



# BALOO'S BUGLE

Volume 20, Number 11

“Make no little plans; they have no magic to stir men's blood and probably themselves will not be realized. Make big plans; aim high in hope and work.” — Daniel Hudson Burnham (1846-1912)

June 2014 Cub Scout Roundtable

July 2014 Core Value & Pack Meeting Ideas

## Courage / Space - The New Frontier

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

### CORE VALUES

*Cub Scout Roundtable Leaders' Guide*

✓ **Core Value Highlighted This Month: Courage**

Being brave and doing what is right regardless of our fears, the difficulties, or the consequences.

✓ **Why "Under the Sea" for Courage?**

The oceans are the last unexplored frontiers on Earth. It takes courage to venture into undiscovered territory. This month let us take our Cub Scouts under the oceans to explore and do what is right in caring for our last earthly frontier.

✓ **Scout Law equivalent to Courage 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.



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**DEN MEETING TOPICS**

When a Den Meeting occurs depends on when you start your year and how often you meet. A Den that starts in August will be doing meetings 1 & 2 then, and 3& 4 in September. A den that meets three times a month will do 1, 2, and 3 in September. *The pace is up to you!!*

MONTH/ CORE VALUE	JUNE: PERSEVERANCE		JULY: COURAGE		AUGUST: HONESTY	
	OVER THE HORIZON		SPACE - THE NEW FRONTIER		HEROES OF HISTORY	
ALTERNATE PACK MTG THEME	LETTERED MEETING OF YOUR CHOICE	LETTERED MEETING OF YOUR CHOICE	LETTERED MEETING OF YOUR CHOICE	LETTERED MEETING OF YOUR CHOICE	LETTERED MEETING OF YOUR CHOICE	LETTERED MEETING OF YOUR CHOICE
<b>TIGERS</b>						
<b>WOLVES</b>	Do supplemental meetings (they have letters instead of numbers in the Resource Guide) of your choice.		Do supplemental meetings (they have letters instead of numbers in the Resource Guide) of your choice.		Do supplemental meetings (they have letters instead of numbers in the Resource Guide) of your choice.	
<b>BEARS</b>	<b>Remember Boys want to be outside.</b>		<b>Remember Boys want to be outside.</b>		<b>Remember Boys want to be outside.</b>	
<b>WEBELOS</b>						
<b>ARROW OF LIGHT</b>						
<b>RT MONTH</b>	May, 2014		June, 2014		July, 2014	
<b>RT FOCI</b>	National Den Award, Bike Safety, Keeping Your Scouts Safe		District and Council Activities, National Den Award, Annual Pack Planning Conference, Pack Games		Boys' Life, Den Outreach Activities, Budgets, Fund Raising, Family Participation	



## PACK MEETING THEMES

Commissioner Dave (with help from Kim)

All 36 Supplemental Pack Meeting plans are posted at:

<http://www.scouting.org/scoutsources/CubScouts/Leaders/DenLeaderResources/DenandPackMeetingResourceGuide/PackMeetingPlans.aspx>

Here is the last 1 in the current CS RT PG -

Month	Core Value	Supplemental Theme
• August	Honesty	<a href="#">Heroes in History</a>

Here are the first several themes to be presented during the 2014-2015 Scouting Year. These themes are presented in the 2014-2015 Cub Scout Roundtable Planning Guide and will be featured in your local Roundtables -

Month	Core Value	Supplemental Theme
• June	Perseverance	<a href="#">Over the Horizon</a>
• July	Courage	<a href="#">Space - the New Frontier</a>
• August	Honesty	<a href="#">Heroes in History</a>

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."

Here is the complete list of all 36 Supplemental Themes. Any Pack/Cubmaster can use any theme any month. The year designation is to show you which themes will be featured at Roundtables each year. So, the 2014 - 2015 RT year will kicked off in August 10`4 with Cooperation and Under the Big Top. Then Responsibility and Dollars and Sense.

Month	Core Value	Supplemental Pack Meeting Themes	
		Set A	Set B
September	Cooperation	2012-2013 CS RT PG * Hometown Heroes	2014-2015 CS RT PG * Under the Big Top
October	Responsibility	* Jungle of Fun	* Dollars and Sense
November	Citizenship	* 50 Great States	* Give Goodwill
December	Respect	* Holiday Lights	* Stars and Stripes
January	Positive Attitude	* Abracadabra	* Yes, I Can
February	Resourcefulness	* Turn Back the Clock	* Litter to Glitter
March	Compassion	* Planting Seeds of Kindness	* Aware and Care
April	Faith	* Cub Scouts Give Thanks	* Soaring the Skies
May	Health & Fitness	* Cub Cafe	* Backyard Fun
June	Perseverance	* Head West Young Man	* Go for the Gold
July	Courage	* Cubs in Shining Armor	* Under the Sea
August	Honesty	* Kids Against Crime	* Play Ball



**UPCOMING MONTHS**



- ★ July's Core Value, **Courage**, will use the Supplemental Theme "**Space - the New frontier**"
- ★ Month's that have themes that might help you with **Courage** and "**Space - the New Frontier**" are:

Month	Year	Theme
<b>Space - the New Frontier</b>		
May	1940	Sky Adventure
January	1952	Stars-Planets-Space
January	1957	Eyes in the Sky
November	1966	Adventures in Space
January	1971	Lights in the Sky
August	1972	Cub Scout Astronauts
January	1975	Space Adventures
May	1979	Lights in the Sky
May	1984	Life on Other Planets
April	1993	Life on Other Planets
June	1998	Adventures in the Sky
June	2000	Space: The New Frontier
September	2002	Blast Off
September	2003	Soaring To New Heights
December	2006	Cub Scout Stars
<b>Summertime Stuff</b>		
August	1977	Water Fun
July	1984	Fun in the Sun
August	1989	Outdoor Festival
July	1992	Fun in the Sun
August	1994	Water Fun
July	1995	Water Carnival
July	1996	Water Fun
August	2001	Summer Songfest
July	2004	Fin Fun
August	2005	Campfire Tales and Traditions
July	2008	H2 OHhhhhh!
August	2010	Waves of Fun
<b>Courage</b>		

July	2011	Courage
July	2012	Courage
July	2013	Courage



- ★ August's Core Value, **Honesty**, will use the Supplemental Theme "**Heroes in History.**"
- Month's that have themes that might help you **Honesty**, and "**Heroes in History**" are:

<b>Heroes in History</b>		
November	1943	Back to the Good Old Days
March	1944	When Dad was a Boy
November	1954	Adventures in History
February	1962	Parade of Presidents
July	1963	When Dad was a Boy
January	1967	Highways To History
June	1968	When Dad was a Boy
October	1972	Discovery of America
February	1973	Famous Americans
June	1973	Flags of America
October	1976	Outstanding Presidents
June	1981	Flags of America
November	1985	Parade of the Presidents
September	1987	Flags of America
November	1989	Parade of the Presidents
November	1996	Ancient Greece
October	1999	California Gold Rush
February	2000	Turn Back the Clock
September	2004	Time in a Capsule
<b>Honesty</b>		
January	1943	Do Your Bit
December	1958	The Golden Rule
August	1968	Mystery Month
September	1998	Be a Detective
November	2001	Hometown Heroes
November	2002	Kids Against Crime
January	2004	Home Alone
November	2009	Scout Salute
August	2011	Honesty
August	2012	Honesty



August	2013	Honesty (Kids Against Crime)
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## Connecting Honesty with Outdoor Activities

Adapted from B.A.L.O.O. Appendix E &

<http://www.scouting.org/filestore/pdf/510-097.pdf>

- ★ **Hikes** – Follow the outdoor Code when hiking. After a hike, report accurately what was observed and/or done.
- ★ **Nature Activities** - Listen to boys when they are participating in an activity and praise honesty when you hear it.
- ★ **Service Projects** – Make posters that address being honest with parents about offers of drugs. Make posters discouraging shoplifting. Aim posters at peer group.
- ★ **Games & Sports** – Play a game in which each player must apply the rules to himself (e.g. *Golf, our sports loop and pin of the month require you to keep your own score*). Discuss how honesty makes playing games more fun. Discuss how winning feels when you are dishonest.
- ★ **Ceremonies** – In a ceremony tell the George Washington Cherry Tree story or a story about Abraham Lincoln's honesty.
- ★ **Campfires** – Incorporate some good stories or skits about the benefits of being honest.
- ★ **Den Trips** - Visit a local bank or courthouse and include a discussion of honesty. Visit a local retail store and discuss security and shoplifting. Turn something in to your school's (or other organization's) lost and found.
- ★ **Pack Overnighter** – If the campground is an "Honor System" type, have the boys fill out the envelopes and pay the fees. Perhaps, set up a "Camp Store" that operates on the Honor System. Involve boys in counting the money so they see whether everyone was honest in paying. Discuss what the results might mean for future camping trips.



## HONESTY Character Connection

Carol at [www.cubroundtable.com](http://www.cubroundtable.com)

### Bobcat Requirement #1 -

Complete the Character Connection for Honesty  
This may be found in the -

- 🐾 Tiger Book, page 152
- 🐾 Wolf Book, page 18

🐾 Bear Book, page 140

🐾 Webelos Book, page 42

- ✓ **Know** - Discuss these questions with your family: What is a promise? What does it mean to "keep your word?" What does mean? What does it mean to "do your best?"
- ✓ **Commit** - Discuss these questions with your family. Why is a promise important? Why is it important for people to trust you when you give your word? When might it be difficult to keep your word? List examples.
- ✓ **Practice** - Discuss with family members why it is important to be trustworthy and honest and how you can do your best to be honest when you are doing the activities in Cub Scouting

## Honesty Ceremony

*Cub Scout Program Helps 2002-2003 & 2003-2004*

Here's an easy ceremony that tiger Cubs can perform at the pack meeting for an opening or closing.

**Preparation:** Prepare cards with the letters H-O-N-E-S-T-Y on them. Write the lines below on the back of the cards. Seven Tigers (or Cub Scouts) and one Den Chief (DC) (or Cubmaster or Den Leader)

**DC:** Being honest means many things. The dictionary suggests that an honest person will not lie, cheat, or steal. Other words associated with honesty are

**Tiger #1:** H - Honor your word.

**Tiger #2:** O - Obey the law.

**Tiger #3:** N - Never cheat.

**Tiger #4:** E - Everyone's property deserves respect.

**Tiger #5:** S - Stand for what's right.

**Tiger #6:** T - Tell the truth.

**Tiger #7:** Y - You can be trusted.

**DC:** You are on the right track to happiness if you practice being honest.

### Game: I've Got It!

- Cub Scouts form a circle. One boy is chosen to be "It" and stands in the center of the circle.
- Cub Scouts have an object such as a small rock or eraser that can be held within a boy's hand. Cub Scouts pass the object around the circle while "It" counts to ten.
- "It" knows the starting point, but not the stopping point.
- When the count of ten is reached, all Cub Scouts shout out "I've Got 'It'".
- "It" tries to guess which boy has the object.
- The boy who does have the object is honest and if he is selected, he becomes "It".
- Follow this game with a Character Connection high lighting honesty. Some Sample Questions -
  - ★ What does it mean to be ?
  - ★ What does honesty mean?
  - ★ Is honesty an important quality?
  - ★ Is it always easy to be honest?



- ★ How do you feel when someone has not been honest with you?
- ★ Why do you think it is important to be honest?
- ★ What can you do to encourage honesty with your friends and family?
- ★ Is it fun to play with people who cheat? How do you feel when someone cheats? How important is it to play fairly?
- ★ Which is more important – to win or to be honest?
- ★ What can you do to help others to play fairly?
- ★ Can you show by example that it is better to play fairly?

### Cubmaster's Minutes

#### Keeper of the Earth

*Cub Scout Program Helps 2004-2005, page 3 August*

The Cubmaster may be dressed in outdoor gear such as a flannel shirt or down vest, or perhaps just steps forward in a quiet moment while the fire is burning low.

In 1852, Chief Seattle wrote a letter to President Polk concerning the sale of land. He stated, "This we know: The earth does not belong to man, man belongs to the earth. All things are connected like the blood that unites us all. Man did not weave the web of life; he is merely a strand in it. Whatever he does to the web, he does to himself."

Today, we must remember that we are simply keepers of the earth not owners and the earth will only be as good as we make it.

As Cub Scouts and Good Citizens, we should always leave an area we use better than we found it. As Cub Scouts and Scouters, we need to do our best to do our duty to our county, to appreciate our earth, and to be prepared to care for it.

#### Honesty

*Cub Scout Program Helps 2003-2004, page 4 August*

Lord, Baden-Powell, the founder of Scouting said, "Honesty is a form of honor. An honorable man can be trusted with any amount of money for other valuables with the certainty that he will not steal it." When you feel inclined to cheat in order to win a game, just say to yourself, "After all, it is only a game. It won't hurt me if I do lose." If you keep your head this way will often find that you win after all.

#### Cubs in Shining Armor

*2005 Pow Wow Book Cub Scouting Forever by Great Salt Lake Council*

The Knights of old were men of honor. They knew that to be trusted they had to be trustworthy. They had to be honest with themselves and with others. *Add in some more discussion on Knights and the Knight's Code.*

#### Game: Flying Embers

*Cub Scout Program Helps 2004-2005, page 6 August*

- One boy is "It". Everyone else scatters in the playing area. On signal,
- "It" tries to tag another boy.
- If a second boy is tagged, that boy puts his hand on the spot where he was tagged. The player who is tagged becomes "It". He then tries to tag another Cub Scout while holding on to the spot where he was tagged. For example, if a boy is tagged on the head, he must place his hand on his head and then try to tag another person.
- The game is played with only one "It".

*(Hint: Don't tell the Cub Scouts this. See if they figure it out. The best place to tag a person is on the foot.*

*They have to place one hand on the foot and hop around, trying to tag another person).*

#### Use this Character Connection after the game -

- ★ Do you know what being honest is? Did you do that in this game (Were you Honest?)? What about when you were touched but you didn't think you were?
- ★ Is it important to be honest? Is it hard to be honest? Has anyone not been honest with you? How did you feel when you found out that they were not honest?
- ★ One part of being honest means not telling a lie. Are there other ways that we can be sure that we are honest?
- ★ How can you do that in your dealings with other students at school, with friends, or at church?

#### Honesty

*2005 Pow Wow Book Cub Scouting Forever by Great Salt Lake Council*

Telling the truth and being a person worthy of trust. How do you decide what's the right thing to do? Some decisions you make aren't terribly important. For example, you might decide to play basketball instead of going swimming. But other decisions may involve a choice between right and wrong, and sometimes it's not easy to know what to do. Whenever you aren't sure what's the right thing to do, stop and think! Ask yourself these questions:

- ? What does my conscience—that "little voice" inside my head—say about it?



- ? Could it hurt anyone—including me?
- ? Is it fair?
- ? Would it violate the Golden Rule? (How would I feel if somebody did it to me?)
- ? Have I ever been told that it's wrong?
- ? Deep down how do I feel about it?
- ? How will I feel about myself later if I do it?
- ? What would adults I respect say about it?

### Follow Up Activity for this discussion

Divide the den into two groups. Give each group a situation to role play. In each role play half the group wants to do the wrong thing and the other half wants to do the right thing. Encourage the Cubs to make up their own situations, and continue the role plays.

### Honesty / Dishonesty Flip

**Preparation:** Put an "H" for HONEST on one side of a coin. Put a "D" for DISHONEST on the other side.

Read the situation out loud then have one boy give his response depending on which side of the coin is face up after being flipped.

Have boys tell what he would be doing or saying if he were being honest or dishonest to the following scenarios. Add more situations as needed.

1. You want a candy bar. You only have enough money for gum. (Flip coin)
2. You're sitting next to a smart boy at school. You can see the answers on his paper during the test. (Flip coin)
3. You're supposed to read for 30 minutes every day but you didn't this morning. Your dad asks you if you did your reading. (Flip coin)
4. You'd like to see a movie with your friends. Your mom says you need to do your homework first. You know you didn't do your homework yet. (Flip coin)

### Follow Up Questions for this discussion

- ★ • What does it mean to be Honest?
- ★ • How do you feel when someone has not been Honest with you? Why is it important to be Honest all of the time?
- ★ • What can you do to encourage Honesty with your friends?

### Bobcat Trail #1 in the Tiger Den

*Cub Scout Program Helps 2008-2009, page 6 September*

Meet with the adult partners to explain the ways to discuss a Character Connection with the boys. Use the Go See as an opportunity to talk about honesty.

- ★ What does honesty mean?
- ★ Why it is important for us to be honest?
- ★ Why is it important for reporters to report honestly?
- ★ Is it always easy to be honest?
- ★ What if we will get into trouble if we are honest?

- ★ What if a reporter has to report something that he doesn't want to report, but must if he is to be honest?
- ★ Ask boys: "Do you think friends who are honest with each other make the best friends?"

### After any Game

*Cub Scout Program Helps 2008-2009, page 10 Jan.*

Discuss the importance of being honest with our friends and family and while playing games. Have boys think about and discuss how it feels when someone has been dishonest with them. Talk about good sportsmanship when playing games. You can also discuss the importance of being honest when writing and reporting facts.

For other **HONESTY**

Character Connection Activities go to ·

<http://www.cubroundtable.com/assets/pdf-documents/2002-2010%20Character-Connections-Packet.pdf>

## 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>

### July is:

- Air-Conditioning Appreciation Days
- Cell Phone Courtesy Month
- Dog Days (7/3 to 8/11)
- Eggplant and Lettuce Month
- Family Reunion Month
- Family Golf Month
- Freedom From Fear of Speaking Month
- Mango and Melon Month
- National Black Family Month
- **National Blueberries Month**
- National "Doghouse Repairs" Month
- National Grilling Month
- **National Hot Dog Month**
- **National Ice Cream Month**
- National Horseradish Month
- National Hot Dog Month
- National Independent Retailers Month
- National Make A Difference to Children Month
- National Recreation & Parks Month
- National Share A Sunset With Your Lover Month
- National Wheelchair Beautification Month
- Nectarine and Garlic Month
- Sandwich Generation Month
- Smart Irrigation Month
- Women's Motorcycle Month



**Weekly Events:**

- Beans and Bacon Days: 4-7
- Freedom Week: 4-10
- International Chicken Wing Week: 5-7
- **Be Nice To New Jersey Week: 6-12 (First Full Week)**
- National Farriers Week: 6-12 (Second Week)
- Sports Cliché Week: 13-19 (Always Week of Maj. League Baseball All Star Game)
- Rabbit Week: 15-21  
(Re: Magician Rabbits The sponsor is Melvin Rabbit up in Canada.)
- National Baby Food Week: 16-19
- National Ventriloquism Week: 16-19
- Comic Con International: 24-27
- Restless Leg Syndrome (RLS) Education & Awareness Week: 18-25 (Note: Different sponsor than the September 23 observance has.)
- National Parenting Gifted Children Week: 20-26
- Captive Nations Week: 20-26
- National Independent Retailers Week: 20-26
- National Zoo Keeper Week: 20-26
- World Lumberjack Championships: 24-26
- Garlic Days: 25-27 (Last Weekend)

**Daily:**

Build A Scarecrow Day - first Sunday in month

- 1 Canada Day
- 1 Creative Ice Cream Flavors Day
- 1 International Joke Day
- 1 ZIP Code Day
- 2 I Forgot Day
- 2 Made In The USA Day**
- 2 World UFO Day
- 3 **Roswell UFO Days (July 3-6)**
- 3 Compliment Your Mirror Day
- 3 International Plastic Bag Free Day
- 3 Stay out of the Sun Day



- 4 **Independence Day (U.S.)**
- 4 National Country Music Day
- 4 Sidewalk Egg Frying Day- Hmmm, I wonder why!?!
- 5 Work-a-holics Day - even though everyone is on holiday

- 6 National Fried Chicken Day
- 7 Chocolate Day
- 7 Father-Daughter Take A Walk Together Day
- 7 National Strawberry Sundae Day
- 8 Video Games Day
- 9 National Sugar Cookie Day
- 10 Teddy Bear Picnic Day
- 11 Cheer up the Lonely Day
- 11 World Population Day
- 12 Different Colored Eyes Day
- 12 Pecan Pie Day
- 13 Barbershop Music Appreciation Day
- 13 Embrace Your Geekness Day
- 13 Fool's Paradise Day
- 14 Bastille Day
- 14 Pandemonium Day
- 15 Tapioca Pudding Day
- 15 Global Hug Your Kid Day
- 16
- 17 Peach Ice Cream Day
- 17 Yellow Pig Day
- 18 National Caviar Day- something's fishy here
- 19 National Raspberry Cake Day
- 20 Moon Day
- 20 Ugly Truck Day- it's a "guy" thing
- 21 National Ice Cream Day (third Sunday of the month)
- 21 National Junk Food Day
- 22 Hammock Day
- 22 Casual Pi Day: 22 (22/7)
- 22 Ratcatcher's Day
- 23 National Hot Dog Day
- 23 Vanilla Ice Cream Day
- 24 Church of Latter Day Saints Pioneer Day
- 24 Tell An Old Joke Day**
- 24 Amelia Earhart Day
- 24 Cousins Day
- 24 Tell an Old Joke Day
- 25 Threading the Needle Day
- 26 All or Nothing Day
- 26 Aunt and Uncle Day
- 27 Take Your Pants for a Walk Day
- 28 Buffalo Soldiers Day
- 28 National Milk Chocolate Day
- 28 Parent's Day - fourth Sunday in July
- 29 National Lasagna Day
- 30 National Cheesecake Day
- 30 Father-in-Law Day
- 31 Mutt's Day



## CUBCAST



### How to Incorporate STEM in Your Den and Pack Meetings

Is your den or pack stuck in a rut, making the same old arts and crafts year after year? How about putting a mint in a bottle of soda and watching it explode into foam (and helping your Scouts figure out why) or making a catapult out of popsicle sticks and rubber bands and send things flying through the air (while secretly measuring velocity and distance?) Teresa Colletti of the Greater St. Louis Council shares her secrets for incorporating Science, Technology, Engineering, and Math in your den and pack Meetings. Your Scouts will have a blast...literally!

#### Link:

[http://www.scouting.org/filestore/scoutcast/cubcast/201405\\_1/May\\_STEM.mp3](http://www.scouting.org/filestore/scoutcast/cubcast/201405_1/May_STEM.mp3)

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



### Duty to God – It's More Than a Patch

A priest and a rabbi walk into ScoutCast...to talk about Duty to God. No, it's not a joke; Father Don Hummel and Rabbi Peter Hyman join us to explore the concept of Duty to God in conjunction with the Boy Scouts of

America. How does the BSA define religion? Do you have members in your troop or crew who are of different faiths? How do you deal with that? If you want the answers to these questions, just click the download button.

#### Listen -

[http://www.scouting.org/filestore/scoutcast/resources/201405\\_1/SC\\_May\\_Duty\\_to\\_God.mp3](http://www.scouting.org/filestore/scoutcast/resources/201405_1/SC_May_Duty_to_God.mp3)

## Training Topics

### The Program Updates Page has been Updated!!

#### Lots of new CS Adventure Plan Stuff is there!!

The next three years promise to be exciting for Scouting as all three of our traditional programs will be updated based on several years of volunteer-led research and development. Venturing is first up in 2014 with a totally new program and recognition approach focusing on progressive development in adventure, leadership, and service to others and personal growth.

#### NEW! National Annual Meeting Updates

**Venturing:** New Venturing award requirements have been released. Drafts of Handbook for Venturers, Venturing Advisor Guidebook, and the Venturing Awards and Requirements Book were on display and are due in Scout shops soon.

**Cub Scouts:** Samplers of new youth handbooks and den leader guides unveiling five of the 84 new adventures have been released. Other items of note include PDFs about progress-toward-rank recognition insignia; Ethan, our new Cub Scout guide; a transition guide, FAQs, and more!

The Program Updates page of Scouting.org will always have the most recent information on what is coming and when. Check out the files and opportunities below: Here is the link:

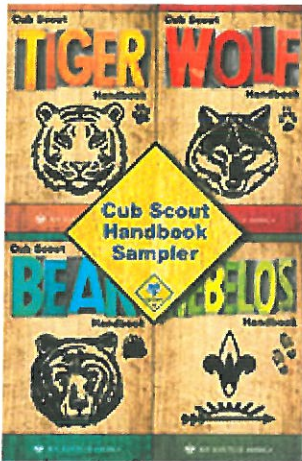
<http://www.scouting.org/scoutsource/programupdates.aspx>

Become a program ambassador to your local council. Get alerts when there are changes to this page by clicking this link:



[http://scouting.co1.qualtrics.com/SE/?SID=SV\\_5w2Qu31iyHuAZql](http://scouting.co1.qualtrics.com/SE/?SID=SV_5w2Qu31iyHuAZql)

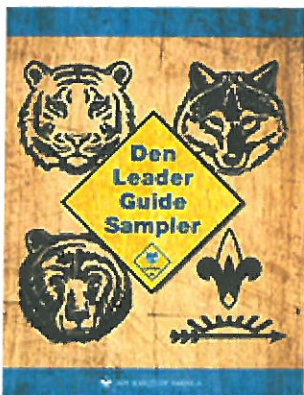
## Sample of the Cub Scout books -



Click on the picture or go to -

[http://www.scouting.org/filestore/program\\_update/pdf/20-851\\_LO.pdf](http://www.scouting.org/filestore/program_update/pdf/20-851_LO.pdf)

## Sample of the Den Leader's Book



Contains den meeting plans for youth handbook sampler adventures

Click on the picture or go to -

[http://www.scouting.org/filestore/program\\_update/pdf/20-852\\_LO.pdf](http://www.scouting.org/filestore/program_update/pdf/20-852_LO.pdf)

## Wait, There is And More -

- ✓ [Program Change Overview—Cub Scouts \(2015\) and Boy Scouts \(2016\)](#) 📄
- ✓ [Adventure requirements and insignia](#) 📄
- ✓ [FAQs compiled by developers of the program](#) 📄
- ✓ [Transition guidelines—moving from the current program to the new one](#) 📄
- ✓ [Introduction to Ethan, a Cub Scout's new guide](#) 📄
- ✓ [Cub Scout adventures ... in a nutshell!](#) 📄

- ✓ [REVISED New Cub Adventure Program—correctly lists Aquanaut Adventure as an elective](#) 📄

## More Training Courses Offered -



"Get the 411 on the New Cub Scout Adventure Program" at Philmont Training Center

- June 22-28 **Full**
- July 13-29 **Western Region week**
- July 20-26 **Northeast Region Week (Two Sessions this week!!!)**
- July 27-August 2 **Full**
- August 10-16

### Who Is Ethan??

In 2015, Cub Scouts will get to know a new member of the Cub Scout team—Ethan! Ethan is a Cub Scout who will guide Scouts through each rank in the new Cub Scout program. He'll appear in each adventure in their new handbooks, and he will always be a year older and one rank ahead of the Scouts. As Cub Scouts learn a new skill, they'll look to Ethan for encouragement, helpful tips, funny stories, and even some mistakes he's made (and learned from) along the way. Ethan



might not be perfect, but he does his best and has a great time with his Scouting friends.



Boys can aspire to the increasingly exciting adventures Ethan is going on with his den—as a Wolf in the Tiger handbook, as a Bear in the Wolf handbook, and as a Webelos Scout in the Bear handbook. And as they work toward their Webelos and Arrow of Light ranks, they will catch glimpses of the fun awaiting them as they transition to Boy Scouts.

Look for more on Ethan on the program updates page as we get ready to introduce him in 2015! [www.scouting.org/programupdates](http://www.scouting.org/programupdates)

**DISCLAIMER -**

BSA promises to keep their Updates Page current with all the latest. So if your copy of Baloo is a month or more old, check everything out at the Official BSA Updates Page. We have actually striven to keep our content down and mainly provide links, so you can get the latest.

**THOUGHTFUL ITEMS FOR SCOUTERS**

*Thanks to Scouter Jim from Bountiful, Utah, who prepares this section of Baloo for us each month. You can reach him at [bobwhitejonz@juno.com](mailto:bobwhitejonz@juno.com) or through the link to write Baloo on [www.ussscouts.org](http://www.ussscouts.org).*

**Prayer**

Father in Heaven, we come to Thee in thanks, as we star upwards toward the heavens and think of worlds beyond our own. We thank Thee for the brave men, who have with courage, stepped of this world and gone beyond its reach to the wonders of space. Bless us with courage, as we face our challenges and bless us with wisdom to care for this wonderful planet created by Thy loving hands. This we pray, Amen.

Then there was the challenge to keep doing better and better, to fly the best test flight that anybody had ever flown. That led to my being recognized as one of the more experienced test pilots, and that led to the astronaut business. [Alan Shepard](#)

**A Piece of History**

**Scouter Jim, Bountiful, UT**



Imagine a boy standing on the edge of a diving board. Beyond the edge is an expanse of water. Not huge for an adult, but in the young mind of a boy and immense expanse into the unknown. Replace the

boy with a seasoned sailor, leaving the familiar coast of home into a vast expanse of ocean beyond a horizon, yet to be explored. Replace the ancient mariner with a bicycle mechanic testing the limits of heavier than air flight. Finally replace this last man with a young test pilot, strapped to a rocket, set to escape the atmosphere of earth and into the new frontier of space, beyond the world we know.

This was not an easy assignment, only one man, Yuri Gagarin, had before broken the grip of gravity, and now Alan Shepard, one of the original



Mercury 7, and would be the first American to ride a rocket to space. He went from being an experienced test pilot to in his own words, "a piece of history." Later in his life, he would hit two golf balls on the surface of the moon as the oldest man to ever walk on the moon.

Returning to the boy at the edge of the diving board, when men break the boundaries of earth and return to the moon, and possibly even to Mars, will the Cub Scout about to jump into the deep end of the swimming pool for the first time, be the first man to jump into the deep end of space.

### Quotations

I must admit, maybe I am a piece of history after all.  
Allan Shepard

*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*

Courage is what it takes to stand up and speak; courage is also what it takes to sit down and listen.  
[Winston Churchill](#)

We learn courageous action by going forward whenever fear urges us back. [David Seabury](#)

We are made strong by the difficulties we face, not by those we evade. [Unknown](#)

It takes as much courage to have tried and failed as it does to have tried and succeeded. [Anne Morrow Lindbergh \(1906-2001\)](#)

A great deal of talent is lost in the world for want of courage. [Sydney Smith \(1771-1845\)](#)

You must have courage, whatever the test, however many times you fall, stand up just once more.  
[Unknown](#)

All our dreams can come true, if we have the courage to pursue them. [Walt Disney \(1901-1966\)](#)

It takes courage to grow up and turn out to be who you really are. [EE Cummings \(1894-1962\)](#)

True miracles are created by men when they use the courage and intelligence that God gave them. [Jean Anouilh \(1910-1987\)](#)

Far better it is to dare mighty things, to win glorious triumphs, even though checkered by failure, than to take rank with those poor spirits who neither enjoy much nor suffer much, because they live in the grey twilight that knows not victory nor defeat. [Theodore Roosevelt](#)

The bravest thing you can do when you are not brave is to profess courage and act accordingly.  
[Corra May Harris \(1869-1935\)](#)

Courage is a perfect sensibility of the measure of danger, and a mental willingness to endure it.  
[William T. Sherman \(1820-1891\)](#)

### **Admiral Allan Bartlett Shepard Jr.**

Allan Bartlett Shepard was born on November 18, 1923 in Derry, New Hampshire to Lieutenant Colonel Allan B and Renza Shepard. As a young boy, he would push aircraft out of the hangers in order to clean the hangers. During this time, he was given flying lessons by Arnold Sidny Butler, the owner and operator of the Daniel Webster airport. He attended and graduated from the United States Naval academy with a Bachelor of Science in Engineering in 1944. He was deployed to the Pacific Ocean during World War II on the destroyer USS Cogswell. IN 1947, he earned his Naval Aviator wings and served several tour aboard aircraft carriers in the Mediterranean Sea.

In 1950, he attended the United States Naval Test Pilot School at the Naval Air Station Patuxent River, Maryland.

In 1959, Shepard was one of 110 military test pilots selected for testing by the newly formed NASA. After months of testing, seven men were selected to be Mercury astronauts.



In January 1961, Shepard was selected to be the first American in space. On May 5, 1961, Alan Shepard piloted Freedom 7 into space for a brief 15 minute suborbital flight.

Due to medical problems, Shepard became Chief of the Astronaut Office with the job of coordination, scheduling and control of all activities involving NASA astronauts. This included the implementation of training and flight readiness of personnel for crew assignments.

After corrective surgery, he was originally assigned to fly in the Apollo program. He became commander of Apollo 14. As the oldest astronaut in the program at age 47, Shepard made his second flight into space.

Allan Shepard pass away at his home in Pebble Beach California on 21 July 1998. He was cremated and his ashes with those of his wife were scattered by a Navy helicopter over Stillwater Cove in front of their Pebble Beach home.

### **Alan Shepard Quotes**

You have to be there not for the fame and glory and recognition and being a page in a history book, but you have to be there because you believe your talent and ability can be applied effectively to operation of the spacecraft.

It's a very sobering feeling to be up in space and realize that one's safety factor was determined by the lowest bidder on a government contract.

It's been a long way, but we're here.

Later, in the early teens, I used to ride my bike every Saturday morning to the nearest airport, ten miles away, push airplanes in and out of the hangars, and clean up the hangars.

Obviously I was challenged by becoming a Naval aviator, by landing aboard aircraft carriers and so on.

Of course, in our grade school, in those days, there were no organized sports at all. We just went out and ran around the school yard for recess.

So everything turned out fine, and we were given the opportunity to go to Washington and be briefed on the project of man in space, and given the opportunity to choose whether we wanted to get involved or not.

The excitement really didn't start to build until the trailer - which was carrying me, with a space suit with ventilation and all that sort of stuff - pulled up to the launch pad.

The first plane ride was in a homemade glider my buddy and I built. Unfortunately we didn't get more than four feet off the ground, because it crashed.

The rocket had worked perfectly, and all I had to do was survive the reentry forces. You do it all, in a flight like that, in a rather short period of time, just 16 minutes as a matter of fact.

Then there was the challenge to keep doing better and better, to fly the best test flight that anybody had ever flown. That led to my being recognized as one of the more experienced test pilots, and that led to the astronaut business.

They say any landing you can walk away from is a good one.

We wanted to be in great shape, we wanted to be able to cope with zero gravity, we wanted to be able to cope with accelerations and decelerations and so on. So all of us trained so that we were probably in the best physical condition we had ever been in up until that point.

We worked with the engineers in the design and construction and testing phases in those various areas, then we would get back together at the end of the week and brief each other as to what had gone on.

Whether you are an astronomer or a life scientist, geophysicist, or a pilot, you've got to be there

because you believe you are good in your field, and you can contribute, not because you are going to get a lot of fame or whatever when you get back.

You know, being a test pilot isn't always the healthiest business in the world.

You may not have any extra talent, but maybe you are just paying more attention to what you are doing.



**TIGER**

### Supplemental Den Meetings and other ideas that go with:

#### Courage Core Value:

- A: Collections
- E: Public Service Announcement (E20)
- H: Seed & Song (E6, E30)

#### Courage Related Tiger Electives

- E6 Teach a song
- E21 Puppets
- E27 Emergency!

#### Tiger Summer Activities

- E22 Picnic
- E29 Sun Safety
- E35 Outdoor Game
- E37 Biking
- E40 Swimming
- E42 Zoo

*See also last month's issue for more outdoor ideas*

### Public Service Announcement Ideas (E20):

Encourage the boys to show, rather than just tell, why boys should join Cub Scouts. Challenge the boys to figure out how to make their announcement more interesting and fun through the use of funny dialog, props, costumes, or special effects. You Tube has examples of Tiger PSA announcements:

<http://www.youtube.com/watch?v=xz5jBo-HLIY>

#### Pea "Seed" Cup Cakes:

Cook chocolate cup cakes. When cool, use the handle of a mixing spoon to press a trench into the tops of the cup cakes. Frost with chocolate frosting. Put 3 green M&Ms in the trench to be green pea seeds. Decorate with Pea Patch signs. To make the sign, write the words "Pea Patch" on a small sign. Glue the sign to a toothpick, and stick it into the cup cake.

**Songs (E6):** <http://usscouts.org/songs.asp>

The songs below have a lot of repetition, making them easy for Tigers to learn and teach.

#### Alice the Camel

Alice the camel has three Humps  
 Alice the Camel has three humps  
 Alice the Camel has three humps  
 So go Alice, Go  
 Boom, Boom, Boom

Alice the camel has two humps  
 Alice the camel has two humps  
 Alice the camel has two humps  
 So go Alice, Go  
 Boom, Boom, Boom

Alice the camel has one hump  
 Alice the camel has one hump  
 Alice the camel has one hump  
 So go Alice, Go  
 Boom, Boom, Boom

Alice the camel has no humps  
 Alice the camel has no humps  
 Alice the camel has no humps  
 'Cause Alice is a horse!

#### Actions:

Everyone must get in as close to a circle as possible and put their arms over the shoulders of the people next to them. Then during the saying of each number of humps everyone bends at the knees. During the lines Boom, Boom, Boom then everyone bangs hips against each other. Nothing dangerous of course.

#### Boom Chicka Boom

**Lyrics:** (repeat each line after song leader)

I said a Boom Chicka Boom  
 I said a Boom Chicka Boom  
 I said a Boom Chicka Rocka Chicka Rocka  
 Chicka Boom  
 Uh huh  
 Oh yeah  
 One more time \_\_\_\_\_ style.

Other styles -

Baby style  
 Grandpa style - with lips wrapped over teeth



Frankenstein style  
 Opera Singer  
 Underwater - wiggle finger over lips  
 Slow-mo style (slow)  
 Fast Forward style

### Robert Baden Powell

*(Tune: Father Abraham)*

Robert Baden-Powell had many scouts.  
 Many Scouts had Robert Baden-Powell.  
 I am one of them, and so are you.  
 Let me tell you what to do...  
 Right arm. (do Cub Scout salute)  
 Robert Baden-Powell had many scouts.  
 Many Scouts had Robert Baden-Powell.  
 I am one of them, and so are you.  
 Let me tell you what to do...  
 Right arm, Left arm. (add hand shake)  
*Repeat verses above, adding in turn:*  
 Right arm: Do Cub salute  
 Left arm: Add left arm hand shake motion.  
 Right foot: Add right foot stepping up and down.  
 Left foot: Add left foot stepping up and down.  
 Chin up: Add head nodding up and down.  
 Turn around: Add turning in place.  
 Sit down: Sit down!  
*Words above are accompanied by actions adding new motions as soon as sung until you are performing all motions.*

### Baby Shark Song

The fun of this song is in the actions. As the shark gets bigger, so does its mouth you make with your hands and arms.

#### Lyrics:

(shark mouth with hands connected at wrist)  
 Baby shark, Doh-doh, doh, doh  
 Baby shark, Doh-doh, doh, doh  
 Baby shark, Doh-doh, doh, doh  
 Baby shark.

(shark mouth with forearms connected at elbows)  
 Momma shark, Doh-doh, doh, doh  
 Momma shark, Doh-doh, doh, doh  
 Momma shark, Doh-doh, doh, doh  
 Momma shark.

(shark mouth with full arms)  
 Daddy shark, Doh-doh, doh, doh  
 Daddy shark, Doh-doh, doh, doh

Daddy shark, Doh-doh, doh, doh  
 Daddy shark.

(same as Daddy,  
 but with fists instead of fingers to look like no teeth)

Grandpa shark, Doh-doh, doh, doh  
 Grandpa shark, Doh-doh, doh, doh  
 Grandpa shark, Doh-doh, doh, doh  
 Grandpa shark.

(swimming crawl motion with arms)  
 Swimmer dude, Doh-doh, doh, doh  
 Swimmer dude, Doh-doh, doh, doh  
 Swimmer dude, Doh-doh, doh, doh  
 Swimmer dude.

(hand on top of head like shark fin.  
 Other hand rubbing stomach with hungry look on face.)

Hungry shark, Doh-doh, doh, doh  
 Hungry shark, Doh-doh, doh, doh  
 Hungry shark, Doh-doh, doh, doh  
 Hungry shark.

(back crawl swimming motion with arms)  
 Swam away, Doh-doh, doh, doh  
 Swam away, Doh-doh, doh, doh  
 Swam away, Doh-doh, doh, doh  
 Swam away.

(same back crawl, with very frantic actions)  
 Swam too slow, Doh-doh, doh, doh  
 Swam too slow, Doh-doh, doh, doh  
 Swam too slow, Doh-doh, doh, doh  
 Swam too slow.

(hop on one leg to beat)  
 Lost a leg, Doh-doh, doh, doh  
 Lost a leg, Doh-doh, doh, doh  
 Lost a leg, Doh-doh, doh, doh  
 Lost a leg.

(hand on head like shark fin. Other hand rubs stomach with a very satisfied look on face.)  
 Happy shark, Doh-doh, doh, doh  
 Happy shark, Doh-doh, doh, doh  
 Happy shark, Doh-doh, doh, doh  
 Happy shark.

(push cell phone numbers to beat)  
 9-1-1, Doh-doh, doh, doh  
 9-1-1, Doh-doh, doh, doh  
 9-1-1, Doh-doh, doh, doh  
 9-1-1.

(make any dying actions you want. finger across neck, grabbing heart, fainting away,...)  
 It's too late, Doh-doh, doh, doh  
 It's too late, Doh-doh, doh, doh  
 It's too late, Doh-doh, doh, doh  
 It's too late.

(point to your bottom)  
 That's the end, Doh-doh, doh, doh  
 That's the end, Doh-doh, doh, doh  
 That's the end, Doh-doh, doh, doh  
 That's the end.



## WOLF

### Supplemental Den Meetings and other ideas that go with:

#### Courage Core Value:

- E: Skits (E2, E12d)
- M: Family Alert (E16)
- O: Say it Right (E22)

#### Wolf Summer Activities

- E18 Outdoor Adventure
- E19 Fishing

*See also last month's issue for more outdoor ideas*

#### Skits (E2)

How-To Book, section 5, pp. 27-36.

Online skit resources:

- [www.ultimatecampresource.com](http://www.ultimatecampresource.com),
- [www.macscouter.com](http://www.macscouter.com)
- [www.boyscouttrail.com](http://www.boyscouttrail.com)
- [www.scoutorama.com](http://www.scoutorama.com)

#### Be careful -

Not all skits found online comply with BSA Grey Area standards and Core Values.

[http://www.inquiry.net/outdoor/campfire/gray\\_areas.htm](http://www.inquiry.net/outdoor/campfire/gray_areas.htm)

**See page 420 of the Den and Pack Meeting Resource Guide for a brief listing of the Cub Scout "Positive Values" guidelines.**

Previous Themes with good skit ideas -

#### "In the Spotlight," May 2010 Theme:

<http://usscouts.org/bbugle/bb1004.pdf>

Skits: p. 19-21.

Games: p. 8-10; 36-8.

Snacks: p. 39-40.

#### "Lights, Camera, Action," May 2003

<http://usscouts.org/usscouts/bbugle/bb0304.pdf>

Games: p. 3; 12.

Snacks: p. 9.

#### Basketball: The Movie

*This skit is a simple one that uses easy costumes.*

#### Characters:

Director, Camera Operator, Basketball Team,  
 A narrator could easily be added.

The director calls for action. The basketball players pretend to be playing a basketball game. The camera operator pretends to film the game.

The director stops the action, telling the players "Cut! Too fast! Slow down!" The players go very slowly.

"Cut!" yells the director. "Too slow – speed up the game!" The players go super fast.

"No, no. Just go normal speed. But be sad now – you're behind." The players cry and sob while playing.

"Cut! Now you're happy and excited – you're ahead!" The players cheer and high-5 each other.

"Great!" says the director. "That's a wrap!" Then he turns to the camera operator. "Let's get the film back to the studio."

"Film?" asks the camera operator. "The camera is empty. I thought this was just a rehearsal!" The director and basketball players chase the camera operator off the stage.

#### What's 2+2?

#### Characters:

Captain, three or four Pirates.  
 Pirates wear head scarves.

#### Setting:

On the Bridge (Or Deck of a Ship)

**Captain:** First Mate! What's 2+2?

**1st Mate:** Duh! One, Sir!

**Captain:** Good! Bosun! What's 2+2?

**Bosun:** Uhh ... let's see ... (Counts on fingers) Uhh ... Five, Sir!

**Captain:** No problem! Gunner! What's 2+2?

**Gunner:** Sheesh, Captain! Why give me all the hard ones?

**Captain:** Great! Cook! What's 2+2?



**Cook:** Let's see. Two apples and two potatoes makes ...  
(Thinks) Two apples and two potatoes, Sir!

**Captain:** Pleased to hear it! You! Floor Scrubber! What's 2+2?

**Scrubber:** Four, Sir!

**Captain:** Walk the Plank!  
(*Scrubber walks imaginary plank, and falls into sea*)

**Servant:** Beggin' the Captain's pardon, Sir! I think everyone else got it wrong, but the floor scrubber got it right. Why did you make him walk the plank?

**Captain:** He's too smart! He might go after my job some day!

### Stories (E22c)

[http://americanfolklore.net/folklore/2010/10/the\\_fisherman\\_and\\_the\\_bear.html](http://americanfolklore.net/folklore/2010/10/the_fisherman_and_the_bear.html)

Folklore Animal stories are good to use with paper bag masks (E2e). For story ideas, see the story links.

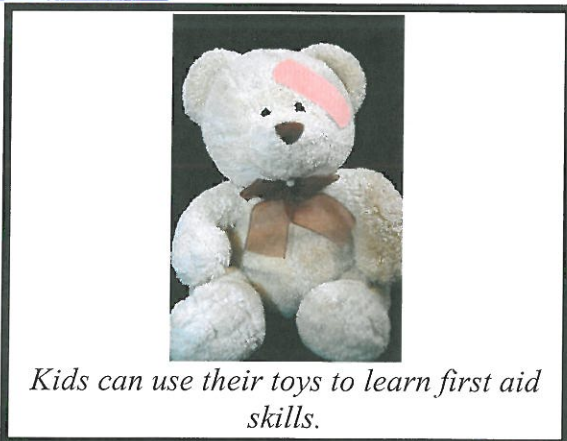
### Emergency Preparedness Games & Activities (E16)

#### First Aid Games for Kids

When medical attention is necessary, children may panic if they don't know how to apply some basic first aid or if they don't understand what is being done to assist. Children have the capacity to learn first aid skills through games. The objective of these first aid games (keeping an individual healthy and safe) is serious, but the games present first aid in a way that is easier for children to remember and enjoy.

Learn more go to -

[http://www.ehow.com/list\\_6098682\\_first-aid-games-kids.html](http://www.ehow.com/list_6098682_first-aid-games-kids.html)



#### Red Light Green Light

Red Light Green Light is a traditional children's game in which children take steps forward when a leader calls out that the light is green and stay still when the leader calls out red light. Meaghan Lister created a first aid version of this game. Instead of simply calling out "red light" or "green light," the

leader asks questions about first aid, such as whether you should pop a blister. If the answer to the question is "yes," then the children have a "green light" and take three steps forward. If the answer is "no," then the children stay put. This game allows whoever is overseeing the game to assess very quickly based on the children's movements what first aid topics may need to be addressed further with the children.  
from: [http://www.ehow.com/list\\_6098682\\_first-aid-games-kids.html](http://www.ehow.com/list_6098682_first-aid-games-kids.html)

#### Kim's First Aid Kit Game

Put first aid kit items on tray. Let the boys look at the items on the tray for a minute. Cover the tray with a towel. Boys must name as many items as they can remember. Alternatively, let the boys look at the items on the tray for a minute. Choose one boy to turn around. Remove an item from the tray. The boy turns around, and must name the missing item.

Emergency Preparedness Board Game:

<http://www.fema.gov/kids/games/board/>

More games:

[http://dragon.sleepdeprived.ca/games/first\\_aid/first\\_aid.htm](http://dragon.sleepdeprived.ca/games/first_aid/first_aid.htm)

Emergency Preparedness Activities (from <http://www.welltrainedmind.com/forums/showthread.php?t=255067>) :

1. Make a list of about 30 items and have boys choose the top ten to pack in an emergency.
2. Pack a plastic tote w/ about 30 items and have boys choose the top 10 to fit in a backpack.
3. Practice an emergency evacuation drill.
4. Role play what to do in emergency situations
5. Get some high calorie emergency bars and let the kids taste them.

BSA Emergency Preparedness Award;

<http://usscouts.org/advance/EmergPrep.ap>

FEMA freebies:

<http://www.fema.gov/kids/pubs.htm>

*Be sure to check out (and order) the disaster preparedness activity book for kids here.*

More EP activities and information for kids:

<http://www.fema.gov/kids/>

**MORE WOLF IDEAS**  
**Roxanne, Heart of America Council**



- ✓ Ach. #6b “Books, Books, Books” Choose a book on a subject (courage) you like and read it. With an adult, discuss what you read and what you think about it.
- ✓ Ach. #8c “Machine Power” Show how to use a pulley.
- ✓ Elect#13d “Birds” Point out 10 different kinds of birds (5 may be from pictures).

**COURAGE**

Courage is having the strength and faith to carry on a project or to face your fears no matter how tough or scared you are.

Lead a discussion on Courage and have the boys answer these questions (or similar):

- ★ What does courage have to do with responsibility?
- ★ What people in history or today’s world do you know or can find that showed or shows courage? (space program, military, etc.)
- ★ How as a Cub Scout do you or can you show courage?
- ★ How can using a pulley show courage?
- ★ What birds show courage?
- ★ What constellation(s) shows courage? Orion, Leo, who or what?

**Courage Word Search**

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

Find these synonyms for COURAGE in the word search:

BACKBONE	GUTS	BOLD
HEROISM	BRAVE	NERVE
DARING	POWER	ENDURANCE
SPIRIT	FACE DANGER	SPUNK
GAME		VALOR

**Astronomy Meeting Ideas**

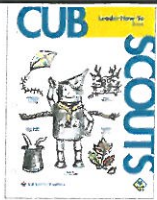
A. Do “Astronomy” belt loop

1. **et up and demonstrate how to focus telescope or binoculars.**  
 Invite an astronomy group in your local area to come out and talk with the boys about astronomy. They have telescopes and binoculars that the boys can use to look at the various stars, constellations, and galaxies. Inform them of the requirements needed for the belt loop or give them a copy of the requirements
  2. **raw a diagram of the solar system with surrounding objects. May use help from a book or chart or have a handout of solar system and have boys label items.**
  3. **xplain terms used with astronomy. Planet, star, solar system, galaxy, Milky Way, black hole, red giant, white dwarf, comet, meteor, moon, asteroid, and universe. Use a handout with these words on it.**
- B. How to Book (2002) Pp. 4-25 to 4-27
- C. Create a mobile of the solar system.
- D. D. Play a solar system game where one boy stands in the middle representing the sun, the boys then figure out what the next planet might be closest to the sun, and so on until all planets are around the sun. Can have the boys wear or hold a planet sign to show who they are. You can also add the moons that go to the planets.

**Astronomy websites to visit:**

- <http://spaceplace.nasa.gov/cub-scouts/en/>
- <http://www.kidsastronomy.com/fun/index.htm>
- <http://www.frontiernet.net/~kidpower/astronomy.html>
- <http://www.astronomy.com/en/News-Observing/Astronomy%20Kids/2008/03/The%20ABCs%20of%20observing.aspx>
- <http://www.spacecamp.com/camp/sc>
- <http://www.usscouts.org/advance/cubscout/a-sindex.asp>
- <http://www.usscouts.org/advance/cubscout/academics/astromy.asp>
- <http://www.cosmo.org/>





Skits, pages 5-27 to 5-36

Busy Bee Kids Crafts has fun things you can make with your cubs, like this cute clothespin horse.

<http://www.busybeekidscrafts.com/Farm-Animal-Crafts.html>

DLTK Kids has free printable crafts & puzzles

<http://www.dltk-kids.com/animals/farm-other.htm>



Core Value - Courage

## BEAR

### Bear Ideas by Felicia

July Courage

Meeting #K: Elective 16 - Farm Animals

Meeting #L: Elective 19 - Swimming & Swimming Belt Loop

Meeting #M: Elective 5 - Boats

We all use Courage when we try new things. Summer is a wonderful time to learn to swim, try boating, make some new animal friends, take a hike, go camping or learn a new song to lead around a campfire.

#### Down on the Farm

Meeting #K Elective 16 - Farm Animals

Bear Den Plan K Farm Animals E. 16

- a. take care of a farm animal
- b. Name, describe 6 farm animals & their uses
- c. Read a book about farm animals & tell den
- d. Visit a livestock exhibit @ a county/state fair



### PURPLE COW Drink

- 1 cup milk
  - 1 sliced banana
  - 1/2 cup unsweetened grape juice
- Put in a blender. Makes 4-6 small servings

### Farm Jokes

What do you get when you cross a cow with a duck?  
Milk and quackers.

What do you get when you cross a cow with a rabbit?  
Hare in your milk!

Why did the farmer buy a brown cow?  
Because he wanted chocolate milk.

What do you get if you cross a chicken with a cement mixer?  
A brick-layer!

What do you call an arctic cow?  
An eskimoo!

How do you fit more pigs on your farm?  
Build a sty-scraper!

What do you call a sleeping bull?  
A bulldozer!

What do you get from an Alaskan cow?  
Cold cream!

For more Farm Jokes -

[www.kidactivities.net/post/Jokes-Cats-Dogs-Farm-Elephant-Variety.aspx](http://www.kidactivities.net/post/Jokes-Cats-Dogs-Farm-Elephant-Variety.aspx)

[http://www.ahajokes.com/farm\\_jokes.html](http://www.ahajokes.com/farm_jokes.html)

### Farm Games



Horse Shoes.

**The Farmer & The Dell**

1. Form a large circle. The children hold hands make sure there is room for each child to move freely.
2. Select a farmer, who goes to the middle of the circle.
3. Everyone skips around the circle counter-clockwise, holding hands with the farmer in the middle. They chant the "The farmer in the dell" 3 times. Then say, "Hey Ho the Derry-o! The farmer in the dell." Then they repeat 3 times: "The farmer takes a wife." "Hey Ho the Derry-O! The farmer takes a wife." The circle stops moving to give the farmer time to choose his "wife." Who enters the center of the circle along with the farmer.
4. Then they repeat 3 times: "The wife takes a child." "Hey Ho the Derry-O! The wife takes a child." The circle stops moving to give the wife time to choose her " child." Who enters the center of the circle along with the farmer & wife. Keep substituting as follows: the child takes a dog; the dog chooses the "cat"; the cat chooses the "mouse"; and the mouse chooses the "cheese". Each selected child joins the others in the middle of the circle.
5. Things change after the cheese is chosen. The words become, "The farmer steps out". While the circle skips around the group, the farmer has to try to squeeze out of the circle by ducking under the arms of 2 of the players. Each new verse directs the next person to "step out. Hey Ho the Derry-o! The "wife", then "child", then "dog", then "cat", then the "mouse" all squeeze out of the circle until only the "cheese" is left.
6. everyone chants: "The cheese stands alone". At the end, the cheese gets to select the next farmer & the game starts over.

**Swimming**

Meeting #L Elective 19 - Swimming & Swimming Belt Loop



- E. 19 a. Jump feet first into water over your head, swim 25' on the surface, stop, turn sharply, & swim back.

- E. 19 b. Swim on your back, using the elementary backstroke, for 30'.
- E. 19 c. Rest by floating on your back, using as little motion as possible, for at least 1 minute.
- E. 19 d. Tell what is meant by **the buddy system**. Know the **basic rules of safe swimming**.
- E. 19 e. Do a racing dive from the edge of a pool & swim 60', using a racing stroke. (You might need to make a turn.)



- E. 19 d. The Swimming Buddy System can be found on page 256 of the Bear Handbook.

The following **Buddy Swim System** is from the **Cub Scout Academics & Sports Workbook**:

- 🦋 Pair every youth with another, in the same ability group.
- 🦋 Buddies check in and out of the swimming area together.
- 🦋 Emphasize that each buddy lifeguards his buddy.
- 🦋 Check everyone in the water about every 10 minutes, or as needed to keep the buddies together.
- 🦋 The adult in charge signals for a buddy check with a single blast of a whistle or ring of a bell, and call "Buddies!"
- 🦋 The adult counts slowly to 10 while buddies join and raise hands and remain still and silent.
- 🦋 Guards check all areas, count the pairs, and compare the total with the number known to be in the water.
- 🦋 Signal 2 blasts or bells to resume swimming. Signal three blasts or bells for checkout.



**Rules for Safe Swimming**

- Be physically fit.
- Have a qualified adult present whenever you swim.
- Swim in areas that have already been checked for safe swimming.
- If you can't swim, don't go in water that is more than 3½ feet deep. Go in deep water only if you are a good swimmer.
- Swim with a buddy.
- Obey the rules of the swimming area.



*Excerpt from the Cub Scout Academics & Sports Program Guide. A more detailed version of the Rules for Safe Swimming can be found on p. 256 of the Bear handbook.*

There is a **Cub Scout Academics and Sports Workbook** for belt loops & pins. The link to the swimming section can be accessed at any of the following sites:

- [http://meritbadge.org/wiki/index.php/Cub\\_Scout\\_Swimming](http://meritbadge.org/wiki/index.php/Cub_Scout_Swimming)
- <http://www.boyscouttrail.com/cub-scouts/acadsports/swimming.asp>
- <http://usscouts.org/advance/cubscout/sports/worksheets/Swimming.pdf>



### Swimming Belt Loop requirement 1 Safe Swim Defense

- **Qualified Supervision.** A responsible adult (at least 21 years of age) must supervise.
- **Physical Fitness.** Require evidence of fitness for swimming activity, using a health history.
- **Safe Area.** Before swimming in unknown waters, check the swimming area for varying depth, currents, holes, rocks, or other dangerous conditions.
- **Lifeguard on Duty.** Swim where lifeguards are on duty.
- **Lookout.** Station an adult on shore where he or she can see and hear everything in all areas.
- **Ability Groups.** Divide into groups non-swimmers, beginners, and swimmers. Mark off areas in the swimming area for the different swimming ability groups.
- **Buddy System.** Pair each boy with another boy in his ability group. They must stay together the entire time they are swimming.
- **Discipline.** Insist upon strict but fair discipline.

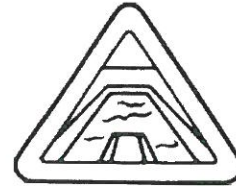
*For a more complete description of Safe Swim Defense, see the Cub Scout Leader Book, No. 33221, or Safe Swim Defense Pamphlet, No. 34370.  
Excerpt from Cub Scout Academics & Sports Prog Guide*

### Water Games to satisfy Swimming Belt Loop requirement #2

**Marco Polo** is like blind man's bluff. It can be played with any number of people in the water. Marco is "it." Marco closes his eyes, counts to 10 and calls, "Marco." All of the other players must answer, "polo." Players are allowed to move. Marco can call out, "Marco" whenever he wishes, to try to locate the others. When Marco tags a player, that player becomes the new Marco.

More water games can be found at:

- [www.ehow.com/how\\_2324761\\_play-fun-water-games.html](http://www.ehow.com/how_2324761_play-fun-water-games.html)
- <http://fun.familyeducation.com/games/outdoor-games/45761.html>
- [www.funandgames.org/games/GameSwim.htm](http://www.funandgames.org/games/GameSwim.htm)



### Swimming Pin requirement 7

#### Water Rescue Methods

*Cub Scouts only do the first 2 water rescue methods, but they need to be aware of all 4:*

1. **REACH** with whatever is available or at hand.
2. **THROW** a line, a buoy, or a floating object to provide support.
3. **ROW** in a watercraft to the victim. A rowing rescue requires a minimum of 1 person to retrieve the victim & 1 person to handle the boat. Any person in the boat must wear a PFD (personal floatation device).
4. **GO** with support. Those who "go" to the victim & make a swimming rescue must be trained in swimming and lifesaving. In the rare instance when a swimming rescue is tried, the rescuer takes with him something that can be used for floatation or extended to the victim to avoid direct contact.

**No Cub Scout should ever put himself in danger or at risk.  
If reaching & throwing doesn't work, Get help!**



### Swimming Jokes

**Why can male elephants swim whenever they want?**  
*They always have trunks with them!*

**What do you get if you cross a fish with an elephant?**  
*Swimming trunks!*

**What race is never run?**  
*A swimming race.*

**What kind of stroke can you use on toast?**  
*BUTTER-fly!*

**Why did the girl have problems swimming?**  
*She didn't have boy-ancy! (Buoyancy)*

**Why did the teacher jump into the water?**  
*She wanted to test the water!*

**Did you hear about the slow swimmer?**  
*He could only do the crawl.*

**Where do ghosts like to go swimming?**  
*Lake Eerie (also, the Dead Sea).*

What kind of exercises are best for a swimmer?

*Pool-ups!*

Where do Cars go Swimming?

*In a carpool.*

For more Swimming Jokes -

[http://www.tenbychaseswimclub.org/Swim\\_jokes.htm](http://www.tenbychaseswimclub.org/Swim_jokes.htm)

**Boats**


Meeting #M:


**Elective 5 Requirements**

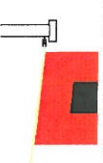
- Help an adult rig & sail a real boat. (Wear your PFD.)
- Help an adult repair a real boat or canoe.
- Know the flag signals for storm warnings.
- Help an adult repair a boat dock.
- With an adult on board, & both wearing PFDs, row a boat around a 100-yard course that has 2 turns. Demonstrate forward strokes, turns to both sides, & backstrokes.

**Weather Warning Signals**

The United State Weather Bureau adopted a system of maritime weather warning flags in the early twentieth century. Originally, combinations of red pennants, white pennants, & red flags with black square centers were used to warn mariners that a storm was coming from a particular direction. In 1958, the present system of signals indicating the strength rather than the direction of the storm was introduced.

 **Small Craft Warning**  
The small craft warning indicates a forecast of high winds up to 33 knots (38 mph).

 **Gale Warning**  
Winds predicted between 34 & 47 knots (39 to 54 mph).

 **Storm Warning**  
a "whole gale" warning, this signifies winds of 48 knots or more, or 48 to 63 knots (55 to 73 mph) in the case of a tropical cyclone.

 **Hurricane Warning**  
A tropical

**Make a boat snack**



**WEBELOS DENS**

Joe Trovato,  
WEBELOS RT Break Out Coordinator  
Westchester-Putnam Council  
Have a question or comment for Joe??  
Write him at  
[webelos\\_willie@yahoo.com](mailto:webelos_willie@yahoo.com)

There is an underscore between Webelos and Willie



Core Value for July



*Courage: Doing what is right regardless of how hard it is or what the consequences are.*

"You will never do anything in this world without courage. It is the greatest quality of the mind next to honor.." *Aristotle*



(Ancient Greek Philosopher, Scientist and Physician, 384 BC-322 BC)

The core value of *Courage* is often misunderstood to encompass the opposite of fear. To overcome the fear of doing an activity certainly takes courage; however, courage is much more than that. Courage is doing the right thing when the wrong thing seems to produce better results. Courage is looking past your personal goals and dedicating your life for the betterment of mankind. Courage is doing what you were born for, against the odds. Courage is leaving behind those things you value with the hopes that they will return to you. Courage is taking the first step. Courage is getting up to ride again after a really bad fall. Courage is standing up for your future when your past keeps knocking you down. Courage is one more day

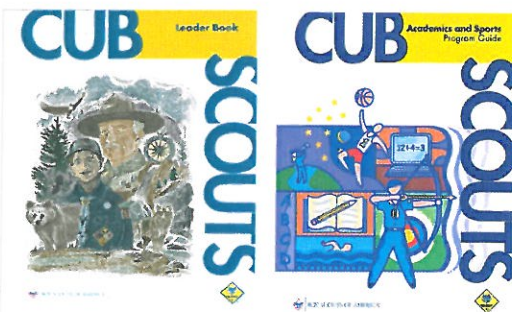
New Webelos will be anxious to learn new skills. Some may feel overwhelmed by them. Help them understand that it takes courage to keep at something, though they might not readily get it, and to work at a skill until it is mastered. With July at hand and outdoors the place to be, consider challenging them to learn appropriate camping techniques. Perhaps visit a Boy Scout summer camp in your area to get the scouts ready for Boy Scout camping after they bridge next year.

**POEM: IT GIVES MY SOUL COURAGE**

it gives my soul courage  
to know  
the impossible  
is achievable  
and i need  
neither to be the strongest  
nor the wisest  
i need  
only to be the best i can be

By lungelo mbatha

**Book Corner**



From the *Cub Scout Leader Book* (page 4-4):

**Some Practical Applications for Courage:**

- Tell the truth despite the consequences.
- Admit mistakes when you make them.
- Apologize for mistakes and wrongdoing.
- Accept the consequences of your actions.
- Stand up for people who are less fortunate than you.
- Stand up for the beliefs of your faith or religion.
- Resist peer pressure to do the wrong thing.
- Stand up for your beliefs about what is right and wrong.

*Academic and Sports Program*



Keep the Academic and Sports Program as part of your den meeting planning and demonstrating that it takes courage to learn something new. Working on outdoor belt loops and pins certainly lend themselves to a July day or evening. On the Academics side, pick one or more of Astronomy, Geology, Map & Compass, Weather or Wildlife Conservation. Sports provides a multitude of outdoor option, but why not focus on those that may translate to Boy Scout merit badges, such as Hiking and Swimming.

Information on the requirements for the various sports belt loops and pins can be found on-line at [http://www.scoutstuff.org/BSASupply/images/pdfs/34299\\_07\\_CS\\_SA\\_Guide.pdf](http://www.scoutstuff.org/BSASupply/images/pdfs/34299_07_CS_SA_Guide.pdf) and <http://www.scouting.org/scoutsource/CubScouts/Cub%20Scouts/UniformsAndAwards/sanda.aspx>

**The Webelos Scout Denner**

<http://meritbadge.org/wiki/index.php/Denner>  
*Cub Scout Leader Book* (page 20-7)



The **Denner** and **Assistant Denner** are the most important youth leadership positions in Webelos Scouts. A denner is a Webelos Scout who is elected to be the temporary youth leader of his den, usually one or two months.

The den leader and den chief determine his responsibilities. Duties might include helping to set up the den meeting place and cleanup; helping with games, ceremonies, tricks, and puzzles; leading a song; or acting as den cheerleader.

The Webelos denner should be given meaningful responsibilities and recognition to help him learn how to be a leader, so all boys will look forward to their turn as denner. (The short term of office is to give all boys the opportunity to serve.) The denner wears a shoulder cord on the left shoulder.

The **Assistant Denner** is a den member elected by the den for a term of office that coincides with the denner's term. He helps the denner and usually becomes denner for the next term.

The Denner position provides many important benefits to the boy and to the den:

- Each boy serves as Denner as a part of various rank requirements.
- Denners learn about leadership and responsibility first-hand.
- The Denner program helps give every boy a fair chance to lead.
- Each family shares equally in helping the den leader.
- The Denner position is preparing boys to be Patrol Leaders in Boy Scouts.
- Scouts and parents who are allowed to help are more like to stay in Scouts.
- Denners are recognized by being allowed to wear the Denners gold cords

### Meeting Planner



The scheduled monthly meeting plans for **First Year Webelos** ended with meeting 18. Your NEW first year Webelos (Bears this past year) should begin working towards their **Webelos Badge**, and rising second-year Webelos may begin completing requirements for earning the **Arrow of Light Award**.

In addition they should be attending Webelos resident camp or Cub Scout day camp to learn about and enjoy the outdoors, and to get ready for Boy Scout camp the summer after they

bridge over. In fact, with summer here, you should ensure that your meetings help your den earn the **National Den Award**.

### National Den Award



To earn the National Den Award, a Cub Scout den must:

- A. Have at least 50 percent of the den's Tiger Cubs, Cub Scouts, or Webelos Scouts attend two den meetings and one pack meeting or activity each month of the year.
- B. Complete six of the following during the year:
  1. Use the denner system within the den.
  2. In a Tiger Cub den, use shared leadership and rotate the boy/adult host team.
  3. Have 50 percent of the den go on three field trips per year. A field trip may be used in place of a den meeting.
  4. As a den, attend a Cub Scout day camp, Cub Scout or Webelos Scout resident camp, or a council family camping event with at least 50 percent of the den membership.
  5. Conduct three den projects or activities leading to a Character Connections discussion.
  6. As a den, participate in at least one of the Cub Scout Sports programs.
  7. As a den, participate in at least one of the Cub Scout Academics programs.
  8. Have 50 percent of the den participate in a den conservation/resource project.
  9. Have 50 percent of the den participate in at least one den service project.

Once the requirements are completed as stated, the signed National Den Award application is sent to the local council service center where the ribbon can be obtained. You can obtain the application from your local council or on line at [www.scouting.org](http://www.scouting.org).



Flag Ceremony for July



With Independence Day on July 4<sup>th</sup>, there are many references that may be used in a relevant flag ceremony. One significant symbol of our independence is the Liberty Bell. The following ceremony for July, highlights the Liberty Bell and used information found at <http://www.ushistory.org/libertybell/index.html>.

Follow your standard Color Guard process (for Den or Pack meeting. After the Cub Scout promise (or Boy Scout Law, and Oath, if this is a Webelos Den meeting) and before posting the U.S. Flag and reciting the Pledge of Allegiance, you should have three or four Webelos Scouts come up and read portions of the following tribute to the Liberty Bell:

*SCOUT #1:* After the Civil War, Americans sought a symbol of unity. The flag became one such symbol, and the Liberty Bell another.

*SCOUT #2:* To help heal the wounds of the war, the Liberty Bell would travel across the country. Starting in the 1880s, the Bell traveled to cities throughout the land "proclaiming liberty" and inspiring the cause of freedom.

*SCOUT #3:* Tradition tells us it was rung for the First Continental Congress in 1774, the Battle of Lexington and Concord in 1775 and on July 8, 1776, when it summoned the citizenry for the reading of the Declaration of Independence produced by the Second Continental Congress.

*SCOUT #4:* To this day, oppressed groups come to Philadelphia to stand at the Liberty Bell, proclaiming their call for liberty and justice. Please join me in reciting the Pledge of Allegiance.

Summer Means Resident Camp



In addition to working on the Naturalist and Forester activity badges which are perfect for summer meetings, Webelos summer resident camp is the place to be! Check your council website for resident camp programs, or if the program doesn't fit your or your scouts' schedules, just Google® "Webelos resident camp" and you'll find that there are many within a short driving distance from your town.

Resident Camp is an awesome week of sleep-away adventure for Webelos! What could be better than a week of canoeing, swimming, hiking, outdoor education and a host of other activities that Scouts love? Scouts come home with a greater appreciation of the outdoors, new friends, and a new sense of confidence in themselves.

Many camps have varied activities including:

- Archery
- Outdoor Skills
- Boating
- Swimming
- Hiking
- Nature Study
- Advancement
- BB Range
- Horse Rides



In addition, use the summer to do some den camping! Webelos dens (especially second year Webelos) should camp as a den in addition to any Pack camping so that they may

learn to work as a team and use (or learn) the knowledge and skills that are part of Outdoorsman, Naturalist, Forester, and Readyman. Remember, that even when camping as a den, each Webelos scout needs to be accompanied by an adult responsible for him on each camping trip.

For you first year Webelos Den leaders (Bear leaders this past year) who may be new to camping and not sure about resident camp, try a backyard campout where you can BBQ dinner and, with the help of an outdoor fire pit, have an evening camp fire. S'mores made on the fire pit or on a gas grill can be a great way to ease yourself and your Webelos into camping.

Make sure to provide each scout and parent with a personal packing list for the overnight campout. The den can borrow tents, lanterns and other items from parents or the local Boy Scout troop.

**Benefits of Camping**

<http://www.buzzle.com/>

With no television, computers and cell phones to serve as distractions, activities such as setting up camp, fishing and cooking will have everyone working and spending quality time together. Add to this fun activities such as camping games and bonfires, and everyone will have a blast.

One of the biggest advantages of taking Webelos camping is that it will inculcate in them a love for nature. You can be assured of raising responsible caring individuals, who will leave the planet in better shape than they received it in. They will also learn basic survival skills and create lasting memories..

The invigorating fresh air and exercise that a camping trip affords you is great for your health. Apart from the hikes and rowing, even everyday tasks like collecting wood provide a great workout.

Among the benefits of camping is that it removes everyone from the structured, amenity dependent life in the city and allows you to get in touch with your untamed side.

**Sample Personal Packing List**

*(You should add or subtract depending on the time of year and the evening weather in your neck of the woods. I know that up in the Adirondacks, where my Council hold its summer WEBELOS resident camp, it can get downright chilly at night! JT)*

**PERSONAL GEAR**

- \_\_\_ Scout Book
- \_\_\_ Scout uniform (wear it on arrival)
- \_\_\_ Pants, shirt, underwear, 2 pair socks for each day

- \_\_\_ Warm jacket
- \_\_\_ Pajamas or short pants for sleeping
- \_\_\_ Hat
- \_\_\_ Stocking hat for warmth at night
- \_\_\_ Rain Gear (coat and pants)
- \_\_\_ Sleeping Bag
- \_\_\_ Sleeping Pad
- \_\_\_ Pillow
- \_\_\_ Flashlight (extra batteries)
- \_\_\_ Mess Kit with Silverware
- \_\_\_ Canteen or Water Bottle
- \_\_\_ Bug Spray
- \_\_\_ Washcloth, small towel
- \_\_\_ Toothbrush and paste

**Optional**

- \_\_\_ Tent (check with your den leader)
- \_\_\_ Laundry Bag
- \_\_\_ Walking Stick
- \_\_\_ Backpack
- \_\_\_ Sunscreen
- \_\_\_ First Aid Kit
- \_\_\_ Watch
- \_\_\_ Lantern (Extra Batteries)

**Do NOT Bring**

- Snack food or drinks
- Electronics
- Matches or other fire starting items

**The Outdoor Code**



As one of the requirements for the Boy Scout "Scout Badge" is to know and explain the "Outdoor Code" a summer campout would be a great time to go review the code. Maybe end each of your meetings and the campout by reciting the code.

**As an American, I will do my best to -**

**Be clean in my outdoor manners.**

- 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.

**Be careful with fire.**

- 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.

**Be considerate in the outdoors. and**

- I will treat public and private property with respect.
- I will use low-impact methods of hiking and camping.

**Be conservation minded**

- 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.

**Outdoor Code Crossword Puzzle**

<http://www.boyscoutstrail.com/>

**The Outdoor Code**

**ACROSS**

3. we should all use these
5. you are this to others
8. you are this around the next word

**DOWN**

1. yellow and orange flames
2. something you should try to do
4. a citizen of the United States
6. your mom likes your room like this
7. opposite of indoor

**Answer Key:**

**The Outdoor Code**

**ACROSS**

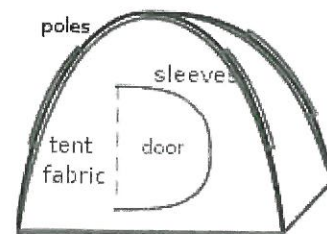
3. we should all use these
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**DOWN**

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7. opposite of indoor

**How to Set Up a Tent**

<http://www.buzzle.com/>



**Useful Tips**

Try to pitch a tent in broad daylight if you are an amateur. Practice it at home before leaving for a camping trip. Before planning a camping trip, know the weather conditions of that place. This will be helpful you because a tent is built in a different way in different weather conditions.

You must avoid setting up tents under trees as sometimes twigs falling from the trees can be troublesome. Similarly, do not pitch a tent in a valley as water collection can cause a problem.



## **Method of Pitching a Tent**

Look for a flat ground to set up a tent. Flat ground is also comfortable to sleep at night.

Clear all debris, dried leaves, and twigs from the surface and make it as smooth and even as possible. Take into consideration the direction of inclination or slope before building a tent.

Place the ground cover on the surface where you need to build the tent. Some people may think that ground cover can be used optionally. On the contrary, it will protect the surface and help to keep the space waterproof.

Unpack the tent from your bag, and if you are camping in an area with heavy wind, put some weight on the tent to prevent it from being blown away. Bricks or stones can be used for this purpose if you do not have any heavy objects.

Now take the stakes or rods and fasten each pole with the tent clip or key. You need to pull the tent taut, but, be careful not pull it so hard that it tears. Hammer these stacks or rods into the ground. Now put the tent rod in the center of the tent.

Recheck if the stakes are firmly fixed into the ground. The tent will lean or even fall if the stakes are loosely held in the ground. If you are camping in snowy areas, you may get special snow pegs that can be used in snow. A rainfly can be used to prevent the tent from flying away.

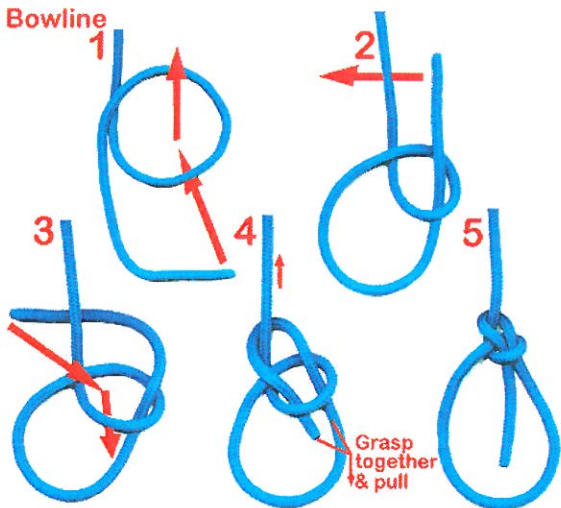
Once you get to know the basic method, try pitching tents in different locations at different weather conditions. Practicing for a couple of times will be helpful and soon you will be able to do it perfectly and quickly. Benefits of camping can be best experienced when one is well versed in all basic camping skills, and setting up tents is considered to be an important skill one needs to learn to truly enjoy a camping trip.



Two Knots for Webelos to Learn

**Bowline**

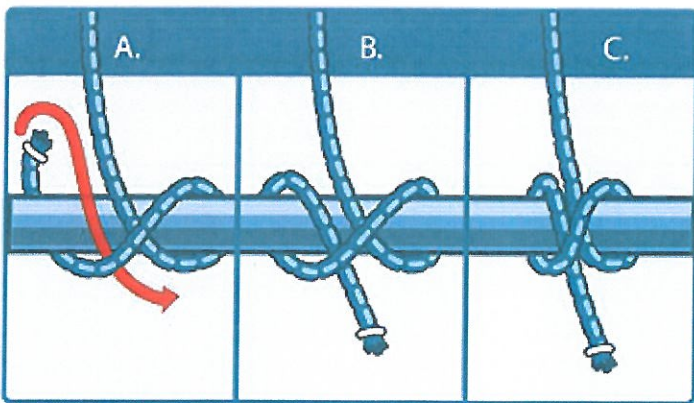
You never know when someone will fall in a hole or slip overboard, and the bowline knot can help you reel the victim back to safety.



<http://1.bp.blogspot.com>

**Clove Hitch**

A clove hitch knot can be used to secure a rope to a cylindrical object like a tree, pole or pipe. Camping applications include tents, tarps, hammocks and hanging supplies out of the reach of animals, for example in a bear bag.



<http://www.backpacker.com>

**Space - The New Frontier Ideas**

**Astronaut Eggs**

*Viking Council*

Scientists spend a lot of time making an astronaut's journey safe. For the pre-opening activity have the Cubs pack an egg so that it can survive a ten foot drop onto a hard surface.

**Materials needed;** eggs, ziploc bags, tape, Styrofoam sandwich box, packing materials such as cotton, newspaper, peanuts, grass, leaves, etc.

Put the egg inside the ziploc bag, then pack it any way you want inside the box. Tape the box well and write name on it. Drop the boxes from a balcony, or high place, the check to see whose egg survived.

**Astronaut Training**

*Viking Council*

Have beanbags, jump ropes and rubber balls available for Cub astronauts to "train" as they gather.

Set up stations for the boys to use with short direction cards (such as jump rope five times, toss beanbag over head and catch etc.) OR have the Denner or Den Chief supervise the events. *(Note – with a few simple twists this can then be used later for relay race. See Games section)*

**B-L-A-S-T O-F-F**

York Adams Area Council

It's a new year and your Pack is ready to "blast off" for a great yearlong space journey. How about starting things off on the right trajectory by helping everyone introduce themselves to each other? Write the letters B, L, A, S, T, O, F, and F (again) down the left side of a paper, with spaces to the right to fill in names. Hand out copies with the instructions to have each person introduce themselves to others in the Pack and when they find someone with any of these letters in their name, to write that name next to the letter. See who can fill in the entire list with names.

**Demo A CAD Program For Rockets**

York Adams Area Council

If you have someone in your den with a laptop computer and a little savvy in computer-aided

design (CAD), why not have that person download a demo copy of SpaceCAD from the website <http://www.spacecad.com/>. Then as the boys come to the meeting that person can show them some of the stuff that the software helps them do. The executable file is about 2MB. I haven't used it myself, but it should be fairly easy to use and demonstrate.

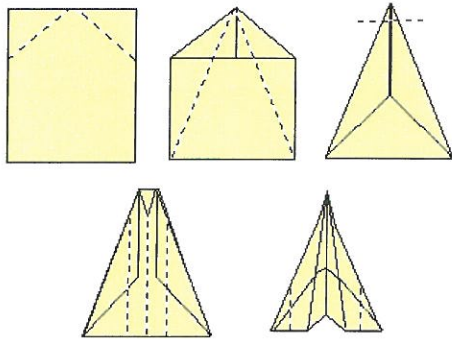
**Flying Paper Wing pre-opening activity**

*Santa Clara County Council*

Have your Cubs soar with paper airplanes and helicopters!! They can make these or design their own. If you want you set up contests for distance or design or ...



Find some scrap paper, and try to fold this paper airplane. Remember to recycle the paper when you are done.



**Gathering Activities**

*Circle Ten Council*

This is how you memorize the order of the planets: "My Very Educated Mother Just Served Us Nine Pizzas"

The first letter in each word gives the first letter in the names of the planets in order from the sun. Have the boys say the phrase, then name all the planets. Divide group into two or three sections had have them do it in a round. (Mercury, Venus, Earth, Mars, Jupiter, Saturn, Uranus, Neptune, Pluto)

**Moon Rock Toss**

*Viking Council*

Each Cub will need five small stones, each with the same color marked on them. Use several colors of markers. It's all right to have duplications in the colors.

Distribute the moon rocks to Cubs as they arrive. Cubs challenge each other only if they have different colors on their stones. To play, they throw stones toward an empty can (moon craters).

The Cub who has the most stones landing in the crater now can challenge someone else.

**Name Tag**

*Crossroads of America*

With the theme related to space, use a simple space rocket as the form for this month's nametag!

**Neil Alden Armstrong**

*York Adams Area Council*

One of the most famous astronauts in history was Neil Alden Armstrong—famous for having been the first person to walk on the moon. He is also an Eagle Scout. Hand out sheets of paper with his name at the top with the instruction to write out as many words as they can from the letters in his name.

**Outer Space Quiz**

*York Adams Council*

Using the wonderful world of the Internet or old (but expendable!) magazines, cut out space photos, letter each one with a sequential letter, and hang them around the meeting room. As people arrive, hand them lists of the photo titles (in a mixed up order) and ask them to match the photos with the titles. Once the meeting gets under way, see how many people were able to get all, many, or some of the matches correct.

**Paper Airplanes**

*York Adams Area Council*

Have the boys make their own paper airplanes and then let them test their skills out on the flight line. For ideas on making paper airplanes, see these and other website:

<http://www.paperairplanes.co.uk/planes.html> and [http://www.netwww.com/paper\\_ac.htm](http://www.netwww.com/paper_ac.htm). You can

set up a contest to see which one flies the longest time, flies the farthest, does the most tricks (like loops), etc.

**Paper Copter**

*Santa Clara County Council*





Construct this paper helicopter from colored card stock (80 lb. paper). To make the copter snip faster, attach a large paper clip to the bottom flap or tape on a penny.

### Parachute

York Adams Area Council

They go up under rocket power, but they come down with gravity—that's how many rockets work. But to keep them from crashing and being destroyed, they use parachutes! Have the boys make their own parachutes to test out. Materials include circles of 12-inch diameter 3-mil plastic, 8 pieces of 20-inch string, small pieces of duct tape, and a large nut. Tape the pieces of string to the "top" of the parachute. Turn the chute upside down and bring all of the pieces of string together, feed them through the nut, and tie them together. The boys will need to experiment with the best way to fold and toss their chutes to see how they best open when they are used. **WARNING:** Boys may not want to start the meeting once they begin having fun with their chutes! 😊

### Planets Quiz

*Shirley Elliott, Montana*

- How many planets are there? (9)
- Which planet is nearest the sun? (Mercury)
- The largest planet is ... (Jupiter)
- Name two planets with rings (Saturn, Neptune, Uranus, Jupiter )
- Name the planets in order from the sun.  
(Mercury, Venus, Earth, Mars, Jupiter, Saturn, Uranus, Neptune, Pluto)
- What two kinds of energy do we get from the sun? (heat, light)
- Earth is nearer to the sun in ... (winter)
- What galaxy is the sun in? (Milky Way)
- Which constellation contains the North Star?  
(Little Dipper)
- Earth's nearest neighbor in space is ... (moon)
- What time of day would your shadow be longer,  
9:00 am or 12:00 noon? (9:00 am)

### Refueling

*Viking Council*

Buy a bottle of soft drink for each boy in your den. Open them and pour contents into a large metal pitcher. Rinse out the bottles and let dry.

Set up a "re-fueling" station in your kitchen, complete with goggles, plastic apron, rubber gloves, and other "scientific looking" things. Make warning signs about radiation etc.

As the boys arrive, outfit them up and instruct them to "refuel" one soft drink bottle by pouring the mystery fuel through a funnel.

### Registration Activity

Crossroads of America

Give a piece of scrap paper to each person and have them fold a paper airplane. Place a piece of poster board 10 to 15 feet away with a hole cut in it. Have the people see if they can fly their plane through the hole. Recognize successful space people before the meeting starts.

### Space PRE-OPENING

Trapper Trails Council

Find the stars in this constellation

- Sea Animal \_\_\_\_\_
- Bird \_\_\_\_\_
- Heavenly Body \_\_\_\_\_
- Right side of a ship \_\_\_\_\_
- Outstanding young actress \_\_\_\_\_
- A Patriot Song \_\_\_\_\_
- To Begin \_\_\_\_\_
- To go hungry \_\_\_\_\_
- To surprise someone \_\_\_\_\_

Put answers on back: Starfish, Starling, Star, Starboard, Starlet, Star Spangled Banner, Start, Starve, and Startle.

### Star Hunt

*Southern NJ Council*

Tell the Cub Scouts that they are to look for a hidden star. Unknown to the players, a small, silver, gummed-back star is attached to the clothing of each of them. On signal, all move around and try to find the star. As each boy locates it, he goes quietly to his seat.

**Uncle Jonathan's easiest classroom kites ever.**

The Big Wind Kite Factory, Molokai, Hawaii

These directions are from *The Big Wind Kite Factory* website, [www.molokai.com/kites](http://www.molokai.com/kites). They encourage people to copy and use them. The amounts are for 20 kites, you will need to adjust to your den's (or pack's) size. There are many letters on the site from across the country with success stories making these kites. Take some time and visit their site.

20 Kids \* 20 Kites \* 20 Minutes

For over 15 years the Big Wind Kite Factory has been giving kite-making classes for the children on the island of Moloka'i in Hawai'i. These are the complete time tested instructions to get 20 kids making their own kites and flying them in 20 minutes.

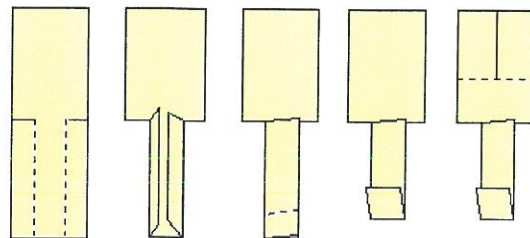
### Material list:

- 20 sheets of brightly colored 8 1/2" x 11" typing paper.
- 20 8" bamboo bar-b-que shish-ke-bob sticks.
- 1 roll of florescent surveyor's flagging plastic tape. A plastic bag cut in a 1" wide spiral can also make a great tail.
- 1 roll 1/2" wide masking tape or other plastic tape..
- 1 roll of string. (Allow 6 to 10 feet for each child.)
- 20 pieces of 1"x 3" cardboard to wind the string onto.
- Scissors.
- Hole punch. (optional)

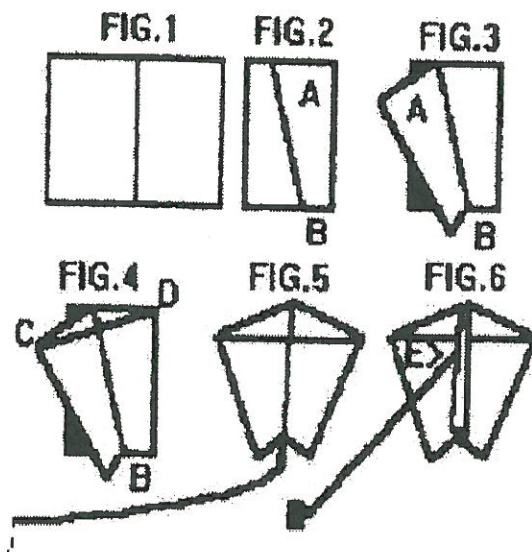
### Directions:

1. Fold an 8 1/2" x 11" paper in half to 8 1/2" x 5 1/2".
2. Placing the fold on the left and the open edge on the right, fold again along the diagonal line A in Fig.2. **One teacher wrote in to say that point A should be about 3/4 inch and point B about 2 1/2 inch from fold**
3. Fold back one side forming kite shape in Fig.3 and place tape firmly along fold line AB. (No stick is needed here because the fold stiffens the paper and acts like a spine.) **I went to the website and looked at the photographs of a kite being made to figure this step out.**  
*Commissioner Dave*
4. Place bar-b-que stick from point C to D and tape it down firmly.

5. Cut off 6 to 10 feet of plastic ribbon and tape it to the bottom of the kite at B.



6. Flip kite over onto its back and fold the front flap back and forth until it stands straight up. (Otherwise it acts like a rudder and the kite spins around in circles.)
7. Punch a hole in the flap at E, about 1/3 down from the top point A.
8. Tie one end of the string to the hole and wind the other end onto the cardboard string winder.



### A Way to Close – CLOSING CEREMONY

Viking Council

Prior to the Cubmaster's Minute or other closing have the Cubmaster ask the Cub Scouts and parents to join hands all around the room. Cubmaster then explains that a chain is no stronger than its weakest link. The real joy of Cub Scouting comes when complete unity exists between parents and Cub Scouts. End with Cubmaster's Minute or a Patriotic song or simply stating "Every boy and parent here tonight can help Scouting keep America strong by learning more about our great heritage.

**A-C-H-I-E-V-E**

*Heart of America Council*



Use seven pieces of cut poster board with the letters to spell the word "ACHIEVE".

Put the parts on the back in **BIG** letters

Have Cubs stand in correct order to spell the word and read the following:

**A** - Advancement - along the Cubbing trail

**C** - Commitment - to always do your best

**H** - Home - where it all begins

**I** - Individual works alone as well as with others or stands up for himself

**E** - Everyone all Cubs work together

**V** - Victory -- is achieved at the end of the trail

**E** - Excellence -- for a job well done

### **Aim For The Stars #1 Cubmaster Minute**

*Heart of America Council*

If you want to aim for the stars, you must remember that you are building your launching pad right now by your willingness and initiative in every task you tackle ... at home, in church, in school, and in Cub Scouts.

### **Aim For The Stars #2 Cubmaster Minute**

The words "Aim for the Stars" has an important meaning to Cub Scouts. Think of Thomas Edison (A New Jerseyan -- "My Home State is coming soon!!) who tried and failed hundreds of times before he perfected the light bulb. He never quit trying. A Cub Scout, who tries to do his best and keeps trying, is preparing himself for greater responsibilities when he becomes a man. What you do and how well you do it becomes your launching pad to "Aim for the Stars".

### **An Ace Cubmaster Minute**

**(revised slightly)**

In ancient Rome 'as', spelled A S, was a pound weight. In the markets, goods sold by merchants that weighed an 'as' were considered good for selling. Latin influenced the French language. When 'as' became a French word it no longer had anything to do with a pound, it just meant 'terrific.' In WWI, the French called a victorious pilot, an 'as.' The English translated this into 'ace,' spelled A C E. As I look over the audience I see many terrific scouts, Cub Scouts who do their best. I see Cubs who serve God, Country and community---family and friends. What I see are 'ace scouts' of whom I'm proud.

### **Another Stellar Thought**

York Adams Area Council

Nearly every astronaut through the Apollo program was a Scout and many were Eagle Scouts. Have you ever watched Apollo 13, when the family is in the living room and they talk about Lovell being an Eagle Scout? Think about it! There isn't any discussion about their particular religious affiliation making a difference. It doesn't matter if they're rich or poor—that wouldn't help them through their plight. What they do consider as an advantage to see them through, though, is that Jim Lovell is an Eagle Scout!

### **Astronaut Quotes/Thoughts**

York Adams Area Council

The Earth reminded us of a Christmas tree ornament hanging in the blackness of space. As we got farther and farther away it diminished in size. Finally it shrank to the size of a marble, the most beautiful marble you can imagine. That beautiful, warm, living object looked so fragile, so delicate, that if you touched it with a finger it would crumble and fall apart. Seeing this has to change a man, has to make a man appreciate the creation of God and the love of God.

- James Irwin, USA

For those who have seen the Earth from space, and for the hundreds and perhaps thousands more who will, the experience most certainly changes your perspective. The things that we share in our world are far more valuable than those which divide us.

- Donald Williams, USA

### **Astronaut Frank Borman Prayer**

York Adams Council

**Setting:** Have Cub Scouts and their families form a large circle.

The Cubmaster then reads the following prayer, which was broadcast to earth by U.S. Astronaut Frank Borman while on a moon-orbiting mission in December 1968. (Cubmaster should explain what he is reading.)

"Give us, O God, the vision which can see the love in the world, in spite of our failure. Give us the faith to trust Thy goodness in spite of our ignorance and weakness. Give us the knowledge that we may continue to pray with understanding hearts, and



show us what each one of us can do to set forward the spirit of universal peace."

**"Blast**

**Off"**

Crossroads of America

**Equipment:** Eight pieces of cardboard cut to represent a rocket ship. With all eight pieces put together they must spell out the word "BLASTOFF" so put a letter on each piece.

**B:** Boys, without whom there would be no Scouting.

**L:** Leaders, who guide boys through their journey in Scouting.

**A:** Akela, the great leader of the Pack.

**S:** Skills, learning to do new things.

**T:** Training, to help us be better citizens.

**O:** Outings, that increase our awareness.

**F:** Families, helping and Caring.

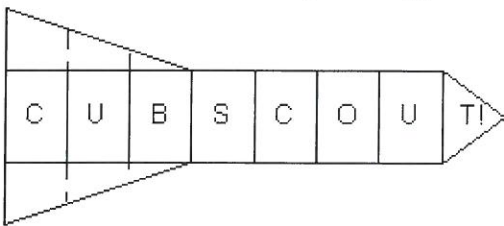
**F:** Flag, the symbol of our country. Please rise and join me in the Pledge of Allegiance.

**Blast Off Into Scouting**

*Heart of America Council*

**Personnel:** One den of eight Tiger Cubs.

**Equipment:** Individual cards containing of eight letters. (First and last cards shaped such as to form space ship)



**Arrangement:** As each Tiger Cub recites his lines, he holds his card high.

**CUBMASTER:** We are going to assemble our rocket for a trip into space. We'd like you to join us.

**Cub # 1.** C is for courtesy in Cub Scouting and all through life.

**Cub # 2.** U stands for usefulness to our families and others.

**Cub # 3.** B stands for bravery in thoughts and deeds.

**Cub # 4.** S stands for safety in all we do.

**Cub # 5.** C stands for church - the one of your choice.

**Cub # 6.** O stands for the outdoors and the beauty of nature.

**Cub # 7.** U is for unity - in our den, in our pack, in our school, in our church - because in unity we are strong.

**Cub # 8.** T stands for the truth in all things.

**CUBMASTER:** Now we are ready for blast off.

Lead Audience in count down: 5-4-3-2-1

**All Yell - "BLAST OFF"** *Rocket moves off stage.*

**Bobcat Induction - Inducting The New Family**

*Heart of America Council*

**Equipment:** Wolf, Bear, Webelos and Boy Scout Handbooks; Bible, two blue, two yellow and one white candle; Bobcat badges and membership certificates.

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

*Use off stage Den Chiefs, Den Leaders or*

*Committeemen for voices.*

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

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

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

**Voice 4** The "S" stands for Service. A boy not only does service to himself while he is a Cub Scout but he at so serves others. He strives to help spread good will in every way he can.

**Cubmaster:** Cub Scouts, you see before you four books: the Wolf book, the Bear book, the Webelos



book, and the Boy Scout handbook. They stand for the steps that a boy climbs as he goes higher and higher in Cub Scouting and finally reaches the very top as a Boy Scout. Also, before you lies a Bible open to these words: "Remember now, thy Creator, in the days of thy youth" –Ecclesiastes 12:1. That means that each boy should remember God, his Maker, in all that he says, does and thinks. The great white candle in the center stands for God, just as God should stand in the center of our lives.

You have come here tonight seeking admission to the friendship and fun of Cub Scouting. You have attended a meeting of the Den you expect to join. You have learned, along with your parents who are here with you, those things necessary to become a Bobcat.

Then present badges with usual rituals of your Pack

### **Bobcat Induction Ceremony**

Heart of America Council

**Personnel:** Cubmaster, Den Leader, Den Chief, new Bobcat and Parents

**Equipment:** Bobcat Pin

**Cubmaster:** Do we have any boys who desire to join our pack?

**Den Leader:** (Comes forward) Akela, I have a boy who has shown his desire to join our pack.

**Cubmaster:** How has he shown his desire?

**Den Leader:** He has studied the Bobcat requirements and understands the purpose of Cub Scouting.

**Cubmaster:** Does he come alone?

**Den Leader:** No, his parents wish to join the pack also.

**Cubmaster:** Fine, bring him up. (Den Chief escorts new Bobcat and his parents to front.) What is your name? (answer) I understand you wish to become a member of our Pack. (answer) Do you know the Law of the Pack? (answer) Are you prepared to work hard to advance in rank? Are you willing to do your best? (answer) Good. You are about to start on the Cub Scout trail. Please repeat with me the Law of the Pack.

(addressing parents) Cub Scouting is a family program. Parents have certain responsibilities, too. They are expected to help their son advance in rank. They are expected to attend pack meeting with their son, and help at other times when called upon. Are you willing to do these things to help your son

achieve the goals and fun that will be his in Cub Scouting? (answer) (to boy and parents) You are all starting the Cub Scout trail which leads to the great name of Scouting. May each of you be happy in our pack. (shakes hands with parents and boy) (pinning on the Bobcat pin) Welcome to our pack.

### **Bobcat Induction - Living In A.D. 2030**

*Southern NJ Council*

**PERSONNEL:** Bobcat Inductees, Parents, Den Leaders, and Cubmaster.

**EQUIPMENT:** Large cardboard background painted black (or covered with black paper) with star-shaped holes and a moon-shaped hole. Use yellow cellophane over the holes and backlight to give a star-lit effect. Cubmaster should be in an "astronauts" costume, which can simply be a pair of coveralls and ball cap with NASA labels.

**ARRANGEMENT:** Chairs for the Pack meeting are arranged in a circle. The backdrop "sky" is at the open end of the circle. The backdrop has a light behind it and the room lights are dimmed.

**CUBMASTER:** Tonight, we hold our Pack meeting beneath the stars to welcome new members into our Pack. Just as astronauts are selected for America's Space Program, we will inspect these new Cubs to see if they have completed requirements for the first rank of Bobcat. Will the Den leaders please bring the Bobcat candidates forward? (*All Den Leaders come forward with new Bobcats*).

**CUBMASTER:** Den Leaders, please lead the Cub Scouts in the Promise and the Law of the Pack so we may know that they are ready to start their next challenge. (*Den Leaders lead the new Cubs in the Promise and the Law*).

**CUBMASTER:** Let the moon and the stars in the sky bear witness; these Cubs have learned their requirements well. They will continue to learn to be responsible individuals with proper guidance from responsible adults. Will the parents or guardians of the new Bobcats please come forward? (*Parents enter circle behind Cubs. Cubmaster hands them the Bobcat badge with a pin in its bottom.*)

**CUBMASTER:** Place the Bobcat badge on your Cub's uniform upside down until he has accomplished his first good turn. You must also pledge to help him advance along the Wolf trail and to assist the Pack in providing him the best program possible. (*Parents acknowledge*) These Bobcats must now and always



live by our motto, Do Your Best! (*Cubmaster salutes Cubs and Cubs return the Salute. Cubmaster gives each Cub the handshake and congratulates each.*)

**CUBMASTER:** Lead **Blast Off** cheer and then say "And now, while the moon and stars shine brightly, let the Pack meeting continue." (*Room lights are turned up.*)

### Bubble Advancement Ceremony

(This ceremony can be adapted to be used in dens or packs)

**Equipment:** Bubble solution, and bubble wand, awards to be given.

**Personnel:** Den Leader or Cubmaster, boy receiving award (and parents, if appropriate)

**Set up:** Den Leader spends a few seconds blowing bubbles with the Cubs and then calls them around him/her.

Den Leader: Did you know that soap bubbles can only join at one of two angles (places or ways)? There are no other possibilities. So the number two would be important if you were a bubble. The number two is important to Cub Scouts also. Whenever you give the Cub Scout Promise you hold your right arm high with two fingers held out straight in the Cub Scout sign. The two fingers stand for the two points of the Promise; to help other people and to obey. They also stand for the two alert ears of a wolf. A wolf that is always listening to Akela.

(Name) has been listening closely and working with his parents and in our den. He is now ready to receive his first/next bead in his Progress Towards Ranks. (Award bead and help boy get it attached. Your Den Chief could do this.)

We'll now form a living circle and give the grand howl in (name's) honor.

### Buzz Lightyear Cubmaster Minute

In the movie "Toy Story," an action figure named Buzz Lightyear became a hero. But at the beginning of the movie, Buzz did not act much like a hero. He acted more like a show-off, always thinking he was better than all the other toys because he could fly. It took a few hard bumps for Buzz to realize that he could not fly and that he was just another toy. That was a sad discovery, but it led to a much happier one. Buzz learned that when a person makes an extra effort to help a friend, then that person is a hero. Buzz rose out of his own

disappointment and fear to help save his friend Woody from disaster. That's the way it is with us, too. We might never be able to fly off into space and save a galaxy, but if we learn how to be trustworthy and loyal to the people who depend on us, then we are heroes in the deepest sense of the word

*Contributed by Scott Thayer  
Sequoia Council, California*

### Closing Ceremony

York Adams Area Council

Ask Cub Scouts and their families to form a large circle and hold hands. The Cubmaster (or other adult) then reads the following prayer which was broadcast to earth by astronaut Frank Borman, while on a moon-orbiting mission:

Give us, O God, the vision which can see Thy Love in the world in spite of human failure. Give us the faith to trust in Thy goodness, in spite of our ignorance and weakness. Give us the knowledge that we may continue to pray with understanding hearts, and show us what each one of us can do to set forward the coming of universal peace.

### CLOSING CEREMONY

Crossroad of America

As the years pass, it will seem there are fewer and fewer wondrous things to see. Yet all I will ever need to do is pause and watch a group of Scouts growing up around me. How about you? I would bet each of you would be amazed to see what goes on in your Den and Pack by taking 30 seconds here and there to watch the growth, not just the activity. The results will shock you! Good night Scouts!

Here men from the planet Earth first set foot upon the Moon July 1969, A.D. WE CAME IN PEACE FOR ALL MANKIND. - Apollo 11 plaque left on Moon.

### Closing (Prayer from Apollo)

Have the pack form a large brotherhood circle (arms over each other's shoulders) and then read the prayer that was broadcast from outer space by Frank Borman from the Apollo in March of 1968.

Have the pack form a large brotherhood circle (arms over each other's shoulders) and then read the prayer that was broadcast from outer space by Frank Borman from the Apollo in March of 1968.

"Give us, O God, the vision which can see Thy love in the world in spite of human failure. Give us the faith to trust Thy goodness in spite of our ignorance



and weakness. Give us the knowledge that we may continue to pray with understanding hearts, and show us what each of us can do to set forward the coming of universal peace..." At this time, ask for a moment of reverence, then dismiss the pack until next month.

### Closing Thought

York Adams Area Council

It wasn't long ago that you might have heard one man saying to another: "The sky is the limit." He meant that a man could make anything of himself that he wanted, at least on earth. Well, that limit is off now! There is almost no limit to what you can aspire to do, either on earth or in space. Our astronauts have proven that.

What does this mean to Cub Scouting today? COL. Edwin E. "Buzz" Aldrin, veteran astronaut of both the Gemini and Apollo flights and the second man to walk on the moon, told a group of Eagle Scouts that Man's exploration of space is as old as man himself. He has explored, conquered and studied the secrets of the jungles, mountains, caves and oceans. COL. Aldrin who was a member of Scout Troop 12 in New Jersey has urged young people to obtain a well-rounded background in many fields of knowledge, to select one field and strive to achieve excellence in it. "Set your goals high and settle for nothing less than accomplishment," Aldrin said. How well you perform as a man will depend on how you accept each new challenge as you are growing up. The sky is not the limit. If you want to aim for the stars, you must remember that you are building a pad right now by your willingness and initiative in every task you tackle at home, in church, in school and in Cub Scouting.

### Constellation Opening CEREMONY

*Circle Ten Council*

Narrator and 8 boys holding cards spelling CUB SCOUT.

**Narrator** - Thousands of years ago, people saw

shapes among stars. They are called

constellations. You can still see them.

Let's look at the night sky and you'll

also see Cub Scouts.

(Boys with signs hold them up and read)

**C** Cassiopeia, the Queen

**U** Ursa Major, the Great Bear

**B** Bootes, the Herdsman

**S** Sagittarus, the Archer

**C** Cepheus, the King

**O** Orion, The Hunter

**U** Ursa Minor, the Little Bear

**T** Taurus, the Bull

**Narrator** - Now let's look at the stars in our flag

and repeat the Pledge of Allegiance.

### Cub Scout Airlines

*Viking Council*

Try tying the pre-opening, and opening, awards, and closing ceremonies and other parts of your meeting together. Have the meeting room seating arranged like the seating on a giant airliner?

For **pre-opening** activity, have everyone coming in issued a ticket.

The **opening** is a call, announcing that Cub Scout Air Lines flight number (your pack number) is ready for boarding. People board, (Cub Scout flight attendants check tickets) and all are seated and fasten their seat belts. The Captain (Cubmaster) announces the destinations of this flight and wishes all a pleasant trip. Aircraft takes off, flies all around the United States, landing at various cities to see a **skit** by that nationally famous Den 1, or to sing a **song** led by the Den 4 singers.

For the **awards**, the airplane lands at various places to see famous people (brand new Wolf Cub Scouts), takes off and lands somewhere else to see a Cub Scout who is receiving arrow points. The Captain

might present each boy earning an award with some silver pilot's wings (cardboard cutouts covered with aluminum foil) with his award.

At the end of the round trip flight, the aircraft returns home. Pilot announces that he was pleased to have all on the trip with him and **closes** with a Cubmaster's Minute relating to the "flight". The folks disembark and go home.

**Flight Through Space**

*Circle Ten Council*

**Preparation:** Ceremony board resembling chart of sun and planets. Planets are labeled as Cub Scout ranks (Cub Scout insignia stickers may be used). A small blue and yellow cardboard rocket should be made for each boy getting a badge and placed on or under his old rank. Place a loop of masking tape on the back of each rocket, so it can be moved to new rank.

**Cubmaster:** Will the following boys and their parents please come forward?

(Read names of boys who are receiving awards).

Cub Scouts, we are happy to see you have taken another flight forward in our Cub Scout galaxy.

Please face your fellow Cub Scouts and Den Chief

\_\_\_\_\_ will lead them in the rocket cheer.

**(Pause for rocket cheer)**

These Cub Scouts have done a fine job in our pack.

They are progressing through our Cub Scout

galaxy. This would not be possible if it were not for

the interest and help of their parents. I'm proud of the parents in our pack. As I move your rocket forward in our galaxy, your parent will present you with your badge. (Cubmaster calls off names and new rank of Scouts as he moves rockets to appropriate ranks on the ceremony board while parents present badges. Cubmaster congratulates boys and parents with Cub Scout handshake.)

**Flight Through Space Advancement Ceremony**

*York Adams Area Council*

**Preparation:** Ceremony board resembles chart of sun and planets with Boy Scout as sun and Cub ranks as planets. A small blue and yellow cardboard rocket should be made for each boy getting a badge and placed on or under his new rank. If a loop of masking tape is placed on the back of each rocket, rocket can be moved by the Cubmaster to new rank as parent is presented badge. (This is an excellent place to use the colorful Cub Scout Insignia stickers (NO. 4652)

**Cubmaster:** Will the Den Chief please bring forward the Cub Scouts who are ready for advancement?

(Pause and wait for boys to come forward.)

Cub Scouts, we are happy to see you have taken another flight forward in our Cub Scout galaxy. Please face your fellow Cub Scouts and the Den Chief will lead them in the rocket cheer.

(Pause for rocket cheer.)

Den Chief, will you bring the parents of these Cub Scouts forward?

(Den Chief brings parents forward, placing each Cub between his parents.)

These Cub Scouts have done a fine job in our pack. They are progressing through our Cub Scout galaxy. This would not be possible if it were not for the interest and help of their parents. I'm proud of the parents in our pack. As I move your rocket forward in our galaxy, your parent will present you with your badge.



(Cubmaster calls off names of Scouts as he moves rockets to appropriate ranks on ceremony board while parents present badges. Cubmaster congratulates boys and parents with Cub Scout handshake.)

**Flying Saucer Ceremony**  
Greater St. Louis Area Council

**Personnel:** Cubmaster, Webelos Den Leaders, and an adult who can sail a Frisbee well.

**Equipment:** Several Frisbees. Tape badges of rank, arrow points, Webelos Activity pins, and Webelos badges to the Frisbees.

Station the Frisbee thrower some distance away, perhaps behind the audience.

After a leader has called forward the award winners and their parents, he calls for the appropriate awards from "outer space" and suddenly a "flying saucer" arrives with the awards.

**Footprints on the Moon opening ceremony**

As curtain opens a den of Cub Scouts dressed as astronauts are lined up across the stage. There are large astronaut footprints cut out of black paper and taped on to stage floor. These footprints lead from off stage to center of stage where there is a flag stand. A Cub Scout astronaut enters from side of stage following line of footprints and puts the flag in the stand and narrator at microphone at side of stage reads following:

The United States has much to be proud of. One of those many things is the fact that the United States was first on the moon where Old Glory was placed as evidence of this eventful day. This, indeed, is something for all of us to be proud of, and as we all join together in the Pledge of Allegiance to our flag, let us be thankful for the courageous astronauts of our country who helped make it possible for our flag to be erected on the moon, so that some day some of our own Cub Scouts may be able to leave their mark on society by leaving their footprint on the moon, too! Please rise now and join me in the Pledge of Allegiance.

**Great & Little Bears Advancement Ceremony**  
*Circle Ten Council*

**Equipment:** Two posters, one illustrated with the Big Dipper and one with the Little Dipper with the North Star emphasized.

**Cubmaster:** The constellations we call the Big and Little Dipper are also known as the Great Bear and the Little Bear. Tonight, we would like to use them to present \_\_\_\_\_ with his Bear badge.

(Put up poster showing the Little Dipper) This is the Little Bear. The North Star is part of this constellation and has guided many people for thousands of years.

(Put up poster showing the Big Dipper) This is the Great Bear. Many people look first for the Great Bear in order to find the North Star. Like Baloo, the bear in the Jungle Book, and the Big Bear Cub Scout book, it helps us to find the guiding star. He is like \_\_\_\_\_ who has earned his Bear badge tonight. Other Cub Scouts will now look up to him as someone who can show them the right way.

(Present the awards now. Remembering to give the awards to the parents to present to their sons. Awards could be attached to a shiny star.)

**Guiding Star**  
Greater St. Louis Area Council

**Personnel:** Akela, 8 Cub Scouts

**Equipment:** Small campfire; blue paper or cardboard, three foot square, with cutouts for stars in Big Dipper and the North Star; 8 small or pen-type flashlights, one for each Cub Scout.

**Arrangement:** Akela and 8 Cub Scouts stand near campfire with the figure of the Big Dipper and North Star at one side of the fire. Cub Scouts stand behind the figure with lights which they flash behind their star in the Big Dipper as they speak.

**Akela:** For thousands of years, people have grouped the stars together as figures in constellations. This was probably done by the early shepherds as they lay on the grass looking at the sky while tending their sheep. There they could see pictures of heroes, kings, queens, men, maidens and monsters in the stars. The constellation we know best is the Big Dipper.

Taking the stars that form the outer edge of the Big Dipper sight upward and the Bright star that you see is the North Star, which for centuries has been the guiding star for travelers.

(#1 Cub Scout flashes his light at the cut out for the North Star).

It remains in the same place all the time. Let the North Star represent God. Keep your eyes on the North Star. Each star in the Big Dipper can help you keep your eyes on the North Star to become your guide for living. Then let your light shine so that you can help others find the way.

Listen now as our Cub Scouts tell what each star in the Big Dipper represents to them in their quest to find the guiding star.

(As they speak, they flash their light behind their star).

#2: The Holy Bible

#3: My minister, pastor, priest or Rabbi

#4: My mother and father

#5: The Cub Scout Promise

#6: The Law of the Pack

#7: My Den Leader

#8: My Cubmaster

**Akela:** All of these are excellent guides for us to follow on our Cub Scout Trail. Let each one help you as you travel onward. Good Night.

## Homeward Bound

York Adams Area Council

**Personnel:** Cubmaster and Cub Den to retire flags.

**Equipment:** One or two Spaceships cut from large cardboard box.

**Arrangement:** All Den members except flag bearers hold Spaceship. Cubmaster asks question of Cub Scouts. Each Cub Scout gives different answer to the question.

**Cubmaster:** Why are you homeward bound?

**1st Cub:** Freedom to think, and to say out loud what I think.

**2nd Cub:** Freedom to worship as I please.

**3rd Cub:** Freedom to move about.

**4th Cub:** Freedom to try, and freedom to fail.

**5th Cub:** Freedom to stand up straight and look the world in the eye.

**6th Cub:** Freedom from want, and freedom from fear.

**Cubmaster:** Will Pack please rise and sing America, as we are always welcomed home. (Cub Scouts exit stage with flags)

## Houston, We Have a Problem

York Adams Area Council

Run this as a dialog between the spaceship "CUBS" and Houston's Control Center. (Hey, you can change "Houston" to "Irving" if you want! Irving, TX, is the location of the BSA National Office!)

**Commander (CM):** Houston, we have a problem. Over.

**Houston (ACM):** Problem, commander? What kind of problem? Over.

**Commander:** We seem to have an overload of cargo on board tonight, Houston. It's affected the flight trajectory. We will need to offload some cargo, but we need some ideas on how to do this. Over.

**Houston:** Okay, commander. Don't get nervous. We'll work out this problem. What kinds of cargo do you have? Over.

**Commander:** Well, looks like we've got some Tiger Beads. Yup, that's what they are. Why do we have Tiger Beads on board? Over.

**Houston:** Don't know commander. Let's check with the Tiger Den Leader on this. Wait one. [Pause.] Commander. Seems some of the Tiger Cubs have been busy with [describe the activities] and they have earned these Tiger Beads. We will



send the Tigers and their partners on a rendezvous flight. Prepare to jettison Tiger Beads. Over.

[Call up the Tigers and their partners to receive the beads. Award and let them return to their seats.]

**Commander:** Okay, Houston. That helps, but I'm still off course. Trying to correct. Too much payload—seems to be the Bobcat badges on the port side of the ship. Over.

**Houston:** Roger that, commander. We have the team working on a solution. [Pause] Commander. We do have Cubs who have completed all of their requirements for the Bobcat rank. They have learned the Scout Promise and Law of the Pack as well as completing all other requirements. We will set their course to meet up with you for offload of Bobcat badges. Over.

[Call up the Bobcat recipients and their parents to receive the badges. Have parents award the badges and let them return to their seats.]

**Commander:** Thanks Houston, that helps. But we're still running off course by 20 degrees. I've got a payload full of Wolf badges that are throwing us off course. Request assistance. Over.

**Houston:** Copy that, commander. We have a plan. We need to forward the Wolf badges to some of our Cub Scouts. We'll get them suited up and shoot them up to you for transfer. Over.

[Call up the Wolf recipients and their parents to receive the badges. Have parents award the badges and let them return to their seats.]

**Commander:** Good job, Houston. We are nearly on course. One cargo bay is back to its specified load, but the starboard bay still reports excessive weight. What should we do with the Bear badges on board? Over.

**Houston:** Bear badges, Commander? We will check. [Pause] Alright, Commander, we understand the problem and have identified the fix. We have XX Bear Scouts who will be awarded the Bear badge tonight. They have completed twelve Bear Achievements according to Akela. Preparing them for rendezvous. Over.

[Call up the Bear recipients and their parents to receive the badges. Have parents award the badges and let them return to their seats.]

**Commander:** Houston we are only off course by 10 degrees. Keep coming up with these fixes and we'll be back on course before it becomes serious. We have significant overloading with some Webelos Activity Badges in the forward bay. Over.

**Houston:** Roger that, Commander. We'll check with the Webelos Den Leaders to see why there are so many on board. [Pause] Okay Commander, here's the cause of that overload. Webelos Dens have been working on [list off Activity Badges]. We need to get these off the spacecraft right away. Over.

[Call off Webelos Scouts and earned Activity Badges. Hand out awards and have boys return to their seats.]

**Commander:** We are nearly back on course, Houston. What can you tell me about the Webelos badge(s) in the back cargo bay? Over.

**Houston:** Still checking, Commander. [Pause] Okay Commander. According to the flight plans there are XX Webelos Scouts who have completed their requirements for the rank of Webelos. The badges are for them. We will arrange for those Webelos to dock with the spacecraft to receive their badges. Over.

[Call up the Webelos recipients and their parents to receive the badges. Have parents award the badges and let them return to their seats.]

**Commander:** That's was it, Houston. These Scouts are doing really well with their work and advancements. This keeps the whole flight on course. Out.

### **Kite Advancement Ceremony**

*Santa Clara County Council*

**Preparation** - Make a large diamond shaped kite

out of paper and wooden sticks. Draw or paste

pictures of the Cub Scout badges onto the kite.

Attach a wide ribbon on the kite for tail. Make the

tail long enough to attach the badges onto the

ribbon. Suspend the kite to the ceiling (or a tree

branch if outdoors) and let the ribbon hang down.

Attach the badges onto the ribbon with pins, starting

with the Tiger Cub badge at the bottom of the



ribbon and working up to the Webelos and Arrow of Light badges at the top.

**Ceremony** - As you call the boys (and parents) up to receive their badges; remove their badge from the ribbon. You can also snip off a piece of the ribbon as a memento.

### Map Advancement Ceremony

Cubmaster, Pack 938

Direct Service Council, Kuwait City, Kuwait

Equipment Needed: Topographic Map, Compass, Cub Scout activity books

Personnel Needed: Cubmaster (or Advancement chair); Advancing Scouts and Parents

**Cubmaster** (*holding up compass*) Can anyone tell me what this is? That's right -- it's a compass. And what do we use a compass for? (*wait for responses*) That's right -- you use a compass to find your directions or to find your way. A compass helps you find your way because it always points to the North.

( *Holding up map*) Now who can tell me what this is? (*wait for responses*) That's right -- this is a map. And what does a map tell us? A map can tell us where we are, where we want to be, and the best way to get there.

With a compass and a good map, a skilled traveler can always find his way, because the compass and the map keep us on the right path and headed in the right direction.

(*invite all advancing Scouts forward, with their parents and den leaders*)

(*Hold up Wolf, Bear, and Webelos activities books*)

Now, what am I holding in my hands? These are your Cub Scout activity books. These books are a lot like our map, aren't they? They tell us where we want to go (to achieve our next badge of rank), and they tell us how to get there (by completing achievements and activity badges).

But we just agreed that a good traveler needed more than a map to find his way -- he needs a compass. Look around you and tell me -- if your Cub Scout book is like your map, then what might be something like your compass? (*Wait for responses -- maybe someone will get it right!*) A compass is something that keeps us pointed in the right direction -- just like your parents and your Den Leaders. Your 'Akelas', those adults who help you

learn and grow; they are your compasses. Scouts, we, your Akelas, are very proud of you and your achievements, and we promise to continue to help you find your way along Scouting's path.

Announce names of boys receiving badges, and distribute awards.

Congratulations to all our advancing Scouts!

### Martian Land Deeds

York Adams Area Council

**Props:** Martian Land Deed for each Cub Scout earning an award and a large scroll (proclamation) to be read by the Cubmaster. If you really want to get the Cubs excited, dress the Cubmaster like a green, one eyed, etc. Martian. See the separate sheet at the end of this section for the "Martian Land Deed" handout.

**Cubmaster:** (Holds large scroll in hands and reads.) We, of Mars, in the interest of establishing a permanent and desirable civilization, will provide a Martian Land Deed to any earthling who can qualify for space travel and exploration by earning one or more Cub Scout badges listed on the deed. Said deed will provide one acre of Martian land for every listed badge earned by a Cub.

(Call names of Cubs receiving awards, identify awards they are to receive and present deed, with badges attached.)

In recognition of advanced training and preparation for space, travel, we of the planet Mars grants (how many badges earned) acres of land to Cub (Cub's names) for earning the badge(s) listed below:

Bobcat badge: (Continue for Wolf, Bear, Arrow Points, Webelos Activity pins, Webelos Badge, and Arrow of Light Award.)

Wherefore, we set our hand this day of (month) (year)

Cubmaster: (name) Committee Chairman: (name)

### MORE ADVANCEMENT IDEAS

1. Attach awards to small kites. Display on wall. With fluffy clouds, bright sun and/or rainbow. On kite write, "It takes high ideals to earn your . . ."
2. Attach awards to a Frisbee or plastic disc, small plastic paratrooper, or paper airplane. Throw for each boy to catch.
3. Attach award to airplane tickets. On airplane ticket write, "You are just the ticket. Congratulations on earning you . . ."



4. Put awards in balloons with a lightweight paper basket. Write the message, "You soar to great heights in scouting. Congratulations on earning your . . . "

**North Star Advancement Ceremony**

*Circle Ten Council*

**Personnel:** Cubmaster, the advancing Cub Scouts and their parents.

**Equipment:** Pinhole planetarium punched for the Big Dipper and North Star, flashlight (or other representation of the big Dipper and north Star)

**Set Up -** The lights are dimmed with the Cubmaster shining the flashlight through the pinhole planetarium at the ceiling or wall. The Big Dipper and North Star should be showing.

**Assistant CM -** Call advancing boys and their parents forward.

**Cubmaster:** For thousands of years, men have known that the North Star is fixed. Shepherds knew it and seamen have used it and other heavenly bodies to guide their ships to port ever since they first dared leave the sight of land. Even today, the stars are important in navigation for ships, jet planes and spaceships. Cub Scouts don't need the stars to find their way. But even so, you do have your own guiding stars to help you through life. For example, there is your church, your school and Cub Scouting.

In Cub Scouting, our navigational aids are the Cub Scout Promise and the Law of the Pack. They tell us how we should act and what we should do for ourselves and for others. The Cub Scout Promise and the Law of the Pack are just like the stars by which the seaman steers his ship.

Tonight we honor these Cub Scouts who are navigating straight and true on the Cub Scout trail. With their parents' help, they have advanced on the trail and have shown that they live by the Cub Scout Promise and the Law.

(Present the awards now. Remembering to give the awards to the parents to present to their sons. Awards could be attached to a shiny star.)

**Opening Ceremony**

**Personnel:** Narrator and a den of uniformed Cub Scouts.

**Equipment:** Cards with words printed on them for each Cub Scout, and an upright stand such as a ladder for each sign to be attached at the appropriate time.

**Narrator:** We think of Cub Scouting as a ladder of good citizenship. Let us show you what we mean.

**Cub #1 Friendship.** We make lots of friends in our school, church, neighborhood, den and pack.

**Cub #2: Teamwork.** We learn how important it is to work with others as a member of a team.

**Cub #3: Dependability.** We learn to be places when we promise and to do our part.

**Cub #4: Leadership.** We learn to lead games and help with other den and pack activities.

**Cub #5:** Honesty. We learn to tell the truth, to handle money, and to understand what honesty means.

**Cub #6:** Loyalty. We learn to be true to our friends, our parents, and our den and pack, and to honor our country and its flag.

**Cub #7:** Good Will. We like to help our school, church, neighbors and those less fortunate than we. Good will projects make us feel good.

**Cub #8:** Responsibility. We learn to be responsible for certain jobs, our own belongings, things about our home, and for the property of others.

**Narrator:** Good Citizenship. Through Cub Scouting experiences, boys learn things that help make them better citizens as they grow into manhood.

### Opening Ceremony

Preparation: Have large pieces of construction paper with a picture representing each of the eight different aircrafts of the inventors. You can then put the boys lines on the back of each. Have the boys hold their paper down until it is time for them to say their part and then they should hold it up so everyone can see.

Cub #1: Leonardo DaVinci had a vision of man in the sky.

Cub #2: Orville and Wilbur built a plane, the first one to fly

Cub #3: The sound barrier was broken by Chuck Yeager they say

Cub #4: John F. Kennedy said we'd land a man on the moon one day.

Cub #5: The Shuttle Atlantis now soars overhead.

Cub #6: As I settle and snug in my bed.

Cub #7: I lay down to rest and sleep I do try.

Cub #8: But all I can dream of is "ADVENTURE IN THE SKY."

### Out In Space OPENING

National Capital Area Council

**Setting:** Four Cub Scouts are standing on stage looking up to the sky.

**Cub 1:** What's out in space?

**Cub 2:** Mostly lots and lots of space, but also billions and jillions of stars, galaxies and solar systems, planets, and moons, blazing comets and deadly rays.

**Cub 3:** Yeah, and sometimes even people!

A fifth Cub Scout walks out dressed in a space helmet and says those famous words of Neil Armstrong: "One small step for man. One giant step for mankind."

**Cub 4:** That's what's out in space! Let's all stand and remember the American flag flying on the moon. Please join with us in the Pledge of Allegiance.

### Rocket Advancement

Denver Area Council

**Personnel:** Cubmaster, Assistant Cubmaster, Cub Scouts receiving awards, their parents.

**Equipment:** Large cardboard rocket made with four stages and a capsule.

Cut small windows in each section. Cover with colored cellophane paper. Attach a flash light or candle behind each stage to show each rank. Have the Assistant Cubmaster light each section as the boys are called forward.

**Cubmaster:** As the rocket reaches toward the stars in stages, so it is in Cub Scouting. The first stage is Bobcat. Would the following boys and their parents please come forward? (Read names and present awards.)

The second stage in your journey is Wolf, which carries you through the atmosphere. Would the following boys and their parents please come forward? (Read boys names and present awards.)

The third stage is Bear. Now you have broken through the atmosphere and are hurtling through space. Would the following boys and their parents please come forward? (Read boys names and present awards.)

The fourth stage is Webelos. You are just about ready to enter orbit. Would the following boys and their parents please come forward? (Read boys names and present awards.)

The fifth and final stage in your journey through Cub Scouting is the hardest to achieve and has taken a lot

of hard work, but you made it. You have now achieved orbit. Would the following boys and their parents

please come forward to receive the highest award in Cub Scouts, the Arrow of Light? (Read boys names and present awards.)



### Rocket to the Top Advancement Ceremony Crossroads of America Council

**Equipment:** Five boxes to stack on top each other. Pin or tape the awards to each section. You could also use a piece of poster board with proper support on the back.

**Note:** If you only have awards in a few areas, just explain the stage and pass over calling boys and parents up.

**Cubmaster:** This month's theme "Blast Off" reminds us that the Scouting program, like the space program, has the ability to launch these boys to new horizons and to reach where they have never been before. Also like a rocket ship, Scouting comes in stages, which helps the boys reach their final destination. In the space program that final destination may be a far off galaxy, for a Webelos Scout the Arrow of Light.

The Bobcat Badge is like the launching pad for a rocket. It is the foundation on which the Cub Scout rests. Call the Bobcats and their parents up to get their awards.

The Wolf Badge is like the booster rockets that lift the rocket off the pad. The boy is beginning to reach for the stars. Call the Wolves and their parents up to get their awards.

The Bear badge is the stage of the rocket that helps propel the rocket out of the Earth's atmosphere. The boy is on his way to a new frontier. Call the Bears and their parents up to get their awards.

The Webelos Badge is like the separation from the main stages and is the process of self-discovery still in the protection of the space module. Call the Webelos and their parents up to get their awards.

The Arrow of Light is like return of the rocket and preparing for the next journey that will be Boy Scouting. Call the Arrow of Light recipients and their parents up to get their awards.

### Soaring into Space

*Santa Clara County Council*

Would you like to ride in a starship or a planet hopper, to walk on the moon or float through space, or be part of a space station crew? We may be doing some of these things one day. We can't be sure, but one thing is certain, the world will need good men and women in the future. And we can be sure we will fill that need if we remember to follow

the Cub Scout Promise. Let's give this some thought as we stand and say the Promise together.

### Solar System Advancement Ceremony

York Adams Area Council

**Arrangements:** Ceremony board resembles chart of Sun and planets with Cub as the Sun and Cub ranks as planets. A small blue and yellow cardboard rocket should be made for each Cub getting a badge and placed on or under his rank. A loop of masking tape is placed on the back of each rocket, so rocket can be moved by the Cubmaster to the new rank as the parents are presenting the badge. (Use Cub Scout insignia stickers.)

**Cubmaster:** Will the Den Chiefs (DEN leaders) please bring forward the Cub Scouts who are ready for advancement?

(Den Chief will bring Cubs forward and give their names) Cub Scouts, we are happy to see you have taken another flight forward in our Cub galaxy.

Please face you fellow Cub Scouts and Den Chief, (name) will lead them in the Den cheer.

(Den chief leads Den Cheer)

Den Chiefs, will you please bring the parents of these Cubs forward.

(Den Chief brings parents forward, placing each Cub between his parents.)

These Cubs have done a fine job in our Pack. They are progressing through the Cub galaxy. This would not be possible if it were not for the interest and help of their parents. I'm proud of the parents in our Pack. As I move your rocket forward on our galaxy, your parents(s) will present you with your award.

(Cubmaster call off names as he moves rockets to appropriate ranks on ceremony board while parents presents badges. Cubmaster congratulates Cubs and parents with Cub Scout handshake.)

### SPACE

York Adams Area Council

**Materials:** Get 5 pieces of cardboard or poster board (or a large cardboard sheet) and cut out a spaceship that is made up of the 5 pieces. Label the pieces with the letters S, P, A, C, and E. (A drawing of the space shuttle is provided below or you can use a very simplistic spaceship drawing.) Have the boys form a line across the front of the room and give Cub a piece of the spacecraft to hold up as he says his lines.

**Cub #1: S** is for Scouting

Like space exploration  
We look forward to the future  
With great expectation.

**Cub #2: P** is for Power

Rockets need it to go  
And so does Scouting  
Need power, but that you know.

**Cub #3: A** is for Altitude

That the astronauts gain  
And like them, the Cub Scouts  
Great heights will attain.

**Cub #4: C** is for Character

It takes that to be  
An astronaut or Cub Scout  
Just like me!

**Cub #5: E** is for Energy,

To conserve it, astronauts rest.  
And energy is what we put forth,  
As Cub Scouts doing their best.

**All:** Please rise and join us in the Pledge of Allegiance.

**Space Flight Opening**

*Circle Ten Council*

**Cubmaster:**

Cub Scouts and families, the Space Flight of Pack \_\_\_\_\_ is getting ready to leave the launch pad. Will you all take your seats and buckle yourselves in so we can blast off?

Tonight we are going for an adventure in space.

Cub Scouts the world over have entered the race.

To the planets we're going for our special outing.

We're sure to have fun on our flight with Cub

Scouting.

Time to count down: 10-9-8-7-6-5-4-3-2-1...Blast

Off!!

**Space Shuttle Closing**

*Circle Ten Council*

The word **CUBS** is spelled out on a poster board replica of a space shuttle. "Fanfare of the Common Man" by Aaron Copeland or similar music is played in the background. A flashlight or other light lights each letter as it is shown. Parts may be read by Cubs (preferably) or adults.

**Speaker 1:** "C" stands for catch. Catch the spirit of Scouting and you're starting the countdown.

**Speaker 2:** "U" stands for unite. When we unite, we see how much we can do and how important teamwork really is.

**Speaker 3:** "B" stands for balance. In Scouting, the hard work that we do can be fun. As a Scout, work and fun are balanced.

**Speaker 4:** "S" stands for straight. The Cub Scout Promise and the Law of the Pack remind us that if our arrow is true, we may cross the bridge and become Boy Scouts.

**Speaker 5:** Together these letters form the vehicle that will transport us to the outer limits of Scouting in hopes of one day being able to



say those well-earned words, "Another Eagle Has Landed."

### Starfighter Pilot Advancement

Heart of America Council

**Personnel:** Someone dressed as a Starfighter Pilot from the future and Cubmaster.

**Cubmaster:** What's that noise? Is it Starfighter engine? [No response from audience. Cubmaster asks audience to make a rocket engine sound.] Yes, I believe that is a Starfighter rocket engine. Person dressed like a Starfighter pilot enters the room. [The pilot goes to the Cubmaster and salutes.]

**Pilot:** Starfighter Pilot reporting to Cub Scout Advancement Ceremony sir. [Cubmaster returns salute.]

**Pilot:** News on the intergalactic radio advises that you have a Cub Scout advancing to the rank of \_\_\_\_\_. Is this true? Am I in the right galaxy?

**Cubmaster:** Yes, Starfighter, you are correct. We do have a Cub Scout of this status. Will \_\_\_\_\_ and his parent come forward?

**Pilot:** As a Starfighter Pilot, there are only a few truly important duties that I am called upon to perform. One of them is the Webelos Advancement Ceremony. Not all boys obtain the rank of Webelos. Therefore, Mr. & Mrs. \_\_\_\_\_ it is my proud duty to present you with the Webelos badge for you to bestow upon your son.

**Cubmaster:** [Instructs parents and boy to please be seated.] Starfighter you would be welcome to stay at our Pack meeting.

**Pilot:** Thank you sir but I must blast off. Pilot salutes Cubmaster and exits the room. [Pilot returns to room.]

**Pilot:** Sir, could you please assist me in blast off.

**Cubmaster:** Will the audience please assist the Pilot in starting his rocket engines.

Pilot leaves room again and Cubmaster quiets engine sound.

### Stars War Closing

York Adams Council

Cub Scouts have large cards spelling out STAR WARS. As each one steps forward, he holds up his card and says his line:

S stands for seek. Seek the mysteries of the future.

T stands for Top. Top the obstacles of youth.

A stands for Advance. Advance in the Cub Scouting program.

R stands for Reap. Reap the fruits of your labors.

W stands for Watch. Watch for imperfections.

A stands for Attack. Attack your shortcomings.

R stands for Reach. Reach for the sky.

S stands for Shoot. Shoot for the stars.

**All:** And may the force be with you, all the days of your lives.

### The North Star Cubmaster Minute

(Form the pack in a large circle.)

We've had lots of fun this month imagining what life may be like on other planets. We've looked into the night sky and enjoyed its beauty. Some of you may have learned, too, that the North Star, Polaris, is fixed overhead and that it is used by space travelers and ship captains to find their position. In Cub Scouting we have our own North Star, the Cub Scout Promise. Like the North Star, the Promise is a guide for people on earth. If we follow the Promise, we can be pretty sure that we will be good men. Please join me now in repeating the Cub Scout Promise". (Make the Cub Scout sign and lead promise).

### "The Sky Is The Limit Closing

Circle Ten Council

**Den Leader:** Cub Scouts, it wasn't long ago that

we heard some people say, "The sky is the limit."

That meant that a man could make anything of

himself wanted...at least, on the earth. Well, that

limit is off now. There is almost no limit to what

you can aspire to do, either on earth or in space.

Our astronauts showed us that.

**Committee Chairman:** Colonel "Buzz" Aldrin,

the second man to walk on the moon, was a

member of Troop 12 in Montclair, NJ. He once



told a group of Scouts, "Set your goals high and settle for nothing less than accomplishment.

Don't settle for mediocrity."

**Cubmaster:** How well you perform will depend on how you accept this new challenge which says, "The sky is NOT the limit." A Cub Scout who does his best in everything he undertakes now is preparing himself for that challenge. If you want to aim for the stars, you must remember that you are building your launch pad right now, by your willingness and initiative in every task you tackle - at home, church, school and Scouting.

### **Tomorrow's World CLOSING CEREMONY**

Indian Nations Council

Tonight I would like to tell you a story about a boy, his father and the paper. The boy's father is sitting in his easy chair after a hard day's work, with his feet propped up enjoying reading the evening's paper.

The boy, who we shall call Johnny, enters the room and asks his father, "Dad, let's work on Cub Scout achievements. Let's do the work in my book so I can get my award." Dad says he is too tired and wants to read his paper.

Then Johnny leaves, but comes back later and asks his Dad to play football or soccer with him. But his Dad says he is too tired and wants to read his paper. At this point Dad spots a picture of the world on one page of the newspaper. He removes it from the paper and tears it into small pieces, making a puzzle, thinking this puzzle will keep Johnny busy for hours. Johnny takes the paper pieces and goes to his room. Dad is very smug, thinking it will keep Johnny busy. However, in just a few minutes here comes Johnny. Dad is astounded to see Johnny has

completed the puzzle. He says, "Johnny, how did you put that puzzle together so quickly?" Johnny says, "Dad, I noticed on the back side of those pieces of puzzle there is a picture of a boy. I found if I put the boy together right the world will also be all right."

And that, my friends, is what we are here for tonight. Good night and good Scouting.

### **Tracks On The Moon Cubmaster Minute**

*Viking Council*

- Over twenty-three years ago, man first set foot on the moon. That first footprint of Neil Armstrong is still there on the moon, preserved in the lunar dust where no wind will blow it away. Other footprints are there, too; Gene Cernan, Alan Bean, Buzz Aldrin, Edgar Mitchell, Alan Shepard, and others who explored the lunar surface. Here on earth we can't literally see our footprints forever, but what we do where our feet carry us is preserved. Every kind deed is remembered and has a lasting effect on those around us. Every hurtful word has a lasting effect as well. Let's decide to choose our words and our deeds as carefully as if they were to be recorded forever like the footsteps on the moon.

### **Twinkling Stars OPENING CEREMONY**

Viking Council

Put a flashlight under a colander, and turn out the room lights. As the flag is brought in, move the flashlight around to make the stars swirl on the ceiling. Den stands at attention for the Pledge, then sings the "Star Spangled Banner." Keep the stars swirling until the end.

### **Welcome Aboard Our Flight**

*Viking Council*

Seat the boys in your Den in two rows, as if on a plane, with a pilot up in front. The Den Leader, Den Chief, or a boy who is a good reader says:

Welcome aboard Flight \_\_\_\_\_ (pack number). I am your pilot, \_\_\_\_\_ (give name). We're flying today to adventures in Cub Scouting, with stops in fun, new skills, and advancements. But the good news is you won't have to change planes! We'll be flying at the speed of excitement, so buckle up and prepare for takeoff. (Hold up cardboard sign reading



'Fasten seat belt'). As we cross this beautiful land, please join us in singing "America the Beautiful."

(All sing the first verse)

We're preparing to land in (whatever your first item on the agenda is), so please remain seated until the aircraft comes to a complete stop and the "Fasten Seat Belt" light goes off. (Turn over seat belt sign to side that says "Thanks") Thank you for choosing Cub Scout Airways!

### Wingman Award Recognition Ceremony

*Viking Council*

**Need:** Space Derby award, model or toy plane that has been made into an award, or other homemade award item.

**Props:** A 'Top Gun' poster, or model airplane, or some other special gift or award or certificate. (Optional: Edited videotape of first five minutes of the movie 'Top Gun'.)

**Instructions:** Show movie clip if you have one, or explain what happens in the first five minutes where Maverick rescues the pilot who has been badly shaken up and is flying off course.

**AKELA:** "Can anyone tell me what 'flying in fingertip formation' means? (Wait for response.) That is where the lead pilot is out in front like your middle finger (hold up your hand) and the other planes or 'wingmen' escort him by flying just behind on either side and then others just behind them, etc.

"The purpose of this formation is to help the lead plane complete its mission. His eyes are set on the target, and he is not supposed to have to worry about enemy aircraft sneaking up on him. The wingmen protect him by scanning the surrounding skies for danger, and engaging the enemy in combat, if necessary, to protect the lead plane and allow him to complete his mission and provide support. They help him stay on course. On other missions, the wingmen become the lead pilot and need wingmen of their own to complete their assignments.

"We have a lot of goals, or missions in life, and in order to succeed we need to have 'wingmen' or good friends who help us stay on course and protect us from the 'enemy'. We also have many occasions to be 'wingmen' for someone else who might be straying off course. We can gently guide them back

into formation by providing support and alerting them of danger approaching.

"Some of the dangers you need to help your friends avoid are drugs, stealing, cheating, swearing, and other 'enemies' that will prevent them from completing their mission in life or throw them off course.

" Will (name \_\_\_\_\_) please come forward? Tonight, we present an award to an excellent 'wingman'. It is the **TOP GUN 'WINGMAN'** award for your help with .... To be a Top Gun pilot is to be among the best in the world. Being the best does not always mean being the leader. In this case, being the best means being a great 'wingman'. Your devoted friendship has elevated you UP THERE WITH THE BEST OF THE BEST!!!" (**PRESENT AWARD**)

### Big Balloon Cheer

\*Stick out your thumb and pretend to blow up your hand, keep opening your fingers until your hand opens up really big and yell "BANG!".

### Blast Off Cheer

*Heart of America Council*

Everyone squats down in front of their chairs, starts a countdown "10-9-8-7-6-5-4-3-2-1 Blast off!" At blast off, everyone jumps up as high as they can, roaring like a missile.

### Blast Off Cheer 3

*From Commissioner Dave's Classics*

*This is actually a combination of two – the Blast Off and the Skyrocket cheers*

Leader starts a countdown "10-9-8-7-6-5-4-3-2-1 Blast off!" At blast off, everyone yells ZOOM!! POW!! Then they raise their hands and go OOOOH!! AAAAH!!

### Jet Breaking Sound Barrier: Applause

*York Adams Council*

"Fly your hand like a jet saying "Zooommmmm" then bring your other hand up and clap once as loud as you can and say "Booommm!"

### Jet Plane Cheer

Move your hand around yelling "Zoom, Zoom" then add one big clap for the sonic boom.

### Jokes, Riddles and Run-ons

*Santa Clara County Council*

**Cub #1:** How many balls of string would it take to reach the moon?

**Cub #2:** One, if it were long enough!

**Cub #1:** What do astronauts eat off?

**Cub #2:** Flying saucers.

**Cub #1:** What is an astronaut's favorite meal?

**Cub #2:** Launch.

**Cub #1:** How do you put an astronaut to sleep?

**Cub #2:** You rock-et.

**Cub #1:** What monster flies his kite in a rainstorm?

**Cub #2:** Benjamin Frankenstein.

**Cub #1:** What's the purpose of the propeller on an airplane?

**Cub #2:** To keep the pilot cool. If you don't

think so, just stop it and watch him sweat!

**Instructor:** We all know what a "good landing" is.

**Student:** One that you can walk away from.

**Instructor:** Do you know what a "great landing" is?

**Student:** One where you can use the airplane again!

**Cessna:** Jones Tower, Cessna 480, student pilot, I am out of fuel.

**Tower:** Roger, Cessna 480, reduce airspeed to best glide! Do you have the airfield in sight?

**Cessna:** Uh, tower, I am on the taxiway; I just want to know where the fuel truck is.

*From Commissioner Dave's Scout Classics*

**Cub #1:** When I was hiking at Philmont, we saw cattle up on the saddle near the top of Baldy Mountain.

**Cub #2:** Really?

**Cub #1:** Yes, really. They were part of a N.A.S.A. experiment.

**Cub #2:** A N.A.S.A. experiment??

**Cub #1:** Yes, they are going to be the herd shot round the world!!!

**Cub #1:** Where do the astronauts leave their spaceships??

**Cub #2:** At parking meteors

**Cub #1:** If athletes get athlete's foot, what do astronauts get??

**Cub #2:** Mistletoe

### Lightning Cheer

Shake your finger like jagged lightning yelling "Shhhhh, Shhhh" on each movement. Throw in a "BOOM" every now and then.

### Man In The Moon Applause

*Heart of America Council*

Circle your head with your arms and say, "I eat green cheese!"

### Pilot rules

*John Brogan, Central NJ Council*

Take off's are optional, landings are mandatory  
Flying is not dangerous, crashing is dangerous.  
It is better to be down here wishing to be up there than being up there wishing to be down here.  
The only moment in which you'll have an excess of fuel is when the aircraft is on fire.  
Always remember that you fly your airplane with your head, not with your hands.  
Learn from other's mistakes. You won't live long enough to make all of them.  
Good judgment comes from experience, experience comes from bad judgment.  
There are three simple rules for a smooth landing, unluckily nobody knows them.  
Remember, in an aircraft you're always a student.  
Try to maintain the quantity of landings equal to the number of take-offs.  
Gravity never loses. The best you can do is draw.  
**Apollo:** Shout: Countdown, 10 - 1!! BLASTOFF!  
Then with your hand gain orbit and even out. Then say, "BEEP, BEEP, BEEP, BEEP."  
**Blast-off:** Start counting backwards from 6 to 1. Bend the knees a little more on each count until you are in a squatting position. Then, while saying, "BLAST OFF!", just straight up in the air.



**Sky Rocket:** Make a motion of striking a match on your pants, lean over to light your rocket. Make a "SH, SH, SH" sound, point from the floor to the sky as if you were following it in flight with your finger. CLAP hands and say "BOOM" spread arms wide and say "AH\_\_\_AH\_\_\_AH".

**Satellite:** Put your right hand over your head, making a circular motion with the right hand, opening and closing the right fist, while saying "Gleep, Gleep, Gleep". Variation: Begin with a countdown from 10, at zero, yell, "**BLASTOFF!**" stretch arm over head saying "Gleep, Gleep, Gleep" and turn around three times.

#### **Robot: Applause**

York Adams Council

Walk in place, stiff-legged, saying "Does not compute. Does not compute."

#### **Rocketship Applause**

*Heart of America Council*

Count down "10-9-8-7-6-5-4-3-2-1 Blast off." Blast off with your hand, gain orbit, and say "Beep-beep-beep-beep."

#### **Satellite Applause**

*Heart of America Council*

Move right hand in circle overhead, opening and closing the fist, while saying in a high falsetto voice "Gleep-gleep-gleep."

#### **Sky Rocket Cheer:**

York Adams Council

Whistle up the scale and then shout "BOOM! AAAH!" As you whistle, gradually raise your hands and then gradually lower them on AAAH. Gradually soften the AAAH to complete silence.

#### **Supersonic Applause**

York Adams Council

Wave arms wildly and open mouth as if yelling, then wait quietly for a few moments, then yell loudly.

#### **UFO Cheer**

*Heart of America Council*

Have group look up, shade eyes with one hand, point with the other and yell "Look, it's a UFO!" Have them turn heads as if the object is moving.

#### **World Records**

*Santa Clara County Council*

- **Longest Flight by a Paper Airplane:** Ken Blackburn flew a paper plane for 27.6 sec. at the Georgia Dome, Atlanta, on Oct 8, 1998.
- **Biggest Kite Flown:** The largest kite ever flown is the Megabite, which is 210 ft. long (including tails) and 72 ft. wide, Designed by Peter Lynn of New Zealand. It was flown for 22 min. 57 sec. at the Bristol Kite Festival, England on Sept. 7, 1997.

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- **Thank you Lorie for the following**

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**The maker doesn't want it; the buyer doesn't use it; and the user doesn't see it. What is it?**

A coffin.

- **A child is born in Boston, MA., to parents who were both born in Boston, MA. The child is not a U.S. citizen. How is this possible?**
- The child was born before 1776.
- **Before Mount Everest was discovered, what was the highest mountain on earth?**
- Mount Everest-it just hadn't been discovered yet.
- **\*Thank you Fred F. for these run-ons\***
- **How do you catch a unique rabbit?**  
Unique up on it.
- **How do you catch a tame rabbit?**  
Tame way, unique up on it.
- **What do you call boomerang that doesn't work?**  
A stick.
- **What do you call cheese that isn't yours?**  
Nacho cheese.
- **What do you call Santa's helpers?**  
Subordinate clauses.
- **What do you get from a pampered cow?**  
Spoiled milk.
- **What do you get when you cross a snowman with a vampire?**  
Frostbite.

- **What lies at the bottom of the ocean and twitches?**  
A nervous wreck.
- **Why do gorillas have big nostrils?**  
Because they have big fingers.
- **What kind of coffee was served on the Titanic?**  
Sanka.
- **Why did Pilgrims' pants always fall down?**  
Because they wore their belt buckle on their hat.
- **How do you get a baby astronaut to sleep ?**  
You rock-et !
- **Why did Captain Kirk go into the ladies toilet ?**  
To boldly go where no man has been before !
- **What holds the moon up ?**  
Moon beams !

### By the Light of My Scout Flashlight

(By the Light of the Silvery Moon)  
Greater St. Louis Area Council

By the light of my Scout flashlight,  
Wish I could see, what it was that just bit my knee.  
Batteries, why-y did you fail me?  
The chance is slim, the chance is slight,  
I can last through the night, with my Scout flashlight.

### Coneheads (In a Spaceship in the Sky)

Greater St. Louis Area Council

In a spaceship in the sky  
Spacey little conehead guy  
Saw an astronaut floating by  
Knocking at my door.  
Help me, help me, help me, he said  
Or the meteor will swoosh! And hit my head!  
Bong!  
Come little astronaut, come with me  
Coneheads we will be.

### Crazy Weather

□ (tune: Storm Weather)

Don't know why there's pigs falling from the sky,  
Crazy weather. I didn't know pigs had feathers,  
I didn't know they could fly.

Don't know why the cyclone blew through the pig sty,  
Farming weather. Since those darn pigs flew together,  
They're landing left and right.

Don't know why I've got pig snot in my eye,  
Slimy weather. Sure hope the forecast gets better,  
Got pork up to my eyes.

Farmer Brown, heard he's headed for the town,  
Well he'd better pick up the pigs that are splattered  
All over my front yard.

### Life on other Planets

"World of Tomorrow"

(tune: My Bonnie Lies Over the Ocean)  
York Adams Area Council

Last Night as I lay on my pillow,  
And drifted off slowly to sleep.  
I thought of the world of tomorrow  
These thoughts through my mind did creep.  
A computer will do all my homework,  
A robot will do all the chores,  
If I spend the whole day just playing,  
I fear that I may become bored.

**Chorus:** Bring back, bring back  
O bring back the old days to me, to me.  
Bring back, bring back,  
O bring back the old days to me.  
My jet powered bike will be speedy,  
I'll fly in my spaceship to Mars,  
But what if I get lost in space,  
And can't find my way through the stars?

#### Chorus

My parents will have their own rocket,  
We'll travel through space very quick,  
I'm not sure I'll like that fast travel,  
I may even get space sick.

#### Chorus

Our family might move to Venus,  
I don't know what we would find there,  
I'd sure miss my friends back on Earth,  
They're the best friends I'll find anywhere.



**Chorus**

Dehydrated food for breakfast,  
Dehydrated food for lunch,  
Oh what I would give for a Big Mac  
And potato chips that I can crunch.

**Moon Walk**

(Tune: La Cucaracha)

York Adams Area Council

I have a spaceship,  
I have a spaceship,  
and I will fly it to the moon.  
I have a spaceship,  
I have a space ship,  
and I will go there very soon.  
And when I get there,  
and when I get there,  
I will walk upon the moon.  
And I will see it,  
and I will like it.  
Oh it will be so very cool!

**Oh, Give Me the Sky**

(tune: Home on the Range)

Oh, give the sky, where I like to fly.  
Where the birds and the airplanes go by..  
Where often is heard just a whirlybird.  
And the skies are not cloudy all day.

**Chorus:**

Up, up in the sky.

Where the birds and the insects go by,  
Where often it's heard just a whirlybird.  
And the skies are not cloudy all day.  
How often at night when the skies are bright,  
With the light from the glittering stars,  
Have I stood here amazed and asked as I gazed,  
If I could touch one of those hot stars.

**Chorus**

Oh, give me a sky where the bright yellow sun,  
Glow brightly down long, long sunbeams,  
Where graceful white kites, go gliding along  
Like white sheets in my silly day dreams.

**Chorus**

Where the sky is so pure, the west winds so free,  
The breezes so balmy and light.  
That I could always fly my plane in the sky.  
Through all of the big cities bright.

**Chorus****Song for A Space Theme**

(Tune: Clementine)

National Capital Area Council

On the launch pad, on the launch pad,  
We can see for miles around.  
In a second we have lift-off  
With our ship high off the ground.

**Chorus:**

Into space now, into space now  
Heading for the great unknown.  
Shooting stars with tails blazing.  
This could be the twilight zone.

**Chorus:**

Total darkness now surrounds us  
And our bodies have no weight.  
Oh my goodness! There's my napkin,  
Cup and saucer and my plate.

**Chorus:**

There's the moon now right before us  
Glowing silvery and gray.  
How I long to take a picture  
But my camera floats away.

**Chorus:**

Moving onward through the darkness  
Where the stars so brightly shine.  
I'm amazed at what's before us.  
So I continue down the line.

**Chorus****Space Cub Scouts**

(Tune: Do Your Ears Hang Low)

Indian Nations Council

Do your ears point high?  
Mr. Spock's your kind of guy.  
On the Starship Enterprise,  
Out in space we're gonna fly.  
Where no man has gone before.  
Through the universe and more.  
Do you ears point high?

Are your ears quite long?  
Then you must be a Klingon,  
Will you sneak up on our ship  
Till our radar shows a blip?  
Then we'll blast you with our phasers  
Our ship is the one that stays here.  
Are your ears quite long?

We are Space Cub Scouts.  
"Beam em Up!" is what we shout.  
On the Enterprise we work

We report to Captain Kirk.  
Through the struggles and the strife,  
Looking for new forms of life.  
We are Space Cub Scouts.

### Space Derby Song

(Tune: Camp town Races)

National Capital Area Council

Cub Scouts all join in the song,  
Doo-dah, doo-dah!  
Space ship wire is mighty long.  
Oh, doo-dah day!

#### Chorus:

Going to fly so fast,  
Going to get ahead.  
Bet my money on a blue spaceship,  
Somebody bet on the red.  
Spaceships - red, blue, green, and gray,  
Doo-dah, doo-dah!  
Running on the wire today.  
Oh, doo-dah day!

#### Chorus

They're the pride of all the lads,  
Doo-dah, doo-dah!  
Built by Cub Scouts, Moms and Dads.  
Oh, doo-dah day!

#### Chorus

### Spacemen

York Adams Area Council  
(tune: Down by the Station)

Down by the rockets  
Early in the morning.  
See the spacemen waiting  
For the time to go.  
Rockets fueled and ready  
Pushing all the buttons  
Roar! Roar! Woosh! Woosh!  
Off they go.

### Stars and Planets

York Adams Area Council  
(Tune: Swanee River)

Way up among the stars and planets,  
Far, far in space.  
That's where we'll find the life and knowledge,  
To live out there some day.  
If you search the Milky Way,  
You may find life there.  
Way up among the stars and planets,  
Far out in Outer Space.

### The Astronaut's Plea

(tune: My Bonnie Lies Over the Ocean)

York Adams Area Council

I went for a ride in a spaceship,  
The moon and the planets to see.  
I went for a ride in a spaceship,  
And listen to what happened to me.

#### Chorus:

Bring back, bring back,  
Oh bring back by spaceship to me, to me.  
Bring back, bring back,  
Oh bring back my spaceship to me.  
I went for a ride on a spaceship  
The capsule was crowded and I  
Developed a cramp in my muscles.  
So I took a walk in the sky.

#### Chorus

I went for a walk In my spacesuit  
The ship was controlled from the ground  
And someone In charge down at NASA  
Forgot I was walking around.

#### Chorus

### The Daring Spaceman

(Tune: When Johnny Comes Marching Home)  
(revised slightly)

I am a daring Astronaut,  
Hurrah, hurrah,  
I'm getting ready to blast off,  
Hurrah, Hurrah  
The rocket takes me high in space,  
My capsule is a most comfortable place,  
To a space adventure I'm on my way.

I'm orbiting around the moon,  
Hurrah, Hurrah,  
I think I'll land there very soon,  
Hurrah, Hurrah.  
I'll pitch and yaw, and roll through, space,  
I've never seen such sights in a place  
I'm a daring spaceman, Won't you come with me?

Let's fly to other planets now,  
Hurrah, Hurrah.  
Come fly with me, I'll show you how,  
Hurrah, Hurrah  
We'll stop at Mercury, and Mars,  
At Neptune we can gaze at stars,



What a lovely sight, the wonderful world of space.

### "The Grand Ole Captain Kirk"

Tune: The Grand Old Duke of York

#### Crossroads of Amerca Council

This is an action song. When you sing UP everyone stands. When you sing DOWN everyone sits down. When you sing HALFWAY UP gets in a squatting position. Repeat the song several times. This can also be done in a round.

The grand ole captain Kirk,  
He had ten thousand druids  
He beamed them up to the ship  
Then he beamed them down again.  
And when they were up, they were up  
And when they were down, they were down,  
And when they were only halfway up  
They were neither up or down.  
The grand ole captain Kirk,  
He had five thousand quarks  
He beamed them up for fun  
Then he beamed them down again.  
And when they were up, they were hot,  
And when they were down, they were cold,  
And when they were only halfway up  
They were neither hot nor cold.  
HA! For those who followed instructions sit down!

### A Space Adventure audience participation

Heart of America Council

**Only two parts in this one. A good one to start he year!**

Divide the audience in half and instruct each half -

- ✓ **SPACE** say "Way out there" (point ahead, moving finger from left to right)
- ✓ **ASTRONAUTS** say "Onward and upward" (stand up and thrust arm toward sky)

In the whole universe, there's an enormous place, which we all call as **SPACE**. **ASTRONAUTS** spend many untold hours, Searching **SPACE** where mysteries unfold, They bring back dust and rocks galore. Each **ASTRONAUT** striving to always learn more. They circle around for days in **SPACE**, Keeping up a strenuous pace. Our country explored **SPACE** and then soon, Our **ASTRONAUTS** landed on the moon. Oh what a thrill as we witnessed the sight, **ASTRONAUTS** raised our flag on that first moon flight. Right out there in outer

**SPACE**, upon the moon stands our flag. It stands just where the **ASTRONAUTS** left it. As a part in history they did play. One fact they discovered which won't please storywriters, is the moon is not made of green cheese. So remember when you see the Man-in-the-Moon in **SPACE**, **ASTRONAUTS** proved we can't eat him at noon. But now all of this is old, often **ASTRONAUTS** go and stay in **SPACE**. **SPACE** travel, here and there, is easily done almost without a care.

### Moon, Sun, & Stars aud participation

National Capital Area Council

**Chief:** (Stands with arms folded across chest and says "Ugh")

**Sun:** (Covers eyes with hands)

**Moon:** (Frames face with hands and smiles)

**Stars:** (Blink rapidly)

Long, long ago the Indians had no fire and no light. They suffered much during the cold of winter and they had to eat their food uncooked. They also had to live in darkness because there was no light.

There was no **Sun**, **Moon**, and **Stars** in the sky. A great **Chief** kept them locked up in a box. He took great pride in the thought that he alone had light. This great **Chief** had a beautiful daughter of whom he was also proud. She was much beloved by all the Indians of the tribe.

In those days the raven had the powers of magic. He was a great friend of the Indians and the Indian **Chief**. He wondered how he might make life more comfortable for them.

One day he saw the daughter of the **Chief** come down to the brook for a drink. He had an idea. He would put a magic spell on her. In time, a son was born to the daughter of the **Chief**. The old **Chief** was delighted and as the boy grew, his grandfather became devoted to him. Anything he wanted he could have.

One day he asked the old **Chief** for a box containing the **Stars**. Reluctantly the old **Chief** gave it to him. The child played for a while by rolling the box around. Then he released the **Stars** and flung them into the sky. The Indians were delighted. This was some light, though not quite enough.

After a few days the child asked for the box containing the **Moon**. Again the old **Chief** hesitated by finally the boy got what he wanted. Again, after playing awhile with the box, the boy released the **Moon** and flung it into the sky. The



tribesmen were overjoyed. But still there was not light enough, and the **Moon** disappeared for long periods.

Finally the child asked for the box with the **Sun**. "No" said the old **Chief**. "I cannot give you that." But the boy wept and pleaded. The old **Chief** could not stand the tears, so he gave the box to him. As soon as he had a chance, the child released the **Sun** and cast it into the sky.

The joy of the Indians knew no bounds. Here was light enough and heat as well. They ordered a feast of the **Sun** and all the Indians celebrated it with great jubilation. And the old **Chief** was happy. He had no known the **Sun**, the **Moon**, and the **Stars** could mean so much for the comfort and happiness of his people. And for the first time, he too, enjoyed himself.

### **The Adventures Of Packman And The Cub**

#### *Circle Ten Council*

Divide the room into four groups. Assign each a sound.

**ROCKETS** – Blast Off!

**ASTEROIDS** – Look Out!

**PACKMAN** – Battle Stations!

**CUB SCOUTS** – Yippee!

**PACKMAN** and his **CUB SCOUT** friends were working on a fishing elective. They decided to go to Pluto and try their luck at ice fishing. After filing their Interplanetary Tour Permit, they climbed in the **ROCKET** and set course through the **ASTEROIDS** and the dark reaches of space. As they passed the moon, one of the **CUB SCOUTS** cut his finger. **PACKMAN** and the **CUB SCOUTS** used their first-aid training to fix him up. As the **ROCKET** drew near the **ASTEROIDS**, **PACKMAN** pointed Mars out to the **CUB SCOUTS**. Suddenly, there was a loud crash! An **ASTEROID** had hit a booster **ROCKET**. **PACKMAN** bravely steered the **ROCKET** out of the **ASTEROID** belt and prepared the **CUB SCOUTS** for an emergency landing on Mars to fix the **ROCKET**. **PACKMAN** could tell they could not go on to Pluto, so **PACKMAN** and the **CUB SCOUTS** went fishing in the canals of Mars and repaired the **ROCKET**. So it was that **PACKMAN** and his **CUB SCOUTS** returned home with enough space carp for all of their families to eat.

### **Air Mail**

#### *Santa Clara County Council*

One person is blindfolded. The others all take the names of cities around the world, except one player who is chosen as "postmaster" and has a list of all the selected cities. The postmaster calls out, "The mail is going from London to New York," naming two of the cities on the list. The players whose cities were called must then fly to each other's airports (i.e., exchange seats), while the blindfolded player tries to tag one as they move; if he succeeds, he trades places with the pilot. Sometimes the postmaster calls out "general post" and all must change seats, with the player left standing getting the blindfold.

### **Air Route**

#### *Circle Ten Council*

All players are seated in a circle except one. Each one is given the name of a city. The player without a chair stands in the middle and calls, "All aboard for the plane from Oklahoma to Boston." The two players representing these cities must change seats. The caller tries to get a seat during the scramble. The player left without a seat is the caller. The caller can call a city, which is not assigned to anyone, thus causing confusion and excitement.

### **Airplane Blitz**

#### *Santa Clara County Council*

Bring a stack of copier paper or scratch paper and let the kids make lots and lots of paper airplanes. Then you need some way to clearly divide the room in half. (The taller the divider the better.) A couch works, but even better was a rolling chalkboard. Put half the kids on each side of the divider. Put half the paper airplanes on each side of the divider. Explain that they can only throw ONE plane at a time and they must stop when the leader says "stop". Say "Go". They throw the airplanes over the divider as fast as they can. Planes are flying in both directions. Let them go about 3 minutes. Give them a ten second warning and then say "stop". Count the airplanes on each side of the divider. The team with the least number of planes wins. Repeat it a number of times, keeping track of the wins to get the champions.

### **Airplane Toss Game**

#### *Viking Council*



Each Cub Scout folds his own paper airplane from a sheet of paper. Let the boys have a few minutes to fly their planes to get used to their own. Then have contests, such as: Greatest distance flight, most accurate flight to airport (box), flight through hoops the greatest distance, staying airborne the longest, etc. *You can use the airplanes your Cubs made during the pre-opening or design new ones!*

### Alien Egg

York Adams Council

Divide the boys into pairs. Tell them that you have been given an alien egg (a ball about volleyball size wrapped in aluminum foil). The egg cannot be moved from place to place unless it is carried between the heads of two people. The egg is unique in this way because it must be in contact with human brain waves while it is in motion or the baby alien inside might get upset, break open the egg, and eat the floor. The object is for each pair to crawl sideways to the end of the playing area and back. They must then exchange the egg with the next pair in line without using their hands.

### Astronaut Training Game

Viking Council

*This game builds off the Pre-Opening Activity of the same name.* This is a good physical fitness relay. Two beanbags, two jump ropes and two rubber balls are needed. Divide the players into two teams. They stand behind starting line. At a turning line 15 feet away are a jump rope, beanbag and ball. On a signal, first player runs to turning line, takes jump rope, jumps 10 times, tosses bean bag in air 10 times and bounces ball on floor 10 times. He runs back to his team, touches next player who repeats the action. First team to finish is the winner.

### Aviator Day

(revised slightly)

Cub Scouts earn their wings as honorary Scouting pilots.

Your awards person should make each boy a set of wings (made out of cardboard sprayed gold) which can be pinned to his chest with double stick tape, during your closing award ceremony. Call your opening ceremony "Take Off" and your closing a "Landing".

Set up various stations. Each Cub Scout should be issued a "Log" Book (index card) which is stamped at each station to show his participation. **Station 1:** Navigator. Simple compass trail such as, "6 paces North, 12 paces East". Have messages, such as Soar High with Cub Scouts, at the end of trail to be reported back to Navigator for successful completion. Several different trails should be laid out with varying degrees of difficulty.

**Station 2:** Bombardier. Fill mismatched or discarded socks with flour to throw at a marked target. Points could be awarded for accuracy. Balloons might work for this too.

**Station 3:** Flight Attendant. Build a simple obstacle course (landscape timbers laid at 2 foot intervals, or a ladder laid on the ground) and have Cubs carry a small tray of plastic glasses filled with water. The tray should be carried waiter style - flat on the palm at shoulder level. Point systems should be developed for speed, amount of water spilled, etc.

**Station 4:** Gunner. Have Cub Scouts fire water pistols at targets from rope between two trees. The targets can be made from coffee can lids or margarine tub lids. Another option would be to have boys throw wet sponges at plywood target with airplanes painted on it. The holes could be "clouds".

**Station 5:** Precision Landing. Make paper airplanes and test accuracy of pilot and plane. Fly plane through tire hung from tree and/or land on poster board landing strip.

**Station 6:** Paratrooper. Have Cub Scouts make clothespin parachutes and test its accuracy and their skill by trying to land it on a target. They are allowed to 'adjust' its flight path by blowing on it only - no touching.

### Catch the Meteors

Balloons filled with water are flipped with a towel held by one Cub Scout on each end, holding towel between them. Two teams of four boys flip a water filled balloon between them. They start out three feet apart, and with each progressive flip, they each step back one pace. They continue in this manner until the balloon bursts. If you miss, you get wet! Can be done by Packs with several pairs of teams.

### Celebration of Flight



Equipment needed: one piece of typing paper for each person, hula hoops, pencils

This is a contest with paper airplanes. Decide how many planes each participant gets. Have them fold their own plane and clearly write their name on it to avoid any disputes on the landing field. Go to your local high school and have everyone fly their planes from the stadium seats. Place hula hoops in various places on the ground as targets. To increase the fun even more, place prizes inside each hula hoop. The closest plane wins the prize!

Judge them in the following categories: Design, Flight for distance, Flight for amount of time aloft, Accuracy

### **Explore the Mystery Planet**

**Crossroads of America Council**

This is a simple game of testing the senses. Have people get into a circle and pass several spices or items like vanilla under their noses. Have them guess the items and the person who guess the most wins. If it is easier hide the item have people open their eyes and write down the answer, then move on to the next example. When done tell people there was a prize, but where it went was a mystery!

### **Flying Saucer Escape**

*Southern NJ Council*

Divide group into two teams. Have at least four Frisbees. Hang a hula-hoop on a tree limb or any place you have lots of room. Each boy is to have three tries to make the Frisbee pass through the time tunnel (hula hoop). The team to make all of their flying saucers go through the time tunnel is the winner.

### **Giant Galaxy**

**York Adams Area Council**

This is a relay for two or more teams, and it should be played in a large area such as a church basement or school gym. Before the game begins, the adults have cut out stars and other shapes representing parts of the galaxy and have added two-sided tape or rings of tape to the backs. The kids try to make the largest galaxy for their group. They must grab a shape, run to a pre-determined spot on the wall for their group and slap the shape on the wall. Then they run back and tag the next group member who does the same. When time is up, the group with the most shapes, (fullest galaxy) is the winner.

### **Going To The Moon**

*Southern NJ Council*

The leader says, "I: am (name) and I am going to the soar into space and I will take a \_\_\_\_\_ and a \_\_\_\_\_. Everyone then repeats the phrase, filling in his or her own names and objects. They are then told they may or may not go to the moon. The secret is the objects you choose must have the same first letters as your initials. For example, Bill Smith might take a balloon and a sack Fred Jones might take firecrackers and jam, But if Mike Thomas took a ball and a bat he could not go.

### **Moon Race Walk**

**York Adams Council**

**Materials:** Really, really, really big gum boots or galoshes. Divide the boys into two teams. Have them take off their shoes and stand in two lines. Place the huge boots at the starting line and have the boys put on the "moon boots" race down to a turn-around point and return to give the boots to the next in line. Continue until all boys have finished.

### **Moon Walk**

Cover floor with pillows. Cover the pillows and floor with a sheet. Attach extra-large sized thick sponges to the Cub Scout's feet with rubber bands for space shoes.

Let them walk over the area. Play space walk music for a real dramatic effect.

### **Number 5 Is Alive Game**

*Viking Council*

Line Cubs in a straight line facing the goal, which is another line 30' away. All players close their eyes, holding their hands open behind them. The leader walks behind the players and secretly places a small object (a penny, button, or maybe a bolt) in the hand of one of them. The leader says, "Number 5 is alive!" Everyone walks toward the goal. Number 5 tries not to let others know who he is. Then the leader says "Look out for Number 5" who then tries to tag as many players as he can before they get to the goal. When everyone is back, Number 5 becomes the leader.

### **Orbiting the Moon**

**Greater St. Louis Area Council**

This is a race for the entire family! Each den's families make up a mission to the moon. The moon



is a marker about 30' from the starting line. A small Cub Scout is the "nose cone". Two other children are the first and second stage of the rocket. On signal, parents pick up the nose cone and the two rocket stages and begin carrying them toward the moon. Halfway there, one of the stages is put down and joins the run. At the moon, the second stage is put down and also joins the runs. The race ends when all family members are back at the start and the nose cone is set down gently on a chair.

### Rings of Saturn Relay

York Adams Council

This is an old relay race that takes on a new meaning in light of the theme. Divide the den into two teams and give each boy a toothpick. Then place a "ring of Saturn" (lifesaver) on the toothpick of the first boy in each team. He must pass the ring to the next boy to the next and so on. Once he has passed the first ring successfully, place the second ring on the toothpick. And then the third, and fourth, and as many as will fit on a single toothpick! The first team to pass the rings to the last player wins. (If a ring falls to earth, replace it with a fresh one!)

### Rocket Relay

York Adams Area Council

Active, outdoors/indoors.

**Equipment:** 1 chair per Six.

**Formation:** Relay.

The Sixes line up with a chair at the head of each, facing away from the Six. The chairs are 'launching pads' and the first Cub or 'rocket' stands on the chair awaiting the countdown.

When the leader reaches zero, the 'rocket' blasts off round the room, touching all four walls, and returns to the 'launching pad' where the next 'rocket' is waiting to be launched. The first 'rocket' lets off the second and returns to his Six.

### Round the Moon

Greater St. Louis Area Council

All the Dens line up at the end of the room. Each Cub places his hands on the waist of the Cub in front so the Dens form a 'rocket'. A chair is placed at the far end of the room opposite each Den; these are the 'moons'. On 'Go', the Dens run the length of the room, around their 'moon' and back into orbit. As they pass base, the 'rockets' drop a section each time and the Cubs sit down there one by one, until finally

the 'nose cone' - the first in line 'returns home'. The first team to be sitting down is the winner.

### Soaring Into Space Race

*Southern NJ Council*

This is a simplified Space Derby Relay. Divide the den into teams. For each team, stretch a 15 foot length of string between chairs. Before tying to the second chair, insert a paper cone cup with the tip cut off onto the string. Each boy on a team blows the cup the length of the string and returns it. Continue in relay fashion until all have raced.

### Space Exploration

York Adams Area Council

**Games Parts** - individually wrapped candy in different colors, colored tape or marker cones to mark off the search area.

Game leader will hide 10 candies of the same color in search area, plus 1 of a different color. Cubs need to search the area to find all 'samples'. After they are turned in and counted, they may each have 1 to keep. The colored candy counts as 3 points, all others are 1 point. Be alert to 'missed' candies from previous groups.

### Space Ships

York Adams Area Council

**Type:** Pack Game

**Equipment:** Chalk

Mark out a large area as shown below. The Nose-cone is out of bounds, and anyone who touches it is eliminated, as is anyone who steps outside the space ship. The leader shouts out a section of the space ship. Players must get there as fast as possible, the last few being eliminated. Other special commands can be 'Emergency' when players sit down with heads between knees; 'Prepare for Take-off;' when players lie face downwards facing the nose-cone; 'Prepare for landing;' when they lie down facing the stern.

### FUN FACTS

When John Glenn squeezed applesauce into his mouth from a toothpaste tube, about 36 years ago, he became the first human to eat in space. The crew of Apollo 13 have and still are the men considered to have traveled furthest from the earth. Learning the sentence "My Very Excellent Mother Just Served Us Nine Pizzas" will help you



remember the planets in order: Mercury Venus Earth Mars Jupiter Saturn Uranus Neptune Pluto) Our Solar System is made up of the 9 "major planets" and lots more "minor planets. Pizza Hut has purchased the right to put its logo on the world's largest proton rocket. The logo is 30 feet tall and will be located on the fuselage of a 200 foot rocket. The rocket will be used to launch the permanent living capsule of the International Space Station, a joint venture of 16 countries. It is estimated that five-hundred-million viewers worldwide will tune into the launch. Pizza Hut is also using the rocket launch as an opportunity to develop a space theme and materials for its national reading incentive program called BOOK IT!®. The 2000-01 edition of BOOK-IT! will focus on the theme Lift Off To Space and feature materials designed to encourage interest in the International Space Station, space exploration and science reading.

These materials will be distributed to more than 800,000 classrooms across the U.S. reaching nearly 20 million elementary school children.

More than 70 people flew across the Atlantic before Charles Lindbergh. His achievement was that he was the first person to cross it non-stop solo. After intensive investigations on both Soviet and US parts, both space agencies have determined the cause for the accident which has placed the station and its resident personnel in jeopardy. In terse statements at a recent press conference, Soviet and US space agencies spokespersons said Thursday, "We have concluded joint investigations concerning this potentially tragic accident and each nation's team, separately, has arrived at identical conclusions for this incident. One thing and one thing only caused the accident only... OBJECTS IN MIR ARE CLOSER THAN THEY APPEAR."

### Dippers

Viking Council

A Cub runs on stage with a large ladle in his hand  
 "What do you have there? Asks Boy 1.  
 "The big dipper."  
 Another Cub runs on stage with a spoon in his hand,  
 "And what do you have?" asks Boy 1.  
 "The little dipper!"

### Flying Lesson Skit

Santa Clara County Council

**Scene:** Student pilot and instructor are on a dual night cross-country flight. Instructor wants to test student on his night flying.

**Instructor:** *(Turns down the panel lights)* OK, you've just lost your lights, what are you going to do?

**Student:** *(Pulls out a flashlight)* I'd get out my flashlight.

**Instructor:** The batteries are dead, now what are you going to do?

**Student:** *(Pulls out another flashlight)* I'd get out my other flashlight.

**Instructor:** *(Grabs the flashlight)* The bulb is burned out on this one, now what?

**Student:** *(Pulls out a third flashlight)* I use this flashlight.

**Instructor:** *(Instructor grabs this light too)* ALL your flashlights are dead, now what?

**Student:** I use this glow stick.

**Instructor:** Sighhhhhhh, just fly the plane without any lights, OK?

### Future Careers

Indian Nations Council

**Props:** A large box that Cubs can step into and out of; decorate front with knobs and dials.

**Cub #1:** Ladies and gentlemen, this is the fantastic, terrific magic future machine. By entering this machine you will know your future career.

**Cub #2:** Let me try it first!

**Cub #1:** OK, enter the chamber (he turns dials on the front). Come out and reveal your future. (This is repeated for each Cub.)

**Cub #2:** Wow, I am going to be a truck driver. 10-4 good buddy.

**Cub #3:** *(enters then exits)* Hey, I'm going to be a Chef, dinner anyone.

**Cub #4:** *(enters then exits)* I'm going to be a doctor, want a shot?

**Cub #5:** *(Enters then exits)* A lawyer, I'm going to be a lawyer. I'll sue for 1 million dollars.

**Cub #6:** *(enters then exits)* Yea, yea, yea! I'm going to be a rock star, where's my guitar?



**Cub #7:** (enters and exits) An astronaut, look at Mars!

**Cub #8:** I'm not sure about this, but here goes.

**Cub #1:** This way. (turns dials)

**Cub #8** (enters, screams) No! No!

**Cub #1:** What's the matter, what will you be?

**Cub #8:** NO! I'll be a (pause for silence)

CUBMASTER!!! (runs off stage with arms flying.)

### Hiking On Venus

*Circle Ten Council*

**Props:** A bundle rolled up to look like a tent. Den Leader and 4 Cub Scouts.

**Set Up:** Den Leader leads the Cub Scouts onto the stage, turns around and stops. Boys carrying the bundle place it near the front of the stage. Other boys sit on the stage.

**Leader:** Wow, hiking on Venus sure is hard work. Let's camp here. (Points to front of stage) Boys, you need to stay away from the edge of that cliff. There's a 10,000 foot drop and if you fall off the edge there is not a hospital for 50 million miles! (Looks around puzzled) Who has the pack with the food? Bring it over here.

**Cub 1:** It was too heavy for me to carry. I left it on Earth.

**Leader:** Earth?????? So now we have no food. Who has the water?

**Cub 2:** I DID have it.

**Leader:** Where is it now?

**Cub 2:** It's back on Earth too.

**Leader:** No food or water! Well, at least we can have a campfire. Who brought the matches?

**Cub 3:** I forgot them back on the spaceship.

**Leader:** (Getting mad) No food, no water and no matches. I'm almost afraid to ask, but who was supposed to bring the tent?

**Cubs 4 & 5:** We brought it! It's right here.

**Leader:** Well, at least someone brought something. Okay pitch the tent.

**Cubs 4 & 5:** But, but, but...

**Leader:** I SAID PITCH THE TENT!

*Scouts 4 & 5 look at each other, shrug their shoulders, pick up the tent and pitch it off the cliff (the front of the stage), then look over the edge.*

### Journey To The Planet

*York Adams Area Council*

**Equipment:** Spaceship and costumes for astronauts and creatures from planet YOB.

**Personnel:** Cub Scout Control, 2 astronauts, astronaut captain, 3 creatures from YOB.

**CS Control:** Fuel?

**Astronaut 1:** Fuel AOK.

**CS Control:** Pressure?

**Astronaut 1:** Pressure AOK.

**CS Control:** Temperature?

**Astronaut 1:** Temperature AOK.

**CS Control:** Oxygen?

**Astronaut 1:** Oxygen AOK.

**CS Control:** Peanut Butter?

**Astronaut 1:** Peanut Butter AOK.

**CS Control:** Ready for countdown!

**All Boys:** 10, 9, 8, 7, 6, 5, 4, 3, 2, 1!

(Sound effect of rockets igniting)

**CS Control:** We have ignition! We have a lift-off!

Lift-off looks good! All systems go!

**Astronaut Captain:** Captain's log, stardate 2,0,0,2.

It's been a fabulous journey aboard the Scoutpower

9. Outer space is so beautiful. Our ship has

functioned well. The boys did a good job building it. We'll soon be landing on the planet YOB.

**Astronaut 2:** Prepare for landing. Ready for touchdown.

(Astronauts leave ship. YOB creatures come on stage. They're wiggly, undisciplined with high voices.)

**Astronaut 2:** There is life on this planet!

**Yob 1:** What sort of creatures are you?

**Astronaut 2:** We're Cub Scouts.

**Yob 2:** What is Cub Scouts?

**Astronaut 1:** We're boys who have more fun.

**Yob 2:** What is fun?

**Astronaut Captain:** Doing your best, learning together, building, playing, and giving goodwill.

**Yob 1:** Can we be Cub Scouts?

**Yob 3:** Will you help us?

**All Astronauts:** Yes, just do your best.

**All Yob's:** We'll do our best!

(YOB creatures stop wiggling, stand tall, and give Cub Scout salute)

### Life on Other Planets

*National Capital Area Council*

Boys come out representing each planet.

**Mercury:** (Jumping around) You'd really get a hot foot if you lived on me. The temperature is 950 on Mercury.



**Venus:** (Moving hands as if parting fog) You might think that Venus is lovely as can be. But with these 200 mile thick clouds it is sure hard to see.

**Mars:** (Dressed in red) From its canals to polar caps Mars is hard to understand. I'm frozen ice and barren rocks, but I do the best I can.

**Jupiter:** (Strolling with hands behind back) If you like to walk in the moonlight, you'd love to live on me because I have not just one moon but thirteen for you to see.

**Saturn:** (Wearing a lab coat, a la Carl Sagan) I'm not just a 3-ring circus as people thought me to be. For Saturn has billions and billions of bands that you can see for free.

**Neptune:** (Wearing a lab coat and shivering) I'm named for King Neptune who lives in the depths of the sea. But old King Neptune would be a frozen fish if he were to live on me.

**Uranus:** (Wearing big boots and picking up feet with difficulty trying to walk.) I'm so much bigger than the Earth that walking would not be fun. Each step would just exhaust you. On Uranus you'd weigh a ton.

**Pluto:** (Smallest Cub with thumbs stuck under suspenders) I may be last. I may be least. I'm even harder to find. But as long as you remember I'm Pluto, I guess I really don't mind.

**Earth:** You've heard from all my neighbors and what they have to give. Now aren't you glad that it's on Earth that you decided to live?

### Mission Control To Astronauts

York Adams Area Council

**Characters:** One or more persons for Mission Control; 5 Astronauts

**Setting:** Mission Control is in one location talking to astronauts in space capsule.

**1st Astronaut:** Mission Control. Mission Control. Do you read me?

**Mission Control:** This is mission Control. We are ready to give you the new orders for today.

**2nd Astronaut:** We read you loud and clear. What are your orders?

**Mission Control:** Telemetry is green for all systems. You are approaching us over the coast of California. Your speed is 17,500 miles per hour.

**3rd Astronaut:** We read you, Mission Control.

**Mission Control:** You will need to adjust your trajectory 10 degrees.

**4th Astronaut:** O.K. Mission Control. At 2100 hours we will adjust 10 degrees.

**Mission Control:** The rear camera is getting too much light. Can you adjust the shade over it?

**5th Astronaut:** Roger. We'll see what we can do. Any other orders?

**Mission Control:** Yes, today is the day you change your underwear. Conrad, you change with Bean. Bean, you change with Shepherd. Shepherd, you change with Erwin. Erwin you change with Armstrong. Armstrong, you change with Conrad. Note It would be funny for the Cubs (astronauts) to wear men 's boxer shorts over their uniforms. They could actually change!

Curtain

### No Rocket Scientist

*Heart of America Council*

**Setting:** Rocket pilot in cockpit on one side, Ground control with computer on other side.

**Rocket Pilot:** Mayday! Mayday! Engine on fire. Mayday!

**Ground Control:** We read you. Hang in there. We're going to try and lock in on you with our computer.

**Rocket Pilot:** Well, hurry up! I can't hold on much longer. I'm surrounded by flames.

**Ground Control:** O.K. this is critical. Before you eject - - state your height and position.

**Rocket Pilot:** Oh, I'm about 5 foot 6 and I'm sitting down. Bye! (Pretends to push eject, jumps out of cockpit.)

### Rockets Away

(revised slightly)

**1<sup>st</sup> Cub:** I have some boards in my backyard. Let's make something.

**2<sup>nd</sup> Cub:** I can get some nails.

**3<sup>rd</sup> Cub:** My Dad said I could use his hammer and tools if I'm careful.

**4<sup>th</sup> Cub:** My brother has an old steering wheel in the garage. I'll get that.

**5<sup>th</sup> Cub:** How would you like a compass and some other good stuff?

**6<sup>th</sup> Cub:** I can get some tail pipes for the exhaust.

**1<sup>st</sup>: Cub:** What can we use for fuel?

**2<sup>nd</sup> Cub:** Gasoline, kerosene or sterno.

**4<sup>th</sup> Cub:** I'm not allowed to use any of that stuff.

**3<sup>rd</sup> Cub:** I have an inner tube.



**6<sup>th</sup> Cub:** O.K. guys, let's all meet in Jack's yard in half an hour.

**5<sup>th</sup> Cub:** I'll bring some food.

**(background noise - hammering, etc.)**

**1<sup>st</sup> Mother:** I wonder how the boys are doing. Imagine! A rocketship.

**2<sup>nd</sup> Mother:** Ha, ha. Well, it kept them busy for a long time.

**(in background all boys yell "Bye Mom" or "Tell my Mom good-bye.")**

**Mothers:** Oh, sure! Bye, boys, have a nice trip. Ha, Ha.

**(loud noise in the background. Curtains begin to blow.)**

**1<sup>st</sup> Mother:** Look! They're leaving!

**2<sup>nd</sup> Mother:** Oh, No! Come back boys, come back! **(Mothers run offstage after Cubs.)**

### Science Class Is Looking Up

National Capital Area Council

**Setting:** Teacher and students enter classroom. Bell rings.

**Teacher:** Class, today we will begin our study of astronomy.

**Student 1:** (Loud whisper to Student 2) What's that?

**Student 2:** It's way over your head.

**Teacher:** Attention please, students. As I told you, we're going to take up a new topic - space.

**Student 1:** (Loud whisper to Student 3) Did you hear that? He said we are going to take up space!

**Student 3:** That's all you ever do --- take up space!

**Teacher:** What is at the center of gravity?

**Student 2:** The letter "v".

**Teacher:** Of all the planets, which one can we see most easily any time of year?

**Student 1:** Earth!!

**Teacher:** What will happen when the sun shines at night?

**Student 3:** That'll be the *day!*

**Teacher:** Did you students know that they found bones on the moon?

**Student 1:** Wow! I guess that means the cow didn't make it after all!

**Teacher:** And speaking of the moon, I suppose we could call the Earth and the moon good friends.

**Student 2:** I should say so! They've been going around together for an awfully long time!

**Teacher:** Can someone please tell me which is closer to us, South America or the moon?

**Student 3:** The moon, of course.

**Teacher:** How could you say that?

**Student 3:** That's easy. I can see the moon from here, but I sure can't see South America.

**Teacher:** By the way, do you know if there are any fish in outer space?

**Student 1:** Sure! They call them starfish!

**Teacher:** Who knows what a star with a tail is called? Can you name any of them?

**Student 2:** Yeah. Halley's Comet, Mickey Mouse, and Lassie.

**Teacher:** That's all for today, class. Don't forget our field trip tomorrow night. We're going to the planetarium, where the telescope is, to see an all star show

### Short Runway

Circle Ten Council

**Cast:** At least 3 Cubs (1 pilot, 1 co-pilot, narrator) and as many passengers as you want

**Props:** Seats for pilot, co-pilot, passengers, and a compass

**Setting:** Cubs sitting in an "airplane", passengers make sound effects

**Narrator:** We are on board a very low budget airline.

**Pilot:** Are we anywhere near the airport, co-pilot?

**Co-pilot:** (Peering out the window) I don't know...I see lights over there to the port. That's likely it. Bring 'er around and have a look.

**Pilot:** (Lurching the plane hard to the left) Boy, I can't tell. I wish the company would buy us some instruments.

**Co-pilot:** (Pulling compass from pocket) Oh, I've got my trusty compass and the sun went down about 20 minutes ago, so we've got to be on course.

(Excited!) Look, see that spot down there, that must be it!

**Pilot:** Okay, here we go. Give me 20 degrees flaps, I'm going in (Puts plane into a nose dive, sound effects)

**Co-pilot:** (Appropriate actions and sounds, acting panicky)

**Pilot:** QUICK, cut the engines, give me brakes. MORE BRAKES!

**Both:** (Sighs of relief) We're down, we made it!

**Pilot:** Boy, was that a short runway!



**Co-pilot:** (Looking right, then left) Yep, and wide too!!

### Space Travelers

National Capital Area Council

**Cast:** Two space aliens, Ma, Pa, Sonny, and Sis

**Setting:** The two aliens arrive in front of the hillbilly family seated around a cook pot or a campfire.

**Ma:** Howdy strange lookin' green fellers. What ya'll want?

**Alien #1:** Tell us how to get to Bloomington.

**Ma:** Well I don't rightly know, but I'll ask Sonny. Oh Sonny, how do you get to Bloomington?

**Sonny:** Well Ma, I don't rightly know, I'll ask Sis. Sis, how do you get to Bloomington?

**Sis:** Well Sonny I don't rightly know, let me ask Pa. Pa, how do you get to Bloomington?

**Pa:** Let me see now...I don't rightly know how to get to Bloomington.

**Alien #2:** Boy, you Earth people are really dumb.

**Pa:** You're mighty uppity for a little green feller, aren't ya? But you see it's this way. We may be dumb, but we ain't lost!

### Spaceship on the Moon

Viking Council

(Narrator instructs others to follow the motions demonstrated as he tells the story.)

One hot summer day my spaceship had just landed on the moon and needed some repair. I took a pair of pliers and I worked, and I worked, and I worked. (Use left hand to pantomime using pliers.)

By then I was so hot that I found a piece of moon paper and I fanned, and I fanned, and I fanned. (Continue left hand pliers and use right hand to pantomime the use of a fan.)

I stepped out of the rocket ship and spied a meteor going up and down, and up and down. (Continue both hand motions and an up-and-down motion with the body.)

All at once there appeared in front of me a group of moon people saying, "Cuckoo, Cuckoo, Cuckoo!" (Continue all motions while saying cuckoo.)

### Spaced Out!

National Capital Area Council

**Mission Control:** The astronauts are now boarding the space ship. Let's listen to their discussion as they prepare to blast off.

**Astronaut 1:** I get to sit by the window this time.

**Astronaut 2:** No, I get to this time!

**Astronaut 1:** No, you don't; it's my turn!

**Astronaut 2:** You got to last time. It's my turn this time!

**Mission Control:** Uh..uhm. Well, we'll return to the space ship as soon as the flight gets under way and see how it's going. Oh, there they go right now! Gentlemen, do you see anything unusual out there?

**Astronauts:** No comet!

**Astronaut 1:** (to number 2) We are now traveling faster than the speed of sound.

**Astronaut 2:** What did you say? I can't hear you.

**Mission Control:** Everyone wants to know what astronauts eat on space flights. Can you tell us what's on the menu for the next meal?

**Astronaut 1:** Yes, I can. We'll be having launch meat and, (to number 2), Say, John, do you know what's for dessert?

**Astronaut 2:** Ice cream floats!

**Astronaut 1:** Yes, of course it does. Everything floats up here!

**Mission Control:** Tell us a little about how you astronauts pass the time on long flights.

**Astronaut 2:** Well, we play monopoly and we read.

**Mission Control:** Oh, I see. Are you getting a lot of reading done then?

**Astronaut 1:** Yes, we certainly are! We just can't put out books down!

**Astronaut 2:** I just happen to be reading a good one right now. It might come in handy on our return trip.

**Mission Control:** What book is that?

**Astronaut 2:** It's by a football player. The name of it is How To Make Touchdowns.

**Mission Control:** Your flight seems to be going smoothly. As the moment we are.

**Astronaut 1:** (interrupting) EMERGENCY!!

Something has gone wrong with our oxygen supply system. The gauges indicate that we have only 55 seconds left of.

**Mission Control:** (interrupting) At the moment we are experiencing some difficulty in hearing you.

Could you please wait a minute.

### The Constellations

York Adams Council

Since time began, it seems that people have been fascinated by and interested in studying the stars. So much so that the groupings of stars, what we call



constellations, have been given special names with special meanings. The Cub Scouts are at a perfect age to absorb all the information they can about anything, and constellations are no different. Here's a skit my son's Den did years ago (when he was a Wolf). It gets the parents interested and involved and teaches the boys a little while having fun at it. And at the Pack Meeting, it was a great success.

**Activity:** Do some research into the mythology behind some of the constellations. (We used Greek and Roman myths.) And get some pictures of the different gods after whom the constellations are named. Make sure the pictures show the relationship of the constellations to the gods. Then have the boys pick out characters they want to represent in the skit. Have them dress for the parts and attach tin foil stars at the right places on their costumes. (One of the favorites from when our boys did it was Gemini, The Twins, where two of the boys dressed together to be that constellation.)

Pick a narrator (not necessarily one of the Cubs because they like the acting out) who can talk a little about each constellation. Then, at the Pack Meeting, have all the boys line up in their costumes on stage.

### The Winniepoo

Crossroads of America

**Players:** A space officer, a petstore owner, a Winniepoo and a friend of the space officer. A man walks into the space station pet shop and asks to see some rare or special pet to have as company while on this long space travels. The owner said he has a very special pet called a Winniepoo. The only thing is that the pet is very smart and destroys anything it is ordered to destroy. The man buys the pet and finds it is a very good pet. Then the officer stubbed his toe and said "Winniepoo that chair" and the person pretending to be the Winniepoo attacks a chair snarling and growling. The officer then commands the Winniepoo to attack the table with the same results. Soon there is a knock at the cabin door and the officers friend enters and asks "What's going on?" The officer explains what has been happening and the friend says "I don't believe that, Winniepoo my foot!" The person who is pretending to be the

Winniepoo then chases the friend ( Departs screaming) off stage growling.

### Trip To The Moon

York Adams Council

#### Cast:

Controlman  
2 Spacemen  
President  
Man-In-The-Moon  
2 Space Mice

#### Props:

Spaceship  
Telescope  
Moon with door big enough for head to stick out  
Chair

**Setting:** (As curtain opens, Controlman is looking at the moon through a telescope, at left. Spaceship stands close by. Man-in-the-Moon & Space Mice are hidden behind moon on opposite side of stage. Spacemen enter at left, helmets under left arms and they approach Controlman.

**1st Spaceman:** Has the President arrived?

**Controlman:** Not yet.

**2ND Spaceman:** I hope he won't be late. We have no time to waste.

**Controlman:** (looking through telescope)

That's right. The moon is in good position for a perfect landing.

(Enter PRESIDENT of U.S. Play a few bars of "Hail to the Chief" as he enters.

**Spacemen & Controlman** stand at attention.)

**President:** This is a great day for our country. I don't know what we would do without you brave Cub Scouts, who are willing to risk your lives on this dangerous mission to the moon. I can only wish you good luck.

(President goes to a chair to the left to watch take-off.)

**Controlman:** Get ready for the countdown. (He sits at control panel.)

**Spacemen:** put on your helmets and get behind the space ship.

**1ST Spaceman:** We're ready.

**Controlman:** Ten, Nine, Eight, Seven, Six, Five, Four, Three, Two, One Blast Off !

(**Spacemen** slowly pick up space ship, turn it to horizontal position and walk very slowly across the stage to the moon.)



**2ND Spaceman:** We've been out here in space for a long time now. When do you think we'll reach the moon?

**1ST Spaceman:** We should be there very soon now.

(**Spaceman** arrive at Moon, sticking it with point of Space Ship.)

**Man-In-The-Moon:** Ouch! What stuck me?

(**Spacemen** stand ship on end)

**2ND Spaceman:** Who said that?

**1ST Spaceman:** There must be someone here after all.

**Man-In-The-Moon:** (Opening- door in the Moon & sticking his head out.) Of course there is! Haven't you ever heard of the Man-in-the-Moon?

**2ND Spaceman:** Yes, but I thought that was a fairy tale!

**Man-IN-The-Moon:** No, indeed! I've been here a long time.

**1ST Spaceman:** Can you tell us if we are the first earth people here?

**Man-In-The-Moon:** Yes, you are the first People. Another ship landed before yours did, though. There were mice in that one.

(**Space Mice** come from behind moon, one on either side.)

**1ST Mouse:** Did you call us?

**2ND Spaceman:** What in the universe are you doing here?

**2ND Mouse:** The Russians shot us up here!

**1ST Mouse:** We were supposed to go back to earth, but we wouldn't go.

**2ND Mouse:** We like it here. We're going to stay forever!

**1ST Spaceman:** But how can you live here? What can you find to eat?

**1ST Mouse:** Find to eat? We never had it so good!

**2ND Mouse:** You mean you don't know. You never heard?

**Both Mice:** The moon is REALLY made of GREEN CHEESE!

(**SPACEMEN** faint as **CURTAIN** falls).

### Voyage Into Space

*Southern NJ Council*

**Characters:** Navigator, four space travelers, Stranger, Announcer.

**Props:** use space helmets and spaceship control panel. Set up the panel, along with other paraphernalia to represent the inside of a spaceship.

The travelers wear sweatshirts and pants tucked inside boots of dark stockings. Space helmets are arranged on the floor and there are jackets or coats in readiness.

**Announcer:** Tonight, through the use of a special crystal ball, we bring you a report of a great future moment in history - the first manned voyage to Mars. Inside the historic ship, departure time has come. (Curtain opens on interior of space ship. Off stage, countdown is heard . . . then a mighty swoosh. Travelers fall down . . . gradually revive and get up.)

**#1:** Well, at last we're off!

**#2:** Think of it! The first manned voyage to Mars!

**Navigator:** (goes to control panel) It's all up to me, now.

**Announcer:** (after long pause) Time passes ... the ship prepares *to* land.

**#4:** Millions of miles from home! (#2 looks out of window)

**#1:** (speaking to #2) What do you see out there?

**#2:** Looks like barren country, all right. Where's the map of Mars? There's something over there that looks like canals.

**#3:** Come on. Let's get our helmets and spacesuits. It's day now and the temperature is probably 200 degrees. (They don space helmets and jackets and start out door. #4 calls back to others)

**#4:** Look at that creature out there! It's jumping way into the air!

**Navigator:** That's because there is no gravity here. We've always been told that creatures like that couldn't exist on Mars.

**Announcer:** (after they exit and long pause) Time passes ... the men return.

**#1:** (entering spaceship) Whew! It's sure hot out there!

**#2:** Those weighted boots worked well. It was easy to walk on the ground.

**#3:** If you ask me, those designers overdid it. I could hardly lift my feet.

**#4:** Me too. They weighed a ton. Let's rest awhile before we go out again.

**ALL** (there is a knock. All look puzzled.) What ... was ... that?

**Navigator:** Well, it can't be the wind. There's no atmosphere here. (He cautiously opens the



door.- Stranger enters, dressed in rough clothing, cap and jacket. . speaks with heavy cockney accent.)

**Stranger:** I say there ... you blokes in trouble?

**#1:** How can you stand it out there without a space suit of helmet?

**#2:** He must be a superior being from another planet.

**#4:** Heavens, man. What are you doing on Mars?

**Stranger:** I say, the eat must uv made ye balmy, gov'nor. This 'ere ain't Mars. Hit's the central plains of Australia. Didn't ye see that bloomin' kangaroo jumpin' 'round out there? (*Travelers faint*)

### What Did You Say Your Name Was?

York Adams Area Council

**Characters:** Boy in Cub Scout uniform and group of boys in street wear.

**Props:** Toy airplane, a ball for the group of boys to bounce, sign on easel saying "Small Town in 1939"

**Scene:** Opens with boys bouncing ball to each other when Cub Scout enters. Easel is set up with sign on far left side of stage.

**Cub** (holding airplane): Hi, fellas!

**Boy #1:** Hi! You're new here, aren't you?

**Cub:** Yes, we just moved here from Ohio. I'm on my way to my first den meeting. Are you guys in Scouts?

**Boy #2:** Naw, we don't have time for stuff like that. They don't do much Anyway.

**Boy #3:** What kind fo airplane have you got there?

**Cub:** We're building rockets in our den and I made this airplane at my last meeting in Ohio. I just thought I'd bring it to show the guys in the den. It will really fly.

**Boy #4:** You say you're building rockets?

**Cub:** Yes, when they're finished we're going to shoot them off atfter the pack meeting so everyone in the pack can see how they work. I'm glad to get the chance to build one. You know I'm going to fly one someday for real! Maybe I'll even walk on the moon.

**Boy #5:** Wouldn't that be something! What else do you do in den meetings?

**Cub:** We do a lot of different things. Of course I'm really interested in aviation. I'm going to have my own pilot's license by the time I'm 16.

**Boy #6:** Yeah, right. Do you guys ever camp out?

**Cub:** Sure, when you become a Webelos they have great campouts. You know, I'm going to test new aircraft when I'm grown up—maybe even rocket powered planes! I've got to go now... I don't want to be late. Bye!

**Boy #7:** Boy those Cub Scouts think they can do anything. He sure has big ideas. What did he say his name was, anyway?

**Boy #1:** Neil Armstrong! What a dreamer. He really thinks he's going places!

### Rocket Slide

York Adams Council

#### Materials:

- Standard slide materials
- 3/8" X 1-1/4" dowel pieces
- Bits of heavy paper
- Decorating materials (paints, glitter glue, etc.)

Have boys cut out and glue fins onto bottom of rocket and make a cone for the top. Decorate rocket and slide backing (1-1/4" paneling disk) as desired. Glue rocket onto backing. Glue slide ring onto back of slide.

### Rocket Slide

Greater St. Louis Area Council

#### Materials:

Art Foam, Tulip paint, glue, pipe cleaner  
Cut rocket out of art foam. Decorate with paint.  
Glue pipe cleaner on back.  
cleaner on back.

### Celebration Seltzer Rockets

Circle Ten Council

**Need:** film canister with lid, toilet paper roll (double roll size preferred), construction paper, scissors, scotch tape, markers, crayons or paints, stickers (optional), Alka-Seltzer tablets (generic works fine), water in a container, eye protection.  
Cut straight up the side of the toilet paper roll. Insert the film canister at one end, making sure the end with the lid sticks out about 1/8".  
Tape along one edge of the toilet paper roll onto the film canister. Roll the toilet paper roll around the canister and tape tightly into place.  
Cut a circle out of construction paper, cutting a pie shaped wedge out of the circle. Experiment with different sizes of circles to see if it makes a difference in how the rocket reacts upon launch.



Roll the paper into a cone shape and tape onto the other end of the toilet paper tube. Decorate your rocket with markers, stickers, crayons, or paints. Cut 4 squares out of construction paper to make fins if you wish. Tape on to lower sides of rocket. Take outside: the rocket, water, Alka-Seltzer tablets, and eye protection. Put your eye protection on. Turn the rocket upside down, remove the lid from the canister, and fill  $\frac{1}{4}$  full with water. Drop in tablet and immediately replace lid and set on ground. Back up!

Experiment with using one or two tablets. See if it will shoot up higher. Be sure to look for the tablets after the rocket fires. Sometimes you are able to reuse them. Be sure to rinse off your driveway or sidewalk after finishing with your rockets.

### **Cub Scout Comet**

*Southern NJ Council*

To make a Cub Scout Comet, take long, cotton "tube sock" without a heel and a solid sponge rubber softball or similar substitute. Drop the ball into the toe of the sock and tie a knot just above the ball. The comet is now ready for tossing and catching by the Cub Scouts. The official comet toss is made by holding the end of the sock and twirling around the head a few times, letting go when the speed is increased. With a little practice, the boys will be throwing the comet fairly accurately. The only official way to catch a Cub Scout Comet is to grab it out of the air, by the tail. This will also take some practice, but is certainly something the Cub Scouts can do and will enjoy.

### **Film Canister Rockets**

*Greater St. Louis Area Council*

DO NOT use vinegar and baking soda. They react far too quickly. Use  $\frac{1}{4}$  to  $\frac{1}{3}$  Alka Seltzer and water. Cold water reacts much slower than Hot water. We staple a toilet paper tube to a small paper plate to act as a mortar tube. Be sure to place the canister upside down into the tube and don't look down into the tube while waiting for it to pop. This is a good outdoor event because it can get rather messy. By the way, the FUJI film canisters (white or clear) work better than the KODAK gray canisters,

### **GLIDER DERBY**

*Santa Clara County Council*

A glider or plane derby can be a very enjoyable pack event when the rules are kept simple and uncomplicated. In a glider or plane derby, the object is to keep the craft in the air as long as possible. The most important official is the timer, who must be equipped with a stopwatch. If the pack is large, you may wish to have two or three timers so that several planes can be in the air at the same time.

A simple derby involves only one type of glider or plane. Kits for balsa gliders and rubber-band-powered planes are available at any hobby or variety store. They are put together with the boy, with help from an adult, and flown without modification of parts, other than the shifting or bending of wings. The derby committee may wish to purchase all kits at the same time to save trouble and expense and distribute them to the boys before the derby.

### **Recommended Rules & Guidelines:**

Here are some recommended rules and guidelines

for running the glider or plane derby; adjust them to suit your event. Agree on the rules beforehand.

- Each glider must be identified by number or a name.
- Timing begins the instant the model is released for flight. Time ends when the model touches the ground, hits an obstruction, or passes from the sight of the timer. The timer may move in any direction (not more than 200 feet) from the take-off point to keep the model in sight, so long as he remains on the ground.
- All boys must launch their own models. The model shall not be launched from a height greater than the flier's normal reach from the ground.
- Specify the number of rubber bands permitted for each plane.
- Specify if lubrication of rubber bands is permitted.
- It is suggested, if time permits, that the flier's score be the total elapsed time of three best flights out of five, or the best two out of three.

**Glider Flying Tips:**



- A glider should be thrown it as if it were a baseball, except the hand should be well over the head on release. The glider's fuselage is held firmly with thumb and forefinger. The glider should be held so that the wings are banked 45 degrees or more. This will put it into a right turn (if launched by a right-hander). The nose should be pointed up at a 45 to 60-degree angle. Rudder should be set for a left turn.
- After launching, the glider should start a right-climbing turn. The turn decreases as it climbs, until finally at the top it levels off. Then left-turn adjustments take over, and the model should glide down in a smooth left circle. Increasing the arch in the wings can increase lifting power. Hold the wing close to the mouth and exhale heavily upon the wood, bending it gently at the same time. This adds moisture to the balsa wood and keeps the arch in the wings.
- If the glider dives, slide the wing toward the nose.
- If the glider dips, slide the wing toward the tail.
- The rudder can be bent in the same way as the wings by moistening the wood with your breath.
- 

### **KITE DERBY**

*Santa Clara County Council*

A pack kite derby can be one of your best spring or summer activities. It may include various kite contests, followed by a picnic or barbecue. Some kite derbies are held just for fun with no special contests or prizes. Others include contests with prizes for each.

The kite derby plan should be developed far enough in advance so the boys and their families will know the types of events and rules for each before they begin making kites. The *Wolf Cub Scout Book* contains some kite plans. The den meetings leading up to the derby would be a good time to discuss kite flying safety rules with the boys.

#### **Sample Kite Derby Schedule:**

- Registration / Exhibit period

- Display of Kites
- Judging of Kites
- Opening ceremony
- Kite contests
- Picnic / Barbecue
- Recognition / Awards
- Closing Ceremony

#### **Classification of Kites**

Kites can be divided into the following groups for competition:

- Bow or tailless kites
- Flat kites or those with tails
- Box kites or combination kites
- Homemade v.s. Store-bought

#### **Recommended Rules & Guidelines:**

Here are some recommended rules and guidelines

for running the kite derby; adjust them to suit your

event. Agree on the rules beforehand.

- All kites must be parent-son made.
- Each kite should be uniquely identified by number or a name. (Specify which)
- Each boy may have an adult to help him get the kite into the air and help catch it when it comes down.
- No restrictions on materials used in construction of kites, except that no fighting kites are allowed. (Glass, razor blades, and metal are not permitted.)
- No wire flight lines are permitted.
- Kites may be adjusted and modified any time during the derby.
- One way to determine the height of the kites is to provide kite cords that are pre-marked at 100 foot intervals.

#### **Judging:**

Establishing a point system for judging will make it easier to determine the winners of some of the awards. Awards can be ribbons or prizes (or both). Preflight judging can be done for design and workmanship, and prizes could be awarded for: Smallest, largest, funniest, prettiest, most colorful, most unique, most original, best craftsmanship. In-flight awards can be presented for: First kite in the air, highest after 5 minutes, highest after 15



minutes, most stable flying, most graceful, best sportsmanship, most persistent scout.

### ***Kite Flying Safety:***

Always follow safe practices while flying a kite.

- Always fly a kite far from electric or power lines, transmission towers, TV and radio antennas, and ponds.
- Fly a kite on days when there is no rain. Never fly a kite in a thunderstorm.
- Use wood, fabric, paper, or plastic in the kite. Never use metal in making a kite.
- Always use dry string. Never use wire for a kite line.
- When flying a kite, avoid public streets, highways, or railroad rights-of-way.
- If your kite gets snagged in a power line, treetop, roof, or on a high pole, never try to remove it.

### **Kite Games**

#### **100-Yard Dash**

On a signal the boys may launch their kites in any manner. Kites must be flown to the end of a 100-yard cord and then wound back to the hand of the flier. An assistant may remain under the kite as it is wound in to catch it before it falls to the ground. The race ends when the flier has rewound all his cord. At the finish, the flier must be on the starting line with his wound kite in his hand.

#### **Altitude Race**

Fliers start on signal and run out from the flying line, working the kite up to its highest possible altitude. At the end of 5 minutes, all fliers return to the starting line. The kites at the lowest elevation are then ordered down. The judges determine which kite is flying the highest.

#### **Paper Message Race**

All players send their kites up to a specific length of line-about 50 yards. A paper message is attached to the flying lines and allowed to blow up the kite. The boy whose message first reaches his kite wins the race.

#### **How many ways can you make a kite?**

- If you cut the inside section out of a paper plate, glue tissue paper streamers to it, then tie on a string, it will fly.

- A kite string tied to a plastic grocery sack will fly as high as a real kite on a windy day.
- You can also make a kite by cutting a 2" circle out of the bottom of a lunch sack. Tie an 18" piece of string to the top of the bag, then attach a kite string.
- Challenge the children and their parents to "invent" their own homemade kites.

### **Mini Rocket Racers**

Heart of America Council

This is an alternative to the rocket racers supplied by the B.S.A. The race track is thin string or fishing line strung between two points. The race vehicles are paper cones, threaded onto that line. The power is supplied by the Scouts blowing into the open end of the cone to the finish line. You may choose to make your own, or use the disposable drinking cup cones that can be purchased from retail stores. This activity can have the Scouts make and decorate (with magic markers) their cones right at the pack meeting or ahead of time. This activity is simple but filled with fun and adventure.

### **Model Rocketry**

York Adams Area Council

Our Pack has done Model Rocketry as an activity at some of our Family Days. The boys (and all those Born-Again Rocketeers [BARs]) just love it. Why not find some BAR who can take the Den for an outing with model rocketry?

Some Tips for Introducing Kids to Model Rocketry

1. Keep the first trips to the flying field short. Kids have a limited attention span and can become bored very quickly. When they begin to show signs of losing interest, it's time to go.
2. Prep a few rockets in advance to keep "down time" at a minimum for the first trips. Get everything set except the parachute. This should always be packed just prior to launch for reliable deployment.
3. Kids hate to lose things, including rockets. Kids will be much happier if you have a successful launch and recovery with an "A" or "B" motor from 500' than if you stuff the biggest motor a rocket can handle and punch it up over 1000' and never see it



again. We enjoy watching the whole flight sequence take place.

4. Involve the kids in building the rockets. This can be as simple as handing you parts or helping to assemble the parachute. This gives the kids a feeling of ownership. They want to fly "their" rocket. Estes E2X kits require very basic modeling skills and a minimum amount of time to go from box to the launch and are a good choice for first rocket projects. I built our MK-109 E2X kit in 20 minutes.

5. Build a variety of rockets. Let the kids help to pick out some of the kits. Build some "different" rockets, not just 3 fins and a nosecone. Try a 2 stage rocket, a boost glider or exotic sci-fi kit. Try a streamer or helicopter recovery instead of just parachutes. Try an egglofter to see if you can launch and recover a raw egg without breaking it.

6. Teach the kids all about the flight. Explain the reasons for things that happen. Encourage questions and discussion. Brian has developed an incredible interest in rocketry, space and science. I believe a large part of this is due to our rocketry.

7. Teach and practice safety! Always stress the importance of safety. The adult should be in control of the safety key at all times. Never allow anyone to approach the pad while the controller is armed. The National Association of Rocketry Safety Code is packed with all model rocketry products. Learn it and follow it!

Southern Pennsylvania Area Association of Rocketry

<http://users.supernet.com/pages/feveryear/spaar/index.htm>

C. Glenn Feveryear

701 Main Street

Delta PA 17314-8940

(717) 456-5570

<http://www.estesrockets.com/rocketry101/rocketry101.cfm>

### Visit Smithsonian Institute's National Air And Space Museum

York Adams Area Council

The Museum is open every day except Dec. 25.

General Admission is Free.

<http://www.nasm.si.edu/nasm/visit/visit.htm>

The National Air and Space Museum is located on the National Mall at 7th and Independence Ave., S.W., Washington, D.C., just west of the Capitol

building. The closest metro stations are L'Enfant Plaza or Smithsonian. Information is available on Special Services for disabled visitors.

For information on visiting the Smithsonian and Washington, D.C. including maps, access and other tourist information, please see the online guide to Planning Your Smithsonian Visit. (The National Park Service also offers a digital version of their map of Washington, The Nation's Capital.)

For more information on all tour descriptions and special tours, programs, science demonstrations, or to make reservations, call the Tours and Reservations Office at (202) 357-1400.

### Paper Towel Rockets

York Adams Area Council

Save enough empty paper rolls for the den rockets.

Glue fins to base and a cone of construction paper to the top of it. Paint with wild colors or cover with wild-colored wrapping paper.

### Recycled Rockets

(Take-off on Recycled Genius Kits)

York Adams Area Council

Ever have the boys make Genius Kit Creations? These are fantastic inventions of the uncluttered imagination—best done by the young and young at heart. You can use the same approach for holding a Recycled Rocket Contest—just change the Kit Contents. Here are the Rules we use for the Genius Kit Contest we hold periodically:

#### Genius Kit Contest Rules And Regulations

- Each boy who participates *must* have a great time doing it!
- Each boy will receive a Genius Kit. The kit contains the only materials the Genius Cub is allowed to use in creating his Genius Work, with one exception: Glue can be used to construct the Genius Work. [Screws, nails, tacks, tape, etc., unless provided as part of the Genius Kit, are not allowed.]
- The Genius Cub does not have to use all items in his Genius Kit, but it will be a consideration in some of the judging.
- Materials in the Genius Kit can be modified, but no additional material can be added to what is in the kit.
- The Genius Work cannot have the Genius Cub's name in view (but the name can be on the bottom of the base plate).



- The Genius Work must be completed by the January Pack Meeting and it must be registered at the Pack Meeting before the judging begins.
- At registration, each Genius Cub will sign in on a numbered list. The number is the Genius Cub's registration number. He will receive a sticker with the registration number on it. He must place the number on the Genius Work and then put the Genius Work on the judging table.
- Judging will begin promptly at ? p.m. (unless judges are late getting there). Judging categories will be areas like:
  - Most Intricate, Most Ingenious, Most Life-Like, Most Inventive, Most Unbelievable, etc.
- Ribbons will be given out to the award winners. All Genius Cubs will also receive a frame able Certificate of Genius Work for participating.

### Rocket In Space Slide

Debbie Kalpowsky  
York Adams Area Council



rocket models (white preferred)

- ¾-inch PVC slide rings

#### Equipment:

- Hot glue
- Small paint brushes
- Old toothbrushes
- Craft sticks

#### Directions:

1. Paint front of disk with black or dark blue paint.
2. If using glitter for stars in background, when paint is slightly tacky sparingly sprinkle glitter on disk.

#### Materials:

- 1 to 1½-inch disks
- Black or dark blue paint
- Glitter or glow-in-the-dark paint
- 1-inch miniature

3. If using glow-in-the-dark paint, wait until black paint is dry. Pour a little bit of glow-in-the-dark paint into a small lid or on a small paper plate.
4. Dab toothbrush into paint to get just a little on the bristles. Pointing the business end of the toothbrush away from you and at the painted disk and with bristles pointing up, scrape the craft stick across the bristles so that the bristles "splatter" the paint onto the disk.
5. When all paint is completely dry, use hot glue to mount the spaceship/rocket on the disk, as if in flight.

Mount the slide ring to back of disk using hot glue.

### Rocket Ship Bank

York Adams Area Council

#### Need:

- Potato chip can
- Colored or contact paper
- Glue
- 4 Craft Sticks or Tongue Depressors

**Directions:** Remove the corrugated paper on the inside of the can. Cover the outside with colored paper. Invert the can so the plastic lid is on the bottom of the rocket for easy removal of the money. For the nose cone, cut a 2½" diameter circle of colored paper; remove a pie-shaped wedge. Overlap and glue the ends to form a cone. Glue the cone to the top of the rocket. Cut a coin slot just below the nose cone. For fins, cut three vertical slits near the bottom of the rocket, insert and glue a popsicle stick into each. Cover each fin with colored paper that is cut a little wider than the popsicle stick and glue in place.

### Rocket Ship Bank

Circle Ten Council

**Need:** Pringles can, colored paper, glue, 4 Popsicle sticks



#### Instructions:

Remove the corrugated paper from inside the can. Cover the outside with colored paper. Invert the can so the plastic lid is on the bottom to make for easy removal of the money. For the nose cone, cut



a 2 1/2" circle of colored paper; remove a pie shaped wedge. Overlap and glue the ends to form a cone. Glue the cone to the top. Cut a coin slot just below the nose cone. For fins, cut three vertical slits near the bottom of the rocket, as pictured. Insert and glue a Popsicle stick into each. Cover each fin with colored paper that is cut a little wider than the Popsicle stick and glue in place.

**Soaring Through Space Word Search**

*Heart of America Council*

Find 27 words about astronomy hiding across, down, backwards, and diagonally. For a harder puzzle, cover up the word list and see how many you can find on your own.

T H E S A T E L L I T E S U ' C I  
 E A N H A N T T I F S T A R S I  
 C M S U U L T L T T H E O A R Y  
 I L E T R I U E K E M B T N E S  
 V T P T R E M B L I A U S U T H  
 A E T L S O T D E E R T H S E R  
 N I N E C Y N I L N S N G S O F  
 U S O U A T S O P U R C N A M R  
 S E O S S C H R M U O M O E P H  
 O S M E T K D E A Y J E T P N T  
 T S P A C E R T I L R E U E E R  
 L Y O A F C N S L O O L L S T A  
 A I L Q U A S A R R S S P R L E  
 I B N R E Y X A L A G L U G G A  
 G E Y M A R K R R P U S S E L L

**WORD LIST**

ASTEROID BELT	METEOR	SATURN
ASTRONOMY	MOON	SHUTTLE
BLACK HOLE	NEBULA	SOLAR SYSTEM
COMET	NEPTUNE	SPACE
EARTH	PLANETS	STARS
GALAXY	PLUTO	SUN
JUPITER	PULSAR	TELESCOPE
MARS	QUASAR	URANUS
MERCURY	SATELLITE	VENUS

**Soda Bottle Rockets**

by Mike Passerotti

York Adams Area Council

[http://home.integrityonline.com/passerotti/soda\\_bottle\\_rocket/soda\\_bottle\\_rocket.html](http://home.integrityonline.com/passerotti/soda_bottle_rocket/soda_bottle_rocket.html)

[Editor's Note: This is a fun craft that our Pack has used off and on for years.]

**Materials**

- 2 soda bottles
- Card stock printed pattern
- Markers, crayons, or colored pencils
- Tape
- Glue
- Scissors
- Water
- Wood block approximately 4" long piece of "2 by 4" lumber
- One wood screw
- One rubber automotive valve stem
- Bicycle tire pump

**Preparation:** Review and prepare materials. Build the launch pad by cutting 2 1/2" off the cap end of the bottle, cut a 3/8" slot down one side of the bottle for the tire pump hose, drill or punch a hole in the bottom of the bottle, screw the bottle to the block of wood.

**Construction**

Print the patterns. Cut the fins out. Cut the nose cone out.

Roll and tape the nose cone. Tape the nose cone to the bottom of the whole soda bottle.

Fold the fins at all the dotted lines. Glue or tape two of the fins together. Wrap the fins around the middle of the whole soda bottle and glue or tape the last fin together.

**Launch Time:** This is an outdoor activity. If gusty winds are a problem, then abort the launch.

Everyone should stand away from rockets when they are on the launch pad. These rockets can shoot 100 feet or more into the air. No sharp objects should be placed on top of the nose cone or elsewhere on the rocket.

Fill the soda bottle a little less than half way with water. Shove the large end of the tire valve stem into the neck of the bottle. Attach the bicycle pump hose to the valve stem. Lower the bottle into the launch pad so that the hose slides down into the slot, the valve stem points down and the bottle rests on top of the cut bottle.

**Inexpensive Launch Pad**

Pump up the bottle until it pops off the valve stem and flies to new heights.

**Wrap-Up:** One way to record the results of different "fuel" mixtures is to make a simple graph of height vs. amount of water. Such a graph gives a



clear, visual record of the observations and can be used as evidence to support interpretations.

**Design And Launch Other Rockets.** Design a two-stage rocket. Design recovery mechanisms such as parachute, ribbon or propeller.

### Star Gazing

Trapper Trails Council

#### Materials:

Empty film container, paper, tape, small flashlight

You can make a small template of the star constellations and tape the paper template to the bottom of a black film container and using a strong pin punch through the container using the template as a guide. Then you can shine a small flashlight through the hole and it will show up on the wall or the side of a tent.

### The Rocket

National Capital Area Council

Threading a straw with a launch line makes the rocket. Leader blows up a long balloon. He attaches it to the straw with tape. The Cub then goes to the other end of the launch area and waits by his parent. Cubmaster then attaches the award to the balloon and releases the balloon. It rockets to the parent for the award to be given to the Cub.

### Theories Of The Universe

*Heart of America Council*

Help your Cub Scouts make their brains soar (and maybe sore, too). Get them thinking and talking with a discussion like the following –

Where does fire go when it goes out? Where does the sun go when it sets? And why is it hotter in summer than in winter?

These are big questions, and the boys probably have some insights that scientist have never considered. This activity will enable the boys to describe his own unique theories of the universe.

Sit with the boys and toss a pebble into the air. Ask why the pebble falls down and not up. Look up in the sky and ask why clouds don't fall to earth. Watch a bird soar through the air. Why can birds fly and people can't, even though people can flap their arms?

Wait for the moon to rise and ask where the moon has been all day. Ask the same question

about where the sun spends the night. What is light? What is heat? What cold?

In autumn, pick up a leaf and ask why it changed color. Why are some leaves yellow and others red? And why do some people lose the foliage on their head?

Big questions, big answers.

### To Make An Alien Head

National Capital Area Council

**Materials:** 1-2 yards green fabric, 1-1 1/2 feet elastic, green thread, needle, plastic bags

**Directions:** Cut out a large circle of green fabric. The larger you want the head, the bigger the circle. Then, hem the ends of the fabric, but leave enough space to get the elastic through. Then, when you are done hemming, pull the elastic through the space in the hem. When the elastic is through, connect both ends together with the thread. Stuff your head with plastic bags to make it stand up, put it on your head (tuck your hair under), and you're ready to go

### Toothpick Construction

Viking Council

**Materials needed:** miniature marshmallows in white and colors, gumdrops, round cocktail toothpicks.

Use toothpicks to spear the marshmallows and use gumdrops as connectors. Make weird animals, spaceships, planets, and buildings. For sturdier buildings construct triangles first, then connect them together.

### Water Rocket Trails

York Adams Area Council

It's only September and it's not too cold out yet. Consider holding a Water Rockets event. Water rockets are great fun for the boys. To make them, you will need to collect a bunch of 2-liter soda bottles, make fins (see diagram) and then get together several launch pads, using tire pumps, sports ball needles, and rubber corks.

Push the needle through the cork and attach the needle to the tire pump.

Fill a rocket about 1/3 full of water and plug a cork into the opening.

Stand the rocket upright (upside down) with the tire pump nearby to pressurize the bottle. (The rockets will stand on their own on the tips of the fins.)



Have the Cub or an adult pump the pump until liftoff.

**Apollo Float**

Greater St. Louis Area Council

12 oz ginger ale  
2x Vanilla ice cream scoops  
2 Sugar Cones  
Fill 2 glasses with equal amounts of ginger ale. Securely place ice cream on cones. Turn ice cream cones upside down and place one in each glass. Cones will stay afloat as ice cream melts. Drink with straws.

**Astronaut Foods**

York Adams Area Council

There are lots of food suppliers that sell snacks like "dehydrated ice cream." Also, check out the website <http://www.spacestuff.com/> for a link to "real astronaut food" that you can purchase.

**Astronaut pudding**

Need: pudding mix, milk, zip lock bags  
Use 1 tablespoon of chocolate (or any flavor) instant pudding in a ziploc bag. Add 1/4 cup of milk. Close the bag. Squish up the pudding and milk mixture. Poke a hole in the bag and suck it out. Eat just like the astronauts with no utensils!!

**Making Asteroids**

National Capital Area Capital

For safety, Den Leader should help

**Ingredients:**

Potatoes -- Enough to make 4 to 8 cups of mashed potatoes. You can use frozen mashed potatoes. Or you can use fresh mashed potatoes (takes about 5 pounds to make 6 cups of mashed potatoes). Or you can use instant mashed potatoes. (Just don't make them too soft.)

**1 cup grated cheddar** (or other kind) cheese  
Note about the cheese: The cheese will make the asteroids more delicious, but when it melts, the asteroids might go flat. If you want more realistic asteroids that don't taste quite as interesting, leave out the cheese.

**1/4 cup** (1/2 stick) of butter or margarine

**Salt and pepper**, as you like it  
Extra butter or margarine to grease the cookie sheet and, if you like, to melt over the hot asteroids before you eat them.

**Utensils:**

Depending on how you make your mashed potatoes, you might need a pot and a potato masher or electric mixer

Mixing bowl and spoon

Oven mitt or pot holders

Cookie sheet

**Directions:**

Turn on your oven to 375° Fahrenheit (190 Celsius). Take a little slice of the butter or margarine and rub it evenly on the cookie sheet so the asteroids won't stick. (You might want to use a paper towel for this so your fingers don't get all messy--yet!)

Make the mashed potatoes. Make a lot (8 cups) or a little (4 cups).

Add the cheese (if you want), butter, salt and pepper to the potatoes and mix well. The mixture should stick together. If it's too dry, add a little milk. If it's too moist, add a little flour (start with 2 tablespoons).

Take a handful of potatoes (about 1/2 cup or more) and shape it into your own idea of an interesting asteroid shape. Use your fingers to poke dents in it for craters. Set the asteroid on the greased cookie sheet.

Use all the potatoes to make asteroids. (If you have lots of asteroids, you may need another cookie sheet. Or bake the first ones, then regrease the cookie sheet and make some more.)

Put the cookie sheet full of asteroids in the hot oven for about 20 to 25 minutes, or until they are brown.

Using the hot pads or oven mitt, remove the cookie sheet from the oven, and using the large spoon, transfer the asteroids to a serving plate.

Enjoy your asteroids!

**Man In the Moon Cookies**

York Adams Area Council

Really simple, but messy! Get one or two large "hard" cookies (like ginger snaps) for each boy. Buy or mix up a batch of white icing and put out in small plastic bowls. Give the boys butter knives and let them use the icing to spread on the cookie to look like the surface of the moon

**Martian Cookies**

**Ingredients:** 1/2 cup butter or margarine

3/4 cup white sugar

1 egg

1/2 teaspoon vanilla extract

1 1/2 cups all-purpose flour

1 teaspoon ground cinnamon



1/2 teaspoon baking soda  
 1/2 teaspoon salt  
 1 cup quick cooking oats  
 1 cup coarsely shredded unpeeled zucchini  
 1 cup chopped walnuts or pecans  
 1/2 cup semisweet chocolate chips  
 1/2 cup butterscotch pieces

Preheat oven to 350 degrees F. In a large mixing bowl beat butter until soft, add sugar, and beat until fluffy. Add egg and vanilla, beat well. In a medium bowl stir together flour, cinnamon, baking soda, and salt. With mixer on low speed, gradually add flour mixture to butter mixture, beat until well mixed. With a wooden spoon, stir in oats, zucchini, walnuts or pecans, chocolate and butterscotch pieces. Drop by rounded teaspoons about 2 inches apart onto ungreased cookie sheets. Bake for 10-12 minutes or until golden brown. Cool sheets and then cookies on a cooling rack. Makes 4 dozen

### **Moon Rocks**

National Capital Area Council

#### **Ingredients**

1 cup semisweet chocolate chips  
 2 cups all-purpose flour  
 1 1/2 teaspoons baking soda  
 1/2 teaspoon salt  
 1/2 cup butter, softened  
 1 1/2 cups packed light brown sugar  
 3 eggs  
 1 teaspoon vanilla extract  
 1 cup water  
 2 cups miniature marshmallows

#### **Directions**

Preheat oven to 350 degrees F (175 degrees C). Melt chocolate in the top of a double boiler. Let cool.  
 In a mixing bowl, combine flour, baking soda and salt. In a separate bowl, cream butter and sugar together. Blend eggs into the butter mixture one at a time. Stir in vanilla, flour mixture, water and chocolate into the butter and eggs; beat well. Stir in marshmallows. Fill paper-lined cupcake pans half full.  
 Bake in a preheated 350 degrees F, oven for 20 minutes. Cool on a wire rack before serving.

### **Rocket Cookies**

Trapper Trails Council

1 package Pillsbury plus funfetti cake mix  
 1/3 cup oil  
 1/2 cup flour  
 2 eggs  
 36 chocolate kisses or hugs  
 Heat over to 375 degrees. Combine cake mix, oil, eggs, and flour, stir until moistened. Stir in candy that comes with cake mix if separate. Roll into 1-inch balls, put on cookie sheet. Cook 6-8 minutes or until golden brown. Remove from oven put kisses in the middle of the cookies push down. Let cool at least 10 minutes.

### **Rocket Fuel**

(definitely a Leader-Only drink)

Hot water, instant coffee, instant hot chocolate mix  
 Boil water. Add instant coffee to water, stir. Add one pack instant hot chocolate mix, stir. Add milk or sugar if needed for taste.

Note: At a recent camporee, I made this up during our crackerbarrel. Under NO circumstances drink this late evening. I was up until 3 a.m., thanks to the extra boost I got from all the caffeine in this Rocket Fuel.

### **Rocket Pretzel Sticks**

York Adams Area Council

- Thick pretzel sticks
- Fruit roll-up sheets
- Icing

Have the boys design and cut out the fins and nosecones of their own pretzel stick rockets. Depending on how well they seem to manage it, have either the boys or an older person use a pastry decorating bag with a thin decorating tip put the "mortar" on the pretzel for the fins and cone. You can add edible glitter, dragees, etc. to finish off the decorating.

### **Space Dinner**

Viking Council

This is a fun treat for den meetings. Sort a bag of M&M's by color into small dishes. Toward the beginning of the meeting, tell a story about your "trip" while the Cubs each prepare their own meal:  
 Two brown M&M's are the meat.  
 One yellow M&M's is corn.  
 One green M&M's is the salad.



One orange M&M's is an orange.  
One more brown M&M's is a piece of bread.  
Cubs place all their "space food" into a plastic ziploc bag, and put it into their picket for later on the trip.  
At snack time, Cubs eat slowly and enjoy their wonderful feast. Put 1/4 cup of water into their bag when it's empty. Cubs have to bite a hole in the corner to drink it.

### **Twinkie Space Shuttle**

Trapper Trails Council

Twinkies  
Fruit leather  
Gumdrops  
Toothpicks

Stand Twinkies on end. Cut fruit leather into a triangle shape and cut slits on either side toward the bottom of the Twinkies long enough to put the triangles in. Attach gumdrops to the top of the Twinkies with a toothpick.

### **UFO's**

Greater St. Louis Area Council

1 cake donut  
1 pineapple ring  
1 jumbo marshmallow  
1 maraschino cherry

Place pineapple ring on foil and place donut on top of pineapple ring. Stuff center of donut with marshmallow and cherry. Wrap in foil. Cook on coals for 5 minutes.