolly the sheep, The McCaughey septuplets, and Michael "Prince" Jackson Jr.

Since they have been on the planet:

1. Hybrid automobiles have always been mass produced.
2. Google has always been there, in its founding words, "to organize the world's information and make it universally accessible."
3. They have never licked a postage stamp.
4. Email has become the new "formal" communication, while texts and tweets remain enclaves for the casual.
5. Four foul-mouthed kids have always been playing in South Park.
6. Hong Kong has always been under Chinese rule.
7. They have grown up treating Wi-Fi as an entitlement.
8. The NCAA has always had a precise means to determine a national champion in college football.
9. The announcement of someone being the "first woman" to hold a position has only impressed their parents.
10. Charlton Heston is recognized for waving a rifle over his head as much as for waving his staff over the Red Sea.
11. Color photos have always adorned the front page of *The New York Times*.
12. Ellis Island has always been primarily in New Jersey.
13. "No means no" has always been morphing, slowly, into "only yes means yes."
14. Cell phones have become so ubiquitous in class that teachers don't know which students are using them to take notes and which ones are planning a party.
15. The Airport in Washington, D.C., has always been Reagan National Airport.
16. Their parents have gone from encouraging them to use the Internet to begging them to get off it.
17. If you say "around the turn of the century," they may well ask you, "which one?"
18. They have avidly joined Harry Potter, Ron, and Hermione as they built their reading skills through all seven volumes.
19. Attempts at human cloning have never been federally funded but do require FDA approval.
20. "Crosstown Classic" and the "Battle of the Bay" have always been among the most popular interleague rivalries in Major League Baseball.
21. *Carry Me Back to Old Virginny* has never been the official song of the Virginia Commonwealth.
22. Phish Food has always been available from Ben and Jerry.
23. Kyoto has always symbolized inactivity about global climate change.
24. When they were born, cell phone usage was so expensive that families only used their large phones, usually in cars, for emergencies.
25. The therapeutic use of marijuana has always been legal in a growing number of American states.
26. The eyes of Texas have never looked upon The Houston Oilers.
27. Teachers have always had to insist that term papers employ sources in addition to those found online.
28. In a world of DNA testing, the Tomb of the Unknowns at Arlington has never included a Vietnam War veteran "known only to God."
29. Playhouse Disney was a place where they could play growing up.
30. Surgeons have always used "super glue" in the operating room.
31. Fifteen nations have always been constructing the International Space Station.
32. *The Lion King* has always been on Broadway.
33. Phoenix Lights is a series of UFO sightings, not a filtered cigarette.
34. Scotland and Wales have always had their own parliaments and assemblies.
35. At least Mom and Dad had their new Nintendo 64 to help them get through long nights sitting up with the baby.
36. First Responders have always been heroes.
37. Sir Paul and Sir Elton have always been knights of the same musical roundtable.
38. CNN has always been available *en Español*.
39. *Heaven's Gate* has always been more a trip to Comet Hale-Bopp and less a film flop.
40. *Splenda* has always been a sweet option in the U.S.
41. The Atlanta Braves have always played at Turner Field.
42. Poland, Hungary, and the Czech Republic have always been members of NATO.
43. Humans have always had implanted radio frequency ID chips—slightly larger than a grain of rice.
44. TV has always been in such high definition that they could see the pores of actors and the grimaces of quarterbacks.
45. Mr. Jones and Mr. Smith have always been *Men in Black*, not their next-door neighbors.

46. Their proud parents recorded their first steps on camcorders, mounted on their shoulders like bazookas.
47. They had no idea how fortunate they were to enjoy the final four years of Federal budget surpluses.
48. Amoco gas stations have steadily vanished from the American highway.
49. Vote-by-mail has always been the official way to vote in Oregon.
50. And there has always been a Beloit College Mindset List.

In fairness to the class of 2019 the following are a few of the expressions from their culture that will baffle their parents, older friends, and teachers.
(Translations at www.beloit.edu/mindset and www.themindsetlist.com.)

1. They need to plan ahead so they don't find themselves "dankrupt."
2. A heavy dose of "Natty Light" has always caught up with them in the morning.
3. As long as they can find a ballpoint pen they can use their "redneck teleprompter."
4. "Smartphone shuffles" have always slowed down traffic between classes.
5. "Vatican Roulette" has always been risky but acceptable.
6. A significant other who is a bit "too Yoko Ono" has always created tension.
7. "Quiche" has everything to do with hot and nothing to do with food.
8. "Trolling" innocents on social media has always been uncharitable.
9. They'll know better than to text their professors "TL DR" about assignments.
10. Slurring "textroverts" have always been a fact of social life.



DEN ADVENTURES



TIGER

Games Tigers Play



Tiger Adventure: Games Tigers Play

1. Do the following:
 - a. Play two initiative or team-building games with the members of your den.
 - b. Listen carefully to your leader while the rules are being explained, and follow directions when playing.
 - c. At the end of the game, talk with the leader about what you learned when you played the game. Tell how you helped the den by playing your part.
2. Make up a game with the members of your den.
3. Make up a new game, and play it with your family or members of your den or pack.
4. Find out how being active is part of being healthy. While at a sporting event, ask a player or coach why he or she thinks it is important to be active.
5. Bring a nutritious snack to a den meeting. Share why you picked it and what makes it a good snack choice.

Cooperative Games, Trust Games, Initiative Activities

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Class Overview and Introduction:

The purpose of each of these activities is to help students develop team cooperation, trust, communication skills, and problem solving skills. Throughout the activities the students will be enhancing their personal development and challenged as individuals to face their own perceived limitations. Teamwork is developed by working, playing and accomplishing goals together.

Student Learning Objectives:

These activities are designed to meet the Essential Academic Learning Requirements in Health and Fitness and in Communication

After completing this unit, the student will:

Apply rules and safety procedures, practice sportsmanship and teamwork, and cooperatively participate in a variety of group and individual fitness activities.

Develop fundamental physical skills and progress to complex movement activities as physically able.

Develop the personal skills necessary to comfortably and enjoyably participate in cooperative activities.

Acquire skills to move safely.

Understand concepts of physical fitness.

Recognize patterns of growth and development.

Use listening and observation skills to gain understanding.

Use communication strategies and skills effectively to present ideas to others.

Analyze and reflect of ideas while paying attention and listening in a variety of situations.

Use a variety of effective listening strategies.

Encourage group members to offer ideas and points of view.

Respect that a solution may require honoring and other points of view.

Developmental Analysis

TC = Teamwork, Cooperation CL = Communication, Listening Skills T = Trust

L = Leadership PS = Problem Solving SE = Self Esteem

HA = Handicap Awareness

Activity	TC	CL	T	L	PS	SE	HA
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Riverboat	X		X		X		
Skywriters	X	X	X		X		
Toxic Waste Transfer	X			X	X		
Caution: Construction Zone		X					
Great Communicator		X					
Arachnophobia	X		X	X	X		X
Team-A-Pod	X		X		X		X
Grand Canyon II	X		X		X		X
Ship to Shore	X		X	X	X		
Blind Square	X						X
Weight Pull	X			X			
Minute Measure					X	X	
Diminishing Load	X		X		X		
All Aboard	X		X		X		
Whitewater Cascade	X	X	X				
Cookie Machine	X	X	X				
Slipped Disc	X	X	X				
Don't Touch Me	X	X					
Radiation Contaminated Material	X	X					
Ready Aim Fire	X	X					
Line-ups	X	X					
Fox and Squirrel		X			X		
Body Snatchers			X				
Minefield		X					
Rope Knots	X	X					
Countdown	X	X			X		
Mobil Tee Pee	X				X		
Square Form	X	X					
The Shrinking Ship	X			X			
Walk-A-Hoop	X	X					
Hula Hoop Pass	X	X					
Team Across	X	X					
Cross the Great Divide	X	X					
Ring Cross	X	X					

Telephone Number Dance	X	X		X			
Don't Touch Me	X	X					

The Great Communicator

Listening Skills and Practice Communication Skills

Group members need to practice speaking to one another so that they can clearly explain the ideas they wish to put into action. Try having all groups try the Great Communicator at one time. Space is not an issue. Try this challenge early in your team building program. As your groups develop (or struggle to develop), you may wish to repeat this challenge from time to time as a test of communication success.

Task

The group members sit either in a semicircle or randomly in an area assigned only to that group. One member of the group is selected as the Great Communicator.

The Great Communicator attempts to describe a picture in teams that will allow the group members to draw the objects being described. The Great Communicator may not, however, use certain terms describing standard shapes. Terms such as circle, square, rectangle or triangle may not be used. Also, group members may not ask the Great Communicator questions or request further descriptions.

Equipment

Pencil and Piece of Paper for each student
Picture for the Great Communicator to describe
Clipboard for Great Communicator

Possible Solutions

The solutions will vary according to the descriptive skills of the Great Communicator and the listening skills of the group members. As the group displays their drawings and compares them to the Great Communicator's picture, they will get an indication of their success in listening and speaking. As the group practices this challenge a few times, members should see an improvement in their communication efforts and skills.

Caution: Construction Zone

Communication Skills

Group members, using verbal clues and cues, will assist other group members (the construction workers), who will be wearing blindfolds, to assemble a large puzzle. The challenge is not only for the blindfolded group members to complete the puzzle, but also for the sighted group members to communicate in a clear manner so that the construction workers can successfully follow the directions given to them.

Task

Blindfold as many of the group members as you wish. After blindfolding the designated construction workers, the sighted group members mix up the parts of the puzzle. Although there is no end to the types of puzzles you or your students could create, we assume the puzzle you will use will become a square when assembled.

The sighted group member's five verbal directions to the blindfolded construction workers. The construction workers will need to be guided to the puzzle pieces and then be guided in assembling them. The sighted groups are not allowed to touch the puzzle pieces or the blindfolded group members.

Make sure the working area is completely free of obstructions or other physical structures.

Equipment

1-4 blindfolds per group
Puzzle pieces (made from plywood or tag board)
recommended that they are color coded
[see example puzzle](#)

Rules: Only the blindfolded members may touch the puzzle pieces. If sighted members physically touch puzzle pieces, the group must mix up the puzzle again and start from the beginning.

The Riverboat

Team Cooperation, Trust and Problem Solving

Requires a group to transport themselves across a large open space. There is one basic solution to this task, but it usually takes a group the better part of a class period to successfully complete the challenge.

Description

The team will transfer themselves from one area to the other without touching the ground with their bodies. The group may use two folded tumbling mats (or pieces of plywood) to create a riverboat. All members of the team and all equipment must make it to the other side.

Equipment

2 standard tumbling mats or pieces of plywood
two small tires
2 long jump ropes or pieces of rope

Rules

1. If a group member touches the ground with any part of their body, the entire group must go back to the starting position.
2. All equipment must be brought across the river.
3. No one may call a teammate by his or her last name.

Skywriters

Communication, Team Cooperation, Trust and Problem Solving

Group members will attempt to build a series of shapes or patterns on a cargo net using the bodies of all the group members to form each figure. Very physically challenging.

Task: Group members begin by standing under the cargo net. All the members must climb onto the cargo net to form a shape. After the shape is approved, all the group members must get off the cargo net before the next shape is constructed. Using paper and pencils, the group can prepare a plan whereby each person is assigned a specific part of the designated shape.

Equipment: Cargo net, soft surface to crash on to (safety), shapes to be built (square, circle, triangle, +, etc.), paper and pencils

Rules

1. All group members must be on the cargo net and off the floor when the shape is constructed.
2. All group members must be on the same side of the net.
3. All group members must get off the net before the next shape is constructed.

Toxic Waste Transfer

Requires the group to transport objects across an open space without directly touching the objects or their container. The group will manipulate a bucket filled with small objects using ropes attached to the bucket.

Task: After forming a circle around the 5-gallon bucket and holding the ends of the ropes attached to the bucket. The group will transport the bucket from one location to another. When they reach the location, they will be required to transfer some of the contents of the bucket into the other container. If something is spilled (toxic waste) then the team must choose a member of the team to dress in protective clothing, remove the contents, come back, remove the protective clothing, and then the team goes again. Each time there is a spill, a new team member is the toxic waste expert.

Equipment: 5-gallon bucket (attach 10-12 ropes, 8 feet or more in length by drilling holes in the bucket), 5-gallon bucket to transfer material into and protective clothing

Rules

1. If the toxic waste bucket touches the floor, the entire group must start over.
2. Students without protective clothing may not touch the toxic waste.
3. No last names or put-downs may be used.

Team-A-Pod

Members must physically assist and balance one another while traveling across a designated space. The group will creatively sculpt with their bodies a large millipede-like creature that moves with only a limited number of body parts touching the ground.

Task: The team will move themselves across an area (about 30 feet) with collectively only five body parts in contact with the ground. This challenge is set-up for a seven member team. The number of floor contact points can change depending on the number of team members.

Equipment: Cones to mark start and finish points, soft surface to go across (grass will work)

Rules

1. If more than the number of specified contact points touches the floor, the entire team must return to the starting line.
2. No last names or put-downs may be used.

Ship to Shore

A team is stranded on a sinking ship in the ocean. The team members must devise a way to get back to shore before the ship goes down.

Task: Group members will begin to travel with equipment on their stranded ship in the middle of the ocean. All team members must travel from the ship to island 1 and stay on island 1 before advancing to island 2. Teammates must stay at island 2 before traveling to shore.

Equipment: Places designated as shore and ship ways for students to get across ocean

Rules

1. All group members must reach and remain on island 1 before anyone travels to island 2.
2. All group members must reach and remain on island 2 before traveling to shore.
3. Group members may not touch the water with any part of their bodies.
4. If any rule is broken, the person who broke the rule plus a successful member must return to the ship and start over.

Grand Canyon II

Task: The group will transfer its members from cliff 1 to cliff 2. They will attempt to swing across the open space between

the cliffs and land safely on the second cliff. Group members will need to assist one another both in swinging as well as safe landing. The placement of the rope in relationship to cliff 1 will determine the difficulty level of this challenge.

Equipment: Climbing rope to swing (if you perform this outside, hang from a very sturdy tree), platforms for the students to swing on to.

To add difficulty: throw out balls for the students to grab while swinging.

Rules

1. If a group member touches the floor, that person and one more successful person must return to cliff 1.
2. If a group member falls off a cliff onto the floor, that person and one successful person must go back to cliff 1.
3. No one may use last names or put-downs.

Arachnophobia

The challenge is for a group to work themselves through a horizontal spider web without touching any part of the web. This is a difficult challenge that requires a great deal of physical help from teammates.

Task: All group members must travel from one end of the web to the other-without touching the web or any supports that hold the web. Group members must travel over each web strand. They are not to travel under the web.

Equipment: 2 high balance beams or other sturdy supports, 20 to 30 yards of elastic string or yarn and an area for the students to fall onto.

Rules

- All group members must start at one end of the web.
2. Team members must not touch any part of the web or any part of the supports.
 3. Group members must never travel under the web.
 4. If a rule is broken, the group must sacrifice the one who made the mistake plus one or more successful members as needed for assistance reentering the web.

Note: All of the challenges mentioned above were taken from [More Team Building Challenges](#).

References

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Cooperative Games

COOPERATIVE GAMES/ACTIVITIES

BLIND SQUARE

Equipment: Length of rope, blindfolds for everyone. (Use neckerchiefs.)

Concepts: Handicap awareness, teamwork, cooperation, communication

Objective: To form a geometric shape with a 50 foot loop of rope.

Task: Gather the group into a large circle. Place the loop of rope on the ground inside of the circle at the feet of all of the participants. Tell the group to blindfold themselves, then pick up the rope. When the group is ready tell them to form a perfect square with the rope. When they think they have succeeded, have them remove their blindfolds.

Rules: Each participant must hold onto the rope with at least one hand at all times, blindfolds are to remain in place until they feel they have completed the figure.

Questions: 1. What did the group think the purpose of this activity was?

2. How did being blind make you feel?
3. Ask them to describe what happened, how well did the person perform? Why?
4. How could the activity be improved?

WEIGHT PULL

Equipment: Heavy weight (about 200 pounds), pulley, strong/large diameter rope, timer.

Concepts: Teamwork, cooperation, leadership

Objective: To raise and lower a weight using a rope and pulley as often as possible in a given time.

Task: A weight is attached to a rope running through a pulley or tackle. Each person in the group must hold the rope behind a set point and then raise and lower the weight as many times as possible in two minutes.

Rules: The weight may not be dropped from the top of the pulley, a safety area is drawn on the ground six feet around the weight and no one is allowed to enter it.

Questions: 1. What was the purpose of this activity?

2. Were you doing more or less work than you thought you should?
3. Did the group arrange itself in any particular order?
4. How were they arranged?
5. What was physically hard about this activity?
6. What was mentally hard about this activity?
7. How well did your group do?
8. What could you do to improve?

MINUTE MEASURE

Equipment: A watch with a second hand or a stopwatch.

Concepts: Problem-solving, self-esteem

Objective: To develop an awareness of the duration of a minute and to practice estimating time spans.

Task: Ask the group to find a comfortable spot and sit down. Explain that they are going to estimate three minutes. Have them close their eyes and keep them closed. They begin timing on a signal from the instructor. At the end of one minute, each one should raise their hand with one finger up. At the end of two minutes, they should raise another finger. At the end of three minutes, they should open their eyes and put down their hand. Everyone should remain silent until everyone is finished.

Rules: Everyone keeps their eyes closed until they are finished timing, everyone remains silent until the end of the activity.

Questions:

1. How did you estimate the time?
2. For those who finished first, how did you feel?
3. What did you learn about yourself?
4. Are there other ways we tell time?
5. What are ways people use to estimate time?
6. If you did it again, what would you do differently?
7. Did you care if you were close or not?
8. Would you like to do this again to see if you could improve?
9. Did the time spent waiting seem to take longer?

DIMINISHING LOAD

Equipment: None

Concepts: Problem solving, teamwork, cooperation, trust

Objective: To move a group across an open field as quickly as possible.

Task: Instruct the group that they are to get across an open field as quickly as possible. To get across a person must be carried.

Rules: The first person must return to be carried across, if someone being carried across touches the ground, both must return to be carried across.

Questions:

1. How did the group decide to solve the problem?
2. Did anyone become the leader?
3. How did the leader emerge?
4. What things did you have to think about before you started?
5. How did you feel when things didn't go as well as you wanted?
6. How did you deal with the feelings?

HEIGHT ALIGNMENT

Equipment:

Concepts: Communication, problem solving, handicap awareness

Objective: For the group to align themselves according to height.

Task: Instruct the group to blindfold themselves. When everyone is blindfolded, tell the group to arrange themselves in a line according to height without speaking.

Rules: No one may talk during the activity, blindfolds must remain in place throughout the activity.

Questions:

1. What bothered you about not being able to speak?
2. How did you communicate?
3. Who became a leader?
4. How did you decide to lead or follow?
5. How did you know where to fit into the line?
6. What did you learn from this activity?

ORDER OUT OF CHAOS

Equipment: blindfolds

Concepts: Communication, problem solving, leadership, teamwork

Objective: Develop nonverbal communication in carrying out a task, try with blindfolds.

Task: The group is blindfolded. Each member is assigned a number. Once the numbers are given out, the members must line up in proper numerical order without talking.

Rules: No talking is allowed, blindfolds should remain in place until the task is completed.

Questions:

1. What do you think is the purpose of this activity?
2. What ways did you see to solve the problem?
3. How did you try to communicate this solution?
4. What examples can of not understanding what someone was trying to say?
5. How did you deal with any frustration?
6. What kind of leadership came out of the group?
7. What did you like about how the group made decisions?

REACH FOR THE SKY

Equipment: Two inch masking tape or other marking material.

Concepts: Teamwork, cooperation, communication

Objective: To place a marker as high on an object (tree or wall) as possible.

Task: Break the group into groups of five. The group is then to place a mark as high as possible on an object using resources of the group.

Rules: The group may not use the object for climbing, only for placement.

- Questions:**
1. What do you think was the purpose of the activity?
 2. What was the best part?
 3. What was the hardest part?
 4. How did the group decide to proceed?
 5. How well did you communicate with one another to solve the problem?
 6. Did anything hamper communication?
 7. When did the group cooperate in completing the activity?
 8. How did cooperation lead to success in the activity?

TRAFFIC JAM

Equipment: Space markers

Concepts: Leadership, decision making, communication

Objective: To have two groups, of at least three people each, exchange places on a line of spaces.

Task: Have the two group's line up facing each other on the spaces. There should be one more space than the number of participants and that space should be in the middle, separating the two groups. The spaces should be one step apart. The groups are now to switch positions on the line. A's should move to the right of the center space and the B's should end up on the left of the center space. They must do this by following these procedures:

1. Stepping off to an adjacent empty square, or
2. Stepping around a person facing the opposite way to an empty space.

Rules: Persons cannot move backwards, persons may not step around someone facing in the same direction, two people may not move at once.

- Questions:**
1. What was the purpose of this activity?
 2. Did a leader emerge and how did he lead?
 3. How well did the group do and why?
 4. If you disagreed with the group, how did you deal with it?
 5. What did you like about this activity?

ALL ABOARD

Equipment: Stable two by two foot platform

Concepts: Problem Solving, teamwork, cooperation, trust.

Objective: For an entire group to stand on a two by two foot platform without anyone touching the ground.

Task: Everyone in a group must get off the ground and onto the platform. For groups of 10-15, a two by two foot platform is adequate. Use smaller or larger platforms accordingly. In order to be counted as on the platform, each participant must have both feet off the ground for five seconds.

Rules: Everyone must have both feet off the ground, simultaneously, for 5 to 10 seconds.

- Questions:**
1. What was the purpose of this activity?
 2. Did it seem simple at first?
 3. How difficult was the activity?
 4. What made the activity go well or not?
 5. What things involved teamwork?
 6. Did everyone want to cooperate?
 7. What did you learn from this activity?
 8. How did you decide what to do?

ROLL PLAYING

Equipment: 1-3 or 4 balls, any kind and size

Concepts: working together, creating a rhythm

Objective: to move the ball around the circle as quickly as possible, from lap to lap without using the hands.

Task: All sit in a tight circle, touching your neighbor, with the legs extended toward the middle. Place a basketball on the lap of one person in the circle. Move the ball around the circle as quickly as possible, from lap to lap but you can not use your hands. Add a couple of signals like: reverse, go, slow motion. You may add more balls. Add a smaller ball (like a softball or tennis ball and eventually a golf ball or ping pong ball).

FOUR UP

Equipment: none

Concepts: cooperation, focus on each other

Objective: to have exactly four people standing at all times

Task: Start with everyone sitting down. Anyone can stand up whenever they want to but you cannot remain standing for more than five seconds at a time before you sit down again. Then you can get right up again if you want to. The object is to have exactly four people standing up at all times. This game usually lasts about a minute, but what pandemonium and laughter is generated in that minute!

WHITEWATER CASCADE

Equipment: none

Concepts: trust, cooperation, communication

Objective: move a person along the "river on the laps of the seated people to the end.

Task: Form a long, double line, facing each other. Sit opposite, with feet straight out and next to the side of the other's hips. Tighten up the total line so everyone is snug. The line can curve. This works better outside and on a gentle slope of a hill. Now, people enter the river by laying flat on their backs, head down river. The lines begin to move the person along the rapids, with hands underneath and with knees raised as necessary to move the person along. Reflect feelings at the end and then join the river at the end

COOKIE MACHINE

Equipment: none

Concepts: Cooperation, trust, communication

Objective: Successfully bring one person from one end of the oven to the other end of the oven.

Task: Form two lines that face each other, all standing shoulder to shoulder with elbows bent and forearm in front,

palms up. The forearms should alternate, one player's arm should each be flanked by the arms of players across from them. Everyone must bunch together very closely, with one foot forward and one foot back for balance. Now, a solidly built oven with a conveyer belt running down the middle has been built. Make sure all watches, rings and anything sharp are removed from the oven and glasses and belts from the cookie. The cookie stands at one end of the oven, announces what kind of cookie they want to be and slides them into the oven. The rest of the class are bakers and chant their cookie choice (Chocolate chip, chocolate chip) as they bounce them along the conveyor belt, turning them over halfway through, until they pop out the other end, freshly baked. Make sure there are two strong bakers available to ease each cookie out of the oven. After the cookie is done they join the oven.

SLIPPED DISC

Equipment: Frisbee, plastic plate or metal cover

Concepts: cooperation, communication

Objective: Pass the Frisbee around the circle without using hands.

Task: Everyone forms a circle on hands and knees with heads facing inward. A Frisbee is placed in the middle of one person's back. The object of the game is to pass the object around the circle, from back to back, without using hands. If the object falls, it is picked up by hand and placed on the back of the last person who had it. The game continues until the disc is passed successfully around the entire circle.

FOX AND SQUIRREL

Equipment: 2 balls alike, 1 ball that is different

Concepts: Passing skills, communication, thinking strategies

Objective: for the foxes to catch the squirrel by tagging whoever is holding the squirrel ball with one (or both) of the fox balls.

Task: Everyone stands in a circle and begins passing the fox balls from player to player. You may change directions but may only pass to the person next to you. You may throw the squirrel across the circle. Call out Fox or Squirrel each time you pass one of the balls. You may also pass the squirrel to your neighbor.

GROUP JUGGLING

Equipment: 1 ball per person (5-8 in a group)

Concepts: Cooperation, tossing and catching skills.

Objective: To pass the ball to all participants once, eventually add a ball per person

Have everyone stand in a circle. First a pattern/throwing routine must be established. The first one throws the object to another person (not the one next to him/her). Then that person throws the object to another person. Once the pattern is made you must remember who you throw it to and who throws to you. The next step is to increase a ball with each pattern repetition.

LINE-UPS

Equipment: none

Concepts: cooperation, communication

Objective: line up by the way told, either communicating, non-verbal

Task: 1. Line up by age: non-verbally, verbally

2. Line up by height: non-verbally, time them

3. Do these tasks blindfolded

BODY SNATCHERS

Equipment: none (could use blindfolds)

Concept: Trust

Objective: Avoid being snatched by the Body Snatcher

Task: Choose one player as the evil invader from outer space and the rest go around with their eyes closed. The invading body snatcher gets to keep their eyes open. They creep up to an unsuspecting citizen and make whatever blood-curdling sound they want and that person becomes a new body snatcher. The last one left gets to be the new body snatcher.

MINEFIELD

Equipment: Paper balls, socks, plastic balls or anything that resembles a ball, mousetraps!!!, blindfolds for each pair

Concept: Communication

Objective: Verbally guide the blindfolded person across the minefield in as little time as possible.

Task: Take the boundaries and spread out the mines. Find a partner and go to opposite sides of the minefield. One player is blindfolded and the other verbally tells them how to go through the field. If a mine is blown up (touched) a ten second time penalty is added to their final time. You can do this alone or the whole group together. It makes for better listening!

HAGOO

Equipment: none

Concept: fun

Objective: to travel across a distance without laughing/ to make someone from the other team laugh Hagoo means come here in Tlingit Indians of Alaska.

Task: Two teams face each other, about 3 feet apart. Two players, one for each team, who stand at the opposite ends of the lines are challengers. They step forward and face each other down the length of the gauntlet. With a bow and the invitation Hagoo, they walk towards each other, breaking neither their eye contact nor their reserve. In the middle, they pass and continue to the end, determined to suppress their smile. The rest of the players may engage in any form of facial movements or noises but no touching. If you make it the whole length then you stay with your team. If you smile or laugh you join the other team. You play until everyone has done it or there is only one team.

ROPE KNOTS

Equipment: Length of rope about forty to fifty feet long

Concepts: Communication, cooperation

Objective: For the group to untie the knots without letting go of the rope

Task: Tie three simple slip through knots at about the quarter, half and three-quarter points. Instruct people to take hold of the rope with one hand, making sure that there are 2,3,4 people along each quarter of the rope. The task is then to untie the knots without letting go of the rope.

COUNTDOWN

Equipment: none

Concept: Cooperation

Objective: Collaboratively countdown to 0.

Task: Someone must start at the top of the numbers (if there are 10 in the group then the number is 10) and then someone else (not sitting next to that person) must say the next lower number. You must countdown to 1. Do not sit in a circle and there are no assigned numbers. The leader says countdown and someone starts with the highest number. If two people call the same number at the same time, the leader calls out Cancel the Launch, and they start over. If there is too long a pause in the countdown the leader can cancel the launch.

MOBIL TEE PEE

Equipment: Bell or gong, mats and stop watch

Concept: cooperation

Objective: Form a human tee pee in 120 seconds and move it

Task: Give the ten people 120 seconds to build a human tee pee using all ten people. Next task is for the group to move the human tee pee from one point to another without breaking the tee pee formation. Have spotters.

SQUARE FORM

Equipment: Ball of yarn, blindfolds

Concepts: Communication, cooperation

Objective: To form a circle while holding the yarn and blindfolded

Task: Have the players line up by their birthdays (month and date) starting with January. Put on a blindfold and give them the yarn and ask them to hold it and then as a group form a perfect circle. Take off the blindfolds when you think you have one.

THE SHRINKING SHIP

Equipment: 6-8 foot rope and stop watch

Concept: team building, cooperation

Objective: put everyone's feet in the circle

Task: Make the perimeter of the circle large enough to guarantee success. Everyone's feet must be inside of the circle in fifteen seconds. Once they have experienced success from the first round, ask them if they would be willing to make the circle smaller. Continue as long as the group is willing.

HOOP-DE-DOO

Equipment: Hula hoop, rope, ball and weight

Concepts: Tossing and catching skills, cooperation

Objective: toss the ball through the hoop and someone catches it.

Task: Hang a hoop and tie a weight at the bottom to steady it. Divide the group, with half going to opposite sides of the hoop. Have them toss the ball through the hoop and someone catch it on the other side. Do this until everyone has tossed and caught. Now the leader winds up the hoop so that it begins to spin. Begin the tossing and catching again. After a person has done the task they go to the end of the line on the other side of the hoop.

WALK-A-HOOP

Equipment: two hula hoops

Concepts: cooperation, communication

Objective: group to walk across the space without dropping either hoop without using their hands.

Task: Use 6-9 people and divide them into 3 groups. The group at the center places their left leg inside one hula hoop, and right leg inside a second hoop. The side groups then connect to the opposite sides of the hoops. The leader raises the hoops to knee level and tells them to put tension on it to hold it above the ground. They then have to walk across the assigned space without dropping either hoop. If the group drops the hoop, then have them return to the starting point and start again.

HULA HOOP PASS

Equipment: Hula hoop

Concepts: Cooperation, communication

Objective: Get the hoop around the circle of hand held people without letting go of hands

Task: Form a circle and all join hands. Put the hoop on the grasped hands of two players. See how fast you can pass the hoop around the people in the circle without letting go of hands. You can add another hoop and make it go the other way.

TEAM ACROSS

Equipment: none

Objective: cooperation, communication

Object: Team must move across the field as quickly as possible.

Task: A minimum of one team members' entire body must be off the ground at all times. The entire group must be connected at all times. No one is allowed to run. If the person or persons being carried touch the ground at all or team members become disconnected then the entire team is disqualified. Works best in large groups of 15-20

CROSS THE GREAT DIVIDE

Equipment: none except boundary lines

Concept: communication, cooperation

Objective: To cross the area without becoming detached.

Task: Players line up with sides of feet touching. Group has an area which everyone must get around or across without feet

becoming detached. If their feet become detached, the group must begin again.

RING CROSS

Equipment: Carpet squares for everyone, boundary lines

Concepts: Cooperation, communication

Objective: Line up by birthday and reverse the order by stepping on carpet squares.

Task: Each member gets one square. They may not touch the ground. The squares may not touch each other. Have the group line up by the order of their birthdays. They are to cross the area so they land on the other side in the reverse order. In crossing they may only step on the squares and the squares must not touch each other or they start over again. You may step on someone else's square.

BODY PARTS MOVING

Equipment: record : Hap Palmer, Movin,

Concepts: Enhance body and spatial awareness, cooperation

Objective: In groups of three move through space attempting to follow challenge's

Tasks: Move with: three feet touching the ground with hands on ankles Five body parts on the ground Some body parts at a medium level and some parts at a low level, All players on their side and connected to each other One person at a low level and two persons at a high level All players making a round and low shape, Lots of noise without using feet or mouths, All backs touching and very fast, Body parts being used so the group looks like a spider

TAKETAK TIE

Equipment: one hula hoop for each student

Concepts: Cooperation, awareness

Objective: To spin a hoop so it falls on the ground at the same time as our partner's hoop.

Task: Pairs of students, each with a hoop, try to spin hoops with the same speed and force so the hoops fall on the ground and stop at the same time.

TELEPHONE NUMBER DANCE

Equipment: none

Concepts: Cooperation, communication, creativity

Objective: To create a group dance based on a seven-digit telephone number.

Task: Students are divided into groups of 14 or 7 and given a 7 digit telephone number. Each pair of students within each group receives a telephone number digit and is responsible for creating movement to represent this digit. For example, 3 might be three arm circles. Each pair of students teaches its number movement to the rest of the group. After each group practice performing all seven-movements in sequence, they perform their dance for the rest of the class, and the class tries to guess the telephone number.

KNOTS

Equipment: none

Concept: cooperation

Objective: To form a knot by holding hands in a group and untie it

Task: To form the knot, stand in a circle, shoulder-to-shoulder, and place your hands in the center. Now everybody grab a couple of hands. Do not hold hands of the person standing next to you or the same hands of one person. Now untie it. You may have a leader point to one at a time to do something to untie or just do it as a group.

RED HANDED

Equipment: marble or something equally small

Concept: Cooperation

Objective: Pass the marble without the "it" knowing who has it.

Task: Form a circle and put the "it" in the middle with their eyes closed. Give someone the marble and they start passing it from person to person. The best method of passing is to hold the marble in one fist, palm down, and drop it into the palm-up hand of the next person. Then s/he passes it from one fist to the other and on. The "it" tries to see who has the marble and taps the fist. If wrong they get to guess again. If right that person becomes the new "it".

WANDS

Equipment: Pair of 12-48inch wooden dowels or wands for each player

Concepts: rhythm, cooperation

Objective: develop a rhythmic pattern of tapping sticks to a chant or music

Task: Stand in a circle holding the stick vertically in front of you. Establish a rhythm and begin adding variations.

Maintaining the rhythm, click your two sticks together every few beats. Then, between touching them to the ground, click one or both of them against your partner's sticks or your neighbors' on either side. Try various combinations of all these. You may begin tossing sticks through the air to each other in time with the rhythm.

CATERPILLAR

Equipment: none

Concept: Cooperation

Objective: to roll over bodies lying side by side and move as a group to a designated spot

Task: Everyone lies on their stomachs, side-by-side. Make sure you're packed really closely together. Now have the person on the end roll over onto her/his neighbor and keep rolling down the road of bodies. When s/he gets to the end of the line, s/he lies on her/his stomach, and the next person at the other end starts rolling.

THE REVERSING PYRAMID

Equipment: none

Concepts: Cooperation

Objective: reverse the pyramid by moving only three people

Task: Divide your class into groups of 10 and ask those 10 people to arrange themselves into a 4-3-2-1 standing pyramid,

like this Once pyramid ally arranged, ask that symmetrical group of 10 to reverse the apex and base of the pyramid (triangle) by moving only three people.

GIMME A LEG TO STAND ON

Equipment: mats and spotters

Concept: cooperation

Objective: See how many anatomical contact points are necessary to support a group of 10-12 people off the floor.

Task: Get a group of 10-12 people on a mat and tell them to have as few as possible body parts touching the ground.

EVERYBODY UP

Equipment: none

Concept: cooperation

Objective: to gradually keep adding people to the group so that while holding hands, feet touching, starting in a seated position to stand upright together

Task: Start with two people facing one another so that the bottoms of their feet are opposed, knees bent, and grasping each other's hands. From this position try to pull up to a standing position. Ask someone to join and keep doing it. To be successful you must: have hands grasped, feet in contact, and all buttocks are off the ground at about the same time.

POPSICLE PUSH-UPS

Equipment: none

Concepts: arm strength, cooperation

Objective: Try to get your entire group supported off the ground with only the participant's hands touching the ground-hands only.

Task: You may just say the above directions or demonstrate having one person lie down on the ground as it to do a push-up. The second person lies face down, perpendicular to the first person, so that the tops of his/her feet are on top of the first person's lower back. Each person does the same. On a signal, everyone does a push-up and, if done together, there will be four raised bodies, with only eight hands touching the ground.

HULA HOOP PASS

Equipment: Hula hoop attached to stances or poles of some kind or suspended from basketball goal

Concept: Cooperation

Objective: get everyone through the hoop without touching the hoop

Task: Having mats under you for protection, try to get the entire group through the hoop without touching it.

FLYING HOOP JUMP

Equipment: Climbing rope, 5 hoops, box or pile of mats 2-3 feet high

Concept: Cooperation

Objective: for all of the students to get into the hoops without stepping out or falling

Tasks: Have the group stand on a box or mats. A climbing rope is within grasping reach. Five hoops are placed 3-4 feet in

front of the mat. The object is for all of the students to get into the hoops without stepping out or falling. Once they accomplish this, remove a hoop.

CONE TOWER

Equipment: Box of ice cream cones, or cardboard cones or cups, ball, ruler

Concept: Cooperation

Objective: Have the team create a tower as high as they can that will still allow a ball to pass underneath

Task: Using the cones or cups build a tower as high as you can but still allow a ball to pass underneath. Measure it with the ruler to see who has the highest.

RIVER CROSSING

Equipment: 2 scooters, rope, 2 rubber rings

Concept: Cooperation

Objective: team to cross the area without touching the floor

Task: Give the students the scooters and rope and rings and have them transport themselves across the river without touching the floor. If they do they have to go back.

CIRCLE SIT

Equipment: none

Concept: Cooperation

Objective: To have everyone sitting on each other's laps in a circle

Task: Have the students get in a circle all facing one direction. The object is for everyone to sit on the person's lap behind them without the group falling. It works if everyone sits down at the same time, but that's the part they need to figure out for themselves. Once they have figured out how to do it, you can see how long they can hold themselves there without falling, each time trying to beat their own time.

HUMAN LADDER

Equipment: one dowel rod for every 2 students. Dowel rods should be approximately 18 long and * -1 in diameter.

Concept: Cooperation

Objective: One will attempt to walk across the ladder held by their teammates

Task: Students should find a partner. Have each partner group hold a dowel rod between them at about waist high level. Each partner group should face each other and stand shoulder to shoulder with another partner group. You can split the class up into small partner groups (3-5) or group the entire class together. The formation will appear as a ladder with students being the rails, and the dowel rods being the rungs. One student will then attempt to walk across the ladder. The walker should be instructed not to stay on any one rung for a long amount of time, but the walker also should not run. One variation on this is to have the pairs at the beginning of the ladder move to the end of the ladder as soon as their rung has been walked. This will make a never-ending ladder. Use mats and spotters.

TARANTULA CHALLENGE

Equipment: Clothesline, two volleyball standards and wall rings, mats

Concept: Cooperation

Objective: To travel through the web without waking the tarantulas

Task: The 3D spider web is made of clothes line, two volleyball standards and the wall rings attached to the wall. The two standards were approximately 5 feet apart and 6 feet from the wall. Attach the rope to the rings on the wall initially then out to each standard. The web is obviously in a triangular formation which gives it the 3D effect. Place mats on the floor and hang spiders from the web using fishing line. Every member of the group has to travel through a 3 dimensional spider web without waking the sleeping tarantulas. All members must successfully cross through in order to complete the task. If any person wakes the spider, the whole group must start over.

WHITE WATER RAFTING

Equipment: trapezoid (or folded mat), 2 pillow polo sticks (or plungers), 30 white wiffle balls (or any small ball)

Concept: Cooperation

Objective: To travel across the white water without tipping over or touching the floor

Task: The water is rougher than a normal river. Your group has to travel on the raft (mat), using oars (plungers or polo sticks), on the white water (balls) underneath the raft. The key is keeping the balls underneath the raft at all times. As the balls roll out the back, they need to be gathered and passed to the front of the raft.

TUG OF PEACE

Equipment: tug-of-war rope

Concept: Cooperation

Objective: All holding the rope, two teams facing each other, and balanced

Task: Two teams are arranged as if they are going to play tug-of-war, but they try to achieve a static balance with the rope instead. All players try to lean back far enough so that they are out of balance, but the two teams stay balanced.

COMET CHASE

Equipment: Cage ball

Concept: Cooperation and teamwork

Objective: Avoid being touched by the cage ball

Task: The players are divided into two teams with one team having two-thirds of the players. The team with two-thirds of the players evenly spreads apart (5-7 feet) forming a large circle. The team with one-third of the players forms a smaller inner circle spaced approximately 4 feet away from the outer larger circle. The cage ball is approximately 4 feet away from the outer larger circle. The cage ball is placed in the Comet's Path. A player is selected and placed approximately 8-10 feet in front of the cage ball. On the teacher's command, the player begins running and the rest of the players start moving the cage ball and try to catch the running player.

SUGGESTIONS: Rotate the players from the inside circle to the outside circle. Rotate runners. Reverse the game by having the runner attempt to catch the cage ball. Have the students try the game in a kneeling position.

SECRET HANDSHAKE

Equipment: A small container with about 20 to 40 cards, each with a body-part word or action written on it, one word or phrase per card (examples: nose, elbow, twirl, knees, shout, jump, clap, skip, crab walk, karate kick, hip, jog, hands, etc.)

Concept: Cooperation

Objective: Come up with their own personalized Secret Handshake using the three actions or body parts

Task: Have one child in the class reach into the small container containing the different phrases or words. The child pulls out three cards to be included in the Secret Handshake. The activity cards have one body part or motion on them. For instance, one card might say hands, and another crab walk, and another karate kick. The students are then paired up and given a few minutes to come up with their own personalized Secret Handshake using the three actions or body parts—put into any order—which were chosen at the beginning of the activity. The partners should be able to repeat their handshake at least three times with it looking the same each time. At the end of a few minutes, have half of the class show off their handshake to the other half, then repeat so all students have had the chance to show their handshake.

THROW AND GO

Equipment: Hula hoop per set of students, a different throwing object in each hoop (es. Nerf balls, tennis balls, foam dice, deck rings, footballs, bean bags, etc.)

Concept: Cooperation, throwing and catching, teamwork

Objective: Throw and catch with a partner

Task: Line the hula hoops in a straight line with 1 throwing object in each hoop. Have students get back-to-back with a partner, then get on each side of the hoops.

On Go students throw object back and forth to each other until the whistle (or music stops). On the whistle, each set shifts to the left leaving the last set on the left to run to the first hoop which is now empty. If the running set of partners gets to the first hoop and all the throwing objects are in their respective hoop before 10 seconds the class gets a point, if not the teacher gets the point.

DON'T TOUCH ME

Equipment: Eight inch spot for 5-16 people, or a cone for 18-26 people, or a hula hoop for larger groups, stopwatch

Concept: Cooperation and communication

Objective: For everyone to touch the object in the middle and switch places with his partner as fast as possible without touching anyone.

Task: Place the spot, cone, or hoop on the ground in the center of the circle of people. Pick a partner from across the circle. Each person should have his/her own partner. The object of this game is for everyone to touch the spot and switch places

with their partner as quickly as possible without touching anyone in the process. While you are in motion, say Don't touch me! like you mean it until you have reached your partner's position. Time the overall time it takes the group to accomplish the task. Each time someone touches someone else, one second is added to the group's overall time.

Variation: round one as in above,.

Round two: each person finds another spot across the circle, once found look down at the floor, repeat the crossing without a touch and without looking up.

Round three: each person finds another spot, they also pick someone standing across from them, this time when they cross they need to walk up to their selected person and greet them, don't touch anyone else.

Round four: place a hula hoop or small circle on the ground in the center of the circled group. Round four is timed. Each person finds a spot across the circle.

This time on the signal the group must switch sides without touching and each person must step in the hula hoop as they cross. There is a five second penalty for each touch. After the group has tried once, determine their first try time. Allow the group time to problem solve and come up with their plan to better their time.

ANOTHER SUGGESTED ROUND: have the participants pick a spot, put their hands up in front of them for bumpers and then close their eyes. Try to cross without any touches. Allow the group to problem solve and come up with a plan.

KNOT

Equipment: Ten foot rope, 30-50 foot rope which is a different type from the 10 foot rope

Concept: Cooperation

Objective: Team ties an overhand knot at the secured end of a long rope without touching the secured end.

Task: Tie the two ropes securely together to make a longer rope. Tie the other end of the shorter rope to a stationary object such as a column, doorway or post. Start the activity asking, How many people know how to tie a simple overhand knot? Ask everyone in the group to line up and grab the long rope with one hand. No one should be holding the shorter rope that is attached to the longer rope and secured at the end. The goal of the group is to tie a simple overhand knot in the short rope without touching the short rope in the process. The leader should be able to easily identify the knot when you are done. Everyone can slide along the long rope, but cannot let go of it or trade places with anyone in the line. The short rope cannot be touched. The long and short ropes cannot be untied.

One solution strategy: The whole team should slide toward the loose end of the long rope to create some unoccupied space on the long rope. The person closest to the short and long rope connection forms a loop in the excess long rope and steps through the loop. The rest of the group will also have to step through the loop just like the first person. When everyone is through, the team should have a loosely tied overhand knot. The team can maneuver the loose knot toward the short rope and pull it tight in the short rope with a little work. Most teams seem to send the person at the loose end of the long rope

around the group to form the knot. That strategy will work, but may be more confusing.

FING FONG FOOEY

Equipment: none

Concept: Math skills

Objective: Creates a way for a group to decide who will do or get something.

Task: The activity starts off like the Rock, Paper, Scissors game except that each person will hold out 1,2,or 3 fingers after the count. With everyone in a circle, count off (fists striding open hands) fing, fong, fooey and end with everyone's fingers pointing showing their choice of 1,2,or 3. Add the number of fingers exposed. Then, starting with yourself, count each person around the circle until you reach the total number fingers counted. The last person counted is it. For example: You have five people in a group and all together you say fing, fong, fooey. Add the number of fingers showing (let's say it's 10) then count each person around the circle until you reach 10. In this case, the person right next to you is it .

GIANT TEXAS LIZARD EGG

Equipment: 1 bowling ball, at least one 3-6 foot rope per participant, milk crate or canvass bag.

Concept: Cooperation

Objective: Move a bowling ball across the floor and into a basket using ropes.

Task: You have found yourselves in the middle of a crisis. An egg from a giant Texas lizard has rolled from its nest and needs to be replaced before the mother returns. Unfortunately, the shell of the lizard egg has properties of the adult lizard's tail: it emits a sweet odor but is highly toxic. Fortunately for you, a game warden has left some specially treated ropes nearby for just such an incident. The ropes have been treated with radiation to eliminate the possibility of a premature hatching. The radiation is at tolerable levels, however, over-exposure causes instant and terrible side effects such as blindness, muteness, or confusion. Over-exposure occurs when a person touches his own rope with more than one hand. Somehow you must discover a way to move the egg, without breaking it, back into its nest before the mother returns. Be sure not to contact the egg with anything but the treated ropes. Don't over-expose yourselves.... And don't even try moving that nest. Giant Texas lizards are especially sensitive to movement of their nests.

RADIATION CONTAMINATED MATERIAL

Equipment: Strings, large elastic band, pin or styrofoam cylinder, crate or box

Concept: Cooperation and communication

Objective: Move the contaminated material to the box without touching it and only using the string and elastic band

Task: Get 8 people and have 4 hold the strings, while facing each other, equally distanced from each other. The strings are attached to and elastic band. The four that are holding the strings should close their eyes or have blindfolds. The other 4 get a partner of the string holders and act as their eyes. The pin

is in the middle of the 4 people with the strings. Pull on the strings and the elastic will open so you can put it over the pin and pick it up to bring it to the box. Each non-blindfolded person is telling their partner how much to pull and which way to go.

GUTTERBALL

Equipment: I inexpensive quarter-round sticks (the wooden or plastic trim sticks that are used to cover the edges of wall corners). Any hardware store will have a selection. Buy the cheapest the store has. The simulated wood is best because it bends instead of breaking. A steel ball, or marble and a stop watch.

Concept: Cooperation

Objective: Roll a ball from person to person as quickly as possible without dropping it.

Task: Everyone stands in a circle, and has a gutter. (You can pair up and share a gutter.) Use the gutters you have to transport this ball from the first person to the next all the way around and then back to the first person. Now that you have the feel for the task, try to send the ball through the process as fast as you can, beginning and ending on the first person's gutter. This time there will be a few constraints for solving the problem. No one's gutter can be skipped. Gutters cannot touch each other. Gutter per person method-your own pinkies must be touching each other all the time. Gutter per pair method-Each person must choose one end of the gutter to hold and hold it within three inches of the end. People cannot touch the ball as it travels from beginning, through the process and back to the beginning. If the ball falls from a gutter, the process must be restarted.

THE HOUSE

Equipment: one 30-40 foot rope. A retired climbing rope works well.

Concept: Cooperation

Objective: Use a rope to form a house.

Task: Ask the group to pick up the rope. Tell them they can slide their hands along the rope, but they can't let go and /or trade places in the line. Their task is to form a house or an envelope, whichever they prefer, without the rope doubling back on itself. You may need to provide a sketch of the end product for them to see.

(Page 79, Zircon Gorilla)

PHOTO FINISH

Equipment: rope for start or finish line (optional), Polaroid camera (optional)

Concept: Cooperation

Objective: Everyone on a team crosses a finish line at exactly the same time.

Task: Everyone must start behind the starting line and go toward the finish line and cross the finish line at exactly the same time. If someone finishes before or after anyone else, the whole team tries again from behind the starting line. The team has an unlimited number of tries.

PLASTIC WRAP

Equipment: a roll of very inexpensive plastic wrap cut to four inches wide.

Concept: Cooperation

Objective: A group moves from one side of a room to another as fast as they can as a unit wrapped by plastic wrap.

Task: The group gathers in a tight clump, shoulder to shoulder. Take the four inch wide roll of plastic wrap and begin wrapping it around the whole group at about waist height. Make about 5 rounds while emphasizing to the group that they should not break the band holding them together and they should not take it off the group. Once they are wrapped up, ask them how fast they think they can get from one side of the room and touch the other side of the room. When they have guessed, time their travel and celebrate the effort regardless. Ask them if they could travel the same distance in a shorter time. Yes is almost always immediately the reply. Time them again when they have problem solved enough. Ask everyone to move to the center of the room and back away from the center of the circle until the band breaks or they just can't move back anymore. When you use good stretchy plastic wrap, the circle often stretches 30 feet in diameter or more and people see that they just had to stretch their boundaries to accomplish their goal.

PORTABLE ZIG-ZAG

Equipment: three portable zigzag boards, at least fourteen 8 * inch rubber or carpet spots. Each of the three zig zag boards consists of a long 2x 4 board, two eight-inch 2x4 boards, two eight inch in diameter circular boards, and a four-inch 2x4 and with a four-inch piece of board from the same type of wood as the circles. All the pieces are fastened together with dry wall screws. Each long 2x4 board is a different length.

Concept: Cooperation

Objective: Team uses the zig-zag boards to travel from point A to point B on the spots without touching the ground.

Task: Place spots on the floor at intervals that will exactly match your beams. A bit of masking tape under each spot will help it stay in place. The spots will be placed in pairs, side-by-side, except for the single spot at the beginning and the end. A pattern of long-short-medium-long-medium-short-medium (14 spots) works well in most spaces and gives the activity a variety of dynamics such as planning, space issues, individualism vs teamwork, etc. Feel free to place the spots around corners to increase the communication difficulty and make the end of the journey a surprise. The team members cannot touch the ground and the teams cannot touch the ground. The spots protect the beam pads from the ground, but the stationary spots cannot be touched by the participants. Spots cannot be moved. The whole team must cross from here to there maintaining physical contact the whole way.

THE STAR

Equipment: 40-50 foot rope tied to itself to form a large circle

Concept: Cooperation

Objective: The whole group creates a five pointed star (the kind that crisscrosses in the middle) with a circle of rope.

Task: Everyone in the group grabs the rope and gets into a circle. Inform everyone that they cannot let go of the rope or

trade places with the people next to them to accomplish this challenging task (although they can slide along the rope). The goal of this activity is for the whole group to create a five pointed star with the rope (the kind that crisscrosses in the middle). Once they think the task is complete, ask them to slowly lower the star to the ground and step back to admire their work.

BARN YARD

Equipment: none (blindfolds)

Concept: Cooperation

Objective: The participants are asked to form their animal groups without talking

Task: A great activity to form small groups (stress safety). Each participant is privately assigned an animal, if four groups are needed * of the group would be assigned dog, * of the group cow, * frog and * cat. Once all have been assigned an animal the group is blindfolded or asked to close their eyes, hands up for bumpers. The participants are asked to form their animal groups without talking, they can only make the proper animal noise to locate the others in their group.

DIMINISHING LOAD PROBLEM

Equipment: none

Concept: Cooperation

Objective: To get all participants across this void

Task: A line is drawn as a boundary or start in front of the group. A second line is drawn 15-20 yards away, the finish. Each line goes on for infinity therefore it is impossible to go around the void between the start and finish . The object is to get all participants across this void. Anyone that touches the ground must return to the start. The only person to walk across and stay is the last. Do this in the least amount of trips.

FOUR QUAD (FORK WAD)

Equipment: two ropes (stretch cord works well), enough colored balls so that each participant will have two and the balls will be of four different colors (colored paper rolled into balls and taped will do), bag, stop watch

Concept: Cooperation, tossing and catching skills

Objective: See how long it takes the group to separate the balls by color into the four grids.

Task: Split the group into four equal subgroups. Each group is assigned a square, the squares are arranged similar to a four square court with no outside boundaries. Four volunteers hold up two ropes tightly separating the four groups approximately chin height. Each participant is asked to take two balls out of a bag without regard for the color.

The problem: on the instructors signal the objective is to see how long it takes the group to separate the balls by color into the four grids. The rules: the balls must be exchanged by a toss over the dividing line, the balls may only be held by the hands (no underarm stuffing), each dropped ball is a five second penalty and remains on the ground for a final count, each touch of the dividing line is a ten second penalty.

READY AIM FIRE

Equipment: two soft balls (nerf balls, rolled paper balls, sock balls) per pair, pins

Concept: Cooperation, communication, tossing

Objective: Knock down all the pins

Task: Have the group get into pairs which ever way you prefer. Designate one partner as the launcher and one as the weapons guidance system. The launcher is equipped with two soft objects. The launcher is also blind folded (or eyes closed). On the signal, the weapons guidance directs their launcher into position to fire on any pin. Once the launcher has been readied and aimed the guidance announces fire and a missile is launched. Once the launcher has fired both missiles the guidance system must direct their launcher to retrieve any discarded missiles and continue to launch.

Rules: each launch must be from the chest out, no over arm throws, the guidance system may not touch the launcher or the missiles. After the allotted time cease fire and compare pins. Switch roles and play again.

NUCLEAR TRANSFER

Equipment: Frisbee or disc with 10-15 eight foot ropes connected around its rim, a 2 liter soda bottle and a start and finish area designated

Concept: Cooperation

Objective: to lift the bottle (nuclear safe area) with the disc using only the ropes and transfer it to the finish area (nuclear safe area).

Task: 8 students hold onto the ends of the ropes and attempt to transfer the bottle to the finish line. If the bottle falls the group starts again.

BIG TURTLE

Equipment: 1 mat per group

Concept: Cooperation

Objective: To walk on hands and knees together with the turtle shell on your backs

Task: A group of about 7 or 8 children get on their hands and knees under a large turtle shell and try to make the turtle move in one direction. Younger kids lay down first and need to be given extra directions about working together. The older ones can try to get the turtle to go over a mountain (bench) or through an obstacle course without losing the shell.

BIG SNAKE

Equipment: none

Concept: Cooperation

Objective: Get the snake to be connected to everyone in the class, roll over and curl up and sleep

Task: The children start by stretching out on their stomachs and holding the ankles of the person in front of them to make a two-person snake that slithers across the floor on its belly. They soon connect up for a four-person snake, and eight-person snake, and so on, until the whole group is on Big Snake. At various lengths, the children like to see if they can turn the whole snake over on its back without its coming apart. The

snake can also go over mountains, through holes, or up trees, or may curl up and go to sleep. I takes a coordinated snake to do these last two feats.

CATERPILLAR OVER THE MOUNTAIN

Equipment: mat, bench

Concept: Cooperation

Objective: To crawl on hands and knees while holding the ankles of those in front of you and crawl over the mountain

Task: First the children work together either to construct a mountain or to move it into place. The mountain can consist of a bench, large play blocks, or anything else that appeals to them. Once the children have helped move the mountain they again work together to put the grass on top of the mountain. A mat draped over the mountain makes good grass. To form the caterpillar, the children line up on their hands and knees, and hold the ankles of the child in front of them. Four children can form one sixteen-legged caterpillar, which moves around the room and over the mountain. Caterpillars can link up with other caterpillars until one giant caterpillar is formed, which crawls over the mountain and slides down the other side. A whole-class caterpillar may need more than one mountain to crawl over. Caterpillars can also coil up or crawl into a cocoon.

THE ROCK

Equipment: 13 inch tire or a heavy-duty box, several mats

Concept: Cooperation

Objective: Get the entire group on the rock (or off the floor) for a slow count of five.

Task: All group members must balance on the rock (or be off the floor) for a slow count of five. The group needs to find a way to help each other maintain balance; that could mean group members will experience close encounters with one another. Place the rock in the middle of the mat away from walls. All group members must be off the floor (mat) and on the rock. All group members do not have to be touching the rock as long as they are off the floor. Once you have been on the rock, touching the floor (or mat) for even an instant means the group must start over with no one on the rock. No last names or put-down may be used.

THE SNAKE

Equipment: a tug-of-war rope

Concept: Cooperation

Objective: The group members create the shape with the rope and they must cover the rope with their bodies.

Task: The group is given a list of shapes such as numbers, letters, names, words, or designs. The challenge is mastered when the group completes the number of shapes assigned. Make the shape using a tug-of-war rope. All group members must lie on the rope. The tug-of-war rope must be completely covered by group members. The group must have each shape approved by the teacher before beginning another shape. No last names or put-downs. *CJ two sections. You must go back if a rule is broken.

THE POWER LINE

Equipment: Horizontal bar set not higher than the tallest group member. (The bar can be half of an even or uneven parallel bar system or a rope strung between two standards.) mats, large crash mat for landing, 8-foot two-by-four board.

Concept: Cooperation

Objective: Group members try to cross over a horizontal bar while standing on a board lifted by group members

Task: No group member may touch the Power Line. The board may not touch the Power Line. Group members who have crossed over the Power Line may not touch the floor on the beginning side of the Power Line nor reach under the bar to assist a teammate. All group members must remain on the floor mats except when going over the Power Line. If any rule is broken, the person making the mistake and one who has crossed the bar must return to the starting line

THE ELECTRIC FENCE

Equipment: High balance beam, mats, net and two standards or poles

Concept: Cooperation

Objective: All group members must successfully cross under the fence and stand on the exit mat on the beam.

Task: The students must begin the task by getting on top of the balance beam. The students, may not touch the floor or mats between the entry and exit mats. Group members must go under the net without touching it. The students must get back on the topside of the beam before getting off the beam. Once a student gets off the beam and onto the exit mat s/he may not get back onto the beam. Only people on the beam may help group members hanging under the beam. Any broken rule requires the person making the mistake and one who has crossed the beam to start over.

THE GRAND CANYON

Equipment: Climbing rope, vaulting box (or four folded mats stacked upon one another), and mats placed around for safety

Concept: Cooperation

Objective: All group members cross the Grand Canyon and are standing on the opposite canyon rim.

Task: The Grand Canyon is the area between the starting line and the vaulting box. If any member of the group touches the floor anywhere in the Grand Canyon, a student who has successfully crossed the canyon and the person who touched the floor must start over. If a group member falls or jumps off the vaulting box, that person and one other person must start over. The students swing over the Grand Canyon and onto the vaulting box. The group needs to help one another get onto both the rope and the vaulting box.

THE WHOLE WORLD IN THEIR HANDS

Equipment: cage ball, two tires or hula hoops

Concept: Cooperation

Objective: Move the cage ball from one tire to the other without touching it with hands or arms and the ball not touching the floor

Task: Choose an open working space. Group members start by sitting around the cage ball in a crab walk position. They may sit on the floor. During the challenge, they may move to other positions. The cage ball cannot touch the floor. The cage ball cannot touch the hands or arms of any group member. If a rule is broken, the ball must be returned to tire 1 and the group must begin the task again. No last names or put downs.

THE WALL

Equipment: Large folding 12" landing mat standing on end and mats to lay under the 12" landing mat.

Concept: Cooperation

Objective: The entire group has to cross over the wall

Task: The 12" landing mat may not fall over. Students may not grasp crash pad handles or ropes holding the crash mat together. Students may not step over the line dividing the mats

Healthy Snacks for Cubs



Cheese & Fruit Kabobs

Ingredients:

- Various fruits in season – berries, grapes, sliced bananas, kiwi fruit chunks, pineapple chunks, melon chunks
- Cheese cut into chunks or cut into small shapes with canapé cutters – jack cheese, cheddar, swiss cheese, or this a great way to introduce kids to some different cheeses
- Yogurt – strawberry, vanilla, or any choice that would fit with fruits and cheese
- Wooden skewers

Directions:

- Prepare fruit ahead of time so it is in small pieces ready for the skewer – (for light fruits such as pears or banana, prevent discoloring by slicing into Fruit Fresh or pineapple juice)
- Cut cheese into slices or chunks
- Put ingredients into individual bowls or containers – Let each boy make his own choice of cheese and fruit for the skewers.
- Have yogurt in bowls to use as a dip.

Make Johnny Appleseed Smiles for a snack.

- Make a large apple wedge, then cut a smaller wedge out from the middle of the peel-side (*see photo*).

Take slivered almonds and push them into the apple so they look like teeth and the peel looks like lips.

- Take two apple wedges -smear them with peanut butter – add mini marshmallows for teeth. Food.com adds a dried apricot for a tongue.



Tigers – Safe & Smart



Tiger Elective Adventure: Tiger: Safe and Smart

1. Do the following:
 - a. Memorize your address, and say it to your den leader or adult partner.
 - b. Memorize an emergency contact's phone number, and say it to your den leader or adult partner.
 - c. Take the 911 safety quiz.
2. Do the following:
 - a. Show you can "Stop, Drop, and Roll."
 - b. Show you know how to safely roll someone else in a blanket to put out a fire.
3. Make a fire escape map with your adult partner.
4. Explain your fire escape map, and try a practice fire drill at home.
5. Find the smoke detectors in your home. With the help of your adult partner, check the batteries.
6. Visit an emergency responder station, or have an emergency responder visit you.

Workbook for use with these requirements: [PDF Format](#)
[DOCX Format](#)

Learning Your Address and Phone Number

Activity Description

Children will learn their address and phone number to help keep them safe. Memorization strategies include singing, rhyming, and dialing using telephone keypad models for practice.

Why This Is Helpful

To help keep children safe, they should know their address and phone number. If they are lost or in trouble when away from home, they should have their phone number and address memorized so they can tell a safe grown-up how to reach their family. In this activity, children use a variety of motor, literacy, and communication skills as they sing songs, recite rhymes, and practice dialing, in order to memorize their phone numbers and addresses.

This activity was modified from the ReadWriteThink lesson plan "[Teaching Language Skills Using the Phone Book](#)."

Get Started

What You Need

- Copies of local phone book
- An old phone, toy phone, or a [telephone keypad](#) or a [cellphone keypad](#) on a piece of paper

Here's What To Do

1. Share a phone book with the children. Look through the pages together and ask children what they see and know about the phone book. What can they find there? How are things organized? What else is included?
2. Working together, see if you can find your own and the children's addresses and phone numbers.
3. Write children's phone numbers in large numbers on pieces of paper so they can refer to the numbers. Have them read the numbers to you.
4. Have children practice reading their phone numbers several times a day. You can also make up songs or tunes to sing the phone numbers to.
5. Get a toy or old phone, or a copy of a [telephone keypad](#) or a [cellphone keypad](#) on a piece of paper. Using the papers with their phone numbers, have them practice dialing.

6. After a few times practicing, have children try to remember their phone numbers and dial them without looking at the numbers on their papers.
7. Once they have practiced several times and are comfortable with dialing, have them call their home numbers from a cell phone or from another phone. If you're using an old cell phone, you will need to talk about pushing the talk button to complete the call.
8. To help children learn their addresses, you can use many of the same strategies. Write down their full address for them to read and review. They can also look at the mail to see their addresses.
9. Make a song or a riddle of children's addresses to make it easier for them to remember.
10. Have children look at the numbers on their houses or mailboxes. They can look at street signs as well.

More Ideas To Try

- Using poster board, recreate a [telephone keypad](#) or a [cellphone keypad](#). Have children use their feet to dial their phone numbers. Ask them to say or sing their phone numbers as they do it.
- Let children practice their knowledge by writing their return addresses on envelopes. They could also practice typing them on the computer.
- Using a small photo album, make personalized phone books with pictures of the children's friends and relatives and their phone numbers. Children can also practice dialing these numbers with permission.

911 Safety Quiz

<http://www.cityofnewhaven.com/health/pdfs/911%20Safety%20Quiz.pdf>

What phone number do you call in an emergency?

A. 411

B. 619

C. 911

Is it a good idea to practice calling 911 on a real telephone?

A. No, never.

B. Yes

Which of these is a good reason to call 911?

A. You see a bad car accident

B. Your friend is being mean to you

C. Your dog is lost

You should call 911 when you need to reach

A. Police

B. Ambulance

C. Fire Department

D. Any of the above

When someone is badly hurt and you don't know what to do, is it ok to call 911?

A. Yes

B. No

Stop, drop and roll

https://en.wikipedia.org/wiki/Stop,_drop_and_roll

Stop, drop and roll consists of three components.

1. Stop – The fire victim must stop still, ceasing any movement which may fan the flames or hamper those attempting to put the fire out.

2. Drop – The fire victim must drop to the ground, lying down if possible, covering their face with their hands to avoid facial injury.

3. Roll – The fire victim must roll on the ground in an effort to extinguish the fire by depriving it of oxygen. If the victim is on a rug or one is nearby, they can roll the rug

around themselves to further extinguish the flame.

The effectiveness of stop, drop and roll may be further enhanced by combining it with other firefighting techniques, including the use of a fire extinguisher, dousing with water, or fire beating one's skin.

Stop, Drop, and Roll!

Tune: Farmer in the Dell

Stop, Drop, and Roll

Stop, Drop, and Roll

If your clothes should catch on fire,

Stop, Drop, and Roll

Stop Drop and Roll

Three Lifesaving Steps If Clothes are Burning

If clothes catch fire they can spread very quickly, engulfing the victim in flames. Certain types of clothing, especially synthetic fabrics, may melt and stick to skin. The best way to reduce injury from the flames is to extinguish the burning fabric as quickly as possible.

To put out burning clothing, take these three steps:

1. **Stop**

Don't run or wave your arms. Movement will fan the flames and cause the burns to be more severe.

2. **Drop**

Get on the ground quickly and cover your face with your hands.

3. **Roll**

Try to smother the flames by rolling over and over. Pay attention to what's burning and focus on putting out that area of your body.

It's helpful to roll up into a rug or thick, nonflammable material (such as tent canvas) to help smother the flames. Don't roll into a

thin blanket, sheet or plastic because you may accidentally catch that material on fire also.

Others can help you douse the flames by patting the fire with their hands or other material. Use water or a [fire extinguisher](#) to put out the fire if one is available.

As soon as the fire is out, cool the area and [treat any burns](#). [Call 911](#) for any burns that resulted from flaming clothing.

Tiger Theatre



Tiger Elective Adventures: Tiger Theater

1. With your den, discuss the following types of theater: puppet shows, reader's theater, and pantomime.
2. As a den, play a game of one-word charades with your adult partners.
3. Make a puppet to show your den or display at a pack meeting.
4. Perform a simple reader's theater. Make a mask afterward to show what your character looks like.
5. Watch a play or attend a story time at a library.

Planning a Puppet Show

Trapper Trails Council

Week 1 -

Come up with a theme or use the theme "Imagination Station" to let the boys write their own script for a puppet show. Encourage them to each participate and come up with different ideas that can be used. Make sure that there will be enough parts for each boy to use for their puppet.

Week 2 -

Decide on what type of puppets will be used. Keep it pretty basic to ease making the pattern and cutting out a puppet for each boy. If it's a person cut the pattern from flesh or pink felt, a dog, from tan or brown felt, etc. Then let the boys create their puppets with various odds and ends of felt, material, button, sequins, or whatever you can come up with. Ask for donations of odds and end from their parents or families. Glue the edges of the hand puppets together with low temp glue guns or thick tacky glue. Let them have fun with the glue to create their own puppets.

Week 3 -

Get a large appliance box and cut it so it has a front and two sides that will bend as wings to hold the box upright. Cut a large square hole in the front to form the window for your puppet show stage. Let the boys decorate the front of the box to go along with the theme of your script. If you're brave they could even paint it with poster paints.

Week 4 -

Practice, Practice, Practice! Make sure each boy knows their parts and cues so that they will be able to perform a puppet show for your pack meeting. The boys love to perform and this will be a project that they will remember for many years! Give each boy the chance to be an announcer, emcee, or narrator for your show! If your boys have been learning about magic tricks this would be a great time for them to show your den their talents in the magic area or save the stage and use it at a later date for a magic show that the boys can put on.

Some prop ideas: an empty oatmeal box with a cut out front oval can become a hollowed out log when covered when brown paper then cut out a silhouette of a bunny or squirrel and glue inside the oval.

Tip a card table on its side and put a scene on it.

PANTOMIMES



A fun way to start this activity is to have the Webelos Scouts stand in a circle. The leader makes an action, and the players exaggerate their version. Here are some suggestions to start with...then make up your own and have fun!

- -Say with your hand, "Stop."
- -Say with your head, "Stop."
- -Say with your shoulder, "I bumped the door."
- -Say with your foot, "I'm waiting."
- -Say with your ear, "I hear something."
- -Say with your waist, "I'm dancing."
- -Say with your jaw, "I'm surprised!"
- -Say with your tongue, "Yum, this tastes good."
- -Say with your finger, "Come here!"
- -Say with your fingers, "This is hot!"
- -Say with your nose, "I smell fresh pie."

Some Basic Rules of Charades:

- When you are acting out your charade, you must not speak or make sounds
- There should be a round time limit, usually about one minute
- Words and names should be known by at least three others playing
- Rules should be clarified before the game starts as there are many ways to play Charades

Suggested Words

Chair
 Jump
 Elephant
 Scissors
 Point
 Star
 Tree
 Airplane
 Tail
 Basketball
 Mouth
 Telephone
 Chin
 Jar
 Smile
 Cheek
 Ear
 Drum
 Room
 Turtle
 Wings
 Doll
 Bird
 Spider
 Hopscotch
 Happy
 Baby
 Monkey
 Pig
 Jump
 Crayon
 Arm

Rabbit
 Book
 Camera
 Rock
 Chicken
 Robot
 Drink
 Balloon

Dragon Puppet:

Cut 2 wedges (v shapes) out of the sides of a paper or plastic cup to create the open mouth of the dragon. Using a nail, punch a hole in the top and bottom of the dragon. Slide a skewer through the holes so the dragon sits on the stick like a lollipop. Decorate the dragon with eyes, teeth, and an optional tongue. Tape a long ribbon(s) to the cup for the tail. (I used plastic surveyor's tape, and cut points on the top ribbon and diamonds in the middle of the bottom ribbon. You can also use strips of plastic cut from a cheap plastic tablecloth.) The boys will have fun waving their puppets around, and watching the tails flutter and stream out behind the dragon. *From The Picture Book of Kids' Crafts*

Bug Finger Puppet

Catalina Council

Materials:

Craft Foam - You can also use felt.
 Pom-Poms
 Chenille Stems
 Wiggle Eyes
 Dimensional Paint
 Craft Glue
 Scissors
 Wire Cutters or Old Scissors -
Used for cutting the chenille stems.



Directions:

1. The body of the bug is made by cutting a piece of craft foam about 2-inches x 3-inches. This may vary depending on the size of the finger that will wear the finger puppet.
2. Wrap the 3-inch length around your child's finger and glue the edges together to make a tube which will be the bug's body, trim if necessary. Hold the glued edges together until the glue sets. It may be helpful to put a few dabs of hot glue on the edges to hold until the craft glue dries.

3. Place a bead of glue around the edge of one of the ends of the craft foam tube. Place the pom-pom onto the glue and let it dry.
4. Bend a short piece of chenille stem in half and glue it onto the bug's head for the antennae as shown in the photo. Glue on the wiggle eyes. You can also add other facial features such as a mouth, nose, and any other details you want.
5. If desired, cut a set of wings out of craft foam. Experiment with different shapes and sizes if you like. You can make them look like butterfly, bumble bee, dragon fly, or lady bug wings.
6. Glue the wings onto the back of the bug as shown in the picture. If desired, you can embellish the wings with dimensional paint, glitter, sequins, or just about anything else you like.
7. For the legs, cut six pieces of chenille stem, each about 1 1/2-inches long. Of course, if you are making a spider you will want eight legs instead of six.
8. Finally, you can glue the legs onto the bug. Flip your bug over and attach chenille stem legs using a generous amount of glue.
9. Once the glue dries, you can wear your bug finger puppet and have fun.

Puppet Making Tips

Indian Nation Councils

Scrap Puppets

Scrap puppets are fun, easy and quick to make. Give an old sock a fresh look. Dress up a paper bag. Paint a face on an old wooden spoon and decorate it. To make finger puppets start with an old glove. Cut off the fingers - you know have 5 puppets ready to decorate. Use buttons, beads and pom-poms to make eyes and noses. Bottle caps and jar lids make hats or eyes or ears.

Popsicle Puppets

Take a Popsicle stick and paint the eyes, nose and mouth. Use lace to make the dress and wool yarn for the hair.

Bee Puppet

Put pom-poms on a yellow sock as the eyes. A pipecleaner serves as the antennae.

Popsicle Puppets

Draw any kind of character you want - a dog, cat, person, or anything. Cut it out and color it; then glue it to a Popsicle stick. You can also make a family and friends for your puppet.

Cereal Box Puppets

Cut one side of a SMALL cereal box in half (width) and fold the box towards the uncut side. This forms the mouth; your fingers fit into the top jaw; your thumb fits into the lower jaw. Add eyes. Lips, and hair. Drape scarf over your arm for clothes.

Doll Puppets

To make a doll/puppet, you will need scissors, two buttons, tights/socks, a piece of material/cloth, a red pen, a needle and thread, wool, a ruler and some rice.

Cut the tight, (up to the ankle), then fill the foot part most of the way up with the rice. Use some of the wool to tie up the end. This forms the face. Then sew the two buttons on the tip part (as eyes). Draw a mouth with the red pen. Cut the wool into 4-inch pieces and use the needle to sew the wool pieces on the head to make hair. Cut the cloth into the shape of a dress/t-shirt. Sew this onto the bottom of the face and then you have a doll/puppet.

Decorating Puppets

Use fabric paints to color things in or use it just like glue. You can also use dry foods such as spaghetti, elbow noodles, or spiral noodles for hair, eyes, noses, mouths, or hair. Use steel wool for hair to make witches. Straws and pipe cleaners are great for whiskers and antennae. Hair can be fashioned from yarn, string and rope. Old jewelry, ribbons and feathers will give your puppet an exotic look. Shells can make interesting eyes or ears. Seaweed hair is stylish and smelly! Nuts, bolt, washer, hooks and springs are neat attachments for making robot puppets.

Talking Sock Puppet

Catalina Council

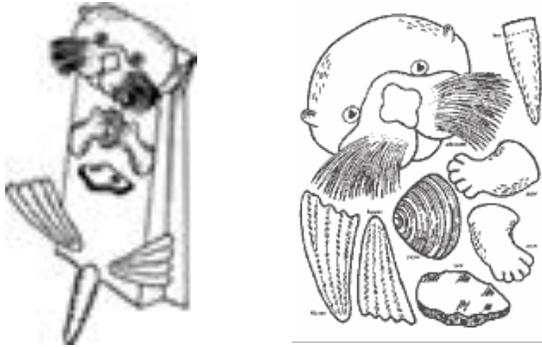
Materials:

Stretch sock, any size
 Lightweight cardboard Buttons
 Felt tip marker
 Ball fringe
 Ribbon scraps,
 Yarn
 Rubber cement for gluing

Directions:

1. Use the stretch sock to make the puppet's head and body.
2. Lay it flat on the table, heel side up.
3. Tuck about 2" of the toe back into the sock to form the puppet's mouth.
4. Sew a short seam on each side of the mouth opening to hold it in place.
5. Fold lightweight cardboard in half, sizing for the mouth, slip into puppet's head, forming top and bottom of mouth.
6. Slip the sock over your hand; your fingers will go above the cardboard at the top of the mouth, your thumb below the cardboard. Open and close your hand, puppet talks.
7. Add buttons for eyes, yarn for hair, and ball from fringe for nose.

Make an Otter Puppet



This paper bag puppet of an otter is easy to make – and did you know that an otter is an animal that really uses Resourcefulness every day?

The otter loves to eat crabs and clams, but has no way to open the hard shell. So he dives to the bottom, picks up a good rock, then returns to the surface and uses the rock to smash open his dinner!

Also, he uses special “pockets” – flaps of skin under each front leg, to stash his dinner during a dive.

And in one more example of resourcefulness, the otter floats on his back and uses his own stomach as a table!

Another resourceful habit of the otter – in order to catch a safe nap without floating away, he wraps himself in the kelp!

Here’s how to make your otter puppet.

For more information about sea otters, other activities and how to make your puppet, go to:

www.montereybayaquarium.org/lc/activities/otter_puppet.asp

Paper Bag Frog Puppet

Catalina Council

Materials:

Paper lunch bag
Printer and paper
Green paint (or construction paper)
Scissors
Glue and/or tape
Something to color with



Familiarize Yourself With The Bag:

1. Look at your paper bag. It should be closed and flat like a piece of paper. Just like when they are brand new. On one side, it's all smooth. This will be the BACK of your puppet. It's important that all the kids get the back and front straight at the beginning!

2. On the other side there's a flippy tab (which is typically the bottom of the bag when you're carrying your lunch around...) This flippy tab will be the puppet's HEAD.
3. Lift the flippy tab up a bit. Underneath of the FLAP will be the puppet's mouth. When the child put's his hand in the bag, he'll be able to make the puppet talk.
4. Look at the rest of the front of the bag. (The 3/4 or so of the bag below the part with the flippy tab) This will be the BODY.
5. Look at the sides of the bag. There should be a SIDE FLAP of paper. We'll be slipping the arms into this flap.

Putting The Puppet Together:

1. Paint the front of your paper bag green.
2. Set aside to dry. OR As an alternative to painting, trace the body of the paper bag and the head of the paper bag onto green construction paper. Cut it out and glue it to the bag.
3. Print the template pieces. Template pieces are at the end of Baloo's Bugle.
4. Color the largest circles and arms green (or whatever color your frog is going to be).
5. Color the long rectangle (ish) piece red (FRONT AND BACK!)
6. Color the smallest circles black
7. Cut out the pieces.
8. Put one of the green circles in front of you. Glue the medium sized (white) circle onto it. Glue the small (black) circle onto that. Repeat with the other set of circles. Now you have two eyes!
9. Take the red long rectangle and wrap it around a pencil to give it a curl. This will be the tongue.
10. By this time, your bag should be dry. Glue the eyes onto the top of the HEAD. You can see from the photo above that the eyes stick up over the top of the head.
11. Lift the FLAP and glue the tongue underneath.
12. Glue the arms into the SIDE FLAP. When you do this, glue or tape them onto the top of the flap not the bottom. That way when you're using the puppet, it's arms will reach forward in a hugging motion instead of bending way backwards.
13. OPTIONAL: You can personalize your basic frog puppet in a lot of ways
 - a. Put a construction paper or gift wrap bowtie on the frog.
 - b. Draw marker or paint speckles/warts/dots on your frog's body.
 - c. Take a small black pom pom. Attach some wax paper wings and small googly eyes to make a fly. Glue it to the frog's tongue.
 - d. Glue something into the frog's hand.
 - e. Put a small piece of Velcro on the frog's hand. Put Velcro on numerous objects. That allows you to change the frog's "props" during a puppet show. *If you chose to do this, you'll want to back the frog's arm with a thin piece of cardboard (old cereal box) so it doesn't flop around.*
 - f. Glue some construction paper froggy feet to the bottom of the bag.



Make a Puppet Theatre



This is a really simple-to-make Puppet Theatre I got from <http://ziggityzoom.com>.

Adults need to be involved. Cutting involves using a sharp blade so that I suggest Adults do the cutting BEFORE the den meeting. Have scouts do the final construction and decorating of the theatre.

Make it from a large cardboard box or an inexpensive Foam display board from an office supply store.

Items needed:

- Large box or Foam Display board (foldable)
- Wood dowel or old broom handle (32" long)
- X-acto knife (only to be used by Adult)
- Pencil and Ruler
- Scissors
- Craft Foam
- 2 pillowcase for curtains (optional - use only one)
- Craft glue (tacky white)

Instructions:

1. We used a foam display board, available at office supply stores for about \$10-\$12. It measured 36" tall and 24" wide in the front (sides are 12" wide). You may also cut apart a large box that is roughly this same size, so that you will have a front and two sides that will fold.
2. Draw an opening that is (23 inches from the bottom) 9 inches high and 18 inches wide. This opening can

either be squared off at the top or arched like ours. With a piece of board underneath the area to be cut out, carefully cut the opening with an X-acto knife. **ADULTS SHOULD DO ALL CUTTING.** Children should be a distance away while this is being done.

3. You will also have to cut a small hole (about the size of a cork) on each side piece, about an inch from the top. This is to slide the dowel through to hold the curtain. The hole should be about 5 inches back from the front edge.
4. Using the craft foam, cut out pieces to decorate the theatre and attach with glue.
5. For curtains, cut a two inch, skinny slit (at the closed end) on each side of the pillowcases. This will allow you to slide the pillowcases onto the dowel and then position the dowel into the side openings. If you prefer to only use one pillow case, you can cut the side and top of the case and then fold fabric out flat to make a larger piece of fabric. About an inch from the top, and about 4-5 inches apart, make holes just big enough so that the dowel will slide through. Cut a few slits to accommodate arms of puppeteer.



Sock Puppet with Hands

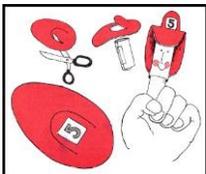
Catalina Council

Materials:

Tube socks, no shaped heel
 Yarn
 Paper toweling
 Rubber bands
 Strip of ball fringe
 Scraps of felt, ribbon, fabric
 Felt tip markers,
 Rubber cement

Directions:

1. Use the tube sock to make the puppet's head and body.
2. Before beginning, cut away the striped design at the top of the sock.
3. Stuff paper toweling, tissue or cotton into the toe to form the puppet's head.
4. Double a rubber band tightly around the neck.
5. Glue or sew small, dark buttons for eyes. For a nose, glue on a yarn ball cut from strip of ball fringe. Draw mouth with felt marker.
6. Make a yarn wig, any color, and glue it to the puppet's head.
7. Slip the sock over your hand. Work first finger through the rubber band and up into the puppet's head. Then cut small slits in sides for the thumb and middle finger; these will be the puppet's hands.

Fire Fighter Finger Puppet**Materials:**

white paper, scissors, glue or tape, red construction paper or felt, black and red markers

Directions:

1. Cut a rectangle measuring 2 1/2" x 3 1/2" out of white paper.
2. To form cylinder, wind the rectangle around your finger.
3. Remove from finger and glue or tape the cylinder together.
4. Reproduce the hat pattern below.
5. Cut out and trace on red construction paper or felt. This will be the fire fighter's hat.
6. Put scissors through the paper or felt; cut out the arc shape.
7. Glue the front of the hat and the back onto the cylinder, the arc extending out. (see illustration)
8. Add fire fighter's features on the cylinder using a black marker and shade the cheeks with a red marker.
9. Write the fire squad number on a small white square and glue it to the arc.

Styrofoam and Drinking Straw Puppet Craft

Catalina Council

Materials:

Clean Styrofoam trays - if you can find colored trays, they make great puppets.
 Scissors
 Drinking straws
 Pens, gel pens, or markers
 Tape
 Optional -
 Googly eyes and a glue stick
 Construction paper to make details, like a mouth, hat, etc.
 Yarn for whiskers or hair

**Directions:**

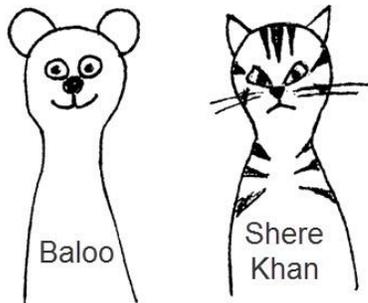
1. Clean a Styrofoam tray with warm water and detergent.
2. Use a pen to draw the outline of an animal (head or entire body), person, or something else on the tray. A simple circle or oval with ears will make most animal heads.
3. Cut out the outline.
4. For the puppet's details (like the nose, eyes, mouth, whiskers, or a hat), either draw them with a pen (or marker), or cut them out of construction paper and glue them on the puppet.
5. To make hair or whiskers, glue on bits of yarn.
6. Glue on googly eyes using glue or draw eyes.
7. Tape the back of your Styrofoam animal to the end of a drinking straw.
8. You now have a great animal puppet that you can use to put on a play or use while reading your favorite story.

Zany Sock Puppets

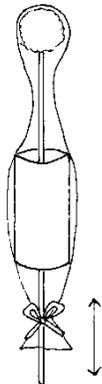
Santa Clara County Council

You will need:

- Adult-size sock (tube sock works best).
- 8 oz. Yogurt container, large plastic cup, or a section of large cardboard tube.
- Styrofoam ball smaller than the diameter of the container or tube (or you can make a tight ball out of newspaper).
- Dowel or bamboo plant stake (cheaper.)

**To Assemble the Puppet:**

1. Make sure the head piece is smaller than the diameter of the container. It needs to go down the container at least part-way with the sock too.
2. Glue the dowel or plant stake into the Styrofoam or newspaper ball.
3. Stuff the ball into the toe of the sock.
4. If using a container or cup, poke a hole in the center of the bottom large enough for the stick.
5. Insert the stick through the tube, container or cup.



6. Pull the sock over the tube/container/cup. Secure the sock below the tube with ribbon or glue.
7. Move the stick up and down and have a puppet play.

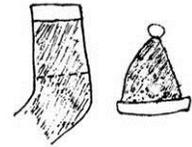
To Make an Individual puppet:

- ☺ Glue specified pieces using illustration as guide.
- ☺ You don't have to use specified pieces.
- ☺ Improvisation is encouraged!!!
- ☺ Make up your own different animals.
- ☺ Have fun and make it fun for the boys!!!!

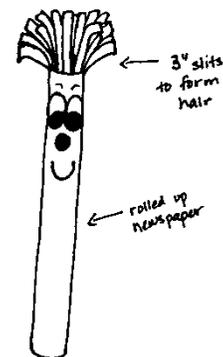
Suggestions:

- 🦋 **Eyes:** Wiggle eyes. Felt pieces. Buttons. Rhinestones. Pompom and felt (Frog)
- 🦋 **Nose:** Pompoms (pink, black). Felt pieces.
- 🦋 **Ears:** Felt pieces, same color for the outer ears, pink for the inner ears.
- 🦋 **Cheeks:** Pompoms. Felt pieces.
- 🦋 **Mouth:** Rickrack. Felt pieces.
- 🦋 **Collars:** Ribbon. Felt pieces. Rickrack. Rhinestones (cat's collar). Scrap fabric (Tiger).
- 🦋 **Whiskers:** Pipe cleaner (inserted through sock face). Rickrack. Thick yarn.

- 🦋 **Antenna:** Pipe cleaners glued to the head piece through sock and pompoms.
- 🦋 **Body:** Rickrack. Ribbons. Felt pieces.
- 🦋 **Caps:** Ankle part of another sock drawn together and a pompom.



- 🦋 **Straw hat:** Store-bought, available at a craft store. Attach ears to the hat (Rabbit).

Newspaper Puppets*Circle Ten Council***Materials:** Newspaper, scotch tape, and white paper**Directions:**

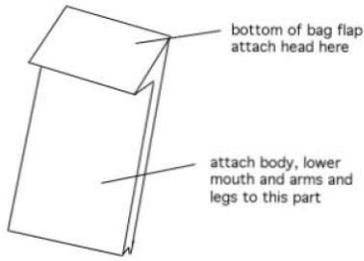
- ✓ Pile at least five pages of newspaper together.
- ✓ Fold them in half (so they are about 11 x 14) and roll them up lengthwise. Make sure that the roll is tight.
- ✓ Fold another page in half and wrap it around the roll.
- ✓ Tape them all together.
- ✓ From the top of the roll, make cuts about three inches long and 1/2 inch apart to make the hair.
- ✓ Draw eyes, nose and mouth on the white paper and cut them out. Glue the facial features on the roll just below the hair.

Paper Bag Puppets

*Lynne, 21 year veteran,
Den Leader Breakout Session Leader
Old Colony District Roundtables*

Materials required:

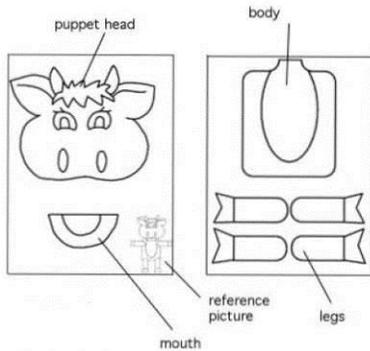
- ✓ 1 paper lunch bag, approx 5.5 inches by 10 inches
- ✓ Printout which includes head and body or a good imagination to help boys draw what they want
- ✓ Crayons, colored pencils, etc for decorating
- ✓ Scissors, tape or glue



Directions:

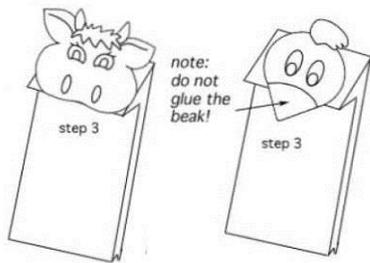
The puppet is made using the rectangular bottom of the paper bag for the face of the puppet, with the flap still mostly folded down. By putting a hand in the bag and curling fingers down over the fold, you can make the puppet 'talk.'

Each puppet comes with two sheets of paper, which have the head, the chin/mouth, the body and arms and legs printed on them. Also in the lower corner is a reference graphic of the assembled puppet.

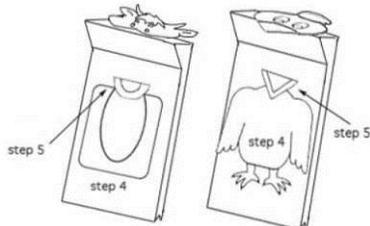


Make your puppet:

1. Color the head, mouth, body and limbs.
2. Cut out the different parts.
3. Attach the head to the bottom flap of the bag You might extend the puppet 's nose a bit past the bottom edge of the flap. DO NOT put any glue on that part, you want the flap to move freely. Some heads, like a bird or mouse, might have a beak or nose that will extend below the flap edge.



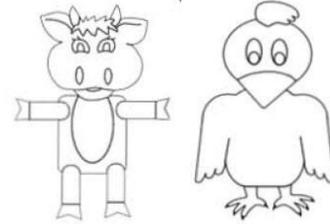
4. Position the body on the bag, fasten in place,



5. Position the mouth; it is attached to the base of the bag, and will generally cover the neck of the body, For some

animals, such as the cow shown, you will want part of the lips/mouth to show even when the mouth is 'closed', For other puppets, like a bird, the lower mouth should be aligned behind the beak/mouth of the head.

6. Attach any arms/legs/wings as needed.

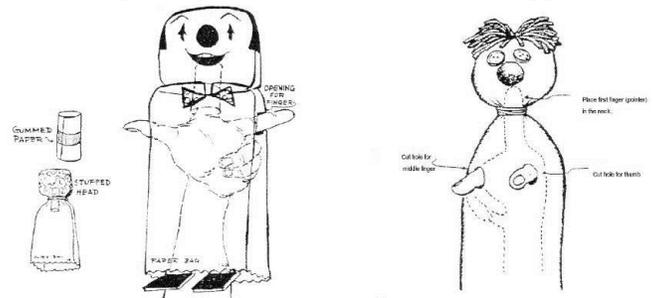


Puppets with Hands

Catalina Council

Paper Bag

Sock Puppet



See-through Shadow Puppets: Cut puppets out of white paper. Decorate one side with markers. Lay the puppet on a paper towel. Dab oil on both sides of puppet with a paper towel; let soak in. With a clean paper towel, wipe the excess oil off puppet. Color a brad with permanent markers to match the puppet. Push the brad through the puppet. Open the brad slightly, and push a pencil between the 2 metal tabs to open them. Put the top of a flexible straw between the 2 tabs, and tape the straw to the tabs. Bend the straw. Hold the puppet next to the sheet to get the best see through effect

Diwali Door Hangings: <http://www.crayola.com/lesson-plans/detail/diwali-doorway-lesson-plan/>
<http://diwali.best2india.com/diwalidoorhangings.html>

Diwali Decorations: <http://www.diwalimela.com/celebrations/crafts/>
 You could also glue sequins or beads to the diyas (clay pot candle holders).

Make Unusual Finger Puppets

<http://www.favecrafts.com>



Materials:

- STYROFOAM Brand Products:
 - 2- 1" or 1-1/2" balls
 - 1- block (optional)
- 1- 3" piece of chenille stem
- 1- pair wiggle eyes
- Craft paint stiff paint brush
- Felt scraps
- Craft materials such as eyelash curls, pom-poms, yarn
- General Tools and Supplies:
 - Scissors
 - Craft glue or glue gun and glue sticks
 - Wooden skewers or toothpicks

Instructions:

1. If desired, paint balls of STYROFOAM. Push a skewer into the balls to hold while painting; place skewers in a block of foam to hold while balls dry.
2. Shape 3" piece of chenille stem into a "U". Dip ends in glue and insert U shape into 2 balls so U shape will slip under the wearer's middle finger while the two balls sit on top of the hand to form the puppet's eyes. (1" balls work best for smaller hands.)
3. Cut felt shapes for eyes; glue wiggle eyes to felt or attach wiggle eyes directly on plastic foam balls. Glue on other features such as pom-poms and eyelash curls, or felt ears and eyelids.
4. Dab glue onto foam and use a skewer to push materials such as yarn into the foam for hair. Insert chenille stems into foam for antennae or eye lashes. For antennae, gently curve chenille stems and glue pom-poms onto the tips of shaped chenille stems; dip in glue and insert into foam.
5. Modify the finger puppet instructions to create a finger friend that resembles your school mascot, favorite pet or other character. Buttons, sequins or glitter are other objects that might inspire your creativity.



WOLF

Paws on the Path



Wolf Adventure: Paws on the Path

1. Show you are prepared to hike safely by putting together the Cub Scout Six Essentials to take along on your hike.
2. Tell what the buddy system is and why we always use it in Cub Scouts.
3. Describe what you should do if you get separated from your group while hiking.
4. Choose the appropriate clothing to wear on your hike based on the expected weather.
5. Before hiking, recite the Outdoor Code and the Leave No Trace Principles for Kids with your leader. After hiking, discuss how you showed respect for wildlife.
6. Go on a 1-mile hike with your den or family. Watch and record two interesting things that you've never seen before.
7. Name two birds, two bugs, and two animals that live in your area. Explain how you identified them.
8. Draw a map of an area near where you live using common map symbols. Show which direction is north on your map.

Workbook for use with these requirements: [PDF Format](#)

Hiking Safety Rules:

- Always tell someone where you are going and when you will return.
- Never hike alone or at night; always use the buddy system.
- Dress properly for the weather and environment.
- Wear sun and insect protection.
- Take an extra pair of socks in case you need to change.
- Obey traffic signs and signals.
- Avoid hiking along roadways.
- Stay on the trail.
- Be alert to your surroundings.
- Don't litter as you hike.
- Be alert to dangerous animals, insects, and plants. Never touch a wild animal.
- Take 1 pint of water for each hour you will be hiking
. Never drink untreated water

Buddy Tag Game

This Game is meant for Cub Scouts.

Required:

Need at least 12 scouts, the more the better

Instructions:

All players except for two form into buddy pairs and link one arm. Pairs spread out over area.

There is one player as 'It' and one player being chased - the 'runner'. The 'runner' may run up beside any buddy team and link his arm with one free arm of a buddy. This makes 3 scouts together which is not allowed. So, the member of the buddy team that the 'runner' did not link arms with is now the 'runner'. 'It' can tag the 'runner' at any point. As soon as he is tagged, he is 'It' and 'It' is now the 'runner'. Usually, the tag is made when someone does not realize a 3rd has joined his team. Be careful about one scout being 'It' for too long. Change the game by having 2 Its and Runners at the same time.

Outdoor Code Closing Ceremony

Capital Area Council

Ensure everyone has a copy of the Outdoor Code. Print it in your Pack Show program or get the pocket cards for everyone or create a large poster for the front of the room. Have the Leader start the pledge,

then have pack members read the parts and leader responds with the meaning.

Leader:

As a citizen of the United States,

Pack:

I will do my best to be clean in my outdoor manners.

Leader:

I will treat the outdoors as a heritage to be improved for our greater enjoyment. I will keep trash and garbage out of my country's waters, fields, woods, and roadways.

Pack:

Be careful with fire.

Leader:

I will prevent wildfire. I will build my fire in a safe place and be sure it is out before I leave.

Pack: Be considerate in the outdoors.

Leader: I will treat public and private property with respect.

I will remember that use of the outdoors is a privilege I can lose by abuse.

Pack: Be conservation minded.

Leader: I will learn how to practice good conservation of soil, water, forests, minerals, grasslands, and wilderness, and I will urge others to do the same. I will use sportsmanlike methods in my outdoor activities.

Cub Scout Leave No Trace Pledge

Oregon Trail Council

Set Up –

Cubmaster (CM) and 6 Cub Scouts (could be all Tiger cubs as this opening is simple)

Props

– Each Cub Scout has a poster with his words and an appropriate picture on front and his part either the words or an explanation of the words in LARGE print on the back.

CM:

I promise to practice the Leave No Trace front country guidelines wherever I go:

Cub #1:

Plan ahead.

Cub #2:

Stick to trails.

Cub #3:

Manage your pet.

Cub #4:

Leave what you find.

Cub #5:
Respect other visitors.
Cub #6:
Trash your trash.
CA:
(Lead the Pledge of Allegiance)

The Den Hike

Santa Clara County Council
Cub #1:
We are going to see nature's treasures.
Cub #2:
We will help to maintain nature's balance.
Cub #3:
We will observe and learn from nature's animals.
Cub #4:
We will help maintain nature's resources.
Cub #5:
We will protect them from harm.
Cub #6:
We will follow the Laws of Nature.
Cub #7:
We are going on a hike.

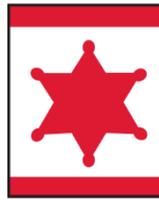
Birds in the Wilderness Song

Tune: "The Old Grey Mare"
National Capital Area Council
Here we sit like birds in the wilderness,
Birds in the wilderness,
Birds in the wilderness,
Here we sit like birds in the wilderness,
Waiting for our food.

Map Ideas

Magnetic Map
Draw and color a car, and a community map on cardstock. The car should be small enough to fit on the roads. Cut out the car, and tape a paper clip to the back, with some of the paper clip showing at the front of the car. (This makes it easier for the magnet to work.) Put the car on the map. Glue a strong magnet to the end of a craft stick. Hold it under the map where the car is. As you move the stick, the car will move with it. Drive the car around town. If desired, create people, buses, trains, boats, animals, and other moveable objects. Tape a paper clip to the back of each, and move them around the town, too. From "Fun to Make Crafts for Everyday" by Boyd's Mill Pre

Hometown Heroes



Wolf Elective Adventures: Hometown Heroes

1. Talk with your family and den about what it means to you to be a hero. Share the name of someone you believe is a hero. Explain what it is that makes that person a hero.
2. Visit a community agency where you will find many heroes. While there, find out what they do. Share what you learned with your den.
3. With the help of a family member, interview one of your heroes, and share what you learn with your den. Tell why you think this person is a hero.
4. As a den or family, honor a serviceman or servicewoman by sending a care package along with a note thanking them for their service.
5. With your family or den, find out about animals that are trained to help others in your community.
6. Participate in or create an event that celebrates your hometown hero(es).

<http://usscouts.org/advance/cubscout/workbooks/Wolf/Hometown-Heroes.pdf>

<https://cubscouts.org/wp-content/uploads/2015/05/Hometown-Heroes.pdf>

Sport Heroes (Closing Ceremony)

Cubmaster:

Someday a member of our Pack may be a football star

Like Elway, Marino or Dickinson

and known both near and far.

Or maybe we'll play basketball, or hockey on the ice.

And have our picture in the news and see our name in lights.

Or maybe we'll do something else

outside the sporting game.

And though we won't give autographs,

like those of TV fame,

We hope the people that we know will think of us and say

That each of us has done his best while working or at play,

To be the kind of citizen who helps to make things grow

Like families and neighborhoods

and this old world, you know!

You just don't have to be a star (although it would be fine)

To help make this a better world for your folks and for mine



Materials: large cards spelling out H-E-R-O, with lines on the back for Cub Scouts to read as they hold up their signs:

Cub #1: H - Help is on the way. A hero is someone who helps.

Cub #2: E - Everyone can be a hero. You just have to be prepared and know that you can make a difference.

Cub #3: R - Remember that even brave people can be afraid. It is taking action even when you are scared that makes you brave.

Cub #4: O - One person can make a difference. One person who helps can change someone's world. Please stand and join me in the Pledge of Allegiance and the Scout Oath.

Types of Service Dogs

<http://www.therapydoginfo.net/servicedogs.html>



Photo courtesy [C.H.A.M.P. Assistance Dogs](#)

Because service dogs are trained to assist a person who has a disability, they are also known as assistance dogs or by names associated with their tasks. Some examples are:

- **Guide Dog:** Guides a person who is blind or visually impaired.
- **Hearing Dog:** Alerts a person who is deaf or hearing impaired to sounds such as door bells, smoke alarms and alarm clocks.
- **Mobility Dog:** Assists a person in performing tasks such as opening doors, picking up objects and pulling wheelchairs; provides stability to a person with the aid of a special harness.
- **Medical Alert Dog:** Notifies a person of a change in body chemistry that may indicate a health concern, such as low or high blood sugar for a person with diabetes, or that a seizure is imminent for a person with epilepsy.
- **Psychiatric Service Dog:** Makes it possible for a person to function in a specific task or area where a non-disabled person would be capable of functioning.

It is an important distinction of a psychiatric service dog that it performs a specific task to assist its person, as is the case with all service dogs. Some examples are:

1. A person suffers from PTSD and is prone to nightmares, and their service dog is trained to wake them from their nightmares. If their dog was not trained to perform this task and it was simply its calming presence that kept them from having nightmares, it would not qualify as a service dog.
2. A person suffers from PTSD and is not comfortable venturing alone into public places, and their service dog is trained to move in and stand as a barrier between them and anyone who approaches. If their dog was not trained to perform this task and it was simply its presence that helped them feel

comfortable venturing into public places, it would not qualify as a service dog.

3. A person occasionally does something unconsciously which physically harms themselves, such as pulling or picking at something, and their service dog is trained to alert them to their actions. If their dog was not trained to perform this task and it was simply its calming presence that kept them from harming themselves, it would not qualify as a service dog.

Approaching Service Dogs and Their Owners

<http://www.therapydoginfo.net/servicedogs.html>



Click on Image for Full-Size Coloring Page courtesy [Pet Partners](http://www.petpartners.org)

You may hear that you should not speak to a service dog because it is rude to its owner, as if you were talking to their wheelchair. But we love it when people give attention to our dogs, and the owners of service dogs feel the same way.

However, there are some important considerations concerning our approach to service dogs and their owners:

- **Approaching the Dog:** When we encounter a service dog in public, we should assume that it is "working," performing its function in assisting its

owner. Often service dogs wear signs asking us not to disturb them while they are working.

It is therefore important to ask permission before we give attention to a service dog. Which is, of course, the courteous and safe way to approach any dog.

- **Approaching the Owner:** When we're out with our dogs, it's usually for relatively brief periods of time. And they all add up to only a small part of our day.

A person with a service dog, on the other hand, has their dog with them virtually all throughout their day. This could include their commute to work, their workday at the office, running errands at lunchtime, and rushing around the mall doing last minute shopping.

In educating others about service dogs, we can point this out and suggest that they be very considerate in deciding when to speak to a person with a service dog. It's not that they wouldn't love to chat with us; it's that there are just too many of us and they need time to live their lives.

If you are an outgoing person, you will be speaking to those around you at the gym, on the bus, and in the checkout line at the grocery store. And if one of them happens to have a service dog, consider speaking to them, too. We just need to make sure we don't interrupt their dog's work, or contribute to an incessant interruption of their lives.

Other Species as Therapy Animals

<http://www.therapydoginfo.net/servicedogs.html>

Dogs, cats, guinea pigs, rabbits, domesticated rats, horses, donkeys, llamas, alpacas, pot-bellied pigs and birds can all be used in therapy animal work. This website was named TherapyDogInfo.net only because most therapy animals are dogs, and that's what most people will search for on the web.



Not all therapy animals are dogs



BEAR

Paws for Action

Bear Adventure: Paws for Action

1. Do the following:

- a. Find out about two famous Americans. Share what you learned.
- b. Find out where places of historical interest are located in or near your community, town, or city. Go and visit one of them with your family or den.
- c. Learn about our flag. Display it at home for one month. Say the Pledge of Allegiance and learn its meaning.

2. Do the following:

- a. Visit a local sheriff's office or police station, or talk with a law enforcement officer visiting your den. During the visit, take turns with your den members asking questions that will help you learn how to stay safe.
- b. During or after your visit with a law enforcement officer, do at least two of the following:
 - i. Practice one way police gather evidence by taking fingerprints, taking a shoe print, or taking tire track casts.
 - ii. Make a list of emergency numbers to post in your home, and keep a copy with you in your backpack or wallet.
 - iii. With your family, develop a plan to follow in case of an emergency, and practice the plan at least three times. Your family can determine the emergency, or you can develop several plans.
 - iv. Discuss with your parent or another adult you trust any worries you have about your safety or a friend's safety.
 - v. If you have younger brothers and sisters, make sure they know how to call for help in an emergency.

3. Do the following:

- a. Learn about the energy your family uses and how you can help your family decrease its energy use.
- b. Do a cleanup project that benefits your community.

Salmon Run



Bear Elective Adventures: Salmon Run

1. Explain the safety rules that you need to follow before participating in boating.
2. Identify the equipment needed when going boating.
3. Demonstrate correct rowing or paddling form. Explain how rowing and canoeing are good exercise.
4. Explain the importance of response personnel or lifeguards in a swimming area.
5. Show how to do both a reach rescue and a throw rescue.
6. Visit a local pool or swimming area with your den or family, and go swimming.
7. Demonstrate the front crawl swim stroke to your den or family.
8. Name the three swimming ability groups for the Boy Scouts of America.
9. Attempt to earn the BSA beginner swimmer classification.

<http://usscouts.org/advance/cubscout/workbooks/Bear/Salmon-Run.pdf>

Meeting Plans can be found here:

<https://cubscouts.org/wp-content/uploads/2015/05/Salmon-Run.pdf>

Safety Afloat

<http://www.scouting.org/scoutsource/HealthandSafety/Aquatics/safety-afloat.aspx>

BSA groups shall use Safety Afloat



for all boating activities. Adult leaders supervising activities afloat must have completed Safety Afloat training within the previous two years. Cub Scout activities afloat are limited to council or district events that do not include moving water or float trips (expeditions). Safety Afloat standards apply to the use of canoes, kayaks, rowboats, rafts, floating tubes, sailboats, motorboats (including waterskiing), and other small craft, but do not apply to transportation on large commercial vessels such as ferries and cruise ships. Parasailing (being towed airborne behind a boat using a parachute), kitesurfing (using a wakeboard towed by a kite), and recreational use of personal watercraft (small sit-on-top motorboats propelled by water jets) are not authorized BSA activities.

Safety Afloat training may be obtained from MyScouting.org, at council summer camps, and at other council and district training events.

Confirmation of training is required on tour and activity plans for trips that involve boating. Additional guidance on appropriate skill levels and training resources is provided in the *Aquatics Supervision* guide available from council service centers.

1. Qualified Supervision

All activity afloat must be supervised by a mature and conscientious adult age 21 or older who understands and knowingly accepts responsibility for the wellbeing and safety of those in his or her care and who is trained in and committed to compliance with the nine points of BSA Safety Afloat. That supervisor must be skilled in the safe operation of the craft for the specific activity, knowledgeable in accident prevention, and prepared for emergency situations. If the adult with Safety Afloat training lacks the necessary boat operating and safety skills, then he or she may serve as the supervisor only if assisted by other adults, camp staff personnel, or professional tour guides who have the appropriate skills. Additional leadership is provided in ratios of one trained adult, staff member, or guide per 10 participants. For Cub Scouts, the leadership ratio is one trained adult, staff member, or guide per five participants. At least one leader must be trained in first aid including CPR. Any swimming done in conjunction with the activity afloat must be supervised in accordance with BSA Safe Swim Defense standards. It is strongly recommended that all units have at least one adult or older youth member currently trained in BSA Aquatics

Supervision: Paddle Craft Safety to assist in the planning and conduct of all activities afloat.

2. **Personal Health Review**

A complete health history is required of all participants as evidence of fitness for boating activities. Forms for minors must be signed by a parent or legal guardian. Participants should be asked to relate any recent incidents of illness or injury just prior to the activity. Supervision and protection should be adjusted to anticipate any potential risks associated with individual health conditions. For significant health conditions, the adult supervisor should require an examination by a physician and consult with parent, guardian, or caregiver for appropriate precautions.

3. **Swimming Ability**

Operation of any boat on a float trip is limited to youth and adults who have completed the BSA swimmer classification test. Swimmers must complete the following test, which must be administered annually.

Jump feetfirst into water over the head in depth. Level off and swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy, resting backstroke. The 100 yards must be completed in one swim without stops and must include at least one sharp turn. After completing the swim, rest by floating.

For activity afloat, those not classified as a swimmer are limited to multiperson craft during outings or float trips on calm water with little likelihood of capsizing or falling overboard. They may operate a fixed-seat rowboat or pedal boat accompanied by a buddy who is a swimmer. They may ride in a canoe or other paddle craft with an adult swimmer skilled in that craft as a buddy. They may ride as part of a group on a motorboat or sailboat operated by a skilled adult.

4. **Life Jackets**

Properly fitted U.S. Coast Guard–approved life jackets must be worn by all persons engaged in boating activity (rowing, canoeing, sailing, boardsailing, motorboating, waterskiing, rafting, tubing, and kayaking). Type III life jackets are recommended for general recreational use.

For vessels over 20 feet in length, life jackets need not be worn when participants are below deck or on deck when the qualified supervisor aboard the vessel determines that it is prudent to abide by less-restrictive state and federal regulations concerning the use and storage of life jackets, for example, when a cruising vessel with safety rails is at anchor. All participants not classified as swimmers must wear a

life jacket when on deck underway.

Life jackets need not be worn when an activity falls under Safe Swim Defense guidelines—for example, when an inflated raft is used in a pool or when snorkeling from an anchored craft.

5. **Buddy System**

All participants in an activity afloat are paired as buddies who are always aware of each other's situation and prepared to sound an alarm and lend assistance immediately when needed. When several craft are used on a float trip, each boat on the water should have a "buddy boat." All buddy pairs must be accounted for at regular intervals during the activity and checked off the water by the qualified supervisor at the conclusion of the activity. Buddies either ride in the same boat or stay near each other in single-person craft.

6. **Skill Proficiency**

Everyone in an activity afloat must have sufficient knowledge and skill to participate safely. Passengers should know how their movement affects boat stability and have a basic understanding of self-rescue. Boat operators must meet government requirements, be able to maintain control of their craft, know how changes in the environment influence that control, and undertake activities only that are within their personal and group capabilities.

Content of training exercises should be appropriate for the age, size, and experience of the participants, and should cover basic skills on calm water of limited extent before proceeding to advanced skills involving current, waves, high winds, or extended distance. At a minimum, instructors for canoes and kayaks should be able to demonstrate the handling and rescue skills required for BSA Aquatics Supervision: Paddle Craft Safety. All instructors must have at least one assistant who can recognize and respond appropriately if the instructor's safety is compromised.

Anyone engaged in recreational boating using humanpowered craft on flatwater ponds or controlled lake areas free of conflicting activities should be instructed in basic safety procedures prior to launch, and allowed to proceed after they have demonstrated the ability to control the boat adequately to return to shore at will.

For recreational sailing, at least one person aboard should be able to demonstrate basic sailing proficiency (tacking, reaching, and running) sufficient to return the boat to the launch point. Extended cruising on a large sailboat requires either a professional captain or an adult with sufficient experience to qualify as a bareboat skipper.

Motorboats may be operated by youth, subject to state requirements, only when accompanied in the boat by an experienced leader or camp staff member who meets state requirements for motorboat operation. Extended cruising on a large power boat requires either a professional captain or an adult with similar qualifications.

Before a unit using human-powered craft controlled by youth embarks on a float trip or excursion that covers an extended distance or lasts longer than four hours, each participant should either receive a minimum of three hours training and supervised practice, or demonstrate proficiency in maneuvering the craft effectively over a 100-yard course and recovering from a capsized.

Unit trips on whitewater above Class II must be done either with a professional guide in each craft or after all participants have received American Canoe Association or equivalent training for the class of water and type of craft involved.

7. **Planning**

Proper planning is necessary to ensure a safe, enjoyable exercise afloat. All plans should include a scheduled itinerary, notification of appropriate parties, communication arrangements, contingencies in case of foul weather or equipment failure, and emergency response options.

Preparation. Any boating activity requires access to the proper equipment and transportation of gear and participants to the site. Determine what state and local regulations are applicable. Get permission to use or cross private property. Determine whether personal resources will be used or whether outfitters will supply equipment, food, and shuttle services. Lists of group and personal equipment and supplies must be compiled and checked. Even short trips require selecting a route, checking water levels, and determining alternative pull-out locations. Changes in water level, especially on moving water, may pose significant, variable safety concerns. Obtain current charts and information about the waterway and consult those who have traveled the route recently.

Float Plan. Complete the preparation by writing a detailed itinerary, or float plan, noting put-in and pullout locations and waypoints, along with the approximate time the group should arrive at each. Travel time should be estimated generously.

Notification. File the float plan with parents, the local council office if traveling on running water, and local authorities if appropriate. Assign a member of the unit committee to alert authorities if prearranged check-ins are overdue. Make sure everyone is promptly notified when the trip is concluded.

Weather. Check the weather forecast just before setting out, and keep an alert weather eye. Anticipate changes and bring all craft ashore when rough weather threatens. Wait at least 30 minutes before resuming activities after the last incidence of thunder or lightning.

Contingencies. Planning must identify possible emergencies and other circumstances that could force a change of plans. Develop alternative plans for each situation. Identify local emergency resources such as EMS systems, sheriff's departments, or ranger stations. Check your primary communication system, and identify backups, such as the nearest residence to a campsite. Cell phones and radios may lose coverage, run out of power, or suffer water damage.

8. **Equipment**

All craft must be suitable for the activity, be seaworthy, and float if capsized. All craft and equipment must meet regulatory standards, be properly sized, and be in good repair. Spares, repair materials, and emergency gear must be carried as appropriate. Life jackets and paddles must be sized to the participants. Properly designed and fitted helmets must be worn when running rapids rated above Class II. Emergency equipment such as throw bags, signal devices, flashlights, heat sources, first-aid kits, radios, and maps must be ready for use. Spare equipment, repair materials, extra food and water, and dry clothes should be appropriate for the activity. All gear should be stowed to prevent loss and water damage. For float trips with multiple craft, the number of craft should be sufficient to carry the party if a boat is disabled, and critical supplies should be divided among the craft.

9. **Discipline**

Rules are effective only when followed. All participants should know, understand, and respect the rules and procedures for safe boating activities provided by Safety Afloat guidelines. Applicable rules should be discussed prior to the outing and reviewed for all participants near the boarding area just before the activity afloat begins. People are more likely to follow directions when they know the reasons for rules and procedures. Consistent, impartially applied rules supported by skill and good judgment provide steppingstones to a safe, enjoyable outing.

Coastie the Safety Boat for Cub Scouts

http://auxbdeptwiki.cgaux.org/index.php/Coastie_the_Safety_Boat_for_Cub_Scouts



Coastie is a robotic cartoon character used by the Coast Guard Auxiliary to assist with teaching recreational boating safety to younger audiences. As such he is a natural for helping the local Auxiliary Flotilla engage Cub Scouts in a fun discussion of boating safety.

1. Organize this event through the right leader, the Cubmaster. To get the best participation, you need a full Pack meeting with Cubs from all of the Dens. The Cubmaster's name and contact information is readily available from the local District Executive. Call the [local council office](#) and ask to speak to the "D.E." (District Executive) for your town.
2. Whenever possible, bring together two Packs into a special, combined Pack meeting and have one of the Packs host the event. Most Packs have about 30 Cub Scouts. We got twice the number of scouts with combined meetings.
3. It takes time to put on a Coastie event. The more scouts you can present him to at once, the better. For a 45 minute to an hour presentation, it takes about 4-5 hours for each Auxiliarist with travel, setup, actual event, breakdown, and return travel.

Travel Safety Checklist for Cub Scouts

<http://scoutermom.com/4682/travel-safety-checklist-cub-scouts/>

When traveling by car

- Always wear a seatbelt. There should be one seatbelt for each person. Never buckle two people in with one belt.
- Never ever ride in the cargo area of a van, station wagon, or pickup truck.

- Don't distract the driver. Take some toys or games to keep yourself occupied so the driver can focus on driving.
- Don't travel in a car which is not in good repair.
- Be aware of what is going on around you, especially when you are entering and exiting the car.
- When exiting a car parked on a road, always exit on the side next to the sidewalk or the shoulder of the road. Never exit on the side which has traffic driving past.

When traveling by public transportation (plane, train, bus, boat, etc.)

- Always stay with your group. Pay special attention to this when boarding and leaving.
- If you need to use the restroom, take an adult with you.
- Have a designated place to meet, just in case you do become separated.
- Have your parents point out the people who can help you, like security officers or attendants.
- Keep your parent's contact information in your pocket.
- Only talk to other passengers if your parents are with you. Don't give other passengers personal information about yourself (last name, phone number, etc) when you are talking to them.
- Keep your luggage stowed where it belongs. Make sure anything valuable is stored out of sight.
- Never take anything which resembles a weapon on public transportation. If you have your pocketknife with you, it should be packed in your luggage and never taken out.
- Be aware of what is going on around you. Pay attention to any rules which are explained by the attendants.

BSA Swim Test

http://meritbadge.org/wiki/index.php/BSA_Swim_Test

Requirements

Swimmer

- Jump feet first into water over the head, level off, and begin swimming.
- Swim 75 yards in a strong manner using one or more of the following strokes: side, breast, trudgen, or crawl. Swim 25 yards using an easy, resting backstroke.
- The 100 yards must be completed without stops and must include at least one sharp turn.
- Rest by floating...Long enough to demonstrate ability to rest when exhausted.

Beginner

- Jump feet first into water over the head, level off, and begin swimming.
- Swim 25 feet on the surface.
- Stop, turn, and resume swimming back to the starting place.

Non-Swimmer

- Did not complete either of the swimming tests.



WEBELOS CORE

First Responder



Webelos Adventure: First Responder

Do all of these:

1. Explain what first aid is. Tell what you should do after an accident.
2. Show what to do for the hurry cases of first aid:
 - a. Serious bleeding
 - b. Heart attack or sudden cardiac arrest
 - c. Stopped breathing
 - d. Stroke
 - e. Poisoning
3. Show how to help a choking victim.
4. Show how to treat for shock.
5. Demonstrate that you know how to treat the following:
 - a. Cuts and scratches
 - b. Burns and scalds

- c. Sunburn
 - d. Blisters on the hand and foot
 - e. Tick bites
 - f. Bites and stings of other insects
 - g. Venomous snakebite
 - h. Nosebleed
 - i. Frostbite
6. Put together a simple home first-aid kit. Explain what you included and how to use each item correctly.
 7. Create and practice an emergency readiness plan for your home or den meeting place.
 8. Visit with a first responder.

<http://usscouts.org/advance/cubscout/workbooks/Webelos/First-Responder.pdf>

Ideas for Adventure Requirements:

<http://www.boyscouttrail.com/webelos/webelos-first-responder-adventure.php>

1. Review first aid information with some of these [online first aid tests](#)
2. Learn about CPR and choking at [CPR Dude](#). *On page 69 of the Webelos handbook, it says to start chest compressions if someone is unresponsive - this is incorrect. CPR should be started if there is no signs of life, not if someone is just unconscious.*
Most Webelos aged boys will not be big enough to effectively perform CPR. If you line up a CPR instructor to visit your den, don't set the expectation that the scouts will earn any CPR certification.
3. Scouts should **NOT** simulate back blows or abdominal thrusts on each other. Showing hand placement is all they should not, not apply any pressure.
4. Before having any injured person lay down, it's best to spread a coat, blanket, sleeping pad, ... or such down first. This keeps the patient insulated from the ground and a bit cleaner.
5. *Demonstrate* means to actually do the skill, not just explain it in words. It's more interesting and engaging to have materials and simulate wounds, even if just drawing on skin with a red marker.
6. Knowing how to properly use each item in the kit is just as important as including it.
7. Have scouts work with their parents using page 84 of their Webelos Handbook to draw a floorplan of their house with two exits from each room and an outdoor meeting spot.
8. Plan ahead for this by contacting your police, fire department, or other emergency service provider.

First Responder Activities

http://boyscouttrail.com/worksheets/responder_worksheet.php

Word Search

Find these words:

Aid Harm Scratch Airway Help Shock Bandage Hurt

Splint Bite Injury Sprain Blister Burn Pulse Cut Symptom Poison Pressure Tape Wound Scab Xray Fainting Safety Fracture

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

Emergencies

Use the following words to complete each sentence. Each word is used only once.

alarm arson ax burn call crawl drill emergency escape exit explode extinguisher flammable fuse hazard hoses hot outlet panic plan roll scald smoke detector >Sparky water

1. If trapped in smoke; _____ under the smoke to safety.
2. Gasoline can _____ near a flame or heat.
3. Electrical _____ covers protect little children from shock.
4. A _____ is used to put water on a fire.
5. Treat a minor burn with cool _____.
6. Use the enclosed stairs marked " _____," not the elevator, to escape from a burning building.
7. Have a home fire _____ now. It could save your life later.
8. Learn not to _____.
9. _____ is NFPA'S Fire safety dog.
10. If there is a fire, get out fast. Then _____ the fire department.

11. _____ is a crime. It is a fire set on purpose that does harm.
12. Unless trained to use a fire _____, a person should get out and call the fire department.
13. Most fires in which people die happen in their own _____.
14. A _____ is an unsafe condition that exists in your home.
15. A _____ can warn you of a fire before you might smell, hear, or see it.
16. If you smell smoke, don't open the door. Feel it to see if it's warm or _____.
17. Fire fighters and paramedics respond to _____ calls.
18. _____ only causes more panic; set a calm example.
19. Make a home escape _____. Practice it twice a year.
20. In case of fire, you must have two _____ routes from your home.
21. A false _____ may prevent fire fighters from getting to a real fire.
22. _____ liquids catch fire easily.
23. Fire fighters may use an _____ to break through locked doors.
24. A _____ disconnects overloaded electrical circuits.
25. If your clothes catch on fire, stop, drop, and _____.
26. A hot liquid burn is a _____.

First Aid Matching

Match the items in the first aid kit (Numbers) with the condition for which that item would be used (Letters).

1. Ace bandage wrap
2. Hydrogen peroxide
3. 4 x 4 sterile gauze pad
4. Saline solution
5. Tweezers
6. Calamine lotion
7. Large triangle bandage
8. Adhesive tape
9. Sterile roller bandage
10. Band-Aid
11. Scissors
12. Safety pins
13. 30" splints of wood
14. Pressure bandage
15. Thermometer

- A. 3 inch scrape
- B. splinter in finger
- C. sprained ankle
- D. secure a bandage over a wound
- E. clean a shallow cut
- F. cover a second degree burn
- G. secure a sling bandage
- H. cover a small cut on a finger
- I. check someone's temperature
- J. cover a deep, heavily bleeding wound
- K. poison ivy rash
- L. cut roller bandage
- M. sprained arm
- N. clean out dirt in your eyes
- O. immobilize a broken leg

Emergency Alert System Skit

http://www.boyscouttrail.com/content/skit/emergency_alert_system-76.asp

This Skit is meant for Cub Scouts.

Decide for yourself if it is appropriate for your younger scouts or not.

Required:

6 to 10 scouts

Notes:

Make sure you practice so the Beeeeps start and stop when they should and so that the punch line does not drag on too long.

Script:

All scouts but one stand in line. Lead scout is in front or to one side.

Leader: For the next ten seconds we will conduct a test of the emergency broadcast system.

(line of scouts all make Beeeep sound until the leader raises his hand.)

Leader: Thank you. This concludes the test of the emergency broadcast system. Had this been an actual emergency, you would have heard...

(line of scouts scream in panic and run around)

First Aid Relays Game

http://www.boyscouttrail.com/content/game/first_aid_relays-442.asp

This Game is meant for Boy Scouts, Webelos scouts.

Notes:

These are a handful of different First Aid games that can be fun and useful.

Make sure scouts have been taught the various skills before doing the games.

Instructions:

Fireman's Drag Relay:

Two teams - half the members of each team are firemen, the other half are victims and are laying on their backs. On signal, the first fireman runs up to his victim, ties his wrists together with a neckerchief, and pulls him back to the starting line with the fireman's drag. He touches off the next fireman, who then rescues his victim. First team to bring in all their victims wins.

Two-Man Carry Relay:

Number each scout on each team.

#1 and #2 carry #3 using a four-hand seat carry for conscious victim to end and back.

#2 and #3 carry #4.

Continue through scouts.

Next-to-Last and Last carry #1.

Last and #1 carry #2.

If a victim touches the ground, stop and do some penalty, reform the carry and continue.

Stretcher Relay:

Need two staffs and a blanket for each team to create stretchers. Also need paper cups and water.

#1 and #2 create a stretcher and carry #3 to end and take stretcher apart. Each scout brings back one piece of the stretcher.

#2 and #3 carry #4. Continue through scouts. Next-to-Last and Last carry #1. Last and #1 carry #2.

Bonus: Have the victim carry a paper cup of water. The team with the most water left gets a bonus.

Arm Sling Relay:

Teams line up in relay formation with one scout acting as victim and standing in front of his team 30 feet away. All other people have their neckerchiefs on properly.

The first scout on each team runs to the victim, asks what is wrong, and applies an arm sling to the arm indicated.

When the judge sees that the sling is correct, he calls out "Cured!".

The scout removes the sling and becomes the victim. The previous victim runs back to touch the next member of his team. This continues until all on the team have been victim and rescuer.

Pressure Pad Relay:

Teams line up in relay formation with one scout acting as victim and sitting in front of his team 30 feet away. All other scouts have their neckerchiefs on properly.

The first scout on each team runs to the victim, asks what is wrong, and applies his neckerchief folded into a pressure pad where indicated.

When the judge sees that the pad is correct, he calls out "Cured!".

The scout removes the pad and becomes the next bleeding victim. The previous victim runs back to touch the next member of his team and puts his neckerchief back on.

This continues until all on the team have been victim and rescuer.

Banged Up Benny Game

<http://www.boyscouttrail.com/content/game/game-441.asp>

This Game is meant for Boy Scouts, Webelos scouts.

Required:

Neckerchiefs.

Folded up paper towels to use as sterile pads.

List of wounds on paper for each group.

Instructions:

Split in groups of 4 to 6 scouts.

One scout is Benny, he's all banged up from some terrible accident; the rest are rescuers.

Scouts line up single file with Benny out in front of them 10-30 feet. Have first aid materials beside each Benny.

On the leader's go signal, the first rescuer sees Benny, runs to him, and asks what is wrong. Possible injuries are: scalp wound (head bandage), thigh cut (pressure wrap), sprained ankle, broken arm (sling), hand or wrist cut (pressure pad). Rescuer applies his neckerchief and sterile pads as required where indicated.

When complete, he asks Benny if there's anything else wrong. If Benny says "Yes", the rescuer calls for help.

The next rescuer takes a turn helping Benny and then asks if there is more.

When Benny says "broken legs", the scout needs to get help and two scouts carry him back in a four-hand seat carry with the other scouts spotting.

This is used for serious practice in a fun way and there should be no time limit - try to have the scouts make good application of the dressings.

Emergency Preparedness Award

<http://www.boyscouttrail.com/content/award/award-205.asp>



When a member has fulfilled the requirements, a completed application is submitted to the council. Upon approval, an Emergency Preparedness pin is awarded. The pin may be worn on civilian clothing or on the uniform, centered on the left pocket flap. The award may be earned more than once; for instance, as a young person advances through the ranks and is capable of more complex preparedness activities, but only one pin may be worn.

- Download the [award application form](#)

All emergency activities carried out by Scouting units must be appropriate for the ages and abilities of the young people involved. Units should participate only under the supervision of their own leaders, and plans for unit help must be coordinated with community agencies responsible for disaster preparedness.



Webelos Scout Requirements

1. Learn rescue techniques.
2. Build a family emergency kit, with an adult family member participating in the project.
3. Take a first-aid course.
4. Learn to survive extreme weather situations.
5. Learn about stranger awareness, Internet safety, or safety at home.
6. Give a presentation to your den on preparing for emergencies.

Webelos Walkabout



Webelos Adventure: Webelos Walkabout

Do all of these:

1. Create a hike plan.
2. Assemble a hiking first-aid kit.
3. Describe and identify from photos any poisonous plants and dangerous animals and insects you might encounter on your hike.
4. Before your hike, plan and prepare a nutritious lunch. Enjoy it on your hike, and clean up afterward.
5. Recite the Outdoor Code and the Leave No Trace Principles for Kids from memory. Talk about how you can demonstrate them on your Webelos adventures.
6. With your Webelos den or with a family member, hike 3 miles (in the country if possible).
7. Complete a service project on or near the hike location.
8. Perform one of the following leadership roles during your hike: trail leader, first-aid leader, lunch leader, or service project leader.



Mini First Aid Kit

Difficulty: **Very Easy**

Recycle a film canister and transform it into a handy Mini First Aid Kit for kids to wear on their belt. Great for Tiger Cubs.

What you'll need:

- Fuji film canister
- Scissors
- Orange or black pony bead
- Tiger sticker (from Tiger Cub Family Activity Packet)
- Orange plastic lanyard (Rexlace)
- Midget Tootsie Rolls
- Alcohol swab
- Band-Aid
- Q-tip
- Hot glue or "Glue Dots" (A & W Products)

How to make it:

1. Adhere the pony bead to the top of the film canister using either hot glue or Glue Dots.
2. Place a Tiger sticker on outside of canister.

3. Lace the orange plastic lanyard through lid. Tie a knot. You can also use a hole punch and punch 2 holes in the lid then string the lanyard through. Tie a knot.
4. Cut a Q-tip in half.
5. Put Tootsie Rolls, alcohol swab, a Band-Aid, 1/2 Q-Tip inside the canister. Secure the lid.
6. Put your Mini First Aid Kit on your belt. If you get hurt or lost from the group, clean the spot with the alcohol wipe, put on a Band-Aid, and eat a Tootsie Roll.

Tips:

Note from editor: We found Glue Dots at our local Wal-Mart in the school or business supply area. Although the Glue Dots are a lot more expensive than a hot glue gun, they are SAFER for children to use. Supervise the use as this adhesive is extremely sticky and can be a bit tricky to use at first.

MAKE YOUR OWN FIRST AID KIT



What to Include:

For open wounds, cuts, skinned knees, and scratches

- 1 box 12

adhesive compresses

- 3 sizes sterile bandages
- 3 sterile gauze squares
- A small bottle antiseptic

For blisters

- Adhesive compresses or gauze squares
- Narrow adhesive

For sprains

- 1 triangular bandage
- Small scissors

For burns, sunburn

- Tube burn ointment - 5%

For splinters

- Small tweezers
- Needle
- Matches to sterilize

For fainting

- Small bottle aromatic spirits of ammonia

For bites or stings

- Small box bicarbonate of soda

For toothache

- Small bottle oil of cloves

For plant poisoning

- Small bar yellow soap

Ideas for containers to use:

- A cigar box, a tin cracker or candy box - paint and decorate. Put a list of what-to-do inside the lid.
- Make a cloth case with a strap.
- A cloth kit with pockets. Fold over the top, roll up, and tie.

First Aid Kit Neckerchief Slide

Betsy O, Northwest Texas Council

This slide has been around for a long time. I found it in the 2008-2009 Cub Scout Program Helps.



Materials-

Plastic 35 mm film canister with lid
(How much longer will we have these great Craft items with digital cameras abounding?? We need a replacement soon! CD!)

Adhesive Band-Aid
 Antiseptic wipe
 ½ of a chenille stem

Tools-

Red paint pen
 Awl

Instructions-

- Have an adult poke two holes, one on either side and near the top of the canister.
- Draw a red cross on the front center of the canister. Let dry.
- Feed the end of the chenille stem through the holes and leave the tails sticking out of both holes.
- Fill the canister with Band-Aids and wipes
- Add your name and date!



Make personal First Aid Kits

in a zip lock bag. These would include a couple bandaides, cotton ball, safety pen, a sanitize wipe, Q tip, etc) You can also make these in a plastic film canister if you can still find them.

For the **Pack Health and Fitness Camp Out** you may also want to consider:

Outdoor Code Responsive Reading Ceremony

Equipment: U.S. flag, copy of the Outdoor Code for each participant

The Cubmaster(CM) speaks briefly about the importance to our nation of taking good care of our natural resources and then uses the Outdoor Code as a responsive reading, with boys (and parents, if present, and everyone in the audience) reading the responses.

CM: As an American, I will do my best to be clean in my outdoor manners—

BOYS: I will treat the outdoors as a heritage. I will take care of it for myself and others. I will keep my trash and garbage out of lakes, streams, fields, woods, and roadways.

CM: Be careful with fire—

BOYS: I will prevent wildfire. I will build my fires only where they are appropriate. When I have finished using fire, I will make sure it is cold-out. I will leave a clean fire ring or remove all evidence of my fire.

CM: Be considerate in the outdoors—

BOYS I will treat public and private property with respect. I will use low-impact methods of hiking and camping.

CM: Be conservation-minded—

BOYS: I will learn how to practice good conservation of soil, waters, forests, minerals, grasslands, wildlife, and energy. I will urge others to do the same.

CM: Let us close by singing
 “God Bless America.”

(CS How To Book, page 6-13)

You can find a copy of the **How-To Book** at
http://www.scouting.org/filestore/hispanic/english/33832_WEB.pdf

The Outdoor Code Opening

Sam Houston Area Council

Materials – 4 Cub Scouts, Cubmaster (CM), Assistant CM (CA), the American flag posted on the stage, several potted plants or an artificial tree, a garbage bag filled with trash (rinsed out cans, bottles, crumpled paper, etc.)

Cubmaster enters carrying the garbage bag, and stands between the flag and the plants.

CM: We are blessed to live in this great land of freedom and beauty. America truly is the home of amber waves of grain and purple mountains majesty. Unfortunately, there are people in this country who abuse their freedom and pollute the land. (He dumps the bag of trash on the ground.) As Cub Scouts, we can learn to be better Americans by living the Outdoor Code.

Cub #1 (enters and stands by Cubmaster) As an American, I will do my best to be clean in my outdoor manners. (He takes empty bag from Cubmaster and begins to pick up trash while Cubmaster speaks.)

CM I will treat the outdoors as a heritage. I will take care of it for myself and others. I will keep my trash and garbage out of lakes, streams, fields, woods, and roadways.

Cub #2 (enters and takes bag from Cub #1. Cub #1 exits.) I will be careful with fire. (Picks up more trash as Cubmaster speaks.)

CM I will prevent wildfire. I will build my fires only where they are appropriate. When I have finished using a fire, I will make sure it is cold out. I will leave a clean fire ring, or remove all evidence of my fire.

Cub #3 (Enters and takes bag from Cub #2. Cub #2 exits.) I will be considerate in the outdoors. (Picks up trash as Cubmaster speaks.)

CM I will treat public and private property with respect. I will use low-impact methods of hiking and camping.

Cub #4 (Enters and takes bag from Cub #3. Cub #3 exits.) I will be conservation-minded. (Picks up remaining trash as Cubmaster speaks.)

CM I will learn how to practice good conservation of soil, waters, forest, minerals, grasslands, wildlife, and energy. I will urge others to do the same. (Cub #4 gives bag back to Cubmaster and exits.) These Cub Scouts have shown they are willing to protect our country's natural beauty and conserve her natural resources.

CA Please stand, salute the flag and join me in singing "America the Beautiful." (Or say the Pledge of Allegiance.)

Outdoor Code Closing

National Capital Area Council

Leader: As a citizen of the United States, I will do my best to be clean in my outdoor manners.

Pack: I will treat the outdoors as a heritage to be improved for our greater enjoyment. I will keep trash and garbage out of my country's waters, fields, woods, and roadways.

Leader: Be careful with fire.

Pack: I will prevent wildfire. I will build my fire in a safe place and be sure it is out before I leave.

Leader: Be considerate in the outdoors.

Pack: I will treat public and private property with respect. I will remember that use of the outdoors is a privilege I can lose by abuse.

Leader: Be conservation minded.

Pack: I will learn how to practice good conservation of soil, water, forests, minerals, grasslands, and wilderness, and I will urge others to do the same. I will use sportsmanlike methods in my outdoor activities.

THE OUTDOOR CODE

This is good after a hike, fishing trip, park clean-up, nature hunt (anything outdoors of an educational nature) not just to play.

DEN CHIEF: Let's sit quietly for a few moments. Close your eyes and listen to the sounds of nature. Think of what we have to be thankful for.

Let's now repeat The Outdoor Code.

"As an American, I will do my best --be clean in my outdoor manners, be careful with fire, be considerate in the outdoors, and be conservation-minded.

DEN LEADER: Let's sing God Bless America.



Leave No Trace Awareness Award

U.S. SCOUTING SERVICE PROJECT -- [HTTP://USSCOUTS.O](http://USSCOUTS.O)

The Leave No Trace Awareness Award is worn on the uniform shirt,

centered on the right pocket as a TEMPORARY patch.

Only ONE Temporary patch may be worn at a time.

Cub Scout Leave No Trace Pledge

I promise to practice the Leave No Trace frontcountry guidelines wherever I go:

1. Plan ahead.
2. Stick to trails.
3. Manage your pet.
4. Leave what you find.
5. Respect other visitors.
6. Trash your trash.

Tiger Cub Scout Requirements

1. Discuss with your leader or parent/guardian the importance of the Leave No Trace frontcountry guidelines.
2. Complete the activities for Achievement 5, [Let's Go Outdoors](#).
3. Participate in a Leave No Trace-related service project.
4. Promise to practice the Leave No Trace frontcountry guidelines by signing the Cub Scout Leave No Trace Pledge.
5. Draw a poster to illustrate the Leave No Trace frontcountry guidelines and display it at a pack meeting.

Wolf Cub Scout Requirements

1. Discuss with your leader or parent/guardian the importance of the Leave No Trace frontcountry guidelines.
2. On three separate outings, practice the frontcountry guidelines of Leave No Trace.
3. Complete Achievement 7, "[Your Living World](#)."
4. Participate in a Leave No Trace - related service project.
5. Promise to practice Leave No Trace frontcountry guidelines by signing the Cub Scout Leave No Trace Pledge.
6. Draw a poster to illustrate the Leave No Trace frontcountry guidelines and display it at a pack meeting.

Bear Cub Scout Requirements

1. Discuss with your leader or parent/guardian the importance of the Leave No Trace frontcountry guidelines.
2. On three separate outings, practice the frontcountry guidelines of Leave No Trace.
3. Complete Achievement 12, "[Family Outdoor Adventures](#)."
4. Participate in a Leave No Trace - related service project.
5. Promise to practice Leave No Trace frontcountry guidelines by signing the Cub Scout Leave No Trace Pledge.
6. Draw a poster to illustrate the Leave No Trace frontcountry guidelines and display it at a pack meeting.

Webelos Scout Requirements

1. Discuss with your leader or parent/guardian the importance of the Leave No Trace frontcountry guidelines.
2. On three separate outings, practice the frontcountry guidelines of Leave No Trace.
3. Earn the [Outdoorsman](#) activity badge.
4. Participate in a Leave No Trace - related service project.
5. Promise to practice Leave No Trace frontcountry guidelines by signing the Cub Scout Leave No Trace Pledge.
6. Draw a poster to illustrate the Leave No Trace frontcountry guidelines and display it at a pack meeting.

Cub Scout Leader Requirements

1. Discuss with your den's Cub Scouts or your pack's leaders the importance of the Leave No Trace frontcountry guidelines.
2. On three separate outings demonstrate and practice the frontcountry guidelines of Leave No Trace.
3. Participate in presenting a den, pack, district, or council awareness session on Leave No Trace frontcountry guidelines.
4. Participate in a Leave No Trace-related service project.
5. Commit yourself to the Leave No Trace frontcountry guidelines by signing the Cub Scout Leave No Trace Pledge.

Assist at least three boys in earning Cub Scouting's Leave No Trace Awareness Award.

LEAVE NO TRACE

Santa Clara County Council

With Hiking the theme for July a many of Packs and Dens will be out in Camps and Woods and Parks exploring. BSA has published a Cub Scout Version of the Leave No Trace principles. It is available as a bin item, # 13-032. (When requested, Bin items are provided free from BSA National to your local council.) Go ask for your copy.

The brochure describes six Front Country Guidelines for Cub Scouts to follow while hiking, camping and enjoying the outdoors. There is even a Cub Scout Leave No Trace award with a patch for Cub Scouts and leaders to earn.

Making sure our leaders and Cubs are familiar with these principles should enable our Cubs to be complimented wherever they go and help us recruit even more boys!!

Focus on "Leave No Trace"

Santa Clara County Council

It is never too early to start teaching the concepts and practices of Leave No Trace. We emphasize Leave No Trace in Boy Scouts, but the Cub Scout years are the best place to start learning about it. We can hike and camp as Cub Scout families. If the treasure that is our outdoors is to remain for our children's children to enjoy, we must all impact nature as little as possible. Teach your Cub Scouts the basic principles of Leave No Trace. An excellent resource can be found on the BSA website at

<http://www.scouting.org/BoyScouts/TeachingLeaveNoTrace.aspx>

Teach the seven principles of Leave No Trace. Some of these concepts are too advanced for Cub Scouts, but many of them can be understood even by our Tigers.

Plan Ahead and Prepare

- Know the regulations and special concerns for the area you'll visit.
- Prepare for extreme weather, hazards and emergencies.
- Schedule your trip to avoid times of high use.
- Visit in small groups.
Split larger parties into groups of 4 - 6.
- Repackage food to minimize waste.
- Use a map and compass to eliminate use of rock cairns, flagging or marking paint.

Travel and Camp on Durable Surfaces

- Durable surfaces include established trails and campsites, rock, gravel, dry grasses or snow.
- Protect riparian areas by camping at least 200 feet away from lakes, streams
- Good campsites are found, not made. Altering a site is not necessary.

In popular areas

- Walk single file in the middle of the trail, even when wet or muddy.
- Keep campsites small. Focus activity in areas where vegetation is absent.

In pristine areas

- Disperse use to prevent the creation of campsites and trails.
- Avoid places where impacts are just beginning.

Dispose of Waste Properly

- Pack it in, pack it out. Inspect your campsite and rest areas for trash or spilled foods. Pack out all trash, leftover food, and litter.
- Deposit solid human waste in catholes dug 6 to 8 inches deep at least 200 feet from water, camp and trails. Cover and disguise the cathole when finished.
- Pack out toilet paper and hygiene products.
- To wash yourself or your dishes, carry water 200 feet away from streams or lakes and use small amounts of biodegradable soap. Scatter strained dishwater.

Leave What you Find

- Preserve the past, observe but do not touch, cultural or historic structures and artifacts.
- Leave rocks, plants and other natural objects as you find them.
- Avoid introducing or transporting non-native species.
- Do not build structures, furniture, or dig trenches.

Minimize Campfire Impacts

- Campfires can cause lasting impacts to the backcountry. Use a lightweight stove for cooking and enjoy a candle lantern for light.
- Where fires are permitted, use established fire rings, fire pans or mound fires.
- Keep fires small. Only use sticks from the ground that can be broken by hand.
- Burn all wood and coals to ash, put out campfires completely, then scatter cool ashes.

Respect Wildlife

- Observe wildlife from a distance. Do not follow or approach them.
- Never feed animals. Feeding wildlife damages their health, alters natural behaviors, and exposes them to predators and other dangers.
- Protect wildlife and your food by storing rations and trash securely.
- Control pets at all times, or leave them at home.
- Avoid wildlife during sensitive times, mating, nesting, raising young, or winter.

Be Considerate of Other Visitors

- Respect other visitors and protect the quality of their experience.
- Be courteous, yield to other users on the trail.
- Step to the downhill side of the trail when encountering pack stock.
- Take breaks and camp away from trails and other visitors.
- Let nature's sounds prevail. Avoid loud voices and noises.

Cub Scout Leave No Trace Pledge

Oregon Trail Council

Set Up –

Cubmaster (CM) and 6 Cub Scouts (could be all Tiger cubs as this opening is simple)

Props

– Each Cub Scout has a poster with his words and an appropriate picture on front and his part either the words or an explanation of the words in LARGE print on the back.

CM:

I promise to practice the Leave No Trace front country guidelines wherever I go:

Cub #1:

Plan ahead.

Cub #2:

Stick to trails.

Cub #3:

Manage your pet.

Cub #4:

Leave what you find.

Cub #5:

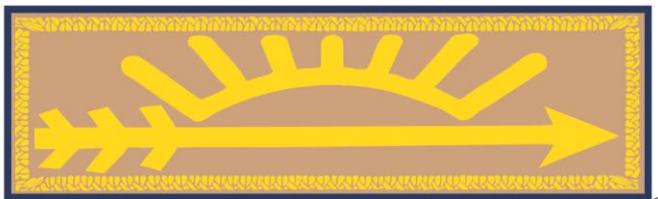
Respect other visitors.

Cub #6:

Trash your trash.

CA:

(Lead the Pledge of Allegiance)



ARROW OF LIGHT CORE

Build My Own Hero



Do all of these:

1. Discover what it means to be a hero. Invite a local hero to meet with your den.
2. Identify how citizens can be heroes in their communities.

3. Recognize a hero in your community by presenting him or her with a "My Hero Award."
4. Learn about a real-life hero from another part of the world who has helped the world be a better place.
5. Learn about a Scout hero.
6. Create your own superhero.

<http://usscouts.org/advance/cubscout/workbooks/Webelos/BUILD-My-Own-Hero.pdf>

The MY HERO Project

<http://myhero.com/home.asp>

The mission of MY HERO is to use media, art and technology to celebrate the best of humanity and to empower people of all ages to realize their own potential to effect positive change in the world.

Our freely accessible, not-for-profit project is [supported by visitors](#) of all ages who share stories, art, and short films on our award-winning multimedia journal and digital library.

How to Create a Super Hero

<http://www.wikihow.com/Create-a-Super-Hero>

Have you ever wanted to create the next Spider-Man, Superman, or Batman? To create a superhero, follow these guidelines.

Choose your superhero's powers. Since super heroes are generally identified by their powers, it might make sense to think of the powers first and then shape the character to fit them. A huge number of superpowers have already been claimed by other characters, so try to come up with something unique (ex. Gambit) but not so unique that your character is ridiculed for it (ex. Aqua man).

- Some superheroes don't have any "powers" in the supernatural sense of the word and instead rely on gadgets and training (ex. Batman, Black Widow). Others specialize in a single weapon or fighting style; these heroes' dedication not only commands our respect, but also makes them more susceptible to other attack styles, which in turn makes them more vulnerable (and possibly more interesting).
- It's doubtful you'll be able to find something that hasn't already been taken by someone somewhere, so just be sure to tweak it enough not to outright rip off another character.

Decide how the character got those powers. Picking a cool power isn't enough; to make it relevant, you have to integrate it into the character's life story so that it becomes part of what defines their actions. One thing that almost all superheroes have in common is that they don't choose the superhero lifestyle; it chooses them – often through birth (ex. Superman and the X-Men), a freak accident (ex. Spider-Man, the Hulk), or an emotionally traumatic event (ex. Catwoman, the Crow). This can make a character more round and dynamic.

Think about how the powers have evolved. What was the character's initial reaction? How long did it take before the character had second thoughts? Have the powers become necessary for survival? Does your superhero try to use those powers as little as possible? Is (s)he proud or ashamed of these abilities? Make the superpowers a journey in and of themselves; a character who has a static relationship to his or her own abilities won't generate a lot of interest.

Give your superhero a tragic flaw. An invulnerable hero can get old fast. By giving him or her a fatal weakness, you make battles more interesting and make fans more invested in the character. (Sometimes, the powers themselves are the tragic flaw.)

Choose a gender and build for your superhero. The superpowers you have chosen will help you determine the character's physicality. Is your character a tank? Would a lithe and lanky build more appropriate? Is the power gender-specific?

Flesh out your character's superhero personality. Now that you have covered the ins and outs of what makes this hero so super, you can flesh out the personality accordingly. Is (s)he aggressive and confident? Quiet and shy? Backhanded and manipulative? Brassy and funny? Outrageous and pompous? Dark and conflicted? The list goes on...

Flesh out your character's everyday personality. Most superheroes have alter-egos that keep them safe from enemies and help them navigate the normal human world; this is a huge part of what makes them so good, as most people feel like they have to hide their true selves from others. Make sure to create a believable, realistic secondary identity; as a bonus, choose something that compliments their superhero nature, making one of the two identities into a "shadow self" (ex. the obsessively dedicated and altruistic Batman pretending to be the spoiled playboy Bruce Wayne).

Create a weakness for your hero. What is your superhero's 'soft spot'? Are they mortally afraid of

anything or anyone? Nobody is perfect, and neither is your superhero.

Determine the community's relationship to both the superhero self and the everyday self. Do people look up one or both personalities? Does anyone know that they are really a superhero?

Name your superhero. Once you feel confident that your character is dynamic and well-rounded, [find a unique name](#). Be careful not to accidentally choose something that's already been taken.

Design a costume for your superhero. Make sure the colors, style, and accessories are all appropriate to both the character's powers and personality.

Give your superhero a trademark or two. A symbol or logo, for example, makes superheroes more memorable and helps make their costumes complete. A catchphrase might also be useful, but remember to make it *catchy*, not long or cheesy. If it's appropriate for the character's power, you might also want to give him or her a trademark pose. Of course, the most important trademarks of all are weapons, vehicles, and other useful tools. Be sure to name these items and give them a special place in the story arc.

Decide whether or not to give your superhero a sidekick/team. Is the sidekick/team useful or do they make lots of mistakes? Develop the sidekick/team the same way that you've developed the superhero thus far, then create a back-story as to how they met. Were they once enemies? Were they scarred by the same event? Is (s)he a sibling or friend? Did the superhero meet the sidekick/team by resurrecting them (or vice versa)?

Decide if your superhero has any main enemies. Again, flesh out the enemies the same way you did the superhero. However, don't answer too many questions about the villains right off the bat; taking time to reveal their back-stories, true natures, and/or motivations will make them more engaging and mysterious.

Tips

- A superhero who has the same problems that ordinary people have is easier to relate to – and lots easier for you to write about if you ever start a comic book.
- Base the "everyday" aspect of the character on real people to make it more believable.
- If you want a unique power, you may have to give it a cheesy, card-game-style name (ex. mystic alien power smash hands, mega uber blast of destiny, supersizem)

rays of roht, etc.). Think outside of the box and you might end up with a really cool power.

- For the name of your superhero, make it something unique, (e.g. Green Lantern) *blank* - wo/man can get boring if you were to make multiple heroes.

Warnings

- Until a superhero becomes well known, the name is what makes someone decide whether or not to invest any time or money to learn more: since the superhero's name is intimately tied the super alter-ego – which is what make him or her interesting in the first place – picking the wrong super-name can crash the character and send potential readers running. Your goal is to choose a name that makes people go, "That is SO COOL!!"

Scouting Heroes

<http://blog.utahscouts.org/building-youth/scouting-heroes/>

By Liz Merrell
Dec 05, 2013



Today's pop culture is filled with countless "stars" and "superstars". Children often put celebrities on pedestals to idolize and mimic. However, most celebrities and sports figures are not heroes. Most celebrities are just well known for being famous. A true hero exhibits behaviors worthy of imitation.

Many Scouts have gone on to be national heroes, including home-run champions, moon-walkers, and U.S. presidents. Some Scouts have saved

lives, but most Scouts simply improve the quality of life for those around them by providing quiet service.

Scouting and heroism go hand-in-hand. Scouts have always looked up to role models they consider heroes, inside and outside our movement. Scouts have been heroes, too—some on a grand stage, some in quiet ways. That's no accident. Having heroes is an important step on the road to becoming one.

Eleven of the 12 men who walked on the moon were Scouts. Since the space program began, more than half of all American astronauts have Scouting backgrounds. Every Scout promises to be brave and these Scouts—these heroes—show us what bravery really is. Scouts also promise to do their duty "to God and country." So it's no surprise that more than 35 percent of West Point cadets and 30 percent of Air Force Academy cadets are former Scouts.

Parents have a responsibility to point out what actions merit honor and which people deserve to be admired. Parents also need to teach boys how to be a hero. Everybody loves a hero who fights for the right against all odds, but a hero is also someone who personifies great ideals, who is ethical, and tries to serve other people. A hero is someone who has to make tough decisions for the safety and well-being of his team. A hero is loyal, hard-working, and persistent.

As Cub Scouts promise "to help other people," Boy Scouts add "at all times" and Venturing Scouts pledge "to help others." Whatever their level of Scouting, devotion to the welfare of others is embodied in the Scout oath or promise. The commitment is reinforced by the Scout slogan to "Do a Good Turn Daily".

Heroes come packaged differently and sometimes unexpectedly. Some heroes include inventors, firemen, businessmen, scientists, doctors, conservationists, teachers, parents, and even young Scouts who provide millions of service hours each year to complete Eagle Projects, collect humanitarian supplies, and stock

local food banks through “Scouting for Food”. Since 2004, when the Boy Scouts of America launched the “Good Turn for America”—a national call to service engaging Scouts in tackling hunger, homelessness, and poor health across our nation, Scouts have logged more than five and a half million hours of community service as part of that effort.

Many heroes are hidden among us quietly living lives of selfless dedication by providing community service to others in their community. Most heroes never think they deserve to be recognized because they are humbly serving in their communities.

The Boy Scouts of America organization is committed to giving young Americans the tools and experiences, and the knowledge and faith to make the world a better place. Every Scout has the chance to be a hero to the people around him.

Check out these ideas for Cub Scouts to learn how to be heroic in their own communities at <http://www.scouting.org/scoutsource/CubScouts/Activities/Adults/service.aspx>.

Author: Liz Merrell | Sr. Development Director,
Utah National Parks Council