



BALOO'S BUGLE



Volume 21, Number 1

“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)

August 2014 Cub Scout Roundtable

September 2014 Core Value & Pack Meeting Ideas

Cooperation / Under the Big Top

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

CORE VALUES

Cub Scout Roundtable Leaders' Guide

Core Value Highlighted This Month: Cooperation

- ✓ **Cooperation** is being helpful and working together with others toward a common goal. Cooperation is key element in teamwork.

Why “Under the Big Top” for Cooperation?

- ✓ At the circus all of the workers must work together to put on a safe and exciting show. They must cooperate. Just as the circus workers work together. Cub Scouts will work together this month to create their show, “Under the Big Top.”

Scout Law equivalents to Cooperation are Helpful, Cheerful, and Friendly.

- ✓ A Scout cares about other people. He willingly volunteers to help without expecting payment or reward. A Scout looks for the bright side of life. He cheerfully does tasks that come his way. He tries to make others happy. A Scout is a friend to all. He is a brother to other Scouts. He offers his friendship to people of all races and nations, and respects them even if their beliefs and customs are different from his own.

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**PROGRAM
UPDATES**

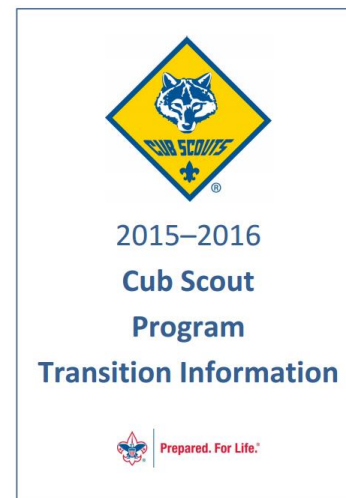


Be sure to check out
National's website for the
latest on the Program Changes

[http://www.scouting.org/scout
source/programupdates.aspx](http://www.scouting.org/scout
source/programupdates.aspx)

Here are some Highlights

Check out the pamphlet -



at

[http://www.scouting.org/filestore/program_update/pdf/
CS%20Program%20Transition.pdf](http://www.scouting.org/filestore/program_update/pdf/
CS%20Program%20Transition.pdf)

And learn what you need to know about transitioning
to the new **Adventure Program** -

Particularly

A Second Option for Arrow of Light Dens
Guidance for LDS Cub Scout transitioning.

Webelos to Arrow of Light Transition

Gets a Second Option

Bryan on Scouting,

<http://blog.scoutingmagazine.org/>

This should prove to all of you what I have been saying for year s - National does listen to us (the volunteers). CD

The [exciting changes to Cub Scouting](#) are still a year away, but there's good news for leaders of Cub Scouts, especially second-year Webelos, to ease the transition process.

Cub Scouts who have earned the Webelos rank as of June 1, 2015, and are moving on to earning the Arrow of Light will now have two options for completing the Arrow of Light:

Option 1: He may continue to work out of the current handbook and complete the Arrow of Light requirements as stated.

Option 2: He may begin using the new Webelos Handbook and the Webelos Den Leader Guide for the Webelos adventures. If he chooses this option:

- He must complete the four defined required adventures.
- To satisfy the requirement for three electives, he may use EITHER the new adventure electives OR activity badges earned under the current program but **not used to fulfill Webelos rank requirements.**

Previously only Option 2 was available, meaning when first-year Webelos transitioned to the second-year Webelos program in 2015, they would need to get the new book and earn their Arrow of Light Award under the redesigned program.

They may still do that, or they may choose Option 1 and stick with the current handbook and requirements as they finish Cub Scouts.

Check out the

For more info -

- Read the Transition Information pamphlet or
- Go to Bryan's Blog - <http://blog.scoutingmagazine.org/2014/07/07/webelos-arrow-light-transition-gets-second-option/>

All Requirements for Every Adventure Are Posted on the Program Updates Page

BSA Program Updates

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

There is a PDF labeled - Adventure Requirements and Insignia posted in the 2015 Updates: Cub Scouts section of this page. It has the requirements for every

Adventure and a picture of the Award the Cub Scout will get for completing the requirements.

The PDF is at -

http://www.scouting.org/filestore/program_update/pdf/Appended%20Requirements.pdf

- ★ As you look over the Adventures and their requirements keep in mind the five elements the Task force worked into them. There are the three **Aims of Scouting** -

- ✓ Character Development
- ✓ Participatory Citizenship
- ✓ Personal Fitness (Mental & Physical)

Blended with

- ✓ Outdoor Skills & Awareness
- ✓ Leadership Development

And a whole lot of FUN

You will not see a Citizenship requirement (e.g. Wolf Achievement #2, Your Flag) but you will see Citizenship woven throughout the all the Adventures. This approach helps the Cub Scouts realize there are many facets to good citizenship and we need to be good citizens all the time not just when we are studying the Flag.

- ★ The Belt Loop for each Tiger, Wolf, and Bear Adventure is shown next to the Adventure's requirements. The Belt Loops for the CORE (required) Adventures are multi-color. The Belt loops for the ELECTIVE Adventures are monochromatic (*I learned that word in 1961 in Miss Daniel's Art Class CD*).



Tiger CORE
Adventure



Tiger
ELECTIVE

- ★ The Webelos Colors will continue. The Webelos will earn pins to be placed on the colors or their hats for the Adventures they complete.
- ★ The Webelos Den (Webelos I, First Year) CORE Adventure pins will be diamond shaped. The Arrow of Light (Webelos II, Second Year) CORE Adventure pins will be triangles. The ELECTIVE Adventures are common for all



Webelos. Their pins are oval. The color scheme is the same - CORE Adventures are multi-color. ELECTIVE Adventures are monochromatic.



- ★ For more on the Adventure Loops and Adventure Pins, as well as pictures of all of them - check out Bryan's blog at <http://blog.scoutingmagazine.org/2014/05/21/looping-you-in-on-the-cub-scout-2015-updates/>
- ★ The Tiger Badge is being changed to look like a real Tiger not a cartoon.



- ★ Although the requirements are all listed, the meeting plans and ideas for activities (crafts, games, and such) to meet the requirements are not there. For a peak at those, go to the Cub Scout Handbook Sampler and the Den Leader Guide Sampler. (See upcoming section in this item)

The Cub Scout Handbook and Den Leader Guide Samplers are Available

- ★ The Cub Scout Handbook Sampler and the Den Leader Guide Sampler each contain one Adventure for each rank so you can see what your material will look like.



To see the Samplers, go to -
Cub Scout Handbooks -

http://www.scouting.org/filestore/program_update/pdf/220-851_LO.pdf

Den Leader Guide -

http://www.scouting.org/filestore/program_update/pdf/220-852_LO.pdf

Webelos Dens May Work Ahead After completing Their Webelos Badge

- ★ A Webelos Den (Webelos I, First Year) may work ahead. After completing their Webelos badges, they should work on ELECTIVE Adventures that may be applied to their Arrow of Light. If this is done, the Arrow of Light should be ready for graduation at the same time as they are now. Webelos will remain an 18 +/-month program.



- ★ There is a FAQ page on the Program Updates page. See it at: http://www.scouting.org/filestore/program_update/pdf/Cub%20Adventure%20Program%20FAQs.pdf

(By the way, all of this information is on the BSA Program Updates page, <http://www.scouting.org/scoutsource/programupdates.aspx>)

Always go here to verify what you hear -





New Cub Scout Adventures ...

... in a Nutshell

What Are Adventures?

Adventures are collections of themed, multidisciplinary activities representing approximately three den meetings' worth of engaging content.

Rank structure is the same for Tiger through Arrow of Light. Complete seven adventures and earn your badge of rank. Bobcat is always earned first.

- Tiger through Bear = six required adventures, one elective
- Webelos = five required adventures, two electives
- Arrow of Light = four required adventures, three electives

Electives for Each Rank

- 13 each for Tiger through Bear
- 18 shared for Webelos/Arrow of Light

Adventure Insignia, Presented at the Completion of Each Adventure

- Tiger through Bear: adventure (belt) loops
- Webelos and Arrow of Light: adventure pins

Leader Support

- One den meeting guide for each rank (Webelos/AOL combined)
- Revised position-specific, fast start, and "what's changed" training

Program Timing

- Begin using the new program for the 2015–2016 program year
- New handbooks and leader materials in Scout shops in May 2015
- Revised training available in spring 2015

Rank requirements, frequently asked questions, transition guides, and other resources are located at www.scouting.org/programupdates.

 BOY SCOUTS OF AMERICA

222-854
2014 Printing

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 ALTERNATE PACK MTG THEME	AUGUST: HONESTY		OCTOBER: RESPONSIBILITY		
	PLAY BALL				
MEETING #	LETTER MEETING OF YOUR CHOICE	LETTER MEETING OF YOUR CHOICE	DOLLARS AND SENSE		
<u>TIGERS</u>	Do supplemental meetings (they have letters instead of numbers in the Resource Guide) of your choice. Remember Boys want to be outside.		Ach. #3 Keeping Myself Healthy & Safe		
<u>WOLVES</u>			Ach. #1 Making My Family Special	Ach. #3 Keep Your Body Healthy Edg Bowling	
<u>BEARS</u>			Bobcat	Ach. #2 Flag & Ach. #1 Feats of Skill	Ach. #7 Law Enforcement
<u>WEBELOS</u>			Bobcat & Ach. #2 Your Flag	Ach. #3 America Ach. #8e Community History	Traveler & Athlete
<u>ARROW OF LIGHT</u>			Bobcat Ach. #8 The Past Ach. #16 Building Muscles	Forester & Naturalist	Outdoorsman
<u>RT MONTH</u>	Family Member	Aquanut	Sportsman		
<u>RT FOCI</u>	July, 2014	August, 2014	September, 2014		
	Boys' Life, Den Outrigger Activities, Budgets, Fund Raising, Family Participation		Big Rock Ideas - Trained Leaders, Parent Engagement, Session Topics - Join Scouting Night, 7 Parts of a Meeting, Pack Mtg Control, Leader Roles & Organization		

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 are the 12 for 2014-2015 in the CS RT PG -

Month	Core Value	Supplemental Theme
September	Cooperation	Under the Big Top
October	Responsibility	Dollars and Sense
November	Citizenship	Give Goodwill
December	Respect	Stars and Stripes
January	Positive Attitude	Yes, I Can
February	Resourcefulness	Litter to Glitter
March	Compassion	Aware and Care
April	Faith	Soaring the Skies
May	Health and Fitness	Backyard Fun
June	Perseverance	Go for the Gold
July	Courage	Under the Sea
August	Honesty	Play Ball

- September Cooperation [Under the Big Top](#)
- October Responsibility [Dollars and Sense](#)
- November Citizenship [Give Goodwill](#)
- December Respect [Stars and Stripes](#)
- January Positive Attitude [Yes, I Can](#)
- February Resourcefulness [Litter to Glitter](#)
- March Compassion [Aware and Care](#)
- April Faith [Soaring the Skies](#)
- May Health and Fitness [Backyard Fun](#)
- June Perseverance [Go for the Gold](#)
- July Courage [Under the Sea](#)
- August Honesty [Play Ball](#)

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."

x'



PROGRAM UPDATE

GREAT NEWS!!!

Background -

As stated on BSA's Program Update pages (<http://www.scouting.org/scoutsources/programupdates.aspx>) Cub Scouting's 12 Core Values are being adjusted to align with the 12 points of the Scout Law as we move to **One Oath/One Law** in September 2015.

Action:

Kim has regrouped her Task Force and is working on new Pack Meeting plans and agendas using the Core Values based on the 12 points of the Scout Law.

Thank you, Kim!!!

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 2012 - 2013 RT year kicked off in August with Cooperation and Hometown Heroes. Then Responsibility and Jungle of Fun.

Month	Core Value	Supplemental Pack Meeting Themes to Enhance the Meaning of the Core Value		
		Set A	Set B	Set C
September	Cooperation	2012-2013 CS RT PG * Hometown Heroes	2013-2014 CS RT PG * Amazing Games	2014-2015 CS RT PG * Under the Big Top
October	Responsibility	* Jungle of Fun	* Down on the Farm	* Dollars and Sense
November	Citizenship	* 50 Great States	* Your Vote Counts	* Give Goodwill
December	Respect	* Holiday Lights	* Passport to Other Lands	* Stars and Stripes
January	Positive Attitude	* Abracadabra	* Lights, Camera, Action	* Yes, I Can
February	Resourcefulness	* Turn Back the Clock	* Invention Convention	* Litter to Glitter
March	Compassion	* Planting Seeds of Kindness	* Pet Pals	* Aware and Care
April	Faith	* Cub Scouts Give Thanks	* My Family Tree	* Soaring the Skies
May	Health & Fitness	* Cub Café	* Destination Parks	* Backyard Fun
June	Perseverance	* Head West Young Man	* Over the Horizon	* Go for the Gold
July	Courage	* Cubs in Shining Armor	* Space - The New Frontier	* Under the Sea
August	Honesty	* Kids Against Crime	* Heroes of History	* Play Ball

UPCOMING MONTHS



- ★ September's Core Value, **Cooperation**, will use "Under the Big Top."
- ★ Month's that have themes that might help you with **Cooperation** and "Under the Big Top" are:

Month	Year	Theme
Under the Big Top		
May	1941	Cub Circus
June	1943	Cub Circus Comes to Town
July	1946	Cub Scout Circus Month
May	1951	Circus
May	1955	Cub Scout Circus
May	1958	Circus Days
May	1963	Cub Scout Circus
May	1967	Cub Scout Circus
April	1970	Cub Scout Circus
April	1972	Circus World
March	1975	Cub Scout Circus
March	1978	Let's go to a Circus
May	1981	Under the Big Top
June	1984	Family Circus
August	1985	Be a Clown
May	1990	Under the Big Top
November	1993	Under the Big Top
October	2004	It's a Circus of Stars
Cooperation		
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
September	2011	Cooperation

September	2012	Cooperation
September	2013	Cooperation



★ October's Core Value, Cooperation, will use "Down on the Farm."

★ Month's that have themes that might help you with Responsibility and "Down on the Farm " are:

Month	Year	Theme
Dollars and Sense		
Month	Year	Theme
November	1986	What Will I Be?
January	2001	When I Grow Up
March	2002	Dollars & Sense
March	2009	When I Grow Up
Responsibility		
May	1949	Farming
April	1950	Country Fair
September	1951	Barn Raisin'
November	1953	Harvest Fair
April	1959	Down on the Farm
November	1959	The Country Store
September	1961	Harvest Fair
August	1973	County Fair
November	1976	Rural America
April	1985	Farmer Brown and His Friends
October	2001	Down on the Farm
October	2007	Down on the Farm
October	2010	Responsibility
October	2011	Responsibility
October	2012	Responsibility (Jungle of Fun)
October	2013	Responsibility (Down on the Farm)

For Theme patches go to <http://www.cubmasterbobkatt.com/Cubmaster-Bob-Katt-Cub-Scout-Monthly-Themes.htm>

Connecting Cooperation with Outdoor Activities

Adapted from B.A.L.O.O. Appendix E & <http://www.scouting.org/filestore/pdf/510-097.pdf>

- ★ **HIKES** - Plan a hike, which involves opportunities for problem solving by teams (set these up ahead of time). Discuss how following the leader can help the team.
- ★ **NATURE** - Watch an anthill and point out cooperative behavior Pair boys when doing an activity and have them work together.
- ★ **SERVICE PROJECTS** - Have den or pack collect recyclable materials to earn money for a good cause.
- ★ **GAMES & SPORTS** - Play some team games that involve cooperation of team members. There are many outdoor games involving cooperation in the How to Book.
- ★ **CEREMONIES** - Demonstrate cooperation in a ceremony One boy cannot light a candle with a match if the wind is blowing, but two or more can when one shields the wick from the wind.
- ★ **CAMPFIRES** - Do a skit showing cooperative behavior. Boys show cooperation by joining in with songs and other campfire elements.
- ★ **DEN TRIPS** - Visit a grocery store (or other business) and talk about how the employees cooperate to make the whole enterprise work smoothly
- ★ **PACK OVERNIGHTER** - Every boy brings one item for a special dessert or breakfast treat or craft project. Careful planning is necessary to ensure the project will not work if all the parts aren't there.

Core Value Patches are available at www.scoutstuff.org



COOPERATION Character Connection

Carol at www.cubroundtable.com

Tiger Book

The Cooperation Character Connection is not part of an Achievement or Elective in this book.

Wolf Book

Character Connection - Cooperation Achievement 10, "Family Fun," Requirement a (Page 88)

- ✓ **Know.** - What is "cooperation"? Why do people need to cooperate when they are doing things together? Name some ways that you can be helpful and cooperate with others.
- ✓ **Commit** - Discuss with your family what makes it hard to cooperate. How do listening, sharing, and persuading help us cooperate?
- ✓ **Practice** - Practice being cooperative while doing the requirements for "Family Fun."

Bear Book

The Cooperation Character Connection is not part of an Achievement or Elective in this book.

Webelos Book

The Cooperation Character Connection is not part of an Achievement or Elective in this book.

Making Chalk

Cub Scout Program Helps 2003-2004, page 6 June

Materials

- disposable bowl,
- spoon
- 2/3 cup plaster of Paris
- slightly less than 1/3 cup cool water
- 2 to 3 tablespoons liquid tempera paint or food coloring
- 2 - 3 oz. Wax-paper cups

2 pieces of thick yarn 8 inches long.

Directions

- Mix the plaster of Paris and water in the bowl.
- Add tempera and mix thoroughly until all lumps are gone.
- Pour equal amounts into the 2 cups.
- Knot the yarn into a loop and push the knotted end halfway into the plaster.
- Let dry 1 to 2 hours .
- Tear off the paper cups and draw on sidewalk.

Reflection Questions:

- ? What do you think cooperation means
- ? Did you cooperate with another boy?
- ? How did it feel to share the chalk you made?
- ? Are there times when it is difficult to work together?
- ? Can you show someone else how to cooperate?
- ? What can you do at home and school to have more cooperation with other people?

Cubmaster's Minute: Cooperation

Cub Scout Program Helps 2003-2004, page 4 January

When we hear a band play, an orchestra perform, or a choir sing, it is by a joint effort – through cooperation. Great things can happen when people cooperate for a common goal. You cooperate with your parents. You cooperate with your den leader. You cooperate with your teachers. The result can be a fun time, learning new things and experiencing new adventures. Thank you, Cub Scouts, for your cooperation tonight and always. We had a great time!

Game: Mirror Image

Cub Scout Program Helps 2003-2004 page 8 October

- Divide the den into pairs.
- Each stands and faces each other, almost toe-to-toe.
- One boy is the initiator and the other is his mirror image.
- The intention is to make movements that are both interesting and slow enough for imitator to mirror facial and physical actions.
- The partners cannot touch each other.
- All movements are in slow motion.
- One foot must remain on the ground at all times.
- After a few minutes, have boys switch.

If you can't figure it out from the description - check out this classic "I Love Lucy" scene with Lucy and Harpo Marx.

<http://www.youtube.com/watch?v=gHRzyOttJS0>

- Follow the Mirror Image game with this discussion:

Character Connection:

1. What does it mean to cooperate? Did you see anyone cooperate even though it was difficult to do that?
2. Is it important to cooperate?
What makes it easy or hard?
3. What can you do to cooperate in other things?
Could we see how we cooperate as a den when we decide who will lead the closing den yell?

Create a Den Yell

Cub Scout Program Helps 2005-2006, page 8
September

- ☺ Have the Cubs in your Den decide on an original Den Yell. Use any standard process you wish. Watch them as they go through various processes and negotiations.
- ☺ After the decision is reached, lead a Character Connection discussion similar to the following -

Reflection:

When you decided as a group what our den yell would be, each person started with his own idea; but eventually you all agreed. This is called cooperation.

- ? Was it easy or hard to see what others wanted?
- ? How did you feel when the final yell was chosen?
- ? How can we cooperate in our den?
- ? How will you cooperate this week at school or at home?

On a Trip

Cub Scout Program Helps 2005-2006, page 10
September

- ☺ Do something western with your Den (This may be natural for Dens in Texas or Wyoming) and then lead into a discussion of herding cattle.
- ☺ After the discussion has progressed a little, lead a Character Connection discussion similar to the following:

Reflection:

It certainly took lots of cooperation for cowboys to herd cattle on the Chisholm Trail.

- ? What does cooperation mean? Please, give an example of cooperation.
- ? Does everyone cooperate a class or Pack field trip as well as the cowboys did on the trail?
- ? How do you feel when the group cooperates on a trip or during a game?
- ? How does it feel when someone doesn't cooperate with the group?
- ? What can you do to cooperate in the den, at school, and at home?
- ? How is the Buddy System an example of people cooperating with each other?

Cooperation Activities

2004 Pow Wow Book Cub Scouting Forever
by Great Salt Lake Council

Cooperation is working together with others toward a common goal. Taking turns when there is something that nobody wants to do, or when more than one person wants to do the same thing. Compromising when you have a serious conflict. Making everyone feel needed. Working together is a lot more fun that way.

Activity - Team work - Provide each den with a list of things to find. Then tell them to start searching. The teams which all rush together will not do as well as those who plan and divide up the task. Discuss the benefits of planning, teamwork, using the strengths and weaknesses of the team, etc.

Activity – Tug of Peace - A group of boys sit in a circle holding onto a rope placed inside the circle in front of their feet. The ends of the rope are tied together to make a huge loop. If everyone pulls at the same time, the entire group should be able to come to a standing position. The Tug of Peace can also be played by stretching the rope out straight and having boys sit on either side of it, facing each other in two lines. If both sides pull on the rope evenly, they can help each other up.

4-Square, Invent a Reason to Celebrate

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

In each corner of the room tape a picture of different face. Each face should show a different emotion:

Happiness,
Sadness,
Being upset, and
Frustration.

Have boys move to the corner of the room that describes their feelings in the following situations.

Add more scenarios as necessary.

- 1) Your family is going to the movies. They ask you for your opinion as to which movie they should see. (*Happy*)
- 2) You and your brother are supposed to do the dishes. Your brother won't help and now you don't get to go for ice cream with your friends because the dishes aren't done. (*Upset*)
- 3) Your group didn't work together very well and you got a "D" on your class assignment. (*Sad*)
- 4) Your teacher says that everyone will get a turn to take care of the class pet. You wait patiently but then she skips you when it should be your turn. (*Frustration*)
- 5) **Reflection:**

- ? How do you feel when you have a job to do but no one will help you with it?
- ? How do you feel when others are willing to help you?
- ? What are some obstacles that prevent you from helping others?
- ? What can you do to be more cooperative with others?

Zebra Kickball

Cub Scout Program Helps 2006-2007, page 8 September

In Zebra Kickball, the group makes a line and repeats an action.

- ☞ Divide boys into two even groups. This game is similar to kickball.
- ☞ A boy kicks the ball and tries to run around the bases and back to home plate.
- ☞ The difference is out in the field. When someone catches the ball, he kneels down where he caught it, and puts his hands to his head like zebra ears.
- ☞ Then his teammates make a line behind him, doing the same thing.
- ☞ If the kicker doesn't make it around the bases before the other team does this, he is out.
- ☞ If he does, he scores a point for his team.
- ☞ The ideal location for this game is a larger area or outdoors where there are no walls to stop the ball when it is kicked.
- ☞ After the game the den leader leads a discussion. Questions like the following may be used:
 - What does cooperation mean?
 - How did you all cooperate in this game?
 - How can you cooperate during the week ahead with your family, your classmates?

Dragon Dance

Cub Scout Program Helps 2007-2008, page 8 February

The Cub Scouts just did the Dragon dance. (*I am not sure what it is but the questions gave me an idea of what they were doing*)

- ? How were you able to "slither" around the room without running into things or each other?
- ? When people work together for a common goal, we call it what? **COOPERATION.**
- ? Why do you think is important?
- ? How does cooperation help you in your work at school?
- ? How about your duties at home?

I challenge you to observe cooperation happening during the week ahead, and see the way it helps things run smoothly.

Cooperation Discussions

Cub Scout Program Helps 2008-2009, page 8 September

- ? Ask boys to give an example of a situation showing cooperation at home or at the den meeting.

- ? Ask them how the situation might be different if cooperation didn't happen.
- ? Ask them how cooperation with a buddy makes them feel.
- ? Tell them to think of ways in the week ahead that they can show cooperation at home, at school, or Cub Scouting.

Cub Scout Program Helps 2008-2009, page 10 May

- Discuss what cooperation means.
- Boys name some ways that they can be helpful and cooperate with others.
- Ask: "How do listening, sharing, and persuading help us cooperate?"

Using Games to Teach Cooperation

Wendy, Chief Seattle Council

Cooperative Games

Advantages:

- No losers, only winners
- Age, size, strength do not matter, so any one can play – whole dens, packs, families.
- Rules can be changed to fit the abilities of the group, even mid-game.
- True cooperative games have all players working together to achieve a goal.

Modifications:

- Play against time – Try to complete a challenge before a given time expires.

Example: .

- Try to get a certain number of points, or actions done before time expires.
- Try to complete the task in the shortest time possible, improving the time with each repetition.
- Play to earn maximum points in a certain number of turns
Everyone gets 1 turn

Examples:

- Group takes turns jumping to get maximum distance;
- Bat badminton bird between teams trying for maximum number of hits.

Game Modifications to make it easier for Boys

- ★ Use bean bags or soft squishy balls instead of regular balls – easier to catch.
- ★ Simplify the rules.
- ★ Play a practice game so everyone becomes familiar with the rules.

- ★ Write the directions down.
- ★ Tone down action and contact (for timid players)– practice skills as group, more stationary play. (pass basketball around circle of players)
- ★ To get more involvement, require a certain number of passes, or players to handle ball before scoring. Or, after catching ball/Frisbee, players must freeze in place and pass the ball/Frisbee.

Choosing Teams

- Here are some innovative ways to choose teams - By Birthday (even vs. odd);
- Alphabet (last or first name, first half of alphabet vs. last part of alphabet);
- Randomly draw names;
- Line up group by height, then count off 1, 2, 1, 2. Ones and twos are teams.

Encouraging Good Sportsmanship

- ♫ Boys earn reward (treat, bauble) if demonstrate good sportsmanship.
- ♫ Emphasize fun – not score.
- ♫ Teach boys to use rock, paper, scissors to solve disputes quickly so they get more time playing.

My Favorite Games

- Blow Ball (How-to Book p. 3-32)
- Find the hidden alarms (bombs)
- Tag variations (How-to Book p. 3—16-17)
- Capture the Flag
- Inchworm race (Julie Reed): boys sit in-between each other's legs in a line. Boys rock side to side, scooting forward on their butts.

One more trick -

Reminder: stop games before boys are tired of it – leave them wanting more

Cooperation Thoughts

Momilani Elementary School

<http://www.k12.hi.us/~mkunimit/cooperation.htm>

What is cooperation?

- ♫ Cooperation is the common effort of a group for their mutual benefit.
- ♫ Cooperation is teamwork.
- ♫ Cooperation is working together peacefully.

Team players are students who:

- ♫ Listen
- ♫ Encourage their peers

- ♫ Allow and invite others to contribute their talents and skills
- ♫ Follow as well as lead
- ♫ Recognize their strengths and use them for the common good
- ♫ Treat others equitably
- ♫ Recognize the needs of the group
- ♫ Think before acting
- ♫ Communicate calmly
- ♫ Put competition aside

You show cooperation when you ...

- ♫ Work in a small group to accomplish a task
- ♫ Allow each person in a group to have a say
- ♫ Try to use everyone's ideas
- ♫ Do your fair share of the work on a project
- ♫ Pitch in at home doing chores
- ♫ Play a team sport and work toward a goal
- ♫ Work with your friends to help clean up
- ♫ Participate on a student council committee

Proverbs and maxims

- ♫ The more cooperative the group, the greater is the fitness for survival which extends to all of its members. ([Ashley Montague](#))
- ♫ There is no more sure tie between friends than when they are united in their objects and wishes. ([Cicero](#))
- ♫ We may have all come on different ships, but we're in the same boat now. ([Martin Luther King, Jr.](#))

More quotes on cooperation

- ♫ Better bend than break. ([Scottish proverb](#))
- ♫ We must learn to live together as brothers or perish together as fools. ([Martin Luther King, Jr.](#))
- ♫ On this shrunken globe, men can no longer live as strangers. ([Adlai Stevenson](#))
- ♫ When spider webs unite, they can tie up a lion. ([Ethiopian proverb](#))
- ♫ A single arrow is easily broken, but not ten in a bundle. ([Japanese proverb](#))

Heroes and Heroines

Dag Hammarskjold was Secretary General of the United Nations and practiced "quiet diplomacy" to reduce conflict between countries.

Margaret Mead was a well-known anthropologist who introduced the concept of culture into education and promoted racial equality and environmental concerns.

The Wright Brothers took years to perfect their flying machine with patient, cooperative experimenting.

Ralph Bunche was a black diplomat whose efforts led to armistice in the first Arab-Israeli War.

Guidelines for cooperative learning

- ★ Be a good listener.
- ★ Distribute the work evenly among team members.
- ★ Encourage each member to contribute ideas.

- ★ Try to incorporate each person's ideas.
- ★ Treat each person of the group with respect.
- ★ Be open and receptive to new ideas.
- ★ Try to compromise to resolve differences.

Put cooperation into action

- ★ Happily do what your parents ask you to do.
- ★ Play the game your friends want to play even when you rather do something else.
- ★ Help someone by opening a door or helping to carry something.
- ★ Help find a compromise when a group is in disagreement.
- ★ Always play fair when playing games. Be a good loser.
- ★ Invite someone who is alone or "left out" to join your group.
- ★ Help family members realize the importance of family cooperation by demonstrating a spirit of cooperation in your daily activities.
- ★ Become involved in a community service project.
- ★ Ask your friends to help you do something to preserve the environment.
- ★ Practice good sportsmanship.

Community service ideas

- ☺ Contribute clothing to a community service organization serving families in unfortunate circumstances.
- ☺ Adopt a beach or park and keep it clean.
- ☺ Volunteer to help with a project to promote community safety.
- ☺ Learn about how you can become prepared to help with disaster relief.
- ☺ Make and display posters to help the Heart Association with their campaign for healthy hearts.
- ☺ Plan a "share a book day" to contribute books to a children's hospital or after-school program.

Booklist For Cooperation

- ✓ Across Five Aprils - Hunt
- ✓ Charlotte's Web - White
- ✓ The Diary of a Young Girl - Frank
- ✓ Iggy's House - Blume
- ✓ The Incredible Journey - Burnford
- ✓ Journey to the Center of the Earth - Verne
- ✓ Little House in the Big Woods - Wilder
- ✓ Little Women - Alcott
- ✓ Number the Stars - Lowry
- ✓ The Sign of the Beaver - George
- ✓ Soup on Ice - Peck
- ✓ The Trumpet of the Swan - White
- ✓ Back to Values Education

And here are some more definitions of
Cooperation

to help you explain it -

WHAT IS COOPERATION?

Catalina Council

Cooperation:

Working together with others toward a common goal.

- * Be helpful to others and work together.
- * Do your part in a project.
- * Listen to and consider the ideas of others.
- * Be unselfish.
- * Be cheerful/
- * Share things with others.
- * Be happy for the good fortune of others on the team.
- * Use everyone's special talents.
- * Be friendly.
- * Be willing to share the credit.

For other **COOPERATION**

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>

September is:



- All American Breakfast Month
- Attention Deficit Hyperactivity Disorder Month
- Backpack Safety America Month
- Classical Music Month
- Children's Good Manners Month.



- Hispanic Heritage Month
- Fall Hat Month
- International Square Dancing Month
- National Blueberry Popsicle Month

- National Courtesy Month



- National (Ice Cream) Shake Month
- National Piano Month
- National Prostate Cancer Awareness Month
- Chicken Month
- Baby Safety Month
- Little League Month



- National Honey Month
- Passion fruit & Peach Month
- Self Improvement Month
- Better Breakfast Month
- Whole Grains Month

Weekly Events:

- International Enthusiasm Week: 1-7
- *National Nutrition Week: 1-7 (UNICEF-India)



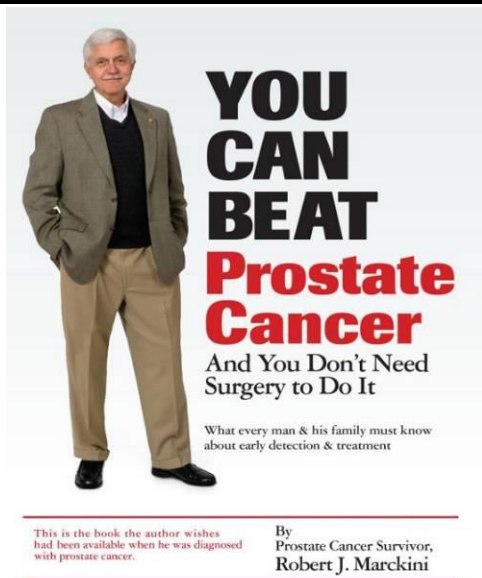
- **National Waffle Week: 1-6**
- *Self-University Week: 1-7
- National Payroll Week: 1-5
- International Housekeepers Week: 14-20 (Second Full Week)
- Substitute Teacher Appreciation Week: 7-12 (Second Full Week)
- National Assisted Living Week: 7-13
- National Historically Black Colleges & Universities Week: 21-27



- Line Dance Week: 8-13 (Starts 2nd Mon. thru Sat.)
- **Balance Awareness Week: 15-21 (3rd Week)**
- Build A Better Image Week: 21-27 (Third Full Week)
- Dating and Life Coach Recognition Week: 14-20



- National Clean Hands Week: 21-28 (Third Full Week)
- National Farm & Ranch Safety and Health Week: 21-27 (Third Full Week)
- National Indoor Plant Week: 21-27 (Third Full Week)
- National Rehabilitation Awareness Week: 21-27 (Third Full Week)
- Pollution Prevention Week: 14-20 (Third Full Week)



This is the book Commissioner Dave read before deciding how to have his prostate cancer treated.

Questions?? drop him a line at Davethecommish@gmail.com

- **Prostate Cancer Awareness Week: 14-20 (Third Full Week)**
- National Love Your Files Week: 15-19 (Third Full M-F Week)
- *Constitution Week: 17-23
- Deaf Awareness Week: 21-28 (Last Week)
- **National Dog Week: 21-27 (Always last week) and**
- National Keep Kids Creative Week: 21-27 (Last Week)
- Remember to Register to Vote Week: 21-27
- **Tolkien Week: 21-27 (Third Week that Hobbit Day falls on = 9/22)**
- World Hearing Aid Awareness Week: 28-10/4 (Last Week Sept.)
- National Chimney Safety Week: 28-10/4

September, 2013 Daily Holidays, Special and Wacky Days:

- 1 [Emma M. Nutt Day](#), the first woman telephone operator
- 1 [Labor Day](#), First Monday of month
- 3 [Skyscraper Day](#)
- 4 [Newspaper Carrier Day](#)
- 5 [Be Late for Something Day](#)
- 5 [Cheese Pizza Day](#)
- 6 [Fight Procrastination Day](#)

- 6 [Read a Book Day](#)
- 7 [Neither Rain nor Snow Day](#)
- 7 [Grandparent's Day](#)
- 8 [International Literacy Day](#)
- 8 [National Date Nut Bread Day](#)
- 9 [Teddy Bear Day](#)
- 10 [Sewing Machine Day](#)
- 10 [Swap Ideas Day](#)
- 11 [911 Remembrance](#)
- 11 [Make Your Bed Day](#)
- 11 [No News is Good News Day](#)
- 12 [Chocolate Milk Shake Day](#)
- 12 [National Video Games Day](#) - also see Video Games Day in July
- 13 [Fortune Cookie Day](#)
- 13 [National Peanut Day](#)
- 13 [Positive Thinking Day](#)
- 13 [Uncle Sam Day](#)
- 14 [National Cream-Filled Donut Day](#)
- 14 [National Pet Memorial Day](#)
- 15 [Make a Hat Day](#)
- 15 [Felt Hat Day](#) - On this day, men traditionally put away their felt hats.
- 15 [National Women's Friendship Day](#) - third Sunday in September
- 16 [American Legion Day](#)
- 16 [Collect Rocks Day](#)
- 16 [Step Family Day](#)
- 16 [Mayflower Day](#)
- 16 [National Play Doh Day](#)
- 16 [Working Parents Day](#)
- 17 [National Apple Dumpling Day](#)
- 17 [Citizenship Day](#)
- 17 [Constitution Day](#)
- 18 [National Cheeseburger Day](#)
- 19 [POW/MIA Recognition Day](#) - Third Friday of September
- 19 [International Talk Like A Pirate Day](#)
- 19 [National Butterscotch Pudding Day](#)
- 20 [National Punch Day](#)
- 20 [Oktoberfest begins](#) (in 2014, date varies)
- 21 [International Peace Day](#)
- 21 [International Rabbit Day](#) - Fourth Saturday in September
- 21 [Miniature Golf Day](#)
- 21 [Oktoberfest](#), begins, date varies

- 21 [World Gratitude Day](#)
- 22 [Business Women's Day](#)
- 22 [Elephant Appreciation Day](#)
- 23 [Checkers Day](#)
- 23 [Dog in Politics Day](#)
- 24 [National Cherries Jubilee Day](#)
- 25 [National Comic Book Day](#)
- 26 [Johnny Appleseed Day](#)
- 27 [Crush a Can Day](#)
- 27 [Native American Day](#) - fourth Friday of the month
- 27 [Native American Day](#) - fourth Friday of the month
- 28 [Ask a Stupid Question Day](#)
- 28 [National Good Neighbor Day](#)
- 29 [Confucius Day](#) - Try your luck. Get a [Fortune Cookie](#).
- 30 [National Mud Pack Day](#)

And a Shout Out to Shanae who was in the 2013 Effective RTs session at Philmont and told Commissioner Dave some of the things she has done with the crazy Holiday list.

BRYAN'S BLOG

Bryan on Scouting is the official blog of Scouting magazine, a Boy Scouts of America publication. Scouting magazine is published five times a year and is received by 1 million registered adult volunteers. Bryan covers many topics every month. He keeps his Blog current and deals with the latest issues.

This past month he had articles on -

The Cub Scout Adventure Program

15th Caribbean Jamboree
Webelos Arrow to Light Options

Jambo staffers for 2017
The new Venturing Awards
An eagle Project idea that is now a bill waiting for the President to Sign.

How can YOU receive Bryan's Blog?? Go to <http://blog.scoutingmagazine.org/> and you can set up to receive E-mails, RSS Feeds, Follow on Twitter, Like them on Facebook, and other stuff.



This is just a picture - not live. Sorry

But the one at <http://blog.scoutingmagazine.org/> is live!!!



Training Topics

Self Esteem

Bill Smith, the Roundtable Guy

"The greatest gift you can give your child is good self esteem!"

This theme comes up again and again in books about raising children. It caught my eye in the opening chapter of the *Cub Scout Leader Book* some years ago and has been an important part of my Scouting life ever since.

Just how do we give this gift? How do we make it or get it? How do we gift-wrap it?

Self esteem is a boy's attitude or belief about himself. If he has good self esteem, he respects himself. He has confidence and expects success from life. He is less likely to misbehave or – as he matures – less likely to rely on alcohol or drugs. It starts with being accepted, feeling welcome and becoming part of a group. Cub Scouting should do this, not only with ritual and ceremony, but also with our genuine and heartfelt love and respect.

It grows with wearing the uniform, the wearing the badges of rank and achievement. We affect a boy's image about himself at every stage in our advancement process. When a parent takes the time to work with him on a requirement or elective, when it is signed off in his book, when the book is checked off at the den meeting and another icon is filled in on the advancement chart or another bauble strung on the den doodle. In each of these acts, we are telling him that he is a super neat person and we are all glad that he is here with us.

The biggest boost however, is when he and his personal Akela are called up at the pack extravaganza and are presented the badge in a typical *Sean Scott* ceremony replete with all the flashing lights, explosions, cheers, pomp and panoply that such an event deserves.

What? You aren't familiar with a Sean Scott Ceremony? You must go to:

<http://scouting.argentive.com/index.shtml>

And check out his presentations and handouts.

Scouting, at every level, works strictly on positive feedback. Positive feedback builds self esteem. Be generous with recognition and praise for any accomplishment. In his book *How To Behave So Your Children Will, Too*, psychologist Sal Severe makes the point that children believe what adults

tell them about themselves. If you tell them they are competent, that they can do things and are helpful, then they become motivated to live up to your expectations. If you continually criticize and berate a child, you give him the excuse to fail and misbehave.

Involving the parents is essential for Cub Scouting to work. As a Cubmaster, my contact with each Cub Scout lasted only seconds each month. A den leader or den chief can devote more time to each boy but it still is measures only a few minutes a week. Parents, on the other hand, spend a lot of time with him and have the opportunity to either build a boy's self confidence or to totally undermine everything we are trying to do with continual criticism, put downs and faultfinding. Unless the parents are on your side, it will be up hill all the way for you and your fellow leaders. And that's a drag.

The Cub Scout Advancement program follows the school grade levels to build self-esteem, self-awareness and a sense of citizenship and good sportsmanship. Parental involvement is crucial to achieve the advancement of the Scouts and responsibility for advancement in rank rests with the parents; verification and assistance of the Den Leader is secondary.

Atlanta Area Council website

There is a wonderful little reminder about that in *Parent's Little Book of Wisdom* by Buck Tilton and Melissa Gray:

There are lots of other ways we can build a boy's sense of how competent and valuable he is. Just recognizing him and greeting him by name helps. His name on the den chart, den doodle and the pack advancement ladder shows that we love him and respect him. Participating in pack meeting presentations, skits and ceremonies all help build confidence and self worth. Getting *Boy's Life* mailed to him is a big deal.

Nothing tells your child you care more than choosing to be with him.

It takes a bit of concentration and discipline on our part to remember this in the midst of putting on good pack and den meetings. I know that most of you are much better leaders than I was, but I would

guess that even the best Cubmaster or den leader will sometimes be distracted in heat of battle. I particularly like the rule of balancing each negative remark like:

*DON'T;
THAT'S WRONG;
NOW-WHAT DID YOU DO?*

with at least four positive statements like:

*I KNEW YOU COULD DO IT;
THAT'S REALLY GOOD;
YOU ARE THE BEST!*

Competition

Boys seem to be naturally competitive. They like to test themselves and others in a variety of ways. Whether it's a game of tag, a race like *last-one-in-the-pool*, a game of chess or the latest Nintendo, boys I have observed enjoy the challenge of a good contest. Letting boys compete is a natural way for them to try to do their best. When left to their own devices, a group of boys will spontaneously start into some game that often tests some physical or mental ability. Their rules are often ritualized and are applied surprisingly fairly.

We adults often mess things up by making a big fuss about who wins. Generally the boys don't make a big thing about who wins or who loses. Once the contest is over, it's over. A new game is started, a different skill or knowledge tested, a new chance to do his best. On the other hand, we adults like to recognize the winners with some prize or hullabaloo. Each time we exalt a winner, we also stigmatize the losers. This does nothing to raise the self esteem of those boys. The only thing worse than losing is having your nose rubbed in it.

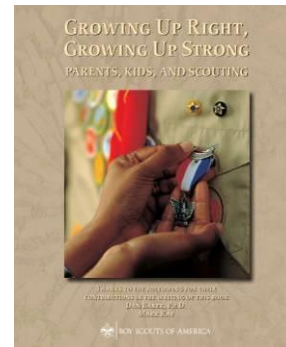
It is best we Cub Scout leaders remember that in our games, contests and especially our derbies that we build self esteem by recognizing individual achievement and not who did it better than someone else. Probably the best reference on how to handle such activities is in Bernie DeKoven's book *The Well-Played Game*, or on his website:

<http://deepfun.com/>

What are YOU going to do now?

*The best gift for a Cub Scout.....
.....get his parents involved!
The greatest gift you can give your child
..... good self respect!*

Growing Up Right, Growing Up Strong...



Parents, Kids, and Scouting

This book was written in dedication to Gerald Lawhorn for his vision to support parents in their efforts to raise their children the best way possible. You will find chapters filled with stories of how families support the efforts in involving their children in the community. It's for parents, mentors, and families, as well. It's all about diverse people finding common ground in shared values, interests, and challenges. It's people coming together to help raise each other's kids. It's people united by a vital purpose: to create a caring, nurturing, loving environment where their kids can flourish. And whether those kids are blood relatives or not matters little.

[Download the Parents Book here \[PDF\]](#) or type the link -

<http://www.scouting.org/filestore/pdf/511-001.pdf>

ROUNDTABLES



Rebuilding Your Roundtable © Hints for the New Cub Roundtable Commissioner

Stan Pope, WD Boyce Council

<http://www.stanpope.net>

Many thanks to Stan Pope for permission to use his copyrighted article on Rebuilding your Roundtable. CD

First things first:

Is Roundtable attendance low? That's the problem, right? Well, it is "a" problem, but it is the result, not the cause. You must first identify the cause of low attendance. Some possible causes are location, time and content. It is probably "content". We call that "program".

Don't be in a hurry to seek a lot of attendance growth until you have the program under control. If leaders come and don't have a good experience, it will be harder to get them to return after the problems are resolved. Once program is under control, then really start working on the attendance. Most Cub Roundtables follow the Roundtable Planning Guide format. It has program outlines that sync with the monthly Cub Scout Core Value emphasis. It suggests several break-out sessions, so you need to recruit a leader for each session. (*I suggest that you recruit for a 1 year term... easier to get that commitment from them, and easier to break it off if they don't fit your style.*) The usual break-outs are Den Leaders, Webelos Leaders, Cubmasters, and Pack Administration.

You as the RT Commissioner should avoid leading a break-out session... you need to be able to wander around and observe the break-out session leaders.

(This management technique is called "Management by wandering around.")

As soon as possible, recruit 3 more to work with the first three (2 deep in each position.) It is a good idea to consult with the first 3 regarding people you would recruit to work with them.

As your break-out session leaders come on board, it is time to start seriously working to build attendance.

Reference material:

- ✓ (Annual) Cub Scout Roundtable Planning Guide
- ✓ Cub Scout Roundtable Commissioner and Staff Basic Training Manual

Training:

Now, to back up a bit... Training is probably a problem for you at this time. You, your "Unit Serving Executive" (District Director or District Executive (DE from now on)), and your new recruits can "self train" using the **Cub Scout Roundtable Basic Training Manual** or piggy back

on another district's training efforts. Perhaps your Council Commissioner has training plans and an organization already in place.

Sign up for the next "**Trainer's E.D.G.E.**" conference in/near your council. Trainer's E.D.G.E. incorporates all the latest elements of training espoused by the BSA. So, even if you have done Train the Trainer or Trainer's Development Conference already, it will be worthwhile for you to do Trainer's E.D.G.E.

If you can swing it, go to "**Effective Roundtables**" at the Philmont Training Center. Check out last month's issue of Baloo's Bugle, the Philmont Website, www.scouting.org/philmont or ask your Unit Serving Executive, District Director or District Executive, for information.

But, what do you do between Now and Then?

Do you and your staff know what a "good" roundtable should look like? Feel like?

Some keys:

- Leaders get ideas for their pack and den programs.
- Leaders feel it is a worthwhile expenditure of their time.
- Leaders get info on "what is going on in the district."
- Leaders have fun.
- Leaders "feel good" about having attended.

Some thoughts about the "general session":

- Not everything that happens there will be of interest to everyone. This means that everything in the general session should be kept short and sweet. If it isn't of interest to some, that's okay, because within a few minutes you will be on to something that will be.

I ran by a "5 minute rule" A item had better be awfully important if it were to take more than 5 minutes to complete that segment of the general session. (This includes the D.E.'s 3 minutes!!! Yup! You're the boss at RT. If you need a "Gong Show hook" to keep the DE in line, then make one! And use it! Just to keep the DE on your side, make sure he/she knows the rules and knows what to expect.)

- Everything that happens in the "general session" should have the rough spots filed

off before it gets "on stage." That is not a time for a staff member to "cold read" a ceremony! You may need to counsel your staff if you feel the attendees were "short changed" because the preparation was inadequate.

- Spread the activities in the general session among the break-out session leaders, and others, if you recruit some for that purpose. Usually, the break-out session leaders will want the additional exposure that comes from having a part in the general session. If you play your cards right, you can greet everyone as they arrive, give the welcome at the start of the meeting, dismiss them to break-outs, and give the CM minute at the end.

Other problems:

From time to time, your DE will have some very important stuff to tell the folks that will take more than the allotted 3 to 5 minutes. That just can't be allowed to happen. Ask that he/she bring hand-outs of the announcements, and keep the oral stuff to a bare minimum.

There may also be other information dispersion activities that take a half hour or so, but is of interest to only a portion of the attendees. Here is how we resolved that problem:

Almost every Cub Roundtable meeting is preceded by what we call "Early Bird." It could be for basic training, popcorn kickoff, District Pinewood Derby rules instruction, Youth Protection Training, Fall Roundup training, ...Subjects are planned months in advance. Early Bird is optional. It starts 1 hour prior to RT, using one of the break-out session's areas. From time to time, others will ask to make an announcement during your RT. You get to preview the announcement, even ask for the script of the announcement and, then, permit or decline as you feel appropriate. In any case, keep your "hook" handy, and don't be shy about using it.

Planning your RT:

A monthly meeting with your staff is the best way to do this. I suggest that you come prepared with a "proposed" agenda for the RT with blanks for "who will do what" with copies for everyone. Allow input, changes, etc. , but you make the final decision on content. Parcel out all the work. You

can rough plan two months out, and fine tune the next meeting... gather copies of the "hand-outs" for copying. Whether you meet after RT or on a separate day is up to you... usually folks are too keyed up to do any serious planning immediately after RT, so how about the following Sunday evening?

Some ways to build attendance:

- Announcements / Promos at Basic Leader Training. Make sure they have a Map and Invitation.
- Monthly Call-Around. Quick-hit phone calls to one key person from each pack. Perhaps your staff can use the Service Center's WATS lines. Ask your DE.
- Item in your Council / District newsletter. What happened at the last RT... What's coming at the next one.
- Develop an E-mail list of attendees and send out a reminder for each RT listing the planned highlights.
- Invite your district's Unit Commissioners to attend, and ask them to encourage their pack's leaders to attend. (Talk to your District Commissioner about this one.)

**Promotion gets them there the first time.
Good program gets them to return.**

Financing your RT:

Try to have only one place that attendees are asked to "drop cash." For us, it is the \$1 donation asked for the 40 page Monthly Theme Books. For others it is the "Coffee Kitty." If you're lucky, there will be more in the Council/District budget than enough to buy 2 copies of the Planning Guide. (That's what our budget is!) Your finance goal is to keep the RT program from being a financial burden on you and your staff and "break even."

Goals:

Before very long, you should start setting some goals. You might talk to your District Commissioner about this. He/She may want some information / statistics from your RT. Typical wants include Number of packs in attendance, Number of leaders in attendance, staffing level, Number of leaders in each break-out session. These are pretty typical measures of growth and success. Your goals may center around these measures, too.

Other considerations:

1. Who is your boss? Whom do you have to satisfy to keep your job? What do you have to do to satisfy him/her? In most districts, the Cub Scout RT Commissioner reports directly to the Assistant Council Commissioner - Roundtables with a "dotted line" (matrixed relationship) to the District Commissioner. This latter is needed as the RT Commissioners do provide "Unit Service" within the district. Keep your eyes and ears open to learn how the various units are doing. Good, open dialogue with that boss will be valuable to you. He/she may not be able to tell you how to improve your RT, but they may be able to bring resources to bear that you couldn't otherwise get.
2. Who are your resources? Besides the Assistant Council Commissioner - Roundtables, District Commissioner, District Executive, and staff you might find someone from years past who would "re-up" for some special assignment.

An example of this is someone to put together a monthly theme book of 30 to 60 pages of theme-related information that can be made available during RT. In our RT, my wife provides that service. She has collected a closet full of POW WOW books and each month she scours through them to flush out ideas that are worth sharing with the leaders in the district. Some other leaders have connections that help with photocopying the theme books.

Another example of this is someone or a group to be responsible for decorations at the RT meetings. This could be old timers, or it could be people who you want to evaluate as potential staff members. Or it could be folks who just can't take on the staff job, but want to help anyway. If you tackle something like this, you might want to have several such groups at work on decorations, so that none are overworked.

3. As you RT starts to grow, consider adding more break-out sessions. Some possibilities are:

- Divide Den Leaders into Wolf Leaders and Bear Leaders.
- Divide Webelos Leaders into 1st and 2nd year Webelos Leaders.
- Provide a Break-out session for Tiger Leaders.
- Provide a Break-out for Den Chiefs (we do this a bit differently... the Den Chiefs meet with the general session for a few minutes, then go off for Den chief Break-out, then they join the Den Leaders break-out, and then back to the general session.
- Divide Pack Administration into CM/AC and CC/MC groups.

The rationale for dividing is to better meet the needs of the participants... If dividing would not do that, then don't divide. DL often have a lot of hands-on stuff. Large groups there can be a problem.

4. Your relationship with the DE will be one of the most important in the success of the RT. The DE is your window into most Council functions. A good, open working relationship will be valuable. Keep the needs of RT first. But be as obliging as you can without sacrificing the integrity of the RT. It will make things a little more difficult for the DE, but if he/she understands where you're coming from and why, they will probably work with you. Assess your DE's experience. Some have been around for quite a while. That doesn't mean they know everything, but it does suggest that you hear them out when they have suggestions. Others (we get a lot of these) are new hires, and we get to help train them!
5. Who are the other Cub Scout RT Commissioners in your council? How about a visit to their RT meetings? What you would see there isn't necessarily "gospel", but certainly they can provide you with some ideas.
6. Assess your present RT meeting location. Does it have enough room for your general session? Can everyone see what is going on at the front? Are there separated areas for

the break-out sessions, so that the Pack Admin types can learn to lead songs and make a lot of noise without interfering with an Ethics in Action reflection over in the Webelos Leader's area? Is your location "centrally located" with respect to those who should be attending? This is a big issue in a district like mine where it takes 2 hours to drive across it. Is the parking convenient and safe? Since the meetings are most likely in the evening hours, would a lone female Den Leader feel comfortable coming to the meeting? (I always urge folks to come "like bananas... in bunches!" but that is not a solution for a meeting area in a "high-risk" location.)



[Feedback / Email Stan!](mailto:stan@stanpope.net) or stan@stanpope.net

Comments, both positive and negative, are always welcome

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PACK ADMIN HELPS –

"What is a Commissioner?"

Jay Reeves, CS RT Commissioner,

Hiawatha District, Gamehaven Council, MN

"Hi! I'm Jay Reeves and I've been assigned by the District Commissioner as your new Unit Commissioner."

You can put whatever name in that sentence you'd like, but if someone showed up at your next Pack meeting and said that, would you know what it meant?

This month I'd like to talk about the Commissioner's Service and its role in your Scouting experience as a Leader. As a Cubmaster or Den Leader, your focus is usually right where it should be, on the boys. The "Boy Scouts of America" is the organization you're involved with, but when it really comes down to it, the BSA may seem like intangible concept. "Our boys are having fun, earning awards and the parents are happy. What does the BSA have to do with that?" You're not alone if that thought has crossed your mind, believe me!

Well, with the assistance of a Unit Commissioner, your experience as an adult leader can be greatly enhanced and less hectic. One of the most important things I do as a Unit Commissioner is bring a sense

of order to the chaos that can be Pack administration.

So, "What is a Commissioner?"

First and foremost, a Commissioner is the Pack's friend. Commissioners are there to ask, "How can I help you?" Your Commissioner serves an advocate for the Pack at the district level. If you're having difficulty finding a training session for your Den Leaders, your Commissioner may be able to find that resource for you. If you're having difficulty with a parent, a Commissioner may be able to serve as an unbiased mediator. Once you get to know your Commissioner, they will become your first call when difficulties arise.

Second, a Commissioner is a representative. The Commissioner plays the important role of representing the Boy Scouts of America to your Pack and your families. The Commissioner may be the only contact the average Leader or parent has with the BSA. It's the Commissioner's responsibility to provide a good example.

A Commissioner may also play the role of the Pack's "doctor" (or paramedic). They can be a resource if things are truly going bad. But first off, as it has been said, "An ounce of prevention is worth a pound of cure." The Commissioner can provide the perspective of a Scouter who is not caught up in the day-to-day operation of the Pack and may catch problems before they become critical.

A Commissioner can serve as a teacher.

Commissioner are usually chosen because they are experienced Scouters who have led successful units in the past. Commissioners stand ready to provide that "just-in-time" information. For example, "Do we have to file a Tour Plan to take the Pack on an outing at the city park, we'll be going swimming?" (The answer is "yes")

Finally, your Unit's Commissioner can serve as a coach. As a person who might even recognize a problem you may not even see, much like the "doctor" role. The Commissioner can then help the unit's leaders find their own solutions and cheer them on as they work through the plan.

So now that you know what a Commissioner can be, let's mention what they aren't. Commissioners are not, "enforcers" it's not their job to "squeal" on units for not following proper Scouting regulations. It is their role to help the unit come into

compliance. Commissioners are not "spies" sent by the District. Commissioners may take notes during a unit or committee meeting but these are usually so they can accurately report the unit visit in the national Commissioners' Unit Visit Tracking System. If over the course of several visits, the system shows a trend of low attendance (for example) the Commissioner can serve the unit by providing help in increasing meeting attendance. You should expect your Commissioner to visit at least once every three months and as often as every month. They can very helpful at Pack Committee meetings as well as monthly Pack meetings. I hope this primer on Unit Commissioners has been informative. If you're not sure if you have a Unit Commissioner or if you know you don't have one, contact your District Executive or District Commissioner and ask!

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 or through the link to write Baloo on www.usscouts.org. CD

Prayer

Father in Heaven, who made the Earth and seas, and all the creatures and plants that live. Let us cooperate with Thee to preserve these wonders, as we develop out talents that you have given us. Let us bring this great Circus of Life to all who come to join our circle. Amen

Where did the Big Top Come From Scouter Jim, Bountiful, UT

The word circus comes from the Latin word Circus which comes from the Greek kirkos meaning circle or ring.

The circus as we know it originated in London, England on 4 April 1768 set up an

amphitheater to demonstrate a display of equestrian riding tricks. He also introduced acrobats and clowns.

The Ringling Brothers and Barnum & Bailey circus, self-billing themselves as the Greatest Show on Earth is an example of cooperation. It is the combination of two shows, both, great on their own.

The Ringling Brothers circus was started by five of seven Ringling brothers in 1884. The Barnum & Bailey Circus was started in 1882 when James Anthony Barnum teamed up the the now famous P.T. Barnum to create the Barnum & Bailey Circus.

In 1907 Charles Edward Ringling and John Nicholas Ringling, the two surviving Ringling Brothers purchased the Barnum and Bailey Circus and ran the two shows separately until the 29th of March, 1919, when the two shows were first combined in New York City.

Quotations

Great discoveries and improvements invariably involve the cooperation of many minds. I may be given credit for having blazed the trail, but when I look at the subsequent developments I feel the credit is due to others rather than to myself.

George Washington

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

Nature is based on harmony. So it says if we survive and become more like nature, we actually have to understand that it's cooperation versus competition. Bruce Lipton

He drew a circle that shut me out-
Heretic, rebel, a thing to flout
But love and I had the wit to

When times are tough and people are frustrated and angry and hurting and uncertain, the politics of constant conflict may be good, but what is good politics does not necessarily work in the real world. What works in the real world is cooperation. William J. Clinton

Great discoveries and improvements invariably involve the cooperation of many minds. I may be given credit for having blazed the trail, but when I look at the subsequent developments I feel the credit is due to others rather than to myself. [Alexander Graham Bell](#)

Honor bespeaks worth. Confidence begets trust. Service brings satisfaction. Cooperation proves the quality of leadership. [James Cash Penney](#)

Human nature is complex. Even if we do have inclinations toward violence, we also have inclination to empathy, to cooperation, to self-control. [Steven Pinker](#)

The most powerful force ever known on this planet is human cooperation - a force for construction and destruction. [Jonathan Haidt](#)

Wars will remain while human nature remains. I believe in my soul in cooperation, in arbitration; but the soldier's occupation we cannot say is gone until human nature is gone. [Rutherford B. Hayes](#)

Competition has been shown to be useful up to a certain point and no further, but cooperation, which is the thing we must strive for today, begins where competition leaves off. [Franklin D. Roosevelt](#)

The only thing that will redeem mankind is cooperation. [Bertrand Russell](#)

If the Holy Spirit can take over the subconscious with our consent and cooperation, then we have almighty Power working at the basis of our lives, then we can do anything we ought to do, go anywhere we ought to go, and be anything we ought to be. [E. Stanley Jones](#)

To all those who walk the path of human cooperation war must appear loathsome and inhuman. [Alfred Adler](#)

When times are tough, constant conflict may be good politics but in the real world, cooperation works better. After all, nobody's right all the time, and a broken clock is right twice a day. [William J. Clinton](#)

The keystone of successful business is cooperation. Friction retards progress. [James Cash Penney](#)

It is precisely because neither individuals nor small groups can be fully self-sufficient that cooperation is necessary to human survival and flourishing. [Tom G. Palmer](#)

I wish I had played team sports. I think every kid should. Teamwork builds character - teaches people about leadership and cooperation. [Mo Rocca](#)

I think the truth of it is that when you get down to actually having to do the things on the ground, there is only one way to do it, and that's in cooperation with the communities. [Jay Weatherill](#)

We must keep on trying to solve problems, one by one, stage by stage, if not on the basis of confidence and cooperation, at least on that of mutual toleration and self-interest. [Lester B. Pearson](#)

Cooperation and collaboration among nations and countries can help in the process of development of promoting welfare as well as bringing peace and stability. [Mahmoud Ahmadinejad](#)

The Olympics are a wonderful metaphor for world cooperation, the kind of international competition that's wholesome and healthy, an

interplay between countries that represents the best in all of us. [John Williams](#)

If necessity is the mother of invention, it's the father of cooperation. And we're cooperating like never before. [John Ashcroft](#)

Jumbo the Elephant

This month's biography is different, in that it is not the biography of a person, but rather an character in the form of a famous animal.

Jumbo was born about 1861 in present day Mali. His mother was killed by hunters and he was captured by Sudanese elephant hunter Taher Sheriff. He was sold and changed ownership a couple of times until he arrived at the London Zoon. He was given the name Jumbo, which is a likely variation of two Swahili words "jambo" which means "hello," or "jumbo" meaning "chief." (The word has now become common in use to specify anything to greatly larger than normal size.)

In November 1881, Jumbo was sold to the Barnum & Bailey Circus for ten thousand dollars, which would be the equivalent to \$244,000 today. School children in England objected to their great friend being sold and 100,000 school children wrote to Queen Victoria begging her not to allow the elephant to be sold and taken to New York. Jumbo was one of 21 elephants that crossed the Brooklyn Bridge to prove the bridge was safe after 12 people died during a stampede when the bridge was opened on Memorial Day, May 31st of that year.

Jumbo toured and performed with Barnum & Bailey Circus until September 15, 1885 when he was killed by a locomotive in a train yard in St. Thomas, Ontario, Canada. It was reported that Jumbo was in the act of trying to lead a younger elephant, Tom Thumb, to safety when he was hit and killed. His skeleton was donated to the American Museum of Natural History in New York City where it remains.

Jumbo is the mascot for Tufts' University and is depicted with a life-size statute erected in 1985 on Talbot Street in St Thomas, Ontario Canada.

DEN MEETINGS



TIGERS

Wendy, Chief Seattle Council

Tiger Cub Program

Kevin in Norman, Oklahoma

For those of you just joining us -

Tigers earn their Bobcat first and use the Cub Scout motto.

Tigers wear the blue uniform.

(And those designed to grow with them zip off pants!!!)

Requirements for the Tiger Cub Totem

- * Learn the Cub Scout motto:
- * Learn the Cub Scout sign
- * Learn the Cub Scout salute

A Tiger Cub must finish Bobcat before beginning to earn his Tiger Cub rank. But hey, once he has learned the Cub Scout Motto, Sign and Salute, the Immediate Recognition Emblem is already earned, it's a done deal except for presentation.

So even if the Law of the Pack or the Promise take a bit longer, the Immediate Recognition Emblem requirements are in fact already done. Applying a bucket of common sense, and as we favor instant recognition in Cubs, I would say go ahead and do the Immediate Recognition Emblem either that day in the den meeting, or at the latest the next pack meeting, even if Bobcat is not yet completed.

If you want more information, go to **Tiger Cub Leader Fast Start** at www.myscouting.org for the online version. It's worth a look through, even if you are not a Tiger leader, to help get up to speed so you can help Tiger leaders in your unit, district and online. (PS in the one picture on Fast Start it says to mouse over the Tiger Cubs but the boys have khaki shirts and compass emblems, they are Webelos. In

another they have blue uniforms but blue neckerchiefs, too. They are Bears.)

After earning his Bobcat Badge, the Tiger Cub must then complete one Den Activity, one Family Activity, and one Go See It Activity within each of the five achievement areas to earn the Tiger Cub rank. He works with his adult partner to do this. As he completes each of the 15 requirements, he receives the appropriate orange, white, or black bead at the next den meeting to add to his totem.

What is Tiger Cubs?

Grand Teton Council

- ★ T - Time spent building a stronger relationship with a boy and his family
- ★ I - Introducing a boy and his family to Scouting.
- ★ G - Getting to know others and one's self better.
- ★ E - Entering into a group; being part of something special.
- ★ R - Reaching out to one another and getting hands on experiences.
- ★ S - Sharing and discovering new things and ideas.

This is what Tiger Cubs is all about

Promise/Law Puzzle

Southern NJ Council

This came from a Den leader for 14 Wolf cubs. She used this jigsaw puzzle type game to help them learn the Cub Scout Promise and the Law of the Pack.

- ✓ Write out the Promise and Law on pieces of two foot by two foot 1/4 inch masonite.
- ✓ Then use a jigsaw to cut out each word. When you are done each word will be a separate piece of the puzzle.
- ✓ Have the Cubs take turns in groups of four (or so) putting the puzzles together.
- ✓ Time the groups to see which group is the fastest to assemble the puzzles.
- ✓ Not only does this help them learn the Promise and the Law, it also forces them to work as a team if they want to be the winners.

It took the DL about an hour and \$5 to make 2 of each puzzle. The puzzles are also good for gathering activities, as boys arrive, to keep them busy until everyone is there.

THE CUB SCOUT GAME

SCCC Pow Wow 2001

Hear is another way to help your Tigers (or older Cubs) earn their Bobcat Award.

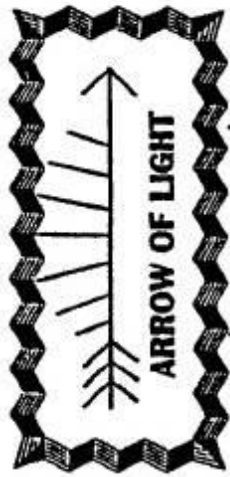
The game board is on the next page -

Preliminary

- * Decide how many boards you will need for your Den
- * Print out the game board on as large a piece of paper as you can. Maybe some of you can do 11 by 17 at work.
- * Procure tokens (playing pieces) for the Cubs to use as they move around the board. (small Lego block?)
- * Review and play the game yourself (with spouse or your kids??)

Instructions:

- 👉 Everyone puts a marker on start.
- 👉 Roll a die to see who goes first. *(Highest or lowest roll, you decide in advance)*
- 👉 First player rolls a die and moves that many spaces and does the requirement.
- 👉 First person to finish wins



Repeat the
Cub Scout
Promise

Demonstrate
the Cub
Scout Salute

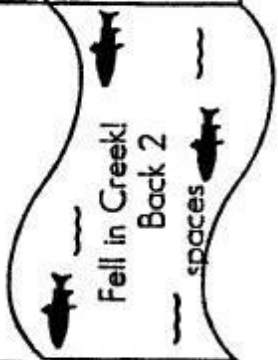
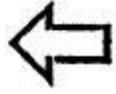
When do
you wear
the Cub
Scout
Uniform?



WEBELOS

Demonstrate
the Cub
Scout Sign

What are
the Cub
Scout
colors?



Demonstrate
Cub Scout
Salute

Told
someone
they did a
good job.
Ahead 1



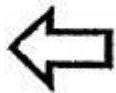
Repeat the
Law of the
Pack

Repeat the
Cub Scout
Motto

Name 2
important
Americans

Helped
someone in
need
AHEAD 2

Demonstrate
the Cub
Scout
Handshake



Wore your
uniform to
Den Meeting!
Ahead 2

What does
WEBELOS
mean?

Tell 1 way to
respect our
flag



WOLF DEN



What makes
America
special to
you?



Who is
Akela?



Repeat the
Cub Scout
Promise

Repeat the
Cub Scout
Motto



Demonstrate
Cub Scout
Sign

BOBCAT DEN



START HERE

Cub Scout Salute Race*Simon Kenton Council*

A great way to help prepare boys for their Bobcat badge.

- ✓ Line up the teams.
- ✓ At "GO", the first man on each team runs to the judge (one judge is required for each team), snaps to attention and salutes.
- ✓ Player then returns and touches off next member, while the judge calls out right or wrong.
- ✓ First team completing a given number of the correct salutes wins.

Variation 1: Judge keeps the player until he does the salute correctly. In this case, the first team finished wins.

Variation 2: Use the Cub Scout sign, handshake, Promise, Law, Motto, or any combination, instead of the salute. This game is a natural for new Cub Scouts and their parents.

Cub Scout Dice*Simon Kenton Council*

You will need: Make dice from large cubes of foam rubber or blocks of wood. Paint words pertaining to Cub Scouting on the 6 sides of the dice - Tiger Cub, Bobcat, Wolf, Bear, Webelos, Arrow of Light, Boy Scouts.

How to play: Divide boys into teams. Each team rolls one die (boys take turns rolling), trying to match the words on top. If they match, each team gets two points. If not, the team rolling the "higher" level of Scouting gets one point.

The Cub Scout Law Song*Wendy, Chief Seattle Council*

Tune: My Bonnie

The Cub Scout follows Akela,
(*"Cub" is sung across 2 notes*)

The Cub Scout helps the pack go.
(*"Cub" is sung across 2 notes*)

The pack helps the Cub Scout grow.
(*"Cub" and "grow" are each sung across 2 notes*)

The Cub Scout gives good will.
(*"Cub" and "gives" are each sung across 2 notes*)

Good will, good will,
the Cub Scout gives good will, good will.

(*"gives" is sung across 2 notes*)

Good will, good will,
and follows Akela still.

(*"Akela" is sung across 2 notes*)

**WOLF**

Both Wolf & Bears do Physical fitness Achievements in their first meetings. So maybe -

Physical Fitness Belt Loop and Pin

www.usscouts.org



This information is from the Cub Scout Academics and Sports Program Guide (34299B) 2006 Printing.

NOTE:

Webelos Scouts that earn the Physical Fitness Belt Loop while a Webelos Scout also satisfy requirement 10 for the Athlete Activity Badge and part of requirement 3 for the Sportsman Activity Badge.

Belt Loop

Complete these three requirements:

1. Give a short report to your den or family on the dangers of drugs and alcohol.
2. Practice finding your pulse and counting your heart beats per minute. Determine your target heart rate.
3. Practice five physical fitness skills regularly. Improve performance in each skill over a month. Skills could include pull-ups, curl-ups, the standing long jump, the 50-yard dash, and the softball throw.

Sports Pin

Earn the Physical Fitness belt loop, and complete five of the following requirements:

1. Make a diagram of the Food Guide Pyramid. List foods you ate in a week and show where they fit in the pyramid.
2. Choose a form of exercise, bring your heart rate up to target, and keep it there for 15 minutes. Don't forget to warm up and cool down.
3. Set up a four-step exercise program. Chart your progress for five days a week for two weeks.
4. Explain the reason for warming up and cooling down before and after each exercise session.
5. Visit a local gym and talk to a trainer about exercises and programs for young people.
6. Participate in some aerobic exercises at least three times a week for four weeks.
7. Build an obstacle course that could include some exercises with jumping, crawling, and hurdles. Time yourself three times to see whether you can improve your time.
8. Swim for a total of an hour, charting your time as you go.
9. Participate for at least three months in an organized team sport or organized athletic activity.

If you would like to download a workbook for these awards go to:

For Word.doc -

<http://usscouts.org/advance/cubscout/sports/workshets/physical-fitness.doc>

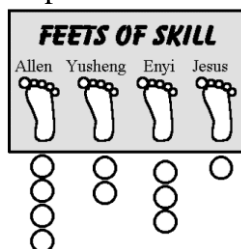
For Adobe. PDF –

<http://usscouts.org/advance/cubscout/sports/workshets/physical-fitness.pdf>

“FEETS” OF SKILL SCORE BOARD

Materials:

- Posterboard,
- Pink construction paper (for feet),
- Glue, Paper punch, Paper clips,
- Crayons or colored pens



In order to give the boys an incentive to work hard on these skills or any muscle building skills which they may accomplish this month, following are some patterns and ideas for personal score boards which can be made from many different materials. This also provides the boys with a craft item for the month which they can proudly display at the pack meeting and then hang in their room.

1. Cut an 8 1/2” x 11” piece of poster board for backboard.
2. Cut feet from pink construction paper and
3. Glue to poster board.
4. Letter poster board as shown using Cub’s own name.
5. Punch holes in bottom of board.
6. Copy patterns of “medals” and let each boy color them. Then glue to poster board and cut them out.
7. Punch holes in top and bottom of each medal.
8. As boys complete each “feet” of skill let him hang his medal using the paper clips.

Also check out these issues of Baloo's Bugle for fitness and sports games that you can adopt for Feats of Skill, Wolf

Ach #1 and Building Muscles, Bear Ach #16
June 2008, "Go for the Gold"

<http://usscouts.org/bbugle/bb0805.pdf>

July 2009, "Be a Sport"

<http://usscouts.org/bbugle/bb0906.pdf>

Paw Print Flip-Flops:



Wendy, Chief Seattle Council

Flip Flops will soon be a good price, as stores clear out their summer merchandise. Boys could also make Wolf or Tiger paw prints.

Instructions:

- ★ Draw pattern onto flip flops with a pencil.
- ★ Use a black Sharpie® to fill in the claws.
- ★ Paint paws on flip flops with craft paint or Sharpies.
- ★ Let paint dry.

- ★ Cut four pieces of fake fur that will fit on the top plastic part of the flip flops.
- ★ Apply the adhesive tape to the fur strips.
- ★ Stick the fur to the tops of the flip flop straps.

For more similar ideas go to -

<http://www.michaels.com/Passport/pti,default.pg.html>

Wolf Ideas Roxanne Heart of America Council

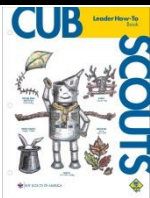
RoxAnn, Heart of America Council

While working on the flag for **Meeting 1**, earn the Citizen Belt loop and part of the pin. For Homework assignment they may finish the pin and bring to Meeting 2.

Citizenship



For **Meeting 2**, the boys may play The Caterpillar Walk, Wheel Barrel Race (see Baloo, September 2010), Tag, and Balloon Race (see Physical Teamwork, Activity 3).



From the Cub Scout Leader How-To Book – Accentuate the Positive, Chapter 1, make everyone feel wanted and positive about the group. Den Doodles to bring your dens together as teams

Razzle Dazzle, Chapter 5, really WOW! Them at that first Pack Meeting!!

Cooperative Games – pages 3-13 to 3-22

Game Modifications to make it easier – page 7-49

Choosing Teams – pages 3-2



BEAR

Bear Ideas by Felicia



Core Value – Cooperation

Bear Achievements:

Mtg Plan 1: 3b 8c d g 16a

Mtg 2: 3a b d j 8 b e

Mtg 3: 14a b c e f



Sample Den Meeting 1 –

The Past is Exciting & Important - I would save this meeting for a rainy day (*meeting 3 should be done a.s.a.p. before the wet weather of fall takes hold*) – For this meeting, I would do the following:

- **Gathering Activity** - Craft - **Ach. 8c** – have each boy design a page for your den scrap book telling about himself. Either take photos for their page or have the boys draw a self portrait (if they do the latter make a note of it as that can be used towards ½ of the **Art Pin** requirement # 2). Mention how the den is working together to make its' scrap book.
- **Opening** – Have the boys cooperate in doing a **Flag ceremony 3f** (rotate which cub leads the pledge of allegiance at each den meeting [if you can do it **outdoors** it will satisfy **3i** & if you can teach the boys to **raise & lower the flag properly 3h**])
Have a different boy say the **Cub Scout promise & law**. (Give every boy a chance by asking them, even the shy ones. Even if they decline – they like being asked to do it. If they decline: tell them, “that’s okay, maybe you will want to do it another day.”)
- **Discussion of Ach. 8b** (if you weren’t a cub scout - have a guest cub scout Alumnae) & **8g**.



- **Activity Ach. 16a** – if you have the time & the room: stretching, sit-ups, standing long jump, push-ups, & softball throw (if you are indoors, use a cloth ball or a balled up paper to do the softball throw).
- **Closing** – remind boys & families of time & place of next den mtg & any upcoming pack activities.

Meeting 1 if you want to print the **Forms**, they can be found at

www.scouting.org/filestore/CubScoutMeetingGuide/bear/BearMeeting1.pdf

p. 3 is the blank **Family Tree** form for the Cubs to fill out for **Ach. 8d**

p. 4 is a blank form for a **Scrap Book Page** for **Ach. 8c**.

p.5 is a blank form to **record** the boys’ **fitness achievements** for **Ach. 16a**.

Sample Den Meeting 2 –

What Makes America Special - If you have access to an outdoor area - I would do the following:

- **Gathering Activity** – Play a lawn game forming teams to cooperate in playing (corn hole, catch, Frisbee, horseshoes, etc...). (If you are up for it cooperate to build 3 outdoor toss games & satisfy **elective 18b** – & instead of going on the hike – play your games).
- **Opening 3h & I** (arrange to use a flagpole- if where you meet has one, ask to use it – or ask a bank or other nearby business with one). Say the Pledge of Allegiance (rotate the boy leading). Say the Cub Scout Promise (rotate the boy saying). Mention the cooperation used in the flag ceremony by the color guard.
- **Discussion of 3a & j**. Don’t forget to talk about cooperation in America’s history (forming the union, drafting the constitution, our 3 branch government system and how it works together, etc...) and how people cooperate to serve our country today (in our military, in our emergency response teams, emts, fire departments, etc...).
- **Activity** - Go on a city hike (**Hiking Pin** requirements #1 use time to use towards 5hr total required & # 8 one of the two required hikes). This could be to a flagpole for **3i**, a historical site **3d**, or just a nice time.
- **Closing**



Information on the **cub scout hiking belt loop & pin** requirements can be found here & worksheets you can print & pass out. <http://usscouts.org/advance/cubscout/sports/hiking.asp>

Information on the **Cub Scout Academics & Sports Program**, and the other **belt loops & pins** your boys can earn, can be found here. <http://usscouts.org/usscouts/advance/cubscout/a-sindex.asp>



Meeting 2 The **Bike Safety Quiz** can be printed from p. 3 & the answers p. 4 of the following site.

<http://www.scouting.org/filestore/CubScoutMeetingGuide/bear/BearMeeting2.pdf>

Ach 3e information on the states can be found here.

<http://www.factmonster.com/states.html>

<http://www.enchantedlearning.com/usa/states/> or <http://www.50states.com/>



Ach. 3 f, g, & h information on our flag & its ceremonies can be found here.

<http://usscouts.org/scoutduty/sd2gc90.asp>

<http://usscouts.org/flag/flagcode.asp>

<http://www.usflag.org/flaquetiquette.html>

<http://www.legion.org/flag/questions-answers>

EL 18b. Ideas for the outdoor toss games.



Easy to make **Balloon Bean Bag**

Take a 12" helium grade balloon & fill it with 2 - 3 handfuls of inexpensive rice using a funnel & a chopstick to push the rice in.

On line there are some interesting projects for kids tossing games at

<http://tlc.howstuffworks.com/family/tossing-games-for-kids.htm> &

<http://www.livestrong.com/article/167104-kids-toss-games/>



Sample Den Meeting 3 –

Ride Right (Bicycles) - *I would do this meeting a.s.a.p. before the cold wet weather of fall takes hold* - I would do the following:

Meet at a bike trail or an empty parking lot you're 100% sure you are both safe & welcome to be.

- **Gathering Activity** - teach a couple fun repeat after me songs while you are waiting for everyone to arrive.
- **Opening** - the Cub Scout promise & law.
- **Discussion** of 14a & c
- **Activity 14b & f** (have the boys demonstrate sharp left & right turns, a u-turn, an emergency stop, & then ride a ½ mile each way on the trail – unless a 1 mile loop is available)
- **Closing**

Meeting 3 If you would like to print the **Bike Safety Quiz** it is on p. 3 & the answers are on p. 4 of the following site.

<http://www.scouting.org/filestore/CubScoutMeetingGuide/bear/BearMeeting2.pdf>



Chorus for

Daisy Bell

Bicycle Built For Two (Daisy Daisy)

Written By: Harry Dacre 1892

Chorus

**Daisy, Daisy,
Give me your answer do!
I'm half crazy,
All for the love of you!
It won't be a stylish marriage,
I can't afford a carriage
But you'll look sweet upon the seat
Of a bicycle made for two.**

To hear Daisy Bell in its entirety see:

<http://www.youtube.com/watch?v=78MKBHR3NbU&feature=fvwr>

<http://www.youtube.com/watch?v=coaiVbIZC-k&feature=related>

Or <http://www.youtube.com/watch?v=cLIF-fkC2Os&feature=related>



If you are looking for other **Songs** for kids – some nice ones can be found & heard here. *Even with songs you know are for kids: always preview the song before you let the kids watch (some people have less than family friendly versions).*

<http://www.youtube.com/user/TheLearningStation?feature=watch>

<http://games.greenghoulie.com/games/index.html>

www.youtube.com/user/hcycamp#p/u

www.youtube.com/user/ultimatecampresource#p/u

<http://bussongs.com>

Cooperation jokes:

Emmy asked Dan if she could share his sled. Dan happily agreed to share. Emmy would get it going up the hill & he would have it riding down!

How many computer programmers does it take to change a light bulb? Sorry it can't be done. It's a hardware problem.



Flag jokes

What did one flag say to the other flag?

Nothing. It just waved!

How is a flag like Santa Claus?

They both hang out at the pole!



Bike Jokes

Jack and Jill were riding a tandem bike up a hill, but having a hard time at it. At the top, Jack said: I didn't think we'd make it! Jill replied, Nor did I – what a good thing I kept the brakes on, or we'd have slid all the way back down!

When is a bicycle not a bicycle?

When it turns into a driveway.

Why couldn't the bicycle stand up for itself?

Because it was two-tired.

Music Joke

Why did the song do well in school?

Because it took a lot of notes!

These jokes & more can be found at:

<http://www.jokesbykids.com>

<http://www.kidsjokes.co.uk/jokes/holiday/flagdayjokes.html>

<http://www.greatcleanjokes.com/jokes/kids-jokes/knock-knock-jokes/>

http://www.depotdan.com/cub/jokes/cub_jokes.htm

<http://www.sciencekids.co.nz/jokes.html>



Advice for new Bear leaders

the Bear year is different from the Wolf year.

As a leader you get more choices of what you will do with your den to achieve their bear rank. **To earn the Bear Rank a Boy needs to complete only half of the Achievements (only 12 of the 24).** This must be done in a specific combination of the

sections: 1 from God; 3 from Country; 4 from Family; & 4 from Self.

To satisfy each Achievement only a portion of the requirements need to be done. This month for example: in Ach. 3 each boy must do 3a, 3j, & only 2 other requirements. They need to do only 4 requirements – not all 10. For Ach. 8 they only need 3 (8g + 2); not all 7. For Ach. 14 they only need 4 (14a + 3); not all 7.



Another thing you need to know: although, the Handbook (p. 25) indicates that a Bear may not use extra requirements done in the sections he uses to satisfy his rank requirements as electives; that does not appear to be true. The BSA den meeting plans indicate that they can be used as electives (see the yellow “Want More Fun Activities?” boxes). Being that BSA made the den plans after the Bear Book – It is fair to assume that its position on that has changed or they never meant it to be interpreted that way.

The Bear Achievement Trackers (which follow) count them as electives.

Here are some

Awesome Achievement Trackers

You can download for all levels of Scouts!

Plus they are totally **free**.

<http://www.madsenco.com/scouting.shtml>

or

<http://trax.boy-scouts.net/cubtrax.htm>

These allow you to record the boys’ achievements & electives & tell you if they have enough for a bead or their rank. There are also ones for tracking

Belt loops & Pins, registration information, attendance, special patches, and more! If you have Excel - I highly recommend that you try one of these.

Our thanks to

Dave Blodgett, Roxanne Prahser, & Frank Steele for these wonderful assets for all scouts.

In the world of scouting “they rock!”

I give them 5 stars.



Wait to do **the extra assignments set out in the den plans.** You are likely to have to revisit some achievements – due to boys missing meetings or joining late. That means there is potential for duplicating when you are trying to catch those boys up (if you have different requirements to do- which the boys who never miss a meeting have not done – it will be fresher & more interesting for them - even though they already completed that achievement). **The time you have is short & better spent on a game or fun activity for the boys** than extra requirements. *If your den has uber achievers and want to earn everything they can from their time; then, add electives or belt loop & pin activities.*

Before you choose which Achievements to do, look at the choices & try to do the more active ones. Most of these boys have been in school all day & find it very difficult to spend another hour sitting doing school type of work. **Make it fun, keep it active, & try to do as much as you can outdoors.**

As you get to know your den, try to keep how they like to operate in mind. *Sometimes I have my den standing & busy the whole hour. For the 6 different dens I have done (so far) this seemed to be an acceptable style. However one time I subbed for another den & I was surprised when they asked me when they would get to sit down. Not all boys are the same. Do your best & trust your judgment of how to run your den. As I learned that day, what works for 1 den may not work for another. Some kids love crafts, some singing, some adore jokes, some like magic, most love games, most love snacks, many love to be in charge of bringing an activity and leading it for a meeting. Just have fun – pick the choices that fit you best & the boys will have fun too.*

If you decide to go anywhere other than your regular den meeting location:

Permission Slips can be printed from this site

<http://www.scouting.org/filestore/pdf/19-673.pdf>

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

There is an underscore between Webelos and Willie



Core Value for September

Cooperation



Cooperation: Being helpful and working together with others towards a common goal.

“We all do better when we work together. Our differences do matter, but our common humanity matters more.”

— Bill Clinton



William Jefferson "Bill" Clinton was the forty-second President of the United States, serving from 1993 to 2001. He was the third-youngest president, older only than Theodore Roosevelt and John F. Kennedy. He became president at the end of the Cold War, and is known as the first baby boomer president, as

he was born in the period after World War II.

The core value of cooperation is important as Webelos begin to work together more as a team, looking ahead to Boy Scouts

and being part of a patrol. Working together towards a common goal requires cooperation among team members.

Some thoughts on “Cooperation”

As you work on this month’s Athlete or other badges, belt loops or pins, remind boys that cooperation is the key to success and fashion activities to help them learn how to work together. Complete the **Character Connection for Cooperation:**

1. **Know-** What is “cooperation”? Why do people need to cooperate when they are doing things together? Name some ways that you can be helpful and cooperate with others.
2. **Commit-** Discuss with your family what makes it hard to cooperate. How do listening, sharing, and persuading help us cooperate?
3. **Practice-** Practice being cooperative while participating in Family Activities.

Cooperative Games

<http://www.teachhub.com>

One great place to practice cooperation is a “fun” break during a den meeting. Consider using games where the Webelos have to work with one another, cooperating to solve the problem. Here are a few you may want to try:

Balloon Bop:

Materials: Balloon(s)



Scouts begin by standing in a circle, holding hands. The Den Leader (or Den Chief) drops one balloon into the circle. The goal is for Scouts to see how many times they can tap the balloon into the air (*Scouts may tap the balloon with hands, arms, heads, shoulders, chests, or knees—but NO feet*), keeping it up in the air, without

losing connection (*all Scouts must continue holding hands*). In order for this to work effectively, Scouts have to work cooperatively, each of them making sure they are not letting go of their neighbor’s hands. They will soon figure out that they must all move together, as a circle, so to make sure they do not lose connection. If the balloon falls to the ground or a student taps the balloon with their feet, the count begins again. Depending on grade level, you can add more balloons to make it more challenging!



All Aboard

Materials: Rope of varying lengths, music

Tie a piece of rope in a loop large enough for all Scouts in the Den to fit within it and lay it on the ground. Invite all your Scouts to sit inside the circle. Once they have accomplished this, congratulate them for working together to make sure they all fit and now challenge them to see if they can do even better. To challenge them further, make the rope smaller. Now, invite your Scouts once again to sit within the circle. Once they have accomplished this, congratulate them again and see if they are up for another challenge. Continue to make the rope smaller and smaller until you see that your Scouts are beginning to run out of solutions as to how they can all fit within the circle. Eventually, the circle will be much too small to fit every Scout. The goal is for the Scouts to cooperate with each other and work close together to come up with creative solutions. As you watch, encourage them by asking questions or to think about the various ways they can go about trying to fit everyone in. You will be surprised with some of the solutions they come up with such as putting only hands in, feet in, fingers in, etc. At the end, discuss what you observed and invite feedback.

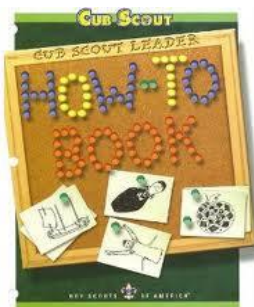
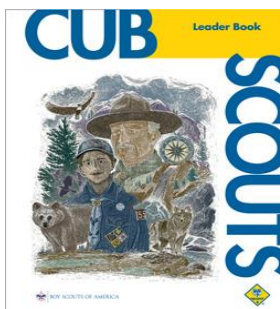
Human Knots



Scouts are to get into groups (between 6-8) and form a large circle. They are to stand within the circle, crossing arms at the wrist. Next, they are to grasp hands with 2 different people across from them. Scouts must

now work together to try and untangle the knot without letting go of any hands. Once they have untangled themselves, and are still holding hands, encourage them to lean back, balancing their weight and try to sit down, then stand back up again as a group.

Book Corner



From the *Cub Scout Leader Book*:

On COOPERATION:

“[U]sing athletics as their ideal, many boys tend to think of all outcomes as win-lose situations. Instead, they need to find ways, through cooperation, by which everyone can be successful. They need to come to understand that they can meet more of their goals and realize more success through joint effort and finding the middle ground.” (Page 3-1)

Some Practical Applications:

- Be helpful to others and work together.
- Do your part in a project.
- Listen to and consider the ideas of others.
- Be unselfish.
- Be cheerful.
- Share things with others.
- Be happy for the good fortune of others on the team.
- Use everyone’s special talents.
- Be friendly.
- Be willing to share the credit.

(Page 4-3)

Check out pages 5-2 and 5-3 of the *Cub Scout Leader Book* for developing Family Cooperation through the Cub Scout program.

PARENTS’ MEETING: Now is the time to hold a meeting for Den adults!

Webelos Den Adults’ Meetings are extremely important and should be held each Fall and on an as-needed basis after that. The purposes of the Webelos den adults’ meeting is to let parents know what is expected of them, to learn how parents can contribute to the den, and to get better acquainted. Make sure families understand how the Webelos program is different from the Wolf and Bear programs. Establishing good communication can help keep boys in Cub Scouting. Of course, Second Year Webelos parents should be briefed on the Webelos Scout to Boy Scout transition process.

Page 5-4 of the *Cub Scout Leader Book* provides some excellent examples of how to implement good communication processes. Pages 5-5 through 5-8 give you more than 50 ways parents can help with the program.

You can find a copy of the *Cub Scout Leader Book* at http://www.scouting.org/filestore/hispanic/english/33221_WEB_B.pdf

DEN NEWSLETTER

As an adjunct to having a parents’ meeting, communicating regularly with parents can only help the den to be successful. It keeps parents’ involved and is a good way to ask for volunteers. The *How-To Book* provides information on publishing a Pack newsletter that can be adapted to your

Webelos den. (Page 1-9.) Today, get parents' email addresses and deliver your newsletter electronically. Get the scouts involved in putting it together.

You can find a copy of the *How-To Book* at http://www.scouting.org/filestore/hispanic/english/33832_WEB.pdf

Meeting Planner



This month's meeting plans for **First year Webelos** work on the Fitness, Athlete, Forester and Naturalist badges.

Meeting 1: Do: **Fitness** 1 and *six* from 2–8; **Athlete** 1–7; **Bobcat Review**

Home/Family Assignments: Complete **Fitness** 2–7. Complete **Athlete** 4–7. Review Forester and Naturalist chapters.

<http://www.scouting.org/filestore/CubScoutMeetingGuide/webelos/WebelosMeeting1.pdf>

Meeting 2: Do: **Forester** 5 and 6; **Naturalist** 6, 7, and 9
Home/Family Assignments: Review Traveler chapter.

<http://www.scouting.org/filestore/CubScoutMeetingGuide/webelos/WebelosMeeting2.pdf>

Second Year Webelos (Arrow of Light) work on Family Member and Aquanaut.

Meeting 1: Do: **Family Member** 8 and 9, **Arrow of Light** 2 and 7

Home/Family Assignments: **Family Member** 2–6, 9. Review Aquanaut chapter.

<http://www.scouting.org/filestore/CubScoutMeetingGuide/ArrowofLight/ArrowofLightMeeting1.pdf>

Meeting 2 Verify: Family Member 2, 3, 5, 6
Do: Aquanaut 1–5, 8 (Swimming belt loop)
Home/Family Assignments: Family Member 4, 9. Review Outdoorsman chapter

<http://www.scouting.org/filestore/CubScoutMeetingGuide/ArrowofLight/ArrowofLightMeeting2.pdf>

Flag Ceremony Labor Day



Labor Day falls on the first Friday of September and our flag ceremony may include a reference to this observance.

September Flag Ceremony

Follow your standard Color Guard process (see prior month's Bugle for a sample). 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 you may insert the following:

Reader 1: Labor Day is a national legal holiday that is over 100 years old

Reader 2: The first Labor Day parade occurred Sept. 5, 1882, in New York City. The idea spread across the country, and some states designated Labor Day as a holiday before the federal holiday was created

Reader 3: Labor Day is a day set aside to pay tribute to working men and women. It has been celebrated as a national holiday in the United States and Canada since 1894.

Reader 4: Let us all recite the Pledge of Allegiance.

Den Meeting Helpers

These activities can be used for the gathering or to reinforce/satisfy badge requirements.

Webelos



Working on the Athlete Activity Badge could be coordinated with the Fitness Activity Badge.

Fitness

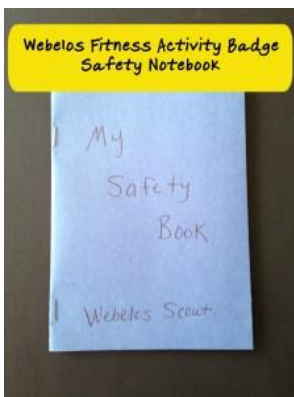
Fitness is more than just nutrition. It is also understanding about drugs and alcohol and the dangers that come with them. We can make a difference by teaching the boys that a good diet and exercise is essential to be healthy and strong.

FITNESS IDEAS

- Have the boys read a story in a newspaper or magazine about a drug or alcohol related incident. Have them report back to the den and discuss what happened.
- Invite a nurse, doctor, or EMT to talk about the effects of tobacco, drug or alcohol abuse as well as the positive effects of eating a healthy diet.
- Invite a local sports figure or coach to come and discuss fitness with the boys.
- Let boys design posters on how to say no to drugs, cigarettes and alcohol. Display at a pack meeting.
- Show videos (approved by parents and pack committee) on drug and alcohol abuse.
- Invite a dietitian to come and discuss the benefits of a balanced diet.
- Take a field trip to a fitness or recreation center.
- Have the boys collect advertisements for tobacco and alcohol. Help the boys see that the activities in those ads have nothing to do with tobacco or alcohol. Have them read the warning labels on cigarette advertisements, note the size of the warning in relation to the ad.

SAFETY NOTEBOOK

<http://cubscoutideas.com/831/webelos-fitness-activity-badge-safety-notebook/>



Construction paper, regular printer paper, a stapler and a pen are all you need. Cut the construction paper and printer paper in half. Fold the construction paper and three half sheets of white paper in half. Put the white paper in the center of the construction paper and

staple them together.

The boys can decorate the cover if they want. The pages that they'll want to include are:

1. Emergency 911
2. Mom & Dad's mobile numbers and home number
3. Emergency contacts (include a neighbor or someone who can get to your home quickly)
4. Home Safety Rules (such as don't open the door to strangers, don't leave home without telling Mom or Dad, etc.)
5. Internet Safety Rules (such as don't give out personal information, tell Mom or Dad if something makes you feel uncomfortable, etc.)

While the boys are working on their books, you have a great opportunity to talk about home and internet safety rules. Most of us have spent time talking about home rule, but we probably haven't given much thought to internet safety rules. BSA's Guide to Safe Scouting has a good list of [online personal protection rules](#).

FITNESS TREASURE HUNT

<http://www.superhealthykids.com>



1. Write clues on pieces of paper.
2. Place clues inside plastic eggs.
3. Place eggs in their specific location to be found by Scouts.
4. Scouts must do the exercise and then move onto the next location.

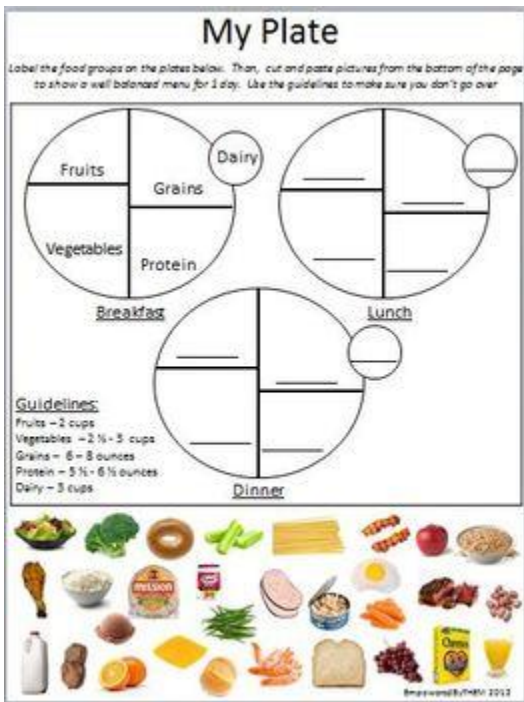
Sample Clues:

1. Do 10 pushups,
2. Jump in place for a minute,
3. Raise your legs high, touch your knee to your nose,
4. Sit down and stretch,
5. Doing 5 jumping jacks.

MY PLATE CUT AND PASTE

<http://www.teacherspayteachers.com>

A worksheet on the new USDA food recommendations. After a lesson on the "Food Plate" students can use this worksheet to plan out a well balanced menu for one day.



A SCIENCE EXPERIMENT OF RUBBING FOODS ON BROWN PAPER BAGS

http://www.ehow.com/info_7917522_science-foods-brown-paper-bags.html



Supplies

To complete this experiment, the following materials are required: brown paper grocery bags, scissors, a pencil and various foods to sample. Some examples of foods would be a raw potato, mayonnaise, water, margarine, potato chips, celery and olive oil. By selecting a wide variety of foods, you will receive a better range of results. Some other supplies needed include a knife, measuring spoons, a cutting board and paper towels.

Experiment

Cut the paper bags along the folds into equal pieces, one for each of the test foods and one for a control. Use the cutting board and knife to cut the test foods into small pieces, keeping the pieces as uniform as possible. Next, using the pencil, write the name of the food on the corresponding section of brown paper. Place paper towels under the pieces of paper to absorb the excess fats and prepare the foods. Rub each test food for a standard amount of time and place aside to dry. Record the results at regular intervals, including at least one 24 hours later.

Results

Samples containing higher quantities of lipids, or fats, will leave oily spots on the brown paper that will not disappear. Some foods will leave spots that will vanish and leave the paper looking like the control piece. The larger the amount of lipids, the more translucent the paper will appear. Those samples that do contain fats will not evaporate, but will allow light to pass through the greasy spot.

JUMPING ROPE



Jumping rope is wonderful aerobic exercise, which means that it exercises the heart. Professional athletes like boxers use skipping rope to built their endurance and coordination. See how many jumps you can do before making a mistake. How long can you jump rope? The world record is over 12 hours. How fast can you

jump rope? Fast jumping is best done boxer style with both feet together all the time. It is helpful to have a short rope so that it just misses the ground as you jump. Can you jump backwards? With practice, you will find this almost as easy as skipping forward. Cross hand jump: jump in the normal way but, as the rope passes over your head, bring your hands forward and cross your wrists. Quickly uncross them before jumping over the rope.

ACTIVITY TAG



Materials

Activity Cards highlight activities like jumping jacks, sit-ups, push-ups, and other basic calisthenics.

Number cards from 1-10 to add to the tasks students complete. (You can use a deck of cards if the jacks, queens, jokers, aces, and kings are removed.)

Directions

Designate an "it" and give that person a stack of activity cards and the numbered cards. When they tag someone they give the tagged person an activity card and a number card. The person tagged is to perform the activity the number of times specified on the card. Once a boy finishes the task, they may enter the game again.

You can designate a safety zone with a time limit so children can rest and be safe.

GOOD HEALTH HABITS

Circle the correct answer(s). (Correct answers in **bold** type)

1. Bathe/shower (**every day** OR 1/week) and especially after exercise.
2. Wash your hair (1/month OR **2+ times/week**).
3. Wash hands (**before eating** OR **after using the restroom**) and when they're dirty.
4. Eat right - (**3** OR 4 OR 6) regular meals each day at regular times!
5. Eat (just some OR **a variety of**) food from each of the 4 food groups.
6. The average 10 year old should get (6 OR **9** OR 12) hours of sleep each night.

CLEAN & STRONG

Circle T for True or F for False. (answers in **RED**)

1. **T** F Our bodies "repair" themselves while we sleep
2. T **F** Clean clothes aren't necessary after a bath or shower - they are just in the morning.
3. **T** F Use proper lighting for all activities including reading, TV viewing, and playing
4. **T** F Fitness is never just physical - it involves both the mind and body together
5. **T** F Stand tall, and walk tall with shoulders back and stomach in
6. T **F** It's OK to share drinking cups, washcloths and towels.
7. **T** F Different foods provide different nutrients, and no one food can sustain us.
8. **T** F Rushing meals or skipping meals can be harmful to your body.

Athlete



WHAT IS AN ATHLETE?

An athlete is one who keeps his body physically fit, strong, graceful, coordinated and agile...a desire of practically every boy. Tell your boys about the athlete and what it takes to become one. Impress them with the fact that the body is a priceless gift and only a few minutes of exercise each day are required to keep it physically fit. By adequate exercise, getting the proper food each day – adequate servings from the food groups – and taking care of himself, a boy can become an athlete.

The activities of the Athlete Activity Badge can help a boy measure up to the standards of strength, agility, endurance and coordination necessary for good active Boy Scouting and activities in later life.

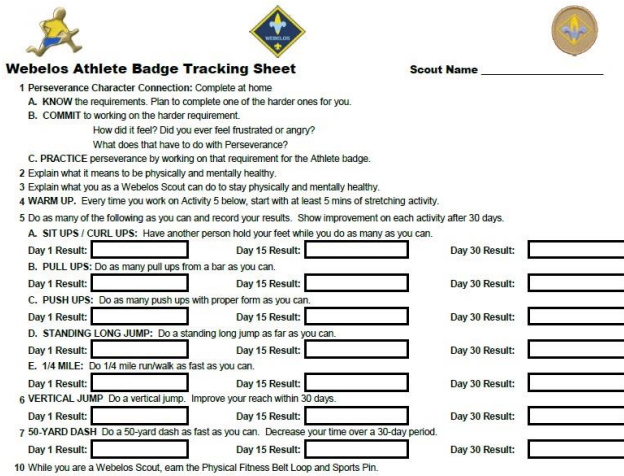
Many Webelos leaders use Athlete as the first badge a boy earns upon joining the den. This starts off their year in Webelos with an early badge to inspire them onward. By laying out a permanent, accurately measured 50-yard dash and 600 yard run near your meeting place, you can easily test your new Webelos in less than half an hour. Use a stopwatch when timing these sprint and distance runs.

As a boy completes the requirements, fill in Column 1 of his Fitness Progress Chart in his Webelos book.

To be an athlete, a person must be physically fit. This means he can rise to each task with bounce and enthusiasm and enjoy life more than anyone who is physically unfit enjoys. If he is fit as a boy, he can be fit as a man.

Remember: When putting boys to any test, the important thing is that they do their best! While some in physical feats do excel, some others in mental abilities do well. So don't compare and expect the same of all; let each set his Personal Best goal. "Give them encouragement and praise their skill, and you'll find they will strive their best to fulfill

ATHLETE TRACKING SHEET



Webelos Athlete Badge Tracking Sheet Scout Name _____

1 Perseverance Character Connection: Complete all home
 A. **KNOW** the requirements. Plan to complete one of the harder ones for you.
 B. **COMMIT** to working on the harder requirement.
 How did it feel? Did you ever feel frustrated or angry?
 What does that have to do with Perseverance?
 C. **PRACTICE** perseverance by working on that requirement for the Athlete badge.

2 Explain what it means to be physically and mentally healthy.
 3 Explain what you as a Webelos Scout can do to stay physically and mentally healthy.
 4 **WARM UP.** Every time you work on Activity 5 below, start with at least 5 mins of stretching activity.
 5 Do as many of the following as you can and record your results. Show improvement on each activity after 30 days.

A. **SIT UPS / CURL UPS:** Have another person hold your feet while you do as many as you can.
 Day 1 Result: Day 15 Result: Day 30 Result:

B. **PULL UPS:** Do as many pull ups from a bar as you can.
 Day 1 Result: Day 15 Result: Day 30 Result:

C. **PUSH UPS:** Do as many push ups with proper form as you can.
 Day 1 Result: Day 15 Result: Day 30 Result:

D. **STANDING LONG JUMP:** Do a standing long jump as far as you can.
 Day 1 Result: Day 15 Result: Day 30 Result:

E. **1/4 MILE:** Do 1/4 mile run/walk as fast as you can.
 Day 1 Result: Day 15 Result: Day 30 Result:

6 **VERTICAL JUMP:** Do a vertical jump. Improve your reach within 30 days.
 Day 1 Result: Day 15 Result: Day 30 Result:

7 **50-YARD DASH:** Do a 50-yard dash as fast as you can. Decrease your time over a 30-day period.
 Day 1 Result: Day 15 Result: Day 30 Result:

10 While you are a Webelos Scout, earn the Physical Fitness Belt Loop and Sports Pin.

MINI-OLYMPICS

This can be done with a den, between dens and even as a pack activity. Here the Scouts compete through the course outlined below - record each Scouts score. Be sure to have them do some warm-up exercises before starting (ex. ten toe touches, deep knee bends, and jumping jacks and body twists). Afterwards, discuss a balanced diet and the effect exercise may have on their performance. Then challenge them to do their chosen Fitness badge exercises for thirty days and have them redo the course. Ask them how they think their performance will change. This will complete #5 of the Fitness badge and helps them to complete #2. If time is available #3, #4, and #6 of the Fitness badge should be discussed.

The following is an example of a course:

Station #1 - Curl Ups (adult holds feet) - Do as many as possible. Record time and number. .

Station #2 - Pull Ups - Do as many as possible. Record time and number.

Station #3 - Push Ups - Do as many as possible. Record time and number.

Station #4 - Standing Long Jump - Mark off six feet in one-half foot increments (highlight the five foot mark). Begin

with toes at the start line and measure at the heel after the jump. Record the distance jumped.

Station #5 - Vertical Jump - Set up a post or a board. Mark the post starting from the bottom with a scale, in inches from 0 - 15 inches. Attach a ball to a string and hang it over the post. Have an adult hold the end of the string. The adult will need to adjust the height of the ball on the jump side, according to each Scout's height - about a foot above the tips of their fingers when their arm is stretched above their head. They then try to jump up and touch the ball. The adult watches to see how high they jump - the height of the jump is measured from the bottom of the post to the bottom of their feet at the height of the jump. Record height of jump

Station #6 - Tire Run - Scout must run through a series of tires, being sure to put one foot in each tire with alternating feet.

Station #7 - Hopping on One Foot - Scout has to hop on one foot through a set of cones. One foot must be help behind their back through the entire course. Record the time to complete the course.

OBSTACLE COURSE

Ask the Webelos to help with this project. They will have fun picking out a theme to use and making up stories for each station. Mix and match these ideas, and add more of your own.

1. Elephant Walk: you must step in four buckets in a row.
2. Climb over two sawhorses.
3. Swing across a stream: hang a rope on a tree limb and mark the banks of the stream with string.
4. Caves: crawl through several cardboard boxes in a row.
5. Crocodile River: lay a ladder flat on the ground. Boys must step on each rung to cross.
6. Under the falls: Spray a garden hose (On fine mist) from behind a bush.
7. Whirlpool: low garden edging stuck in the ground in a pattern.
8. Pretzel shot put: just what it says!
9. Carry a (chair) from one station to the next.
10. Fill up a small cup with water, using only a sponge to dip water out of a pail.
11. Ring toss: Clamp clothespins around the top of a can and throw jar rings at it.
12. Lift a small 5 pound barbell three times

MUSCLE BUILDING EXERCISES



Some muscles need more building up than others for increased strength and stamina. Start out slowly and increase gradually in these exercises designed for a 15 minute home workout program.

Biceps Builder

Bend one arm at the elbow and extend, palm up, from your side. Make a fist with this hand.

With the other hand, grab the extended arm just below the wrist. Push up with the extended arm while pushing down with the other. Hold 10 seconds. Do this five times with each arm.

Neck Builder

Grab each end of a good strong bath towel with one hand on each end. Put the towel behind your head. While holding your head up straight, push hard against the back of the neck with the towel until your neck muscles quiver. Try this for three minutes.

Abdominal Muscle Builder

Lay on your back on the floor with your arms at your sides and your feet together. Raise and spread your legs slowly without touching the floor and hold for 10 seconds. Do this three times, then rest and repeat.

Back & Chest Strengtheners

Lie face down with hands at the back of your neck, elbows out. Raise head and chest and hold. Repeat.

Arm & Shoulder Muscle Builder

Push-ups are great for this. Keep back and arms straight while raising and lowering your body. Work up to 20 push-ups a day.

Stomach Muscle Builder

Lie on your back with your arms straight above your head on the floor. Raise up and touch your toes with your fingers, keeping your legs straight.

Feet & Toe Conditioner

Walk pigeon-toed with your toes curled. Practice picking up marbles or smooth stones with bare feet.

Leg & Thigh Builder

Stand up straight with your hands on your hips. Rise up on your toes while bending your knees slowly until you are in a squat position. Repeat.

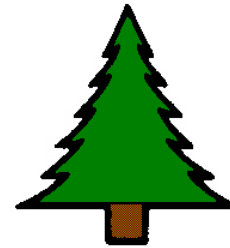
GOOD HEALTH HABITS

Circle the correct answer(s).

1. Bathe/shower (every/day OR 1/week) and especially after exercise.

2. Wash your hair (1/month OR 2+ times/week).
3. Wash hands (before eating OR after using the restroom) and when they're dirty.
4. Eat right (3 OR 4 OR 6) regular meals each day at regular times!
5. Eat (just some OR a variety of) food from each food group.
6. The average 10-year-old should get (6 OR 9 OR 12) hours of sleep each night.

Forester



A forester deals with the care and growing of trees, and a Webelos Scout working on his Forester Activity Badge will learn how to recognize different species of trees by their shape, foliage, bark and types of wood, as well as animals who live and grow there.

A forester must learn how to do a great variety of things as well as know many facts about trees. Some of his tasks are making tree inventories, estimating the lumber content in standing timber, surveying, logging, tree planting, insect control, recreational planning, and the mapping and marking of trees for harvesting. He is interested in woodlands conservation and learns how to preserve and protect them from fire and disease. A forester must have excellent health and a love of the outdoors.

Great Salt Lake Council

FORESTER REQUIREMENT #7 –

Collect pieces of three kinds of wood used for building houses. Tell what kinds of wood they are and one place each of them might be used.

Oak: Hard Durable Wood. Used for cabinet, flooring, furniture, moldings. Found in almost every home in the United States.

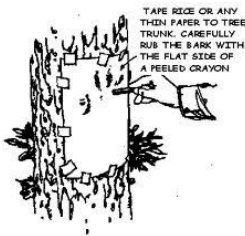
Pine: Soft wood, durable as long as it is protected from the weather and hard use. Pine is used in framing structure of the home and furniture.

Cedar: Aromatic wood; differing levels of hardness; disease and insect resistant. Exterior trim, decks and fences; lining for closets, drawers and chests.

FIELD TRIPS

- Arrange a trip to a lumber yard. Talk to the salesman about the different woods available for use. How is wood treated for gardens, etc? What are the standard sizes of boards and plywood? How does a contractor know how much wood it takes to build a house?
- Visit a local nursery or tree farm, or an orchard in production.
- Contact a local tree service and ask if you can watch their crew in action. Watch a tree felling or brush chipping operation Find out about the safety features used.

BARK RUBBING



Needed –

- a tree,
- a piece of construction paper,
- a piece of screening 7-1/2” by 12-1/2”,
- masking tape, and
- a crayon.

Directions

1. Find an interesting patch of bark, and tape the construction paper over it.
2. Holding the crayon flat side against the tree, rub up and down over the paper, pressing firmly. Keep coloring until you get an interesting pattern.
3. Remove the tape and inspect your bark rubbing. Try different trees, and look at the different patterns you get.

TREE WORD SEARCH

We get many things from trees. Find and circle these 35 words in the tree above.

The words are horizontal, vertical, and diagonal, forwards and backwards.

- ACORNS BAT BOX CHAIR COFFEE CONES DYE
 FIREWOOD FRUIT FUN GUM HOUSES LADDER
 LOGS NESTS NUTS OXYGEN PADDLE PAPER
 PENCIL PLAY POLE POST RESIN RUBBER SEED
 SHADE SHELF SPICES SUGAR SYRUP TABLE
 TEA TAR WOOD

Naturalist



Great Salt Lake Council

NATURALIST REQUIREMENT #11 –

Learn about aquatic ecosystems and wetlands in your area. Discuss with your Webelos den leader or activity badge counselor the important role aquatic ecosystems and wetlands play in supporting lifecycles of wildlife and humans.

What is an aquatic ecosystem? It is an area where plants, animals, and microorganisms are dependent on each other and their surroundings in a:
 1. Marine environment (ocean) – Covers 71% of the Earth’s surface and contains 97% of the world’s water.
 2. Freshwater environment (lakes, ponds, streams, etc.) – Covers 0.8% of the Earth’s surface, contains 0.009% of the world’s water and 41% of the world’s known fish.

What is a wetland ecosystem? There are four ingredients:
 1. Water must be found for at least part of the growing season.
 2. Hydric soils, or water-saturated soils, that have little or no oxygen so only certain plants which have adapted can grow there.
 3. Hydrophytic plants which have adapted to the hydric soils.
 4. Bacteria (decomposers) and animals, including beavers.

Why are aquatic and wetland ecosystems important?
 1. Recycles nutrients – The many decomposers in the wetlands break down materials into nutrients for plants and animal.

2. Flood control and water storage –Wetlands control flooding by absorbing the water and slowing the spread of fast moving water. The absorbed water is then slowly released into downstream habitats and groundwater.
3. Decontamination – Wetland soils and plants remove harmful substances by absorbing them before they reach the aquatic ecosystems.
4. Climate control – Water is returned to the atmosphere helping to average out temperatures and reduces the carbon dioxide in the atmosphere by storing it in the soil.
5. Soil conservation and water purification – Wetlands strain up to 90% of the sediments and debris from upstream making the downstream waters and areas cleaner.
6. Human use – Aquatic and wetland areas are used for recreation and are important for tourism.

GAMES

Find 'Em

Each Webelos Scout is given a written list of things that may be spotted along a hike route, with a point score for each. First player to find one reports to the leader and is given the appropriate score. The players have to stay quiet and they do not touch any of the things they find.

Examples:

Bird's nest	20 points
Oak leaf	2 points
Blue Jay	10 points
Balsam Fir tree	5 points
Dandelion	1 point
Poison oak	10 points

Any animal track 15 points

Tree Tagging

Divide den into two teams. Give each team twenty strips of cloth and a felt-tip pen. Object of the game is for the teams to tag as many different kinds of trees as possible, making correct identification. Set the boundary and a time limit. At the end of the time, go over with the boys each tree they tagged and remove the cloth strips. The winners are the team with the most correct tags.

Check out <http://www.arboday.org/treeguide/browsetrees.cfm> for information on tree identification and additional ways to connect your scouts with nature.

Memory Hunt

Divide den into two teams. Each team is seated facing the same scene. For two minutes, all team members study the view in front of them, trying to memorize all plants, trees, and animal life, including insects and birds. At the end of two minutes, both teams turn around and list everything they remember. Longest correct list wins.

MYSTERIOUS NIGHT BUG MIXTURE



Nocturnal, active at night, bugs are very interesting, but you rarely get to see them. Their colors make them hard to find in the daytime so their predators won't eat them while they rest. You can make some special food "paint" that will attract them during the night, so you can get a close-up look at these mysterious creatures.

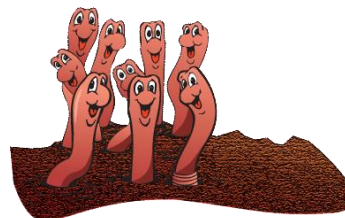
- 1 or 2 very ripe bananas, peaches or 1 cup of berries
- 1 cup fruit juice
- 4 Tablespoons of sugar
- Bowl; Fork; Paintbrush

Mash the fruit in the bowl with a fork. Add the sugar to the fruit and mix. Gradually add the juice to the fruit mix stirring well with each addition of juice. Paint mixture on tree trunk. When it is night and fully dark, go out with a flashlight and check the trees to see what insects were attracted.

BUG MATCH

- Have someone cut out a bunch of different insect pictures and mount them on paper to hang around the Pack Meeting room. (Make sure you know the names of the different bugs.)
- Label the pictures with letters or numbers.
- Hand out sheets of paper with the names of the different bugs listed in a mixed up order.
- Ask people to match the pictures with the names.
- After the opening ceremony, read off the answers and ask everyone how they did.
- Give an appropriate cheer/applause to the one(s) who got the most matches.

WORMY EXPERIMENT



Try this experiment to show your den how worms work. Put four to five inches of rich soil in a large glass jar with a half-dozen earthworms. On top of the soil, put an inch of light sand. Sprinkle corn meal on the sand. Wrap black paper

around the jar to shut out light. At your next den meeting, take off the paper and see what has happened. The worms will have moved dark soil up into the sand and sand down into the soil. You will see tunnels along the glass marking their travels. Explain that the worm's tunnels bring oxygen and nitrogen to nurture life and that the tunnels help the soil hold water.

Arrow of Light

WEBELOS TO SCOUT GRADUATION PLAN

September

LEADERS:

□ Have your den select a Scout patrol name, get patrol patches to wear, make a patrol flag, and elect a Patrol Leader. Check the Scout Handbook for ideas.

PARENTS:

- Meet with your Webelos Leader and discuss the Webelos-to-Scout transition process. Make sure you understand when things will happen so that you can help prepare your Webelos. Volunteer to assist in any way.
- Refer to the Webelos-to-Scout transition often and tell your Webelos how proud you are that he will soon become a Boy Scout. Use positive terms that convey an expectation that your Webelos will continue in Scouting.
- Assist your Webelos in the completion of his Arrow of Light requirements

ARROW OF LIGHT REQUIREMENTS

MEANING OF THE WEBELOS BADGE

The Webelos badge is like the emblem on your Webelos cap, except that it also has the word "Webelos" and the Scout badge. The emblem is made up of a gold Scout badge with a blue "W," for Webelos, on it. It shows that you are moving from Cub Scouting to Boy Scouting.

THE PARTS OF YOUR UNIFORM

Webelos Scouts may wear either the blue uniform they wore as Cub Scouts or the khaki and tan uniform they will wear as Boy Scouts. You and your family decide which one you will wear. With either basic uniform, Webelos Scouts wear the Webelos cap, Webelos neckerchief, Webelos neckerchief slide.

WHEN TO WEAR THE UNIFORM

Wear your uniform:

- To all den meetings and pack meetings.
- On campouts and other den activities.
- At den service projects.

- During Anniversary Week in February.

The Webelos uniform may not be worn:

- When you are involved in any distinctly political activity
- When you are appearing on the stage professionally
- When you are participating in demonstrations not authorized by the Boy Scouts of America.

THE SCOUT LAW PUZZLE

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

- TRUSTWORTHY
- LOYAL
- HELPFUL
- FRIENDLY
- COURTEOUS
- KIND
- OBEDIENT
- CHEERFUL
- THRIFTY
- BRAVE
- CLEAN
- REVERENT

Family Member



This badge focuses on helping each young Cub Scout learn how to contribute to the success of his family. It also helps prepare to him for the future by giving him a start on budgeting, planning family activities, thinking about health and safety issues, and improving his relationships with other family members.

PERSONAL CREST

Sam Houston Council



A crest is a design signifying your name, and some noteworthy deed performed by an ancestor. Have your boys design their own crest, incorporating the initials of their name, and some achievement. For instance, if a boy's initials are J. O. T. and he is a baseball player, his Crest might look like the one shown here. Have each boy explain what their crest represents and reproduce it on a foot locker, tool box, a box used to store baseball cards, a plaque, or on paper for a book cover. Reproduce it with acrylic paints or permanent markers and cover it with clear urethane varnish or modge podge.

LAUNDRY HINTS

Removal with a store-bought cleaner-ballpoint pen ink, facial makeup, motor oil, rubber cement, wax: (You can remove a pen ink stain by using a cheap hair spray on the ink spot)

- Put absorbent cloth or paper towel under stained area.
- Place chemical cleaner on stain.
- Rub stain until it leaves the clothing and passes into the material below.
- Remove the absorbent material. Put cleaner on a new cloth. Wipe around edges of stain and toward center of stain.
- Let dry. Reapply treatment if removal unsatisfactory.

Removal with water - blood, ketchup, coffee and tea, dairy products, grass, mustard, soda pop:

- Place absorbent cloth or paper towel under stained area.
- Rub stain gently with water. If stain is persistent, rub in drops of detergent.
- Rinse out detergent.
- Remove absorbent material.
- Wipe dry.

GAMES AND ACTIVITIES

Santa Clara County Council

THE GREAT BATHTUB EXPERIMENT

Should you take a bath or a shower?

Materials:

Your bathtub with an overhead shower, a yardstick

Start by taking a bath. Fill your bathtub with water as usual, but before you step in, use a yardstick to measure the depth of the water in the tub. Be honest with the amount of water you use. If you are not, the experiment will be useless. Record the number for future reference.

Next time you bathe, take a shower. But before you begin, do something unusual. Close the bathtub drain so that the shower water will collect in the tub. When you are finished, measure the depth of the water that has collected.

Compare this reading in the shower with the bath water depth. You will find that your shower used substantially less water – probably less than half as much! A lot of this water is hot water. As a rule of thumb, figure that it takes a cubic foot of gas, or 1/4 kilowatt-hour of electricity to heat a gallon of water. So you can see showering saves energy – as well as water!

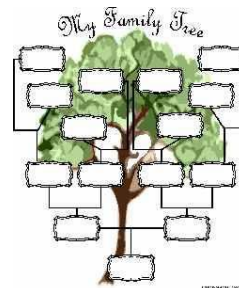
WASH-SORT



Gather some “dirty” laundry – clean actually and enough for Webelos Scouts to sort through in roughly a minute. Mix the laundry into two piles having about the same amount of white, color, and dark items in each. You can add to the fun by including something that must be dry cleaned so that the Webelos Scouts must read the labels to properly sort things. Also, put some pens and/or papers into the pockets for even more reality.

Split the den into two teams. The first team to sort their clothes properly wins. You may want to time each Webelos Scout individually for another variation.

FAMILY TREES



Materials: White and light green construction paper

Directions:

Have the boys cut trees out of the green construction paper and paste them onto the white paper.

Have them write their name and their siblings' names, birthdates and birthplaces on the trunk of the tree.

Above this near the bottom of the leafy part of the tree write their parents' names, birthdates and birthplaces.

Above each parent write the grandparents' information.

Above the tree add Great-Grandparents, if possible.

Connect lineages with lines.

HOME INSPECTION CHECK LIST ADDITIONS

There is a good home inspection checklist in the Webelos handbook, but there are other important inspections to do. Here are a few that Webelos can do at their homes and at their grandparents' homes:

1. Check to see that there are smoke detectors on every floor of the house, near all bedrooms and in hallways that connect sleeping areas to living areas of the house.
2. Test the batteries of all of the smoke alarms.
3. Use a "polarity tester" on every outlet inside and outside the house. Outlets are often wired with the black and white wires backwards or without a good ground wire. Inexpensive testers are available.
4. Are any power plugs hot or extra warm to the touch?
5. Check to see that appliance, telephone and lamp cords are not in places where people typically walk, so that they are unlikely to trip on them.
6. Check to be sure that power cords are not under any furniture legs, rugs or carpeting.
7. Are all power cords in good shape; not frayed or cracked?
8. Are several cords going into an extension cord that is not rated for the load?
9. Are any of the area rugs able to slip or slide?
10. Is there a list of emergency numbers near every telephone, including poison control, local police (911 and non-emergency), and fire?
11. Check the wattage of every light bulb versus the rating of the sockets.
12. Make an emergency exit plan so that the whole family knows how to get out of the home from any room. Everyone needs to know what the emergency gathering spot will be. Are there any safe alternative ways out of upstairs windows? Do a practice emergency escape from the home to see how long it takes.
13. Does the stove vent out smoke properly?
14. Are any appliances plugged in too near the sink in the kitchen or bathroom?

15. At night, is kitchen lighting bright enough to see adequately and be safe? Webelos Family Member Activity Badge

16. Does the fireplace have something to keep sparks from entering the room?

17. Are there any rugs or flammable objects near the fireplace?

18. Are hallways well-lit and free of clutter?

19. Do bathtubs and showers have non-skid surfaces to stand on?

20. Are poisons and household chemicals out of reach of small children?

21. Are there light switches at both the top and bottom of all staircases?

Aquanaut



PREPARING FOR BOY SCOUTS

Aquanaut Requirement 1 & 2 are similar to [First Class](#) Requirement 9b.

Aquanaut Requirement 5 is similar to [Second Class](#) Requirement 7c & [First Class](#) Requirement 9c.

Aquanaut Requirement 7 is similar to [Second Class](#) Requirement 7b.

Remember to check the Guide to Safe Scouting and Safe Swim Defense before engaging in any water activities!

You can find both here:

<http://www.scouting.org/scoutsource/HealthandSafety/Resources/Guidetosafescouting.aspx>

<http://www.scouting.org/scoutsource/HealthandSafety/Aquatics/safe-swim.aspx>

AQUANAUT IDEAS

Suggestions For Den Activities

1. Discuss the importance of the buddy swimming system.
2. Have a demonstration of mask, fins, and snorkel by an expert.
3. Take the den swimming. Let them try to pass the 100-foot requirements, and surface dive and snorkel optional requirements.
4. If a rowboat is available, have boat safety methods and rowing techniques demonstrated by an expert. Give boys a chance to practice the methods. Invite parents to come along.

5. Teach the four basic rescue methods. Let boys' practice reaching and throwing a lifeline for rescue.
6. Practice rescue breathing on dummy.
7. Go to a swim meet or diving exhibition.
8. Go to a canoe or sailboat race.
9. Invite an expert to explain how to handle emergencies in the water. (Contact a swim instructor, the YMCA or Coast Guard)
10. Visit a boat yard.
11. Have a quiz on boat safety rules.
12. Study the safe swim defense plan.
13. Learn about water pollutants in lakes and rivers in the area. How do they affect water consumption and recreation?
14. At the end of the month, have a family splash party where Webelos Scouts can demonstrate proficiency in swimming, snorkeling, boating, and water rescue. Include games that the whole family will enjoy playing

NEIGHBORHOOD WATER TOURNAMENT

- 1) Water pistol duels
- 2) Fishponds - can be made from cleaned out ice cream cartons or tubs (gallon size). Make "fish" out of sheet metal. Tie toy magnets to string of fishing poles. Numbers painted on fish indicate prizes won by fisherman.
- 3) Water Pistol Fireman - The object is to shoot out a candle flame with a water pistol. Make up your own rules.
- 4) Water Nail Driving - Attempt to drive nails in a piece of wood submerged in a water-filled tub.
- 5) Throw wet sponges at a clown. His head sticks through a hole in a piece of canvas, plastic tarp or other heavy plastic.
- 6) Fill soda bottles with water carried in paper cups relay fashion.
- 7) Set up a large metal tub and duck for apples.
- 8) Divide the group into "armies" and have a water balloon fight.
- 9) Play Tug O' War with a hose set up on a ladder spraying water or a mudhole.
- 10) Skish - is a test of plug-casting skills. You'll need some casting rods, plastic plugs and targets (cardboard boxes, plastic hoops, chalk rings on the cement, etc.)

BUDDY SYSTEM GAME

Divide the den into pairs of scouts. Each pair is a separate team. Each player is given a bottle cap. Place a bucket half filled with water in the center of the playing area.

Partners should hold onto the other Cub's belt, carrying the bottle cap in their free hand.

A circle, 8 feet in diameter is drawn around the bucket.

At the leader's signal teams run to the bucket to fill their bottle caps with water. Both team members must be outside the circle to participate in the game's action which is splash other teams. Teams may keep refilling their bottle caps during the games except when the leader yells "Buddies." At this, no one

may splash or refill, but everyone stops where they are and hold their arms high. Those caught splashing or refilling after "Buddies" is called, are out. Resume play until last team remains or time runs out.

WATER FUN AND SAFETY QUIZ

Circle Ten Council 1999 Pow Wow

Water Safety

For each statement, circle the correct answer, either DO or DON'T.

DO DON'T 1. Show off in the water.

DO DON'T 2. Swim with a buddy.

DO DON'T 3. Dive into strange or shallow waters.

DO DON'T 4. Check with your buddy to see if he knows how to swim.

DO DON'T 5. Go in swimming right after eating.

DO DON'T 6. Have your family physician give you a physical before starting a swimming course.

GAMES FOR AQUANAUT

The Guess What I'm Doing Game

On separate slips of paper, write some directions. (Make them rules from Safe Swim Defense).

Put the slips in a hat and ask the first player to pick one. He reads his directions silently and pantomimes the action. The player who first guesses what he is doing becomes the next pantomimer.

Yacht Race

Line your gang at one end of the swimming area, giving each racer a soda straw and a small sailboat made of a flat board, an upright stick and a paper sail. Make the sailboats as much alike as possible so that everyone has the same chance of winning. The Cub Scout regatta boats could also be used. On a signal, the swimmers must begin to blow their craft forward by puffing through their soda straws. The use of hands to put the boat back on course is forbidden.

Nuts And Bolts

A good way to get used to being underwater is to play this game. Toss a large bolt with a nut on it into waist-deep water. Bend down to find the bolt and unscrew the nut while you are under the water. If you can't finish the job, you must drop the bolt, come up for air and go down again until you have separated the two. When they are separated, straighten up to show them, throw them in again, and go under to replace the nut on the bolt. This may be played individually or as a team relay game.

Note: Be careful of throwing these bolts into a plastic lined swimming pool so you do not damage the liner. Be sure to

remove all nuts and bolts after the game so they do not rust and stain the lining of the pool.

Find The Number

About twenty large, flat rocks are plainly marked on both sides with numbers ranging from one to five. These are thrown into water that may be from two to six feet deep, depending on the swimming ability of your group. On a signal, everyone dunks to try to bring back as many numbered rocks as possible to his station on shore. Only one rock may be carried at a time. The player who collects the highest total when the numbers on his rocks are added up is the winner. Any flat, non-floating objects may be used instead of rocks.

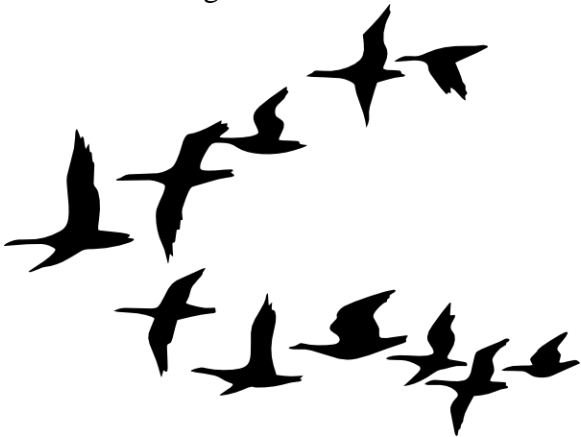
Cooperation Ideas

5 Things Geese Can Teach Us About Cooperation

Baloo's Archives

Every fall thousands of geese fly from Canada to the southern part of the United States to escape the bitterly cold Canadian winter. As soon as a flock of geese take flight from Canadian waters they quickly form a v-shape flying pattern, with one rotating goose in the center lead and all the other geese trailing behind in two close lines.

Wildlife scientists have conducted extensive studies to determine why geese and other migratory birds always fly in a distinctive v-formation. They found some fascinating results:



1. **When geese fly together, each goose provides additional lift and reduces air resistance for the goose flying behind it.** Consequently, by flying together in a v-formation, scientists estimate that the whole flock can fly about 70% farther with the same amount of energy than if each goose flew alone. Geese have discovered that they can reach their destination more quickly and with less energy expended when

they fly together in formation. When people work together harmoniously on teams, sharing common values and a common destination, they all arrive at the destination quicker and easier, because they are lifted up by the energy and enthusiasm of one another.

2. **When a goose drops out of the v-formation it quickly discovers that it requires a great deal more effort and energy to fly.** Consequently, that goose will quickly return to the formation to take advantage of the lifting power that comes from flying together. Sometimes people playing on teams will drop out of the group and try to accomplish goals on their own. However, like the geese, they usually discover that they miss the synergy and energy that comes when they are an active part of a cohesive team moving toward their destination, and want to return to the group.



3. **Geese rotate leadership.** When the goose flying in the front of the formation has to expend the most energy because it is the first to break up the flow of air that provides the additional lift for all of the geese who follow behind the leader. Consequently, when the lead goose gets tired, it drops out of the front position and moves to the rear of the formation, where the resistance is lightest, and another goose moves to the leadership position. This rotation of position happens many times in the course of the long journey to warmer climates. When a team is functioning well, various members of the team may take the leadership role for a while because of a particular expertise or experience. Consequently, on good teams, everyone has the opportunity to serve as a leader as well as a follower.

4. **Geese honk at each other.** They also frequently make loud honking sounds as they fly together. Scientists speculate that this honking is their way of communicating with each other during their long flight. Similarly, when working on teams, it is exceedingly important for each team member to communicate regularly with all the other team members. Teams frequently fall apart because of the lack of adequate communication among the various members of the team. Perhaps human teams can learn from flying flocks of geese that constant communication among members is exceedingly important in moving effectively towards a common destination.
5. **Geese help each other.** Scientists also discovered that when one goose becomes ill, is shot or injured, and drops out of the formation, two other geese will fall out of formation and remain with the weakened goose. They will stay with and protect the injured goose from predators until it is able to fly again or dies. Likewise, human teams work best when they do more than just work together, but care for the well being of each other.

Autograph Harvest pre opening

2011-2012 CS RT Planning Guide

Materials:

Sheet of paper with two columns:

“Have Met Before”

“Have Not Met Before”;

Pencils or pens

As people arrive, provide each person with paper and pencil. Tell them to collect autographs of as many people as possible in the appropriate column. Before they obtain an autograph, they need to introduce themselves and shake hands with each other using the Cub Scout handshake.

During the meeting, recognize those who collected the most autographs in each category with a cheer. The person who collected the most autographs in the “Have Not Met Before” column should be a new person or a visitor. Welcome him or her and all other people who are new to the pack with a warm welcome. Then recognize everyone for their effort with a cheer.

Make a Model of Family Cooperation pre opening

Alice, Golden Empire Council



Each family gets to choose either smooth rocks or small pieces of driftwood, one for each family member. Then working together, they make a “model” of their family. Rocks could be gathered on a den, family or pack hike - But even if you don’t go out and collect the rocks, you could get some smooth river pebbles from a local nursery to do this fun project.

Provide a variety of rocks and driftwood, glue and markers for those who want to add features to their “people.” To make this activity easier, you could give each family a shallow Styrofoam meat tray to use as a base.

Make a Cooperation Spider Web pre opening

Alice, Golden Empire Council

Check out the directions under GAMES. Be sure and point out that by working all together, your den or pack has made a web from ordinary yarn that provides support and ties everyone together – just like cooperation does!

The Picture of Cooperation pre opening

Alice, Golden Empire Council

Ask everyone to bring in pictures from magazines or that they have drawn – each picture should show people working together to accomplish something. Glue the pictures to a large piece of paper and top it off with large letters spelling out Cooperation.

A Story of Cooperation pre opening

Alice, Golden Empire Council

Give each family, den or team a bag with the same items in them – or you could put different items in each bag.

The challenge is for the team to work together to make something or to tell a story using the items. Items you could put in the bags include: colored paper, some buttons, rubber bands, a little box, some dowels, lunch bags, yarn, some googly eyes,

some plastic lids, a couple of toilet paper or paper towel tubes, etc.

You should also supply scissors, tape and glue, paper or poster board, maybe some markers. Each team creates something working together.

STAND UP pre opening

Sam Houston Area Council

Two players sit back to back with legs stretched out in front of them. They must try to stand up without using their arms. The Cub Scouts will see that they can only stand up if they work together.

Cooperation Code Challenge pre opening

Alice, Golden Empire Council

Start with a phrase about cooperation – but don't share it with the boys. Before the meeting, divide up the phrase into individual words which must be discovered by breaking a code. Each boy or team of boys works on just one word. To make it more interesting, you could give each boy a different kind of code to break.

When each boy or team has found their word, the whole group must work together to put the words together to make the phrase.

Here's an example of a phrase you might use: "Everyone must work together to demonstrate Cooperation." There are all kinds of codes you can use – if you need some ideas, go to the boy's books, the How To Book, or check out:

www.scouting.org/za/codes/

Make "Cooperation Cake" pre opening

Alice, Golden Empire Council

Assign every boy, den or family to bring one essential ingredient from a simple cake recipe. Mix together, then bake in a 8X11 pan so it cooks quickly. (Assign someone to get it in the oven and watch it.) There's your treat for afterwards! But be sure and talk about how the cake would come out without everyone's cooperation and ingredients! What would happen if someone forgot to bring the eggs?

You can also make this a great object lesson by making two cakes – but make sure that an essential ingredient is "forgotten" for one cake – then watch to see what happens to the second cake made without sugar or baking powder. That's just what happens when someone doesn't cooperate and fails to do their part.

Cooperation Crossword pre opening

Catalina Council

Use the following words and a few others in completing this crossword puzzle:

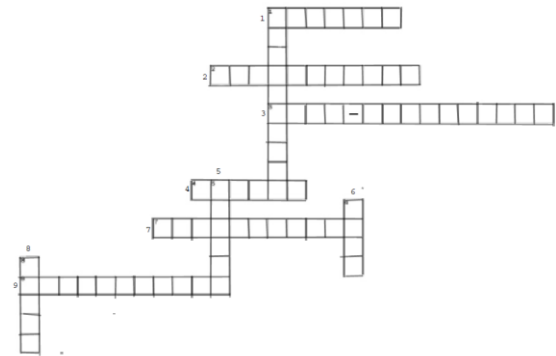
Compassion

Cooperation

Persistence

Self-discipline

Trustworthy



Across

- 1 If you have self-discipline, you can _____ your behavior , even when you are angry.
- 2 Teamwork, working well with others
3. Self-control
4. If you are trustworthy, people know that they can ____ on you.
7. Refusal to give up
9. Reliable, able to be depended on

Down

1. Kindness and mercy
5. If you show persistence, you don't give up _____.
6. If you show cooperation, you work ____ with others
8. If you show compassion, you care about the feeling of _____ people

Cooperation Word Search pre opening

Catalina Council

Note:

- ★ This may take some time for the boys to complete due to the size of the words.
- ★ The younger Scouts may need some help finding the words.
- ★ Another way to inspire cooperation would be to have the older boys work together with the younger boys.

Find the 26 words in this Word Search

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

Word List

CARING COMPASSION CONFIDENCE
 COOPERATION COURAGE EMPATHY
 ENTHUSIASM FAIRNESS FORGIVENESS
 GENEROSITY HELPFUL HONESTY
 HOPE INTEGRITY KINDNESS
 LISTEN PATIENCE PERSEVERANCE
 PROACTIVE RESOURCEFUL RESPECT
 RESPONSIBILITY SYNERGIZETOLERANCE
 TRUSTWORTHY UNSELFISHNESS

Clothespin Mixer Pre Opening

Southern NJ Council

Equipment: Clip-on clothespins - 3 or 4 for each person
 Give everyone 3 or 4 clothespins. Tell them that the object of the game is to get rid of their clothespins without having anyone else pin THEIR clothespins on them. With everybody trying to get rid of his or her clothespins at the same time, as fast as possible, this is a rowdy and fun way to start a meeting. They can form cooperative groups who work together to keep people from "pinning" members of the group.

Cooperation Opening Ceremony

2011-2012 CS RT Planning Guide

Personnel: Cubmaster (CM) or Den Leader (DL),
 11 Cub Scouts

Materials: Eleven cards with the letters to spell out "COOPERATION" on one side and the words they will say on the other. Cards should be made by the boys.

Arrangements: Boys enter one at a time, show their letter, and read the script.

CM/DL: This month we have been working on a very important value that we need to use in our dens, our pack, and our families. Let's see if you recognize the value.

- Cub #1:** (P): Play every game fairly.
- Cub #2:** (A): Always do your part in a project.
- Cub #3:** (O): Our team will make sure everyone gets to the finish line.
- Cub #4:** (N): Never whine or complain or make excuses.
- Cub #5:** (C): Compromise if you don't agree.
- Cub #6:** (T): Take time to show appreciation.
- Cub #7:** (E): Encourage others to do their best.
- Cub #8:** (O): Our team needs everyone. We'll make sure they know it!
- Cub #9:** (O): Our team can work together.
- Cub #10:** (I): Include everyone so no one feels left out.
- Cub #11:** (R): Reach out to help a teammate.

CM/DL: (Looking at the audience) So as you can see, we worked this month on the value of (tries to sound out the "word" and looks puzzled). Now, that doesn't seem quite right. I think we need to rearrange these letters. Boys, can you figure out where each letter goes?

(Boys make a big deal out of trying to find their place.)

Cub #1: Wait a minute. Let's all work together!
(Boys talk together and get themselves in order to spell out the word correctly.)

CM/DL: Now, that looks better. How did you boys figure out what order to stand in?

ALL: (Look back and forth at one another; then shout in unison) **Cooperation!**

Uncle Sam & Cooperation Opening

Alice, Golden Empire Council



Post a picture of Uncle Sam as a poster or on the wall before the ceremony begins – or have a boy bring out the poster as the ceremony is introduced. Before the meeting, boys in one of the dens can talk about Cooperation and how all of us can work together to keep our country strong. Each boy can

choose a way that a Cub Scout can cooperate, then either spell out the word or find or draw a picture that illustrates his idea. You could also enlarge these images to use for each boy – then write his part in large letters on the back.

Narrator: This month, we have been learning about Cooperation. A long time ago, soldiers started calling the meat they got Uncle Sam’s Grub, because U.S. was stamped on the barrels. A little later, cartoonists came up with an image of “Uncle Sam” wearing a top hat and stars and stripes. The cartoon was used to help recruit soldiers for the army, and to encourage citizens to collect rubber and metal that was needed for equipment for the army. So Uncle Sam became a symbol of all Americans cooperating to supply people and materials needed during a war.

Image of Uncle Sam is posted.



OR

Cub Scout #1: One way I can cooperate is to obey the laws of our country.

Shows image of boy obeying the law, such as crossing at the crosswalk instead of jaywalking OR he could have the same image of Uncle Sam, with the added phrase as shown below.



OR

Cub Scout #2: I can cooperate with others to serve those who need help.

Image of boy collecting for Scouting for food, or helping collect socks or books for people who need them, or some other project.



OR

Cub Scout #3: I can cooperate with my family to help make our family and country strong.

Image of boy working with his family to clean, rake leaves, paint, or take care of their house.



OR



Cub Scout #4: I can cooperate by being a team player and being a good sport.

Show image



OR



Cub Scout #5: I can cooperate with Akela at home and school and in Scouts.

Show image.



OR



Cub Scout #6: I can cooperate with others to honor my country’s flag.

Move into Opening Flag Ceremony.

The Value of Games Opening Ceremony

Catalina Council

Materials: Five signs for Cubs to hold with Cooperation, Honesty, Perseverance, Positive Attitude, and Resourcefulness written on them.

Set up: The five Cubs with the signs stand out of sight (in the audience, behind the curtain, on the side lines). The Cubmaster (CM) and Assistant Cubmaster (CA) or two other leaders are up front having a discussion. The CM has a newspaper and a pen.

CM Boy, this crossword sure is tough today. I could sure use some help. (Calls CA), can you help me finish this before the meeting starts?

CA Sure, I love doing crosswords. Maybe the Cubs can help, too

- CM Okay, let's go. I need a seven-letter word that means, "telling the truth and being worthy of trust."
- Cub #1 (Comes on stage) I know, I know, it is Honesty (shows his sign to audience)
- CM You are right! (Cub goes to center stage, continues to hold his sign up)
- CA Now number 7 down is a 12-letter word meaning, "sticking with something, and not giving up, even if it is difficult."
- Cub #2 (Come on stage) How about Perseverance? (shows his sign to audience)
- CA You are right! (Cub #2 joins Cub #1 at center stage, both hold their signs up)
- CM Now number 5 across is 2 words meaning, "Being cheerful and setting our minds to look for and find the best in all situations."
- Cub #3 (Comes on stage) Is it Positive Attitude?
- CM Right again! (Cub #3 joins others, all hold their signs up)
- CA Now number 2 down is a 15 letter word meaning, "Using human and other resources to their fullest."
- Cub #4 (Comes on stage) Resourcefulness!!
- CM Boy oh Boy, I don't know how you do it! (Cub #4 joins others, all hold their signs up)
- CA Now number 32 across is an 11 letter word meaning, "Being helpful and working together to achieve a common goal."
- Cub #5 (Comes on stage) Cooperation!!
- CA WOW! These Cubs sure are smart. (Cub #5 joins others, all hold their signs up)
- CM Yes, and isn't it amazing what they can learn playing games! (Point to the signs)

Cooperation Advancement Ceremony

Alice, Golden Empire Council

Before the Pack Meeting, check with each Den Leader to see what kinds of things the Den or den families did to demonstrate Cooperation this month. Ask each Den to be ready to share some ideas.

Narrator: This past month, our Cubs and Webelos have been trying all different ways to cooperate within their family, their den and their neighborhood. They've also been very busy earning awards. Let's see what they did.

Calls up Tiger Cubs and parents who are to receive any kind of award or recognition.

Tigers and Partners – we know you had some fun this month. What did you learn about cooperation? *Tigers & Adults share their experiences.*

Narrator: Sounds like you learned a lot this month. And we know that you also worked to earn your Bobcat (or other award). Parents, please present the award to your son. Tigers, please present the parent pin.

Let's give them a big cheer. *(Choose an applause)*

Narrator: The Wolf den has also been very busy earning awards. Let's see what they did.

Calls up Wolf boys and parents who are to receive any kind of award or recognition.

Wolf Cubs – we know you found out some ways to Cooperate this month. Tell us what you did.

Wolf boys and parents share their experiences.

Narrator: Great example of cooperation – but we know that you also worked together to earn some awards! *Narrator lists the boys and awards earned.* Parents, please present the award to your son. Wolf scouts, please present the parent pin.

They deserve some applause! *(Choose an applause)*

Continue on in the same way with Bear, Webelos and Arrow of Light dens – but if you do have an Arrow of Light to award, make sure to move into a special ceremony.

Narrator: Well, we can certainly see that the boys in our Pack have been Cooperating this month. Congratulations to everyone!

Honest & True Song

Alice, Golden Empire Council

(Tune: Supercalifragilisticexpialidocious)

This has actually turned into a personal challenge

to come up with a song each month using this tune – so here goes. Alice

If you have internet access go to
<http://www.niehs.nih.gov/kids/lyrics/supercal.htm>
 to hear the tune

Honesty's a policy that helps you to be True,
 When you always tell the truth
 Your friends can count on You
 If you're always steadfast,
 You can stand up for the Right

All your words will stand alone,
And in the brightest light

Cooperation Song

Alice, Golden Empire Council

Tune: Supercalifragilisticexpialliocious

If you just cooperate, you're sure to have some fun,
Working all together will keep troubles on the run,
Many hands together and the job will soon be done
If everyone cooperates, we all can work as one!
Oh.....

We should work together – just forget about your pride,
Many hands combining will be the best you've tried,

If we work together we'll all be on the same side,
So let COOPERATION become your daily guide.

Planet Earth's Our Only Home Song

Baltimore Area Council

(to the tune of Old McDonald)



Planet Earth's our only home,
It is in our hands.

We must learn to keep it safe,
The seas, the skies, the lands.

Chorus

With recycling,
And conserving,
I know I can, I know you can,
Yes it true, I know we can!
Planet Earth's our only home,
It is in our hands.

It's home to birds up in the sky,
Fishes in the sea.

It's home to creatures on the ground,
It's home to you and me.

(Repeat Chorus)

Turn off water, dim the lights,
Kids can do their part.

Making changes to conserve,
Is just being smart.

(Repeat Chorus)

Cooperate Cheer

2011-2012 CS RT Planning Guide

- Divide the audience into four groups.
- Assign “Co,” “Op,” “Er,” and “Ate” and have each group practice their part.
- Have each group say their part loudly as the leader points to them.
- Mix up the word for fun,
- Finish with saying the whole word, “Cooperate!”

Cooperation Applause

Alice, Golden Empire Council

Each person stands facing another person. They give applause by each using only one hand and clapping with one hand of their partner.

Cooperate Applause:

Divide the group into four groups.

1. Have each group practice their part:
Co / Op / Er / Ate;
2. Now, have each group say their part loudly as you point to them.
3. Mix up the word for fun, but finish with saying the whole word Cooperate!
4. Then everyone yells “Together” at the end.

Cooperate – Communicate Applause:

Divide into three groups –

One group yells Cooperate!

The second yells Communicate!

The third keeps up a steady undertone saying
“I want my way, I want my way!”

They do this all at the same time!

Then the leader says “Stop! – Let’s work together!”

He points to 1st group,

Then he points to the 2nd group and then says: –

“Now we’re working together! –
That’s the Scouting Way!”

Cooperation Run Ons

Alice, Golden Empire Council

All during the meeting, boys suddenly appear and demonstrate working together to do something – choose activities that require more than one person – in other words cooperation. Here are some possibilities:

- ☺ **Folding a Flag** – one boy comes out, tries to fold the flag, then says, “Hey I need another set of hands” Another boy or boys appears, and together, they get the job done.

- ☺ **Playing catch** – one boy comes out, says “Wish I had someone to play catch with!” Another boy joins him, and they toss the ball back and forth a couple of times.
- ☺ A boy comes out with a big stack of newspapers, which he drops so they scatter all over the floor. “Oh, no – look at this mess. Wish I had some help!” Another boy or boys appear and they get the papers stacked in no time and leave.
- ☺ A boy comes out with a paint can and a paint brush – he pretends to look at a very LONG fence. “I’ll never get this fence painted in time to play ball” he says, “Wish I had some help!” Out comes another boy or even several boys with a brush – together they make motions of painting the whole length of the fence.

After each run on, either the boy or a Leader says, “Great. Now that’s what I call Cooperation!”

Shifting Shapes Game

2011-2012 CS RT Planning Guide

Materials:

- ✂ Soft rope 25 to 30 feet long, tied end to end to form a circle for each team;
- ✂ A set of cards with different shapes (circle, triangle, square, diamond, etc.) drawn on them for each team

Set Up:

- ✂ Divide the group into teams of six to eight players.
- ✂ Provide each team with a rope circle.
- ✂ All team members stand outside the rope circle, with their hands on the rope.
- ✂ Assign a pack leader or den chief for each team.
- ✂ This game is played in silence.

The Play:

- ☺ On signal, each leader shows his or her team the first card and the players create that shape with their rope without talking to one another.
- ☺ Players can move up or down the rope as long as their hands are on the rope.
- ☺ When the shape is done to the satisfaction of each team member, the team as a group claps their hands.
- ☺ Then the leader shows them the second card.
- ☺ The teams compete for the number of shapes they create within an allotted time, accuracy, and their cooperative spirit.

- ☺ To make this game more challenging, players may be blindfolded.
- ☺ After playing the game, lead the following reflection or Character Connection

Character Connection: Cooperation

- ✓ What does cooperation mean?
- ✓ Did you cooperate with other players?
- ✓ What happened in the game when everyone on your team cooperated with one another?
- ✓ How would you feel if a player didn’t work with the rest of the group?
- ✓ What can you do to encourage cooperation when you play with other children at school or home?

Cooperation Challenge Game

Alice, Golden Empire Council

This activity requires boys to work together and agree on what they will do quickly in order to beat the other team(s).

First, divide the group into teams – could be by dens, include teams of parents and boys, or just be a couple of teams competing together.

Before the activity, prepare cards or strips that list different activities: “Sing a song” or “Play the same tune on a kazoo” or “Play a Game” or “Decide where to hide something” or “Set up an obstacle course” or “Demonstrate a set of physical activities.”

Provide props as needed, such as cones, hula hoops, chairs for an obstacle course, or kazoos or other fun instruments for a musical challenge.

Each team is handed a card and told they must decide on what to do together and everyone must agree on the song, game or activity they will do. Leader or parent should prompt the team to work together, and remind them that everyone has to agree.

The first team that agrees to do the same thing and does it gets a point. Songs, games or activities can’t be repeated during the game.

Winning team is the one with the most points.

Want to make this more challenging for older boys? Tell them they cannot say anything – they must use actions to get their ideas across and agree on what the group will do.

After the game, talk about the activity: Was it hard to find something you all agreed on? Did it take more time? Did everyone feel they had a chance to

give their ideas? How would you feel if no one wanted to do what you suggested? Does it matter what you say when someone gives their ideas?

Cooperation Spider Web Game

Alice, Golden Empire Council

This is another fun way to demonstrate that when everyone works together, you can accomplish something big. This activity is sometimes used as a way to introduce people to each other, and it can also be used to give positive feedback to everyone in a group.

Start with a large ball of yarn and with everyone seated in a big circle.

Toss the ball of yarn across the circle to someone else, who holds on the end of the yarn and tosses the ball of yarn to another person.

Continue tossing the ball and holding on to the end of the yarn until everyone in the circle has gotten the ball of yarn at least once – and you can throw the ball of yarn overhand or underhand.

You could also ask each person to say their name or their favorite sport, or color, or TV show, or ? as they throw the ball of yarn to someone else.

When everyone has had at least one chance to catch and throw the ball of yarn, you will have a wonderful “spider web” of yarn that you can all lift up together. And everyone will be included! That’s what cooperation is all about!

Delivering the News – Together Game

Alice, Golden Empire Council

This is based on a real-life situation – getting newspapers ready to deliver. There are a lot of steps, and sometimes another family member helps the person who finally delivers the paper.

Demonstrate how the paper should be folded together and then folded over, a rubber band around the middle, and the whole thing in a plastic bag. If anyone in your pack or den has actually been a paper delivery boy, they can talk about how others helped them get the job done.

Start by dividing the group into at least two teams. Each team gets the same materials:

1. Several sections of the same newspaper, all taken apart – be sure you also have some advertising sections, sports section, and

different specialty sections – the same for each team.

2. Rubber bands large enough to go around the entire paper when folded
3. A large plastic bag like those used to cover the paper when it’s raining

(If you don’t have a paper carrier in your group, ask the local paper to help – they always have extra copies – the Sunday paper is good, because it’s so large. It works best if you get several copies of the same paper)

Explain that each team must put their paper together, all sections facing the same way, with the first section on the front, and every section folded into the others. For older boys, you might have a list of the order the sections must be in when folded. There are two ways to do this relay: either have one boy at a time go to the finish and do just one step of getting their newspaper together, then run back and tag the next boy to go do the next step; when the whole paper is folded together, rolled and rubber-banded and in the plastic bag, the team is done – and if they have followed directions, the first team done wins.

OR

Let boys work as teams of two at a time and do the whole process. On signal, the first team runs to the disorganized paper, puts it together, puts on the rubber band, and then puts their paper in the plastic bag.

Then the team of boys runs to tag the next team in their line – meanwhile, a leader or parent stationed at the finish should take the paper apart and scatter it out again for the next team.

The winning team gets all their boys finished and the first team to the front of the line first.

Be sure and talk about how the teams worked together – did they find a good way to make it easier and faster to get their paper ready? Did both boys work together? Would it be easier if they did the paper in sections, like the main sections, special sections, advertising in the middle?

Group Hacky Sack Game

Alice, Golden Empire Council

Give the boys a large beachball – they have to work together to keep it off the ground, and their goal is

to keep it in the air for as many hits as possible. Help them develop a team strategy, like having a "zone" for each boy. To make it really challenging, trade out the beachball for a smaller ball or a hacky sack.

Cooperating Together Closing

Alice, Golden Empire Council

Before the meeting, hide large letters to spell out Cooperation under seats in the audience.

Cubmaster: Well, we have seen that it takes everyone working together to get things done. Now we have a special challenge for all of you. We can't have our closing ceremony till we locate some missing letters. So everyone please look under your chairs. If you find a letter, please bring it forward. *Audience looks for the letters and brings them forward.*

Narrator: We seem to have a lot of letters here – but we need to work together to spell out the message. That will call for some cooperation! *Group with the letters works together to spell out the word Cooperation.*

Narrator: Well, audience, what do you think? Have they found the message? Did they all work together to find it?

Well, that's our message to everyone as we leave tonight – remember to work together to have fun, accomplish the task, and get things done. In other words, COOPERATE! Thanks for coming tonight.

Cooperation Cubmaster's minute

Pamela, North Florida Council

Great things can happen when people cooperate for a common goal. You cooperate with your parents. You cooperate with your den leader. You cooperate with your teachers. The result can be a fun time, learning new things and experiencing new adventures. Thank you, Cub Scouts, for your cooperation tonight and always. We had a great time!

Coyote Brings the Fire to the People Folktale

This is a traditional Native American folk tale about how Coyote brought fire to the people – but he had the cooperation of squirrel, chipmunk and frog. At one time, only the Fire Beings had fire – and other people suffered in the cold winter – especially the elderly and the young. Some of them died from the cold.

Coyote said he could steal some fire – and he proceeded to sneak in and grab a stick burning on one end. But the Fire Beings were very fast, and one

reached out and grabbed Coyote's tail. The heat turned the tip of his tail white.

He threw the burning stick to Squirrel, who caught it in her tail and ran with it. The heat of the burning stick made her tail curl up over her back. The Fire Beings almost caught squirrel, who tossed the burning stick to Chipmunk. But as chipmunk turned to run off, one of the Fire Beings clawed his back, leaving three white stripes. Chipmunk tossed the burning stick to Frog, but one of the Fire Beings caught him by his beautiful long tail. Frog's eyes bulged out with the effort to get away, but finally he tore free from the Fire Being, leaving his tail behind.

Finally, Frog threw the burning stick to Wood, who swallowed it and refused to give it up. The Fire Beings finally gave up and left. But Coyote knew a secret.

"Fire is a gift for everyone. If you rub two dry sticks of Wood together very fast Wood will get itchy and give you some fire. From now on you will be warm in winter".

"I told you Coyote was cunning" said Frog.

"Yes, but I wonder what frog's tail soup tastes like?" asked Squirrel.

And that is why today, Coyote's tail has a white tip, squirrel's tail curls around over her back, chipmunk's coat has white stripes and frog has no tail.

And now you see how all the animals worked together to bring fire to mankind.

The Little Mice and the Big Elephants – A Folktale of India

Once upon a time, a village was ruined by a strong earthquake. The houses and roads got totally damaged. The village was shattered on the whole. Due to this, the villagers were forced to leave their houses and settle somewhere else. Finding the place vacant, the mice began to live in the ruined houses. Soon their number grew into hundreds and thousands.

There was a big lake located near the ruined village. A herd of elephants used to visit the lake for drinking water. This was the only way for them to reach the lake. But on the way to the lake, they stepped on many of the mice.

In order to find a solution to this problem, the mice held a meeting. It was decided that a request should

be made to the king of the elephants regarding the problem. The King Mice met the King Elephant and asked, "Sir, we live in the ruins of the village, but every time when your herd crosses the village, thousands of my subjects get crushed under the colossal feet of your herd. Kindly change your route. We promise to help you in the hour of your need, if you keep my term."

The king elephant laughed on hearing this and replied, "You mice are very small to be of any help to giants like us. But doesn't matter, we will do you the favor of changing our route to reach the lake and making you safer". The King mice thanked the king elephant and returned home.

One day a group of elephant-hunters came and trapped the group of elephants in huge strong nets. The elephants struggled hard to free themselves, but all in vain. Suddenly, the king of elephants remembered the promise of the king of mice, who had talked earlier about helping the elephants when needed. He summoned one of the elephants of his herd which had not been trapped, to go and contact the king of rats.

The rat king immediately took his entire group of mice to rescue the herd. He found the elephants trapped in a thick net. The mice set themselves on the task. They nibbled the thick net at thousands of spots making it loose. The elephants broke the loose net and got free. They were grateful to the mice for their great help and became friends for ever.

Morale: Thus you can see that even a small creature can accomplish something by cooperating with others.

Under the Big Top Ideas

A Clown's Prayer

Anonymous

As I stumble through this life,
 help me to create more laughter than tears,
 dispense more cheer than gloom,
 spread more cheer than despair.
 Never let me become so indifferent,
 that I will fail to see the wonders in the eyes of a child,
 or the twinkle in the eyes of the aged.
 Never let me forget that my total effort is to cheer people,
 make them happy, and forget momentarily,
 all the unpleasantness in their lives.

And in my final moment,
 may I hear You whisper:
 "When you made My people smile,
 you made Me smile."

Be A Clown Song

Cole Porter

From Heart of America Council's Pow Wow Book

These are the lyrics to [Cole Porter's](#) classic song, "Be A Clown" from the movie "[The Pirate](#)" (1948) with [Judy Garland](#), [Gene Kelly](#)

Act the fool, play the calf, and you'll always have the last laugh.

Wear the cap and the bells and you'll rate all the great swells.

If you become a doctor, folks'll face you with dread.
 If you become a dentist, they'll be glad when you're dead.

You get a bigger hand if you can stand on your head.

Be a clown, be a clown, be a clown.

Be a clown, be a clown, all the world loves a clown.

Be a crazy buffoon and the 'demoiselles 'll all swoon.

Dress in huge baggy pants and you'll ride the road to romance.

A butcher or a baker, ladies never embrace.

A barber for a beau would be a social disgrace.

They'll come to call if you can fall on your face.

Be a clown, be a clown, be a clown.

Be a clown, be a clown, all the world loves a clown.

Be the poor silly ass and you'll always travel first class.

Give 'em quips, give 'em fun and they'll pay to say you're A-one.

If you become a farmer, you've the weather to buck.

If become a gambler you'll be struck with your luck.

But jack you'll never lack if you can quack like a duck.

Be a clown, be a clown, be a clown.

Four Clowns In A Row Bingo Gathering Activity

Longhorn Council

Give each person present a sheet of paper marked off in twenty squares. In each square they must get someone present to write his or her name. That will mean that each person will get the signatures of twenty people, one for each square. Provide each

player with fifteen or twenty small stickers. If the committee could get white stickers and paint clown faces on them it would help.

Each one is now asked to write his or her name on a small piece of paper. These are placed in a hat. The leader draws the names from the hat, one at a time. As the name is called, the person bearing it responds with a lusty "Here," and raises the right hand. This serves as an introduction to the group. Each person who has that name on his paper puts a sticker in the square where it appears.

When any player gets four stickers in a row, either across, down, or diagonally, he shouts: "Four clowns in a row!" Some suitable award may be made to that player. Let him read the names of the four.

Circus Word Search Gathering Activity

Santa Clara County Council

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

Find these things that can be found at the circus. Look up, down, across, backwards and diagonally:

ACTS	JUGGLE	BALLOONS
MIDWAY	BIG TOP	RIGGING
CALLIOPE	RINGS	CAMELS
SHOWS	CLOWNS	TICKETS
ELEPHANTSTIGERS	HORSES	
TRAINER SOUVENIRS	TRAPEZE	

Impromptu Kazoo Band Gathering Activity

Santa Clara County Council

Have supplies (combs and waxed paper pieces) for the boys to use when they come in. Set aside a band practice area and have one of the parents or the Den Chief act as a conductor for the practice session. Make sure the conductor encourages and makes it lots of goofy fun so the boys don't lose interest. You can also have some funny hats and rubber noses for the boys, so they can form a circus band.

Circus Menagerie Gathering Activity

Heart of America Council

As the boys arrive, have them take turns imitating circus animals - roaring, scratching, pacing, climbing, etc. The first Cub to guess the animal wins an animal cracker. For variation, have them imitate circus performers - tightrope walkers, acrobats, clowns, jugglers, etc.

C-I-R-C-U-S Ceremony

Circle Ten Council

PERSONNEL: Six Cubs dressed as clowns carrying balloons, each with a letter in CIRCUS on it.

- Cub # 1:** C - Come and watch what we have in store.
- Cub # 2:** I - Including fantastic acts never seen before.
- Cub # 3:** R - Roaring lions may fill you with fright.
- Cub # 4:** C - Clowns will be making you laugh all night.
- Cub # 5:** U - Using the Pledge of Allegiance for our show to begin.
- Cub # 6:** S - Stand now together as our flag is brought in.

Circus of Stars Ceremony

Heart of America Council

Personnel – 10 Cub Scouts in circus costumes. (Or if you are short on boys, use 5 and double the parts) Cards with circus pictures facing the audience. Their parts are on back in LARGE print. (Or just have Cubmaster read the poem)

- Cub # 1:** It's a Circus of Stars is our theme for this month; we think it is a dilly;
- Cub # 2:** Both circuses and little boys can sometimes be quite silly.
- Cub # 3:** Den leaders find it a natural to do this kind of show.

- Cub # 4:** They run a three-ring circus every single week, you know.
- Cub # 5:** At a circus there is shouting, roaring, stamping, whistles tooting;
- Cub # 6:** Tumbling, pushing, falling, wrestling, and a rolling and a-rooting.
- Cub # 7:** At den meetings things keep moving, constant motion, constant noise.
- Cub # 8:** There are lots of things in common between circuses and boys.
- Cub # 9:** We've put all the dens together; it's not Ringling Brothers, you know.
- Cub # 10:** But we think you will enjoy it, so let's get on with the show.

C-L-O-W-N Ceremony

Circle Ten Council

PERSONNEL: Five Cub Scouts enter, dressed as clowns, holding posters with large letters and sayings on back.

- Cub # 1:** C - C is for Cub Scouts - Cub Scouts like to laugh and to have fun.
- Cub # 2:** L - L is for Leaders - Leaders are there to show, teach and to help.
- Cub # 3:** O - O is for Opportunity - An opportunity to have boys laugh with you rather than at you.
- Cub # 4:** W - W is for Webelos - Webelos are older Cub Scouts that also like to laugh and have fun.
- Cub # 5:** N - N is for nothing - Nothing in the world has more learning and laughter and fun than Cub Scouting.

Circus Opening Ceremony (and Pack Show ideas)

Longhorn Council

The Pack Meeting is set up and run like a world class circus. The Cubmaster is attired as a ringmaster. Cub Scouts are in costumes.

Ringmaster: Ladies and gentlemen, boys and girls, welcome to "The Circus of Stars!" Let's greet our performers as they make their grand entrance by standing and singing the Star Spangled Banner (or another patriotic marching song)

Play a snappy recording of the chosen song as flags and color guard lead the parade. All Cub Scouts are in their den-made costumes as clowns, side show members, aerial artists, trained and wild animals.

Use brilliant colors, fantastic costumes and masks with lots of imagination. Have thrilling circus music and capricious clowns (Den Leaders would be good for this part) fill in slack time between the circus acts in the show.

Smiling Ceremony

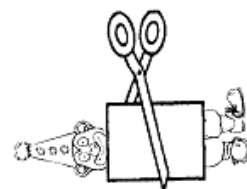
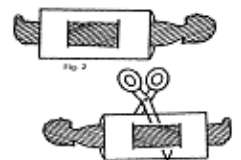
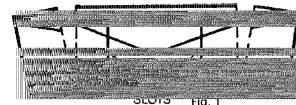
Heart of America Council

Personnel: 6 Cub Scouts

- Cub # 1:** If your life is to be as happy As a circus, bright and gay,
- Cub # 2:** There is something you can do, As you hurry through each day.
- Cub # 3:** Be happy and cheerful, And remember not to frown.
- Cub # 4:** But give freely of your smiles, And you can be happy as a clown
- Cub # 5:** For a smile costs a little, But to others means so much.
- Cub # 6:** So if everyone keeps smiling, Our lives will have that happy touch.

Homemade Juggling Balls

Santa Clara County Council



Here are some homemade juggling balls you can make out of old tennis balls.

Supplies: 3 old tennis balls, Xacto knife, colored electrical tape, Sand or bird seed

Directions:

1. Cut a 1/2" slit in a tennis ball at the seam. Have an adult do this step.
2. Open up the slit, and pour in the sand or birdseed until ball is completely filled.
3. Cover the ball completely with the colored electrical tape.
4. Repeat with the other two balls. Use the same color tape for all 3 balls, or different colored tape for each ball.

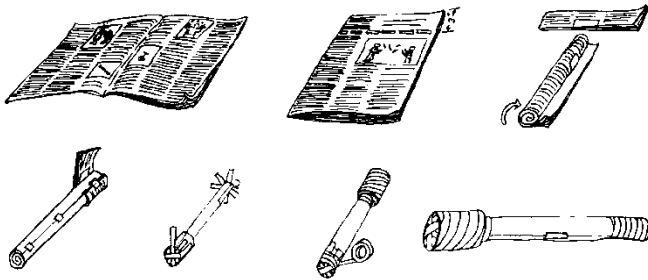
Newspaper Juggling Clubs

Santa Clara County Council

(Reprinted by permission from Infinite Illusions;
www.infiniteillusions.com)

Supplies: 4 sheets of newspaper per club, A roll of 1" wide masking tape

How to make a Newspaper Juggling Club



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Rola-Bola

Santa Clara County Council

A Rola-Bola is a board resting on a piece of pipe, and you are supposed to be standing on it, juggling. Or doing something else of course, but that is up to you.

Supplies:

- Bola and Floor Board* - Two pieces of plywood about 3-feet by 1-foot and 3/4 of an inch thick. (*The floor board is optional but if you want to perform on grass or a rough surface it is necessary).
- Bumpers - Two pieces of wood 1" by 1" by 1 foot.
- Rola - a piece of PVC pipe 1 foot long and 6 inches in diameter.
- Griptape - Optional but advisable: some grip tape from a skateboard shop (one boards worth.)

Directions:

1. Attach the bumpers to the bottom of the bola at the sides.
2. Cut the grip tape in half and put each half at one side of the top of the board.
3. Try out your Rola-Bola. I advise beginners to put a chair in front of the Rola-Bola and hold on to it until a balance is learned.

Cutting a Clown in Half

Heart of America Council

The Clown Is Cut In Two

But Magically Becomes Whole Again!

Materials: Clown print, Thin cardboard, Scissors, Envelope

1. Color the clown and cut it out.
2. Then mount it on thin cardboard.
3. To prepare the envelope, cut off a strip (about 1" wide) at each end.
4. Seal the flap, then cut two slots in the back of the envelope as shown in Fig. 1.
5. Show the clown and the envelope, but keep the back of the envelope towards you.
6. Insert the clown into the envelope.
7. As you do this, push the clown out the first slot and back through the second slot as shown in Fig 2.
8. Insert the scissors so that they appear as in Front View Fig. 3, and are positioned as shown in Rear View Fig. 3.
9. Now cut through the envelope, holding the two halves together. Let the scissors fall onto the table. Invite someone from the audience to pull out the clown, pulling the envelope halves apart after the clown has been removed.

Chinese Juggling Sticks

(From Kids Domain)

Santa Clara County Council

Chinese Juggling Sticks are commonly referred to as Devil Sticks. A large stick with pompons at the ends is juggled between 2 hand sticks. They originated in China a couple of thousand years ago. The pompons on the ends of Chinese juggling sticks



look like flowers, therefore the name for this toy translates into *flower stick*. Devil Sticks do not have

any pompons on the ends and are tapered in the middle.

Supplies:

- 1 (5/8" X 24") hardwood dowel
- 2 (3/8" X 18") hardwood dowels
- Colored electrical tape (1/2" wide) - The more colors used, the more colorful the sticks!
- 1 roll of rubber tape (available at electrical supply or hardware stores)
- Small standard roll of duct tape
- 3 (4" X 12") strips of felt that will match tape colors
- Fabri-Tac Permanent Adhesive or Tacky Glue

Directions:

1. Find center of the large dowel by measuring.
2. Wrap tape on either side of center and put a strip of colored tape around center.
3. Take the same colored tape as in center and, beginning from the outside center, wrap it around the stick in candy cane fashion leaving space for the width of rubber tape to also be wrapped around in candy cane style. Wrap the rubber tape around in the same way, covering the dowel with alternating rubber and colored tape. Do this on both sides.
4. Wrap the duct tape on both ends in equal amounts for weight distribution (1/2 - 3/4 inch thick around both ends). Test weight distribution by balancing the center on a finger.
5. Cut the felt or material rectangles into 1/2" wide by 3" long strips as shown below. A pair of pinking shears makes the ends look more decorative.
6. Stack the 3 strips and wrap non-stripped end of the felt with Fabri-Tac Permanent Adhesive around the duct tape so that the strips flap in a flowery display.

For the hand sticks:

Alternate colored and rubber tapes around 2/3 of smaller dowels in candy cane fashion. Wrap extra rubber tape around the end and at end of candy cane design. For the other 1/3 of hand stick, cover candy cane style with your choice of colored tape. Wrap a couple of extra times around the end.

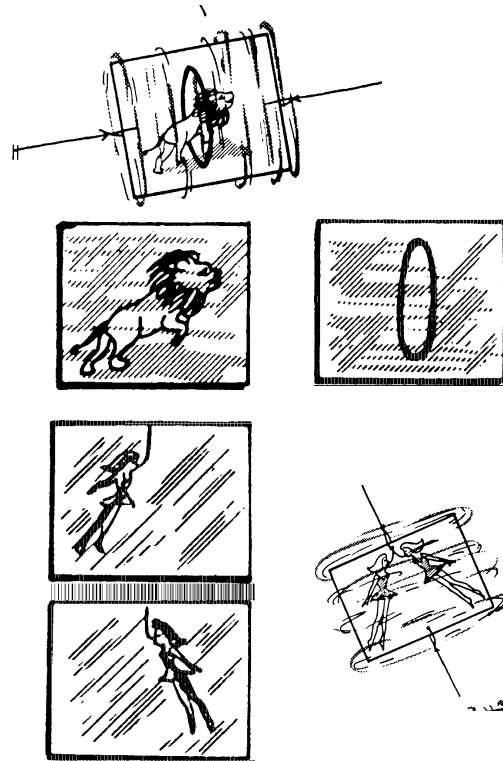
Optical Whirlers

Heart of America Council

Make these optical whirlers to get the illusion of an acrobat spinning wildly through the air or a lion jumping through a hoop.

Materials: Cardboard Markers String

1. Draw the acrobat swinging from his teeth on both sides of cardboard, but in different positions. Or draw the lion on one side of cardboard and a large hoop on the other.



2. Tie strings to opposite edges of cardboard.
3. Roll strings between thumbs and fingers to whirl your pictures.

Make all kinds of other optical whirlers, like clowns, gymnasts, and tightrope walkers. Be sure position is different on two sides of cardboard. Strings may be attached at top and bottom, as for the acrobat, and at sides, as for the lion. Experiment a little to get the best results with your whirlers.

Heads Up Hats

Santa Clara County Council

This is a craft that you can play with. The game doesn't even need rules--the equipment is so irresistible, kids immediately devise their own variations for the game. Each boy will need one hat and one small, soft object, such as a beanbag or Koosh ball.

Supplies: Two Paper Bowls (plain white – Chinette work best); 1" elastic band; Tacky glue or Hot glue; Stickers, markers, pompoms, feathers and

other decorating materials; Stapler; Single hole punch

Directions:

1. Have the boys decorate each bowl with markers and stickers. Remember that the bowls will be glued bottom to bottom.
2. Punch two holes into the bottom bowl opposite each other in the side of the bowl.
3. Fit the elastic through the holes and knot the elastic or staple it. Size the elastic to the boy so that it sits firmly on his head.
4. Glue the 2 paper bowls bottom to bottom.
5. Let the bowls dry until the next meeting.
6. At the next den meeting, have the boys play a game with their new hats. For one game, put kids in pairs about four feet apart. At the whistle, the first player to toss the soft object into his partner's hat wins. For another variation, the first child to toss the object into his own hat wins. **Remember - You need to make the hats ahead of time.**

Clown Hats

Santa Clara County Council

Here are some clown hats to make for your circus.

Supplies: Paper bags, standard grocery size or slightly smaller; Tape (double-sided and clear); Pom-poms, googly eyes, feathers, pipe cleaners, and other decorations; Crepe paper; Curling ribbon; Construction paper; Scissors; White Glue or Tacky glue; Stapler; Hole punch

Directions:

1. Have each boy roll down the top of a bag to the outside until it reaches the hat size he wants to wear. Have him try it on for size, pinch or pull the brim to adjust the fit, then tape it in place.
2. Have each boy decorate the hat using the craft materials. They can either be stapled or glued or taped on.
3. The boys can make the hat as crazy or as simple as they want. The crepe paper or curling ribbon can be used to create streamers down the back of the hat.

SNOWCONE ART

Circle Ten Council

Take a sheet of white cardstock and draw a V shaped cone on the page. Give the boys different colors of cotton balls and let them glue them at the top of the V to make a snow cone. Optional you

could use tissue paper crumbled into a ball and then glue them on the page instead. Instead of a snow cone how about Cotton candy

POPCORN ART

Circle Ten Council

Using colored cardstock give the boys popped popcorn and let them make a design of their own. Make plenty, as they will eat as they work!

PEANUT ART

Circle Ten Council

Using raw peanuts in the shell and white glue let the boys create their own circus animals. Once the glue dries let the boys paint their sculptures with colored markers.

PAINTING WITH PEANUTS

Circle Ten Council

Lay a white sheet of paper in a shallow baking pan or box lid. Dip three or four raw peanuts in different primary colors and lay them on their paper. Roll back and forth four or five times or until the boy has achieved his desired effect. .

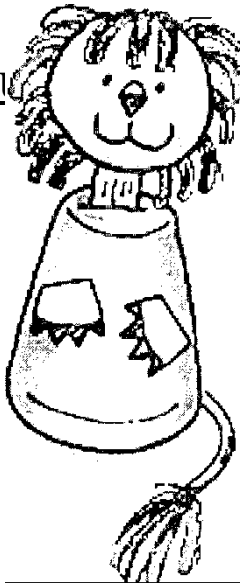
Circus Cup Puppets

Heart of America Council

Materials: Paper cups, Large craft sticks, Construction paper, Glue, Scissors, Markers or crayons, Yarn or cotton balls, Pipe cleaners, Fabric, lace, ribbon or wallpaper scraps

Set up a pretend circus. Make the performance ring by placing a circle of masking tape on the floor. Cubs can pretend to be any member of the circus and can perform with their puppets.

1. With scissors, cut a slit the width a paper cup.
2. Make each puppet head: Glue 2 circles of construction paper onto the front and back of each craft stick, creating a "lollipop" effect.
3. Add yarn, fabric bits, ribbon scraps or construction paper details. These basic puppet shapes may be decorated to represent circus people and animals.
4. of a craft stick in the bottom of
5. Create arms from pipe cleaners. Use scissors to make holes in the cups for a pipe cleaner to poke through or, fold paper strips accordion-style and tape them onto the cup.
6. Draw on eyes with markers.
7. Insert the head into the paper cup slit.



8. Decorate the body of the cup as desired.

CIRCUS BANNERS

Circle Ten Council

Make circus banners, like the triangular ones you can buy at the circus. Children can decorate with stickers, sequins, glitter, etc.

CLOWN FACES

Circle Ten Council

Give each child a white paper plate. Let the children paint a clown face, encouraging them to use many different colors of paint. When the paint is dry, glue on a red pompom for a nose. Add yarn for hair.

CLOWN SHOES

Circle Ten Council

gummed paper reinforcements

2 shoe boxes (clown shoes)

2 60-inch lengths of ribbon or yarn
colorful pompoms

Punch holes along the top of the boxes and glue the reinforcements over the holes for eyelets for the laces. Fold the front end of each shoe down into the box. Lace the shoes. Pull the laces firmly to pull in and fold down the sides. Tie laces in a bow.

Decorate with pompoms.

MINI BALLOON BOUQUET

Circle Ten Council

Paint (and optionally decorate) Ping-Pong balls. Glue each to the top of a straw. Tie curling ribbon streamers under Ping-Pong ball if desired. Place inside decorated soup can.

CIRCUS STARS

Circle Ten Council

Blow up small balloons (5-6" diameter). Cut off the top 2" of a large plastic cup for the base. Tape the balloon, neck down, in the base. Make different animal/character heads by adding yarn hair, wiggly

eyes, paper ears, noses, smiles, or magic marker accents. (Some ideas: elephants, bears, ringmasters, lions, clowns, seals, etc.)

CIRCUS TRAIN

Circle Ten Council

Use empty Kleenex boxes (the kind with oval cut out are best) for various circus train cars. You can paint them or cover them with construction paper or leave them as is. Glue brightly colored cardboard wheels to the four corners. Draw and color various paper animals to put into each box. Add paper "bars" to keep the animals in. Don't forget to make the giraffe box open to the top!

CLOWN BOWS

Circle Ten Council

Materials:

One 7X12 in. piece tissue paper

gift wrap or construction paper

Ruler

Tape

1 pipe cleaner

Directions

Place the tissue paper on the work surface so one of the long sides is closest to you. Make a fold on a long side 1/2 in. from the edge. Press hard to make the fold stay in place. Turn the paper over and make another fold about 1/2 in. from first fold. Turn and fold again and again until all the paper is folded. Wrap a piece of tape around the center of the folded paper. Unfold the ends to make the bow. Bend the pipe cleaner into the shape of the letter C. Tape the center of the pipe cleaner to the center of the bow. Wear bow around your neck as a clown's bow tie or in your hair as a headband.

MEGAPHONE

Circle Ten Council

Materials:

Scissors

One 9X12 in. construction paper

Decorate with crayons, markers etc.

Tape or glue

Buttons

Directions

Cut 9 in. square from the paper. Save both pieces. With a crayon, draw a line to round off one corner of the square. Cut off. Draw designs on the paper. Bring paper together and tape. If necessary, cut off the top of the cone to make an opening you can talk

through. If you like, make a handle for your megaphone. Cut a 1 X 9 in. strip from remaining paper and make a ring. Flatten ring and glue to megaphone. Or use pipe cleaner for handle.

Circus Animal Masks

Longhorn Council

Lions, tigers, monkeys, elephants and bears can be a part of acts for Under the Big Top. These animals masks are made with brown grocery sacks as the base. Eyes, ears, etc., from colored construction paper are glued on.

To prepare the bags, slit up about 4" at the four corners of the bag's open end. Slip bag on the boy's head. The clipped portions will fit down his back, on his shoulders and onto his chest. Cut off the front flap but leave the other three. Mark positions for the eye holes and nose. Cut out the eyes, leave the nose uncut.

To assemble the elephant, glue ears in position on side of bag. Draw face features. Glue trunk and tusks in place.

For the lion, glue mane to the front. Glue ears at top corners, center topknot between them, leaving jagged edge free to curl away from face.

For the monkey, glue ears to side of bag, staple top edges of bag to shape head. Add face features.

Clown Face Makeup

Longhorn Council

White base options:

1. Mix equal parts of liquid face cleansing cream and sifted powdered sugar.
2. Using a fork, mix one tablespoon shortening and two tablespoons cornstarch until creamy.
3. Or, cover face with Vaseline and powder with several applications of talc or cornstarch. Be sure not to breathe while powdering.

Rubber noses are available at many novelty or craft stores.

Eyebrow pencil, lipstick, and eye shadow may be used to enhance the features. Eyebrow pencil darkens or changes the shape of the eyebrows. Exaggerate the mouth with lipstick and outline with eyebrow pencil. Add yarn hair or silly hat to top off your clown character. A section of panty hose, knotted at one end makes a good skull cap in which to cover your own hair.

Popcorn Neckerchief Slide

Longhorn Council

Materials: Film canister, pipe cleaners, red or white adhesive vinyl, marker, cotton balls, plaster, popped corn, clear acrylic spray.

1. Cover the film canister with red or white adhesive vinyl.
2. Make two small cuts in the back to insert a pipe cleaner ring.
3. Make a sign "POPCORN" and tape to front of can.
4. Put one or two cotton balls in can and pour a small amount of plaster over them for weight. Let dry.
5. When dry, glue popped corn in the top part of the can. (Use enough to make sure popcorn will stick.)
6. When dry, spray with clear acrylic spray.

The Look-Around Clown

Longhorn Council

Materials: Plastic drinking cup (colored), plastic foam ball, ice cream stick, felt, rickrack, chenille sticks, glue and scissors.

1. Dip an ice cream stick in glue and push it into the center of a plastic foam ball.
2. Poke a hole in the center of the bottom of the drinking cup, large enough so the stick can turn around.
3. Decorate the head and body with pieces of felt, rickrack, and chenille sticks.
4. Put the ice cream stick into the cup through the hole. By holding the stick with your hand inside the cup, you can move the clown's head up, down and around.

Button Nose Clown

Longhorn Council

Materials: Felt, yarn, pompoms, glue and scissors.

1. Cut out a circle from felt. In the center of the circle, cut a slit that is large enough for a shirt button to go through.
2. Glue on pieces of yarn and felt to make a clown face, hair, and hat. (Do not give the clown a nose.)
3. Button the clown to your shirt through the slit in its face. The button will be the clown's nose.

Salt Box Clown

Longhorn Council

Cover salt box with construction paper using glue or tape. Cut hole in top large enough for neck of light bulb. Glue in place. Paint (enamel) face on. Glue or

tape ears. Cut strips of construction paper for arms and legs. Bend ends of legs up to form feet. Hat can be egg cup or cone. Glue crepe paper ruffle around neck. Buttons can be cotton balls or real buttons. Put hand inside salt box to move.

Clown In A Box

Longhorn Council

Cut toe of sock and stuff with rags, nylons, paper, etc. Insert tube, gather sock around it and tie. For the nose, pull a bit of sock to one side and tie with string. Paint on a face or sew on scrap materials for the features.

Make a costume with hands. Add a ruffle around the neck and attach head to costume. Get a small box that is just large enough to put hand in and cut out the bottom. Attach string to inside lid of box. Down through the box and attach a finger. Pull the string to close and lower puppet. Reverse for jack-in-box effect.

A Day at the Circus Audience Participation

Heart of America Council

Divide audience into four groups. Assign each group a part to make a noise when their word is said. Practice as you give out parts.

DEN LEADERS: "SIGN'S UP!" and make sign
LION: Roar-r-r.

TUBA: Um-pah-pah, Um-pah-pah.

COTTON CANDY: Yum-yum (rub stomach).

CIRCUS: All groups make their sounds at the same time.

(CAPITAL WORDS indicate the above actions.)

One day a DEN LEADER was getting weary from trying to keep her Cub Scouts quiet. She decided they needed something different to do. She thought for a long time and finally she had the answer!

The CIRCUS was coming to town. Here was a chance for a DEN LEADER to spend a nice, quiet, relaxing day at the CIRCUS with her den of Cub Scouts. She knew the boys would enjoy watching the LIONS perform with their trainer, and listening to the TUBA music while eating some COTTON CANDY. She was sure there would be no problem with keeping the boys quiet.

So, off they went for a relaxing day at the CIRCUS to get away from the noise of energetic Cub Scouts in the den, where they were so full of vim and vigor.

The boys had a wonderful time watching the LIONS perform and they really enjoyed the COTTON CANDY and the TUBA music. However the DEN LEADER found that the CIRCUS was not as quiet and relaxing as a den meeting with eight Cub Scouts. The noise of the LIONS roaring and the clamor of the TUBA music made the DEN LEADER feel like she was in a daze. It was then that she really began to appreciate her Cub Scouts. She knew she would rather listen to their shouts and laughter any day instead of the CIRCUS noises with the LIONS and the TUBA music.

That afternoon, it was a happy and tired group of Cub Scouts who came home from the CIRCUS, full of COTTON CANDY and talking about the fierce, roaring The catchy tunes of the TUBA music were going through their heads. But the smiles on their faces showed that they had really enjoyed the CIRCUS. And the smile on the DEN LEADERS face showed that she was glad to be home with her group of Cub Scouts. It was a relief to hear only the den noises. It seemed that the CIRCUS was just the change she needed! LIONS.

CIRCUS Advancement Ceremony

Circle Ten Council

Personnel: Cubmaster: (Dressed as Ringmaster)

Cubmaster: Ladies and Gentlemen, you are about to see Circus like you have never seen before!

For our first act tonight we have trained Bobcats and their trainers (parents). They will be in the center ring and will perform for us showing what feats they have mastered. (*Bobcats and parents come forward and go through some Bobcat requirements with Cubmaster. Badges are presented.*) Notice how these Bobcats have been trained well by their trainers. Let's have a big cheer for this fine act we have just seen performed before our very eyes!

And now we have for our second colossal circus act of achievement this evening, a fine trained Wolf act. The Wolves in this act are: (*read boys' names receiving Wolf badge or arrow points under Wolf badge.*) Here come those Wolf Cubs and their trainers into our center ring! (*Boys and parents come forward. Present badges, lead cheer*)

(Handle Bear badges and arrow points in same manner as Wolf.)

And now ladies and gentlemen, we have a stupendous act which takes much skill and requires work and patience as these young men climb to great heights . . . in fact, to the very top in the Cub Scout Circus of Achievements. Let's all watch breathlessly as we give special honors in a ceremony, which will demonstrate to you, what heights these boys have climbed with the help of their trainers along the way. It is a privilege to introduce you to the participants in this outstanding feat. *(Call boys, Webelos Leader and parents forward.) (Present activity badges with appropriate language pertaining to badge, such as:)*

These are our skilled athletes . . . who have shown their dexterity in physical fitness feats in earning their Athlete (or Sportsman) Activity award (or) These are the aquanauts whose remarkable agility in the water is unequaled... etc.

And now for the stars of our show... the young men who have completed the requirements for the Arrow of Light... the highest award in Cub Scouting. In order to qualify for this award, these young men have shown superior knowledge about Scouting, citizenship and emergency first aid. As these stars step into our center ring let's give them a roaring round of applause. *(Read names...)*

We have presented for you one of the most exciting, most stupendous show in the history of Cub Scouting. The young men you have seen before you have attained the heights of achievement . . . an amazing array of ability and stupendous skill. . . an extravaganza extraordinary!

Circus Advancement Ceremony

Longhorn Council

Staging: Cubmaster and one or more Den Leaders dressed as clowns. Do the short clown skit to lead off this ceremony.

Clown #1: Being a clown is lots of fun.- You make people laugh with you and at you. -It does not take a lot of skill, only a good sense of humor.

Clown #2: It is an easy way to be the center of attention. We tell jokes, chase each other around and fall flat on our faces. Everyone loves a clown. – Scouting in many ways is like being a clown. Cub Scouts have lots of fun. We tell jokes, laugh a lot

and have many enjoyable experiences. However, Cub Scouting is not only fun, it is learning skills and crafts and even some citizenship and good manners.

Clown #1: Sometimes the Cub Scouts learn something with out even knowing it. Other times it takes hard work for accomplishments. Tonight we have some Cub Scouts that have had lots of fun earning these awards. Now let me see, where are those names? –

Clowns antics like the following trying to find names:

1. *Have names on slips of paper inside inflated balloons, pop balloons to get names. --*
2. *Names taped to end of spring snake inside a can with the rank badges on outside of can.*
3. *Names and badges on outside of box filled with set mousetraps. –*

Clown #2: (when names are found) Will the following Cub Scouts and their parents come forward to the center ring. (read names) –

Clown #1: Parents I have the privilege of giving you these badges to present to your sons. -(Continue in like manner for all rank presentations.)

At conclusion, Clown #1 chases Clown #2 off with broom or some other silly prop.

Wild Den Of Bobcats - Bobcat Advancement Ceremony

Longhorn Council

Props needed: Top Hat, cape or a cane, bobcat name tags

Cubmaster: Ladies and Gentlemen of the Big Top. May I have your attention please! In the center Ring we now have Cub Scout(s) (Read name(s)). He (They) has (have) shown his parent that he is qualified to receive this _____ badge. But... he must still pass this daring feat of courage. He must pass the den of Bobcats. Without being scratched or his clothing torn to bits or fainting from the sight of his own blood (have some cubs lined up on their knees, for the boys to pass through. They may claw at or hiss but they must not be too rowdy.) We must have complete silence to insure his safety. Drums please ... (dim lights). (Boy walks through den of Bobcats.)

“Will Den Chief _____ please escort his Mother to the Center Ring.” (She doesn't need to

prove her worthiness.) Now (boy's name), you have been tested and are proven honorable to receive this highly sought after award. Mother, please pin this on your son.

Let's give them both a big round of CIRCUS APPLAUSE!!! (cup hands to mouth and ROAR!!)

Under The Big Top Advancement Ceremony

Heart of America Council

Equipment: Make a 3 cages out of boxes. Put a stuffed animal of a Bobcat, Bear and Wolf in separate boxes. A whip made with a dowel rod and small rope or cord.

Narrator: Our Den Leaders have been working hard to tame some wild animals.

In this cage (point to Bobcat cage) we have a wild Bobcat. The Bobcat is the first step in Cub Scouting. To tame the Bobcat, he must be taught the 7 steps in the Bobcat Trail. Tonight we have tamed a Bobcat.

Call Bobcat candidate and parents forward. Comment about the achievements and present the badge to the parents to present to the Scout(s).

(Point to the Wolf cage). In this cage we have a wild wolf. To tame a Wolf, he must complete 12 achievements in the Wolf book. We have Scout(s) who have been tamed. Called Wolf candidates and parents forward. Comment about their accomplishments by completing the 12 achievements. Present the badge to the parents to present to the Scout(s).

(Point to the Bear cage). The Bear is the wildest of these animals. To tame a bear, the Bear must complete requirements in 12 of the 24 achievements. We have tame Bear Scout(s) and will and parents come forward. Comment about the accomplishment and to many things the Scout had to do to be tamed and to earn the Bear badge. Present the badge to the parents to present to the Scout(s).

Alternative presentation: Put the badges in an Animal Cookie box.

Nonelimination Musical Chairs Game

Santa Clara County Council

The object of the game is to keep everyone in the game even though chairs are systematically removed. As in the traditional version, music is played, and more and more chairs are removed each

time the music stops. In this game, however, more and more children have to team up together, sitting on parts of chairs or on each other to keep everyone in the game. In the end, all the children who started the game are delicately perched on one chair, as opposed to only one "winner" on one chair.

Musical Hoops Game

Santa Clara County Council

This game is similar to Nonelimination Musical Chairs, except that it is played with hula-hoops. You will need a hula-hoop for each player except one, which are spread out onto the floor. If there are 8 players, you will need 7 hula-hoops. Have each child stand in a hula-hoop, then start the music and remove one hoop. When the music stops the children must all find a hoop to stand in, continue removing a hoop each time. At the end, everyone will be trying to squeeze into one hoop.

Beach-Ball Bounce Game

Santa Clara County Council

In this game one beach ball or balloon is shared by two children, who try to hold the ball between them without using their hands. They can see how many different ways they can balance the ball between them (head to head, side to side, stomach to stomach, back to back, etc.) and can attempt to move around the room holding the ball in different ways. With the beach ball balanced forehead-to-forehead, they can both attempt to bend forward to touch their knees, touch their toes, both squat, and so on. They can attempt to go through a hanging hoop or an obstacle course. Alternatively, they can try to balance two or three balls between them or balance the balls in groups of three or four or more.

Over and Over Game

Santa Clara County Council

Players form two lines, about four and a half kid-lengths apart. The first person in each line has a beach ball, which is passed backward over his head to the next person in line. The lead person immediately turns around and shakes hands with the second person, who must momentarily free one hand from the ball, balancing it with the other. The lead person then runs to the end of the second, adjoining line, where another ball is being passed. The second repeats this procedure, and so on down the line. The common objective is to move both

balls and both lines from one point to another as quickly as possible, perhaps from one end of the gym to the other.

Balloon Head Game

Santa Clara County Council

Blow up a balloon for each player (12 inch balloons work the best). How many times can you bounce the balloon off your head without using your hands? The player who hits their balloon the most times (with the head – no arms or shoulders permitted) is the winner.

Umbrella Bounce Game

Santa Clara County Council

Supplies: An umbrella, a ball (rubber ball, tennis ball, or ping pong ball)

Open the umbrella and set it upside down on the ground. Mark a starting line about 10 to 15 feet away and use a fresh ball that bounces well. The object of the game is to bounce the ball into the umbrella so that it stays in the umbrella. You cannot toss it in directly – the ball must bounce once first before landing in the umbrella. Each player gets 5 turns. Each ball that stays in the umbrella scores one point.

Pushing Peanuts Game

Heart of America Council

Materials: 1 peanut and 1 toothpick for each player
Give each player a toothpick and a peanut. Have players line up on the start line on their hands and knees. On the word "Go" they race across the floor pushing their peanuts with the toothpick. This game may also be played as a relay.

Laughing Ball Game

Santa Clara County Council

This game is similar to Hilarious Handkerchief, but trickier. The game is fun with a large group and requires a bouncing ball of any size. The leader instructs everyone in the circle to start laughing the instant he throws the ball into the air. And everyone must keep laughing until someone catches it. At that moment, they have to be absolutely quiet. The one who catches it becomes the leader for the next round. If anyone doesn't laugh when the ball is in the air, or is caught laughing after the ball is caught, that person must drop out of the circle. To get people out, the leader can try making some false movements.

ELEPHANT RELAY Game

Circle Ten Council

Have the boys place a clean sock over one hand. Scatter peanuts on the floor. On go the first boys must use his covered "elephant trunk" to pick up two peanuts and place them in the bucket. He then returns to the end of the line and the next boy goes. Continue until all boys have had a turn.

CENTER RING Game

Circle Ten Council

Sit everyone in a circle, and call it "center ring" Let each child have a turn doing a somersault, jumping jack, etc.

CLOWN BEANBAG TOSS Game

Circle Ten Council

Draw a large clown face on a piece of butcher paper, cardboard, or fabric. Collect several beanbags. Tape the clown face to the floor a few feet away from the clown. Have your children stand behind the line and take turns trying to toss a beanbag onto the clown's nose.

TIGHTROPE Game

Circle Ten Council

Materials: Masking Tape - Place a line of masking tape on the floor to represent a tightrope.
Ask the boys if they have ever seen a tightrope performer at the circus. Let them take turns sharing their experiences. Then have them line up at one end of the masking tape and take turns using different parts of their bodies to 'walk the tightrope'. Call out directions such as these. 'Walk the tightrope on your toes! Walk the tightrope using your elbows! Walk the tightrope on your knees! Walk the tightrope using your nose!' For a fun touch let the boy's try carrying a small umbrella.

FEED THE ELEPHANT Game

Circle Ten Council

Form Teams from dens. For each team, hang a megaphone so that it is slightly tilted with the mouthpiece down and the large end towards the peanut tosser. Have a basket or other receptacle to catch peanuts as they fall through the megaphone. Each tosser gets 10 peanuts and tries to toss them into the elephants open mouth (the large end of the megaphone) while standing 8 to 10 feet away. The team that scores the most wins.

Clown Walk Game

Longhorn Council

Players are evenly divided into two teams. A starting line and finish line about 30 feet apart are marked. Each team forms a unit by holding hands, interlocking arms, riding piggyback, or by any other means that can be devised. The only limitation are the number of arms and legs which may be used for the task of walking. The number of arms and legs which can be used in the walking process are determined by subtracting two from the total number of people on the team, (For example, if there are eight people on the team, six arms and six legs may be used.) To start the race, both teams assemble on the starting line. On signal, they move toward the finish line. The first team to arrive wins.

TIC-TAC-TOE Game*Longhorn Council*

Draw an expanded tick-tack-toe grid with 16 or 25 spaces on the pavement with squares the size of a hopscotch board. The players are divided into two teams, the O team and the X team. The rules are the same as traditional tick-tack-toe. The first team to complete a line horizontally, vertically, or diagonally across the playing field using team members to score a point. After both teams have agreed on which team will go first, the first team collects in a huddle to decide in which square a team member should stand. The players standing in the squares hold their arms over their heads in an X or O to indicate the team. Teams alternate turns until one team has won. Players standing in the grid go back to their respective teams, and two new players start another round.

Hoopla Game*Longhorn Council*

Mark start and finish lines about 30 and 40 feet apart. Players line up at the start line, each holding a hula-hoop. If there are only a few hula-hoops to share, divide players into smaller groups for several races. When the leader says GO, each player places his hoop on the ground in front and jump into their hoops. They pull them over their heads, and toss them again to move toward the finish line. Players who fail to make their jump into the hoop must go back to the start line and begin again. The first player to hop over the finish line into his hoop gets a "HOOP, HOOP, HOORAY!" Used as a relay face, half of each team is lined up behind each of

the two lines. When everybody has completed their portion, they should have switched sides. First one to finish is the winner.

Dunk The Clowns Game*Longhorn Council*

- ✓ Pint size plastic bottles
- ✓ Medium size plastic tub
- ✓ Board to lay across top of tub
- ✓ Rubber balls
- ✓ Permanent Colored markers

Design the plastic bottles to look like clowns. Set them on the board placed across the water filled tub. Divide the den into two teams; let them take turns throwing the balls at the clowns. Keep track of the number of times the clowns are toppled. When the board is empty, reset the clowns and continue playing.

Ring The Tent Pegs Game*Longhorn Council*

Drive nine tent pegs into the ground five to six feet apart, in a big circle. Players run around circle trying to ring pegs with rubber jar rings. Color-code the rings with magic marker, blue for one team, yellow for the other. Divide den into two teams. Each team member has several rings. Have team members mixed together and everyone runs around pegs at same time. Score one point per peg ringed.

Clown Ball Game*Longhorn Council*

- ✓ 3 8"x 12" squares of heavy cardboard
- ✓ Poster paints -String
- ✓ Thread spools or metal washers
- ✓ 2 soft rubber balls

Draw and cut out the clown faces on the heavy cardboard. Paint with poster paints. Punch holes through the chin, tie string to it and hang several spools or metal washers to the string. The weight of the spools or washers will keep the heads upright. Attach the clown faces to a heavy cord by taping it on the back at mouth level. Now hang this between two chairs. The game is to hit the heads and tip them over. Many who try this game aim for the red nose instead of the hat, which is the place to hit in order to counter the force of the hanging weights.

Bag The Clown Game*Longhorn Council*

The idea is to hit the clown in the face at four strategic spots. On a large cardboard circle, draw the clown's face. Cut a hole for his mouth. Add a balloon for his nose. Make his ears pointed. Each player gets a beanbag, a dart, and two rings. He tries to throw the beanbag through the clown's mouth, burst his balloon nose with the dart, and ring his ears with the rings.

Hula-Hoop Clown Toss Game

Longhorn Council

Try to toss a hula-hoop over the head of a giant clown. To make your clown, glue or tape various sized boxes together. (Weight the bottom box with plenty of sand.) Then, paint the boxes. Roll a cone shape paper hat, and glue to clown's head. Glue on yarn hair and paper features.

Lion Taming Game

Longhorn Council

Try to tame the lions by knocking them off their pedestals. For pedestals, use inverted galloon ice cream cartons. Set them up in several rows. For animals, round up stuffed animals (they needn't be all lions), or make the animals out of cardboard, at least a foot tall. Glue a cardboard support strip to back of animals. Give player a ball or bean bag and see just how many lions he can tame.

Tightrope Walk Game

Longhorn Council

Test your tightrope skills in this fun-packed game. For the "rope", set a long 2 x 4 up on edge, supported at either end with a pair of sandbags. Mark off distances on the rope. Record distance walked by each player.

Balloon Douse Game

Longhorn Council

Douse one of the gang with water-filled balloons. The victim (VOLUNTEER) sits or stands against a wall. An umbrella or raincoat may be provided. Above him (on the wall) is a large nail. Players aim water-filled balloons at the nail in an attempt to douse the fellow below. (No fair hitting the "volunteer" directly!)

CIRCUS SONG

Circle Ten Council

(Tune: "I've Been Working on the Railroad")

I am walking through the circus,
Happy as can be.

I am walking through the circus,
Just to see what I can see.
I can see the clown laughing.
I can see the elephant, too.
I can see the lion sleeping.
Look out! He sees you.

TAKE ME OUT TO THE CIRCUS Song

Circle Ten Council

(Tune: Take Me Out to the Ballgame)

Take me out to the circus,
Take me to the Big Top.
I want to see the clowns tumbling,
As I eat popcorn and drink soda pop.
Oh, the lions and tigers may scare me,
The high wire acts will amaze.
So it's me, you.....oh, the things we will do
On our circus days !!!!!!!

THE CLOWNS IN THE CIRCUS Song

Circle Ten Council

(Tune: The Wheels On The Bus)

The clowns in the circus make us go
ha ha ha, ha ha ha, ha ha ha
The clowns in the circus make us go ha ha ha
All day long!

The lions in the circus go
grrrr grrrr grrrr, grrrr grrrr grrrr, grrrr grrrr grrrr
The lions in the circus go grrrr grrrr grrrr
All day long!

The elephants in the circus go
eerrrr eerrrr eerrrr, eerrrr eerrrr eerrrr, eerrrr eerrrr
eerrrr
The elephants in the circus go eerrrr eerrrr eerrrr
All day long!

The hot dog man at the circus yells
red hots here! red hots here! red hots here!
The hot dog man at the circus yells red hots here!
All day long.
(Continue by adding verses that the boys make up!)

Boom Boom Ain't it Great to be Crazy Song

Santa Clara County Council

Chorus:

Boom Boom, ain't it great to be Crazy?
Boom Boom, ain't it great to be Crazy?
Giddy and Foolish all day long
Boom Boom, ain't it great to be Crazy!

*Ideas for verses –****Be sure to make some of your own, too!!***

Way down south where bananas grow
 A flea stepped on a elephant's toe
 The elephant cried with tears in his eyes
 "Why don't you pick on someone your own size?"

Way up north were there's ice and snow
 There was a penguin and his name was Joe
 He got tired of black and white
 So he wore pink slacks to the dance last night!

A horse and a flea and three blind mice
 Sat on the curbstone shooting dice
 The horse, he slipped and fell on the flea
 Woops! said the flea, there's a horse on me!

I bought a suit of combination underwear
 Guaranteed not to rip or tear
 I wore them six months and to my consternation
 I couldn't get the darned thing off, I'd lost the
 combination!

Fuzzy Wuzzy was a bear,
 And Fuzzy Wuzzy cut his hair.
 So, Fuzzy Wuzzy wasn't fuzzy.
 No, by Jove, he wasn't, was he?

I take a swim in my swimming pool.
 I jump from the board 'cause that's the rule.
 I hit my head on cement and mortar.
 Forgot to look - there was no water.

That one-eared cat who used to sit
 Watching Grandma rock and knit
 Swallowed a ball of bright red yarn,
 And out came kittens with red sweaters on

The Den Trapeze Song*Longhorn Council*

Tune: The Man on the Flying Trapeze

We flew to our task with the greatest of ease,
 Our circus would have a sturdy trapeze.
 With hammer and nails and our Den Mother's Care,
 We thought we'd be able to fly through the air.
 We'd finish the job for our circus fling,
 But our trapeze was leaning, we hoped it would
 swing.
 The pack was assembled and ready to go,
 When our trapeze crashed down — the star of the
 show.
 We didn't float through the air with the greatest of
 ease,

There was no one on our flying trapeze.
 No actions were graceful,
 No one we could please,
 Our trapeze came down with a boom!!!

The Calliope Song*Longhorn Council*

Divide the pack meeting into four or five groups.
 Begin with the first group and bring each of the
 others in one at a time.

1st group sings: Um-pah-pah

2nd group sings: Um—sss—sss

3rd group sings: Urn-peep--peep

4th group sings: Urn-tweedle-tweedle

Last group sings: either the melody of "Daisy,
 Daisy" or "Where Has My Little Dog Gone?" or
 "The More We Get Together".

Circus Fun Song*Longhorn Council*

Tune: Clementine

At the circus, there are lions,
 And they roar so very loud;
 They send shivers sharp as slivers,
 Through the anxious crowd.

Chorus:

Oh, the circus, yes the circus.
 Lots of fun for young and old;
 Peanuts, popcorn, cotton candy,
 Till your stomach no more can hold.

At the circus, there are elephants,
 That parade and swing away,
 As they work, and never shirk,
 With mere peanuts for their pay.

Chorus**The Circus Comes To Town Song***Longhorn Council*

Tune: When Johnny comes Marching Home

The Cub Scout circus comes to town
 Hurrah, hurrah.
 The elephants, monkeys and the clowns
 Hurrah, hurrah.
 The big brass band, it plays around
 The circus acts with lots of sound,
 And we'll all be there, -When
 the circus comes to town.
 The circus parade has come to town
 Hurrah, hurrah,

With lions and tigers, and bears, and clowns,
Hurrah, hurrah,
The acrobats will do some tricks
The juggler performs with balls and sticks,
And we'll all be glad
When the circus comes to town.
The African lions growl so loud,
They make me quake,
The tightrope walker walks so high,
He makes me shake. – I
laugh at the clowns as they perform,
Eat peanuts, candy and hot popcorn,
Oh, join in the fun,
When the circus comes to town.

Peanut Clusters

Santa Clara County Council

Ingredients:

- 1 6-oz pkg chocolate chips
- 1 12-oz pkg butterscotch pieces
- 1 12-oz pkg salted Spanish peanuts

Combine chocolate and butterscotch pieces in heavy 2-quart saucepan. Cook on medium heat until melted. Stir once during melting. Stir in peanuts. Drop by teaspoons onto waxed paper. Let set until firm. Store in airtight container.

Makes 3½ - 4 dozen.

Pizza Corn Dog Snacks

Santa Clara County Council

Ingredients:

- 1 16-oz pkg frozen corn dogs, thawed
- ½ cup pizza sauce
- 3 T chopped olives (optional)
- 1 4½-oz jar sliced mushrooms, drained (optional)
- ¼ cup shredded mozzarella cheese

Remove stick from each corn dog, and cut into one-inch slices. Place on an ungreased baking sheet. Spread with pizza sauce. Top with olives and mushrooms (if desired); sprinkle cheese on top.

Bake at 350° for 15-20 minutes or until the cheese is melted and corn dogs are heated through.

Yield: 30 pieces.

CIRCUS CAROUSEL

Circle Ten Council

Take two large sugar cookies. Cover one side of each with frosting. Insert thick pretzel sticks around

the rim on each frosted side, Arrange two or three animal crackers between the pretzels to finish off your edible circus carousel.

CLOWN FACE

Circle Ten Council

Place a pear half on a plate. Arrange shredded carrots around the small end for the hair. Use raisins to create eyes and a mouth, and a cherry for the nose.

BIG TOP TRAIL MIX

Circle Ten Council

Mix:

- 4 cups popped popcorn
 - 1 cup peanuts
 - 1 cup animal crackers
 - 1 cup chocolate pieces
- Put in a Ziploc bag and shake.

Decorate bags with colorful stickers before filling.

BIG TOP TRAIL MIX II

Circle Ten Council

Mix:

- 4 cups popped popcorn
- 1 cup peanuts
- 1 cup round toasted oat cereal
- 1 cup raisins.

Put in a Ziploc bag and shake.

Decorate bags with colorful stickers before filling.

HOMEMADE CRACKER JACKS

Circle Ten Council

What you'll need:

- 1 cup honey
- 1/2 stick butter
- popcorn
- peanuts

What to do:

Pop your popcorn according to the directions.

Mix as many peanuts as you think you'd like to the popcorn and put this mixture to the side.

Heat your honey and butter in a saucepan until the mixture is well blended.

Pour the honey and butter mixture over the popcorn and peanut mixture. Stir as you pour.

When the popcorn and peanuts are well coated, spread it all in a pan.

Bake in an oven that is 350 degrees for about 5-10 minutes and stir it frequently.

Cook until crisp. You don't want it to turn too brown so keep your eye on it.

Bear Cheer

Circle Ten Council

Growl like a bear four times, turning halfway around each time.

Ferris Wheel Cheer

Circle Ten Council

Move right arm in a large circle, on the upswing say: "OHHHHH!"

On the downswing say: "AHHHHH!"

Variation: Insert the following between the ooh and aah above: when you are at the top, hold arm in place and rock back and forth and hold other hand over the eyes and say: "GEE, YOU CAN SURE SEE A LOT FROM UP HERE!!!"

Tightrope Walker Cheer

Circle Ten Council

Have your arms out as if balancing on a tightrope. Lean to one side and say "Aaaiiiii" as you simulate falling.

Strongman Cheer

Circle Ten Council

Attempt to lift bar-bell and say "AAAaagh!" as you get the weight up above the head, then drop it to the floor saying, "THUD!"

Monkey Cheer

Circle Ten Council

Ooo, Ooo, Ooo (while acting like a monkey)

Elephant Cheer

Circle Ten Council

Let your arms act as your truck, waving it in front of your face. Then raise your arms up and make trumpeting noises.

Applaud And Cheer

Longhorn Council

Announce to group that when you raise your right hand, everyone should applaud. When you raise your left hand, everyone should yell or cheer. When you raise both hands, they applaud and cheer at the same time.

Cubby Applause

Longhorn Council

Yell "What's the best den?" and have all the dens yell back their own den numbers.

Applause Clap

Heart of America Council

Divide the group into two sections. Each section claps only when the leader points to it. Start slowly, build up speed. Wind up by pointing to both sections.

Magic Hand Applause

Heart of America Council

Hold hands out in front of you, then put them behind your back, saying "Now you see them now you don't" Repeat three times, or until your hand actually disappears.

Sole Applause

Heart of America Council

For those who have put their heart and soul into something. Pat the palm of one hand on the sole of one shoe.

RIDDLES

Circle Ten Council

What time is it when an elephant sits on your bed?
Time to get a new bed!

What did the banana do when the monkey chased it?
The banana split!

Why did the elephant leave the circus?
He was tired of working for peanuts!

What animals do you have to be careful of when you take exams?
Cheetahs!

What happened when the lion ate the comedian?
H felt funny!

Heart of America Council
What is the best way to keep a skunk from smelling?
Hold it's nose.

When can three big people go out under a tiny umbrella and not get wet? *When it's not raining.*

What can a person wear that never goes out of style?
A smile.

RUN ONS

Circle Ten Council

Why aren't elephants allowed on the beach?
Because they can't keep their trunks up.

Why do elephants have so many wrinkles?

Have you ever tried to iron one?

What kind of animal eats with his tail?

All kinds—they can't take them off.

Why did the snake shed its skin?

To get to the other hide.

Heart of America Council

Knock. Knock.

Who's there? Radio.

Radio who?

Radio not. Here I come!

Boy 1: What's your occupation?

Boy 2: I used to be an organist.

Boy 1: Why did you quit?

Boy 2: The monkey died.

Boy 1: How did you break your arm?

Boy 2: Playing football with a telephone booth.

Boy 1: What?

Boy 2: I was trying to get the quarter back.

Boy 1: Is that the sun or the moon up there?

Boy 2: I don't know. I'm a stranger here too.

Ha Ha Ha Stunt

Santa Clara County Council

Have 8-14 members of the audience form in a circle. The first person says, "Ha." The second person says, "Ha-ha." The third person says, "Ha-ha-ha," and so on, each person adding another "ha." Each "ha" must be pronounced solemnly. If any person laughs or fools around, he or she must drop out of the circle, but out, anything goes. The eliminated players are free to do anything they can think of to make the others laugh. No touching is allowed.

Hilarious Handkerchief Stunt

Santa Clara County Council

Six or more members of the audience form a circle. One of them stands in the middle, throws a handkerchief up into the air, and starts laughing. Everyone in the circle laughs too, until the handkerchief hits the floor. At that moment there is complete silence - anyone who is still laughing is out.

Jumping Stunt

Heart of America Council

Tell your friends that you can jump backwards farther than they can jump forward, if they do exactly as you do. Prove it by grasping your toes and hopping backwards a few inches. When assuming the same position, they find they cannot budge.

FLEA CIRCUS Skit

Circle Ten Council

Characters: Ringmaster, 3 (or more) Cub Scouts

Ringmaster: Ladies and Gentlemen, we are proud to introduce the Den __ Flea Circus. Prepare to be amazed at the extraordinary skill of these miniature performers! First up, we have Hugo, who will walk the tight rope. When he reaches the middle, he will do a double somersault. Silence please!

Two scouts hold a string taut while a 3rd places a "flea" on the string. They all pretend to be watching the flea's progress.

The 3rd boy breathes in with deep amazement, then suddenly begins choking/gagging sounds

3rd Cub: "Uh Oh! I swallowed Hugo!"

Ringmaster: "Well, uhh... on with the show! Next we have Homer The Diving Flea! Homer will jump from this Scout's hand into the water and then back again!

Scout holds his hand, palm up and carefully approaches a cup. They all pretend to see Homer jump into and then back out of the water.

Ringmaster: "Oh! Wow! he did it! Let's give Homer a big round of applause!"

The scout who had his hand out also claps -- then realizes what he's done...

1st Scout: "Oh, No! Homer!"

Opens his palms to the audience as if he's squished Homer

Ringmaster: "Well, hmmm. Folks, the show must go on! and for our final act, we have Hector the Jockey Flea! Hector can ride around on a Cub Scout's back without falling off!

1st Cub pretends to place a flea on 2nd cub's back. 2nd cub then runs around for a few seconds.

Ringmaster: "See! He hung on! Way to go Hector!"

One of the other Cubs pats the 2nd cub's back and says "Way to go, Buddy!" then realizes what he's done.

3rd Scout: "Uh-Oh."

All the scouts run off...

Center Ring Antics Skit

Longhorn Council

A circus means clowns, and lots of them. Present a series of clown acts using the ideas below as starters. Have the ringmaster introduce the acts and time them together.

The Lion Tamer #1 Skit

A clown comes in with five "lions". The tamer cracks his whip as the lions circle single file around him. Suddenly, one lion comes up behind the tamer and bites his leg. The tamer stops, glares, then proceeds to get the lions going again. A second lion bites his leg; the tamer again stops and then proceeds. The same thing happens with lions three and four. And then lion five bites his arm. After the final bite, the tamer leads them off and comes back to take his bows.

Ringmaster: "Heavens, that was quite a performance, but a little dangerous, isn't it?"

Tamer: "On no, I don't mind. It helps with my research."

Ringmaster: "What do you mean?"

Tamer: "Well, it just goes to prove that four out of five lions prefer legs."

Elephant Walk Skit

The clown trainer comes on with a group of elephants, wearing oversized tennis shoes. The elephants parade in a line, bent over as though walking on all fours. At a signal from the trainer, they stand up straight as though they were standing on their hind legs.

The elephants bend down again and at another signal, put one hand on the shoulder of the elephant in front of the. They parade in a circle and go off.

The trainer comes forward to take a bow and then
Ringmaster That was a most unusual act. I never heard a group of elephants parade so quietly."

Trainer: Oh, of course they're quiet, didn't you notice?"

Ringmaster: Notice? Notice what?"

Trainer *Brings out one of the elephants with the large tennis shoes on*: Elephants are always quiet when they wear their sneakers.

Bareback Rider Skit

Two clowns come out and get down on all fours, facing the audience. A third clown comes out and stands on their backs, facing the audience, then he gets down and comes forward and takes his bow.

Ringmaster: Is that the whole act?"

Clown: Well, of course, what more did you want?"

Ringmaster: A little more than that! What makes you think you're a bareback rider?"

The clown turns around and shows his back, which is bare, and walks off.

High Wire Act Skit

The clowns come on and single file walks along an imaginary wire on the floor. They use the standard umbrella to help balance themselves and make the walking look difficult. After they all finish, the clowns come forward and take their bows.

Ringmaster: That was an amazing, skillful performance, but I thought it was suppose to be a high wire act.

Clown: Yes, that's true, but we're afraid of heights

The Lion Tamer #2 Skit

Cast: Ringmaster, Lion Tamer, 5 Lions

Props: Hula hoop (wrapped with crepe paper flame), whip, cap pistol, water pistol, applause sign, 5 boxes of stools for lions, costumes or signs with Lion names.

Ringmaster: Ladies & Gentlemen! I am proud to present "The Great Gonzales and his fierce man—eating lions, fresh from the jungles of Africa! (Holds up applause sign as Lion Tamer enters.)

Lion Tamer: (Bowing): Thank you! Thank you! Now I will introduce my pets. (He cracks whip) NERO! (Nero enters, roars and climbs onto box.) (Cracking whip) REX! (Rex enters, roars, and mounts box.) (Cracking whip) KILLER! (Killer enters, roars and mounts box.) (Cracking whip) and - their pals! (Rest of lions enter, roar and mount boxes while Ringmaster holds up applause sign. Lion Tamer bows too close to lions. Nearest lion roars and nips at the seat of his pants as he jumps aside.)

Lion Tamer: Now the lions will build a pyramid! Nero! Rex! Killer! (He cracks whip and

each lion as he is called, gets off box.
Two stand on all fours while the third lion climbs on their backs. All do a lot of roaring.

Remaining lions try doing the same thing "messaging up of course" and as Lion Tamer cracks whip and lions break from the pyramid and prowl, roaring. .

.Lion Tamer cracks whip to drive them back to boxes and shoots cap pistol.

At shot, all lions return to boxes but roar fiercely.

Ringmaster holds up applause sign, Lion Tamer bows, and lion nips him again.)

Lion Tamer: (Moving to a safe distance) Now, Ladies & Gentlemen, to show you how fearless these lions are, they will jump through a burning hoop! (Holds up "ring of fire" but lions sit tight and paw the air with their front paws in a downward motion. Lion Tamer lowers hoop a little. Lions repeat the action and Lion Tamer lowers the hoop a little more. Lions repeat the action a third time. Lion Tamer shrugs, rest hoop on the ground, the scoots through, as Lion Tamer looks sheepishly at audience. Ringmaster holds up applause sign, Lion Tamer bows and gets nipped again. He cracks whip and shoots cap pistol to chase roaring lions back up on boxes.)

Lion Tamer: I shall now try a daring feat! I shall put my hand into the ferocious Killer's mouth! (Killer roars menacingly.) (Lion Tamer gingerly puts his hand in lion's mouth) Easy now, boy. (As he draws away, he hides hand in sleeve; he lifts arm shouting) LOOK, NO HAND!

Ringmaster: (Holds up applause sign)

Lion Tamer: (Brings his hand out and shakes hands with Killer. Killer roars, Lion Tamer bows and gets nipped again. Lions get out of hand, jumping off boxes, prowling and roaring.

(Lion Tamer cracks -whip -again and again.)

Lion Tamer: (Grabbing water-pistol and shooting at lions.) Oops, wrong gun! (He turns to audience, spraying them. All lions roar and come after him, chasing him off stage as he drops gun and runs away.)

Circus Closing Act Skit

A den of Cubs in costumes, to represent acts in the circus, parade in and say their lines. The Ringmaster asks audience to guess what each boy is.

Ringmaster - We bring you now these circus characters from near and far, listen to their stories and guess just who they are.

Cub # 1: It's evident that although I am a cat, you never would call me kitty. I'm a king of renown with a mane for a clown, and my roar is tremendous not pretty. (lion)

Cub # 2: At the sound of a shot, I can change my spot when hunters are out to pursue me. But I can't, so they say, change the spots I display, they seem to Be glued right to me. (Leopard)

Cub # 3: A look like a common house pet, but I'm not, on that you can bet. I'll tell you a fact, I need a friend for my act. (dog)

Cub # 4: As you can see, balancing is my thing, and excitement to you I will bring. Oohs and aahs are heard from the ground, but I will never fall down. (tight rope walker)

Cub # 5: I can't fool you, my name's not Pooh. My name rhymes with scare, but I look so cuddly I wouldn't dare. (bear)

SILLY CIRCUS SKIT

Heart of America Council

Personnel: Ringmaster Stanley, strongest man in the world Walter Wimple, Stanley's assistants Razzle and Dazzle, tight rope walkers Bruce, the bareback horse rider Lyonal, the lion tamer, Luke, the lion.

Setting: Circus music could be playing in the background. Turn the sound up for each performance, down while the ringmaster is speaking.

Ringmaster: Ladies and Gentlemen! Boys and Girls! Welcome to the Den _____ amazing Silly Circus. Please turn your attention to the center ring and watch the incredible strength of Stanley, the Strongest Man in the World, and his assistant Walter Wimple!

(Stanley brings out a barbell made of foam or cardboard with 500 Ibs. written on both sides. He struggles to lift it over his head. Walter encourages audience to clap when Stanley puts down the bar

bells. Stanley bows and walks away. Walter picks up the barbells as though they were as light as a feather and exits.)

Ringmaster: Incredible! And now, ladies and gentlemen, for your pleasure, the most amazing tight rope walkers ever seen- Razzle and Dazzle!

(Razzle and Dazzle enter with a long rope. They lay it out straight and take turns walking across it as though they are in the air, they hop on one foot, jump rope, etc., bowing after each "trick".)

Ringmaster: Now for your viewing enjoyment, please focus your attention again to the middle ring as we present Bruce, the brave bareback rider on his horse, Smokey!

(Bruce rides in on a stick horse. He rides forwards and backwards, etc. He can have Smokey count by hitting stick on the floor. Bruce and Smokey bow and ride off stage.)

Ringmaster: And finally, Ladies and Gentlemen! Boys and Girls! The most super stupendous Lyonal, the lionhearted lion tamer in ring number one! Please, ladies and gentleman, It is so important that you remain quiet during the performance. Sudden noises will startle the lion, making it very dangerous for Lyonal to be in the cage. And now, Lyonal, the lion-hearted and his lion, Luke!

(Lyonal and Luke enter. Luke could be dressed in an elaborate lion costume or something as simple as a brown paper bag cut into strips to make a mane. Lyonal has Luke stand on a stool, jump through a hula hoop, etc. Lyonal tries to place his head inside Luke's mouth. Lyonal and Luke take final bow.)

Ringmaster: Thank you, one and all for joining us tonight at the Den ___ amazing, incredible, stupendous, silly circus! We hope you've enjoyed our show. So until we meet again, at the Circus, Good Night!

Big Top Closing Ceremony

Longhorn Council

Cub # 1: We were happy to have met you but must leave you now,

Cub # 2: And so we bid you all farewell and take our final bow.

Cub # 3: Our evening under the Big Top has come to an end,

Cub # 4: But through Cub Scouting we are making many a new friend.

Cub # 5: So as our Circus lights are dimming and the animals are at rest,

Cub # 6: Remember your Cub Scout motto and always Do Your Best

Be A Happy Clown Closing Ceremony

Heart of America Council

Setting: A den of Cub Scouts comes onto stage dressed as clowns. One has a large sad mouth painted on. Others have large smiling mouths painted on or half of the boys with sad faces and half as happy ones. Another way this could be done, if not dressed as clowns, the boys could have large clown faces cut from poster board and fastened onto fiberglass arrow shafts, thin dowels, yardsticks, etc. These could be held up in front of faces as narrator reads the following lines.

If your life is to be as happy,
As a circus, bright and gay,
There is something you can do
As you hurry through each day.

Be happy and cheerful,
And remember not to frown.
But give freely of your smiles,
And you can be happy as a clown.

For a smile costs so little,
But to others means so much,
So if everyone keeps smiling,
Our lives will have that happy touch!

(When the line about frowning is read, boys holding sad clown faces take a step forward with others. If desired, boys could turn over clown faces to expose smiling faces which are fastened on the back of the clown faces.)

Circus Closing Ceremony

Heart of America Council

Personnel: Cubmaster, 8 Cub Scouts.

Equipment: Cubs dressed as appropriate animals.

Setting: Circus center ring.

Cubmaster: It's our own Cubs and Webelos, with some closing thoughts. Now in the Cub Scout ring (hand gestures).

Cub # 1: (Dressed as a Tiger Cub) The Cub Scout sign (gives it) and the Cub Scout salute (gives it). It's ME!

Cub # 2: (Dressed as a Bobcat) The Cub Scout motto - to do my best. It's hard, but it is the best for me!

Cub # 3: (Dressed as Wolf) The Cub Scout promise - of duty to God, duty to country, other people, and the Law of the Pack. It's helping us to be a better us!

Cub # 4: (Dressed as a Bear) Law of the Pack - follow Akela, help the pack and the pack helps you and me, to be a better person.

Cubmaster: Now I call your attention to the Webelos Ring!

Webelos 1: (Dressed as Lion) Older and wiser. The Boy Scouts sign and salute (does both). Older and wiser.

Webelos 2: (Dressed as clown) Boy Scout motto - and we are learning to be prepared.

Webelos 3: (Dressed as monkey) Boy Scout oath - on my honor, it's duty to God, country, then me; morally and physically.

Webelos 4: Following the Boy Scout law is good for everyone. (Reads) Trustworthy, loyal, helpful, friendly, courteous, kind, obedient, cheerful, thrifty, brave, clean and reverent.

Cubmaster: Dens, Scout salute. (Holds salute until after benediction.) May these thoughts and the great Scoutmaster of us all, be with you until we meet again. Ready, two.

MAGIC OF THE WORLDS Cubmaster's Minute

Circle Ten Council

As parents, we want to show our sons the wonders of the world. In the eyes of a child, there are not just eight wonders of the world but eight million. We want him to be able to look at the stars, sunrise, sunset, and feel their beauty. We want them to see a world of love, laughter, and compassion. We want them to build strength within themselves of strong character and sensitivity to the needs of others. We want them to be the best they can be. Unfortunately, no one can wave a magic wand so that they will receive these things. We as leaders and parents must set the example to show the guidance so they may see the way to accomplish all of these things. This is the magic; Our example and guidance. So as we leave, let's be aware of our actions and how loudly they speak to our youth.