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CUB SCOUT PROGRAM HELPS

Your Guide to a Successful Den and Pack Program

Cub Scout Program Helps for 2009–2010 has been assembled and created by volunteers who have many years of experience working with dens and packs. Use these program suggestions as a resource and guide to help you plan the best possible program for your Cub Scouts.

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Using *Cub Scout Program Helps*

Cub Scout Program Helps has everything a leader needs to get started, whether planning a den meeting or a pack meeting.

This book is divided into four chapters, with each chapter having complete plans for four weeks of meeting plans for each of the 12 months. These chapters are:

- Pack Meeting and Pack Leaders' Planning Meeting
- Tiger Cub Program Helps
- Wolf Cub Scout Program Helps
- Bear Cub Scout Program Helps

These plans revolve around a recommended theme, used by Cub Scout packs around the country. They highlight achievements and electives that can be started and/or completed during the den meeting. Additional achievements and electives are identified for boys to complete at home with their families. You will also find references to Cub Scout enrichment programs such as the Cub Scout Academics and Sports Program and BSA Family Program.

Pack Plans

Theme-related ideas are provided each month to help the pack meeting to be an event that all parents, Cub Scouts, and family members will enjoy. Guidelines for creating the program are provided to help your pack leaders' meeting effectively organize the monthly pack meeting. The sample pack meeting agenda includes games, songs, cheers, and recognition ceremonies that Cub Scouts will enjoy.

The Cubmaster Corner is featured each month to share with Cubmasters an item or idea that is special to their important position in the pack.

Den Plans

Activity plans for weekly Tiger Cub, Wolf Cub Scout, and Bear Cub Scout den meetings are provided for each month of the year. Notice that the activities suggested for each of these program areas of Cub Scouting are designed to be age appropriate. Boys will have an opportunity at the monthly pack meeting to demonstrate the skills or perform an activity that they learned during the month.

Similar meeting plans and activities for Webelos Scouts are in the *Webelos Leader Guide* (No. 33853).

PURPOSES OF CUB SCOUTING

The activities found in *Cub Scout Program Helps* are designed to support the purposes of Cub Scouting. They are chosen to help promote the overall aims of Scouting to develop a boy's character, train him in good citizenship, and encourage him to become more fit physically, mentally, and morally.

ADAPTING PLANS

The sample meeting plans encourage a fun-filled den or pack meeting. Leaders will want to consider varying the pace of meetings and varying the activities presented to boys, while paying attention to the many learning opportunities that covering the purposes will provide.

Dens and packs with different schedules can adapt the ideas in *Cub Scout Program Helps* to fit their situations. Pack leaders can also change the order of the themes to fit their needs. Packs determine when to use special events such as pinewood derby, space derby, or raingutter regatta. The annual planning session will also assign months for special service projects and a uniform inspection. The order of the themes may be modified to capitalize on event possibilities. Keep in mind, however, that it is best when all dens in the pack are working on the same theme. Also, each designated monthly theme is supported by *Boys' Life* and *Scouting* magazines and at local Cub Scout leaders' roundtable meetings.

Planning helps leaders make the best use of resources and the themes. It allows leaders to watch for sales on craft supplies, practice songs in advance, and have the time to construct any projects before meetings. Planning allows the pack committee time to prepare ceremonial props for advancement recognition and decorations for theme-related atmosphere, as well as for coordinating activity and game supplies. Plans for each month's pack leaders' meeting will highlight items of interest for pack committee members to review as the pack progresses toward its quality unit status.

On behalf of countless Cub Scouts, thank you for the time and energy you are giving to make a difference in the life of the boys of your unit.

SPECIAL MOMENTS

Throughout *Cub Scout Program Helps*, leaders will find many ideas for helping them "capture the moment" and gently give boys a glimpse of the deeper purposes within the fun of Cub Scouting.

CUBMASTER AND DEN LEADER MINUTES

A den or pack meeting may close with a Cubmaster's or Den Leader's Minute—a one- or two-minute story that emphasizes values, Scouting ideals, or character. It relates the monthly theme to everyday life encounters of Cub Scout-age boys and ends the meeting with a thought-provoking moment or challenge.

REFLECTING

Reflecting is a method for leaders to guide Cubs to their own understanding of the deeper purpose of an activity. Open-ended questions guide boys into discussing their thoughts, feelings, and actions about an activity and its effects. Guidelines on leading a reflecting session are found in the *Cub Scout Leader How-To Book*.

CHARACTER CONNECTIONS

Character development is a part of everything a Cub Scout does. Character Connection discussions relate an activity, project, or event to one of the 12 core values of Cub Scouting. The focus is on knowledge, commitment, and practice. Guidelines on leading a Character Connection discussion are in the *Cub Scout Leader Book*.

Den and Pack Meeting Hints

DEN MEETINGS

Plan your meetings ahead of time with emphasis on the flow of activities. Alternate between quiet and more vigorous activities. Boys have a lot of energy to expend, so be sure you have an active game or craft to help channel some of that energy.

Den Rules and Code of Conduct. At the beginning of the year, establish the rules that the den will follow and the consequences for breaking those rules. Boys should participate in the decision-making process. By helping decide what can and can't happen in the den, boys will feel a sense of responsibility toward how the den is run. They will feel that the den is "theirs." Have them sign a poster on which the code of conduct is written and display it at your meeting place. Or make two copies: one that boys can keep at home and one to be displayed at the den meeting after both the boy and his parent have signed it.

Ceremonies are important for marking the beginning and ending of each meeting. They are also a time for reinforcing the aims and purposes of Scouting and bringing the boys together. As boys finish achievements towards their badges, simple ceremonies during the den meeting will serve to congratulate them on their accomplishments.

Immediate Recognition Kits. Use of the immediate recognition kits for Tiger Cubs and Cub Scouts is a method of encouragement along the advancement trail. Set aside time in den meetings to award beads representing completion of achievements. Congratulate boys enthusiastically for their efforts.

A den doodle is an object for the boys to use to show off their accomplishments and achievements. The *Cub Scout Leader How-To Book* has many ideas for den doodles. Your den of boys can design and create their own den doodle as a den meeting activity at the start of the year. Use the den doodle to keep a visual reminder of activities the den has completed and shared.

Treats. Boys love goodies! Give everyone a chance to share his favorite treats with the den. A treat bucket or container that the boys decorate can serve as a visual reminder for the boy who is responsible for the treats each week. Discuss food allergies with families and share the information with the den if appropriate.

Den scrapbook. Fill the scrapbook with sample artwork boys do as den activities, stories about their adventures, and pictures taken of boys with their completed crafts. The den scrapbook will be a treasured memento proudly displayed at the boys' Eagle court of honor in just a few years!

PACK MEETINGS

Plan your meetings using the meeting plan outlines. Solicit additional adult help for activities and tasks. Shared leadership of the pack benefits everyone by getting other parents involved and creating opportunities for adults to share their skills and interests with boys.

Planning for den involvement in pack meetings is most important. Each den should have their participation scheduled in advance. The order of their contribution is important to share as well: for instance, if a den has props for their activity/event, knowing when they are "up next" will give them time to get ready. Coordinate all skits and contributions at the pack leaders' meeting so that events are approved in advance and are not duplicated.

Ceremonies. Each boy will accomplish one or two major rank advancements during the program year. Each of these is a very special and significant moment. Make these moments special by planning badge presentations. Also, you may choose to present the parents' pin representing each rank to recognize parental involvement in the advancement process.

Costuming. The pack meeting is the "big show." Costuming supplies can easily and inexpensively be obtained through the resources of your pack committee, local thrift shops, and garage sales.

Staging events at your pack meeting adds to the fun and memories. Families will be taking many pictures of their son receiving his awards and recognitions. Take a little extra effort to arrange things in a way that will allow a clear shot for the perfect picture of the Cubmaster presenting the award.

Provide a consistent area at your meeting place where the den displays are placed. When den skits are performed, have a plan for the manner in which dens will enter and exit. This makes for a smooth show and everyone looks great!

Pizzazz. These *Cub Scout Program Helps* provide some ideas for applause stunts. Scatter them throughout the pack meeting and between den performances. They recognize the den for its contribution and can also reinforce the monthly theme.

Recognize your volunteers. Occasional recognition of the pack leadership and parental involvement in activities will be welcomed by all. Everyone deserves a "thank you," and boys will proudly see the adults in their lives being recognized and appreciated.

PACK MEETINGS AND PACK LEADER PLANNING MEETINGS



PACK MEETINGS AND PACK LEADER PLANNING MEETINGS



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Awards Cub Scouts Can Earn

CUB SCOUT OUTDOOR ACTIVITY AWARD

Tiger Cubs, Wolf and Bear Cub Scouts, and Webelos Scouts have an opportunity to earn the Cub Scout Outdoor Activity Award. Boys may earn the award in each of the program years as long as the requirements are completed each year.

The first time the award is earned, the boy will receive the pocket flap award, which is to be worn on the right pocket flap of the uniform shirt. Each successive time the award is earned, a wolf track pin may be added to the flap.

Complete requirements are in the *Cub Scout Leader Book*, Chapter 32.

CUB SCOUTING'S LEAVE NO TRACE AWARENESS AWARD

This award may be earned by Tiger Cubs, Cub Scouts, and Webelos and Cub Scouting leaders. It acquaints them with frontcountry guidelines for being gentle with Mother Nature.

Complete requirements are in the *Cub Scout Leader Book*, Chapter 32.

CUB SCOUT WORLD CONSERVATION AWARD

Cub Scouts and Webelos Scouts who have participated in a den or pack conservation project and have completed requirements based on their rank may earn the World Conservation Award. Tiger Cubs do not earn this award.

Complete requirements are in the *Cub Scout Leader Book*, Chapter 34-34.

The pack meeting is the culmination of four or five weeks of den activities of all the dens. Each month is based on a theme or activity badge. Dens will participate in the pack meeting by presenting a song, skit, ceremony, or other presentation. Boys will receive their advancement badges and other recognition items, such as patches for day camp participation, Cub Scout Academics and Sports belt loops and pins, and other awards.

The monthly theme adds fun and adventure by providing a different experience every month of the year. For the pack meeting, the theme is carried out with songs, skits, ceremonies, games, and displays. Every boy has a chance to be individually recognized. Be sure to recognize parents who have helped during the month, either in the dens or with the pack committee.

In each month's theme pages, there are suggestions for topics for the pack leaders' planning meeting. All leaders—den leaders, assistant den leaders, Cubmasters and assistants, and all committee members—are invited to this monthly meeting. Make the meeting fun as well as informative.

During the monthly pack leaders' planning meeting, you will finalize the upcoming pack meeting and will plan in detail the next month's pack meeting. This meeting is usually held one or two weeks before the pack meeting.

CUB SCOUT ACADEMICS AND SPORTS

All Cub Scouts can learn new physical and scholarship skills, develop an understanding of sportsmanship, discover new and build on old talents, and have fun. There are nearly 40 specific subjects or sports. Boys may earn belt loops by learning the basics of the sport or academic subject, and then may go on to earn pins by further development of the skill.

Complete requirements are in the *Cub Scout Academics and Sports Guide*, No. 34299.

CUB SCOUTING'S BSA FAMILY PROGRAM

Family Fun, No. 33012, is the primary source for this program. It is full of suggested activities in a wide variety of topics to enrich and strengthen the family. Every family member can earn a patch for completing two activities in each of five subject areas. In addition, for each additional two activities in each of the five subject areas, family members may earn a pin.

NATIONAL DEN AWARD

Cub Scouting happens in the den. The National Den Award creates an incentive for a year-round, fun, quality program in the den. The National Den Award may be earned only once in any 12-month period, as determined by the pack committee.

Complete requirements are in the *Cub Scout Leader Book*, Chapter 34-33.



SEPTEMBER 2009

▶▶▶ Cub Scout Pockets

Webelos Activity Badges: **Citizen/Communicator**



What could be in a Cub Scout's pocket? It can tell a lot about who he is and what he likes. The boys can share their collections and start new ones! Put some marbles in the boys' pockets and teach them how to play the game of marbles. Pick one of their interests and go on a field trip to explore and learn about it. Take a trip to a rock quarry to search for fossils, or take a nature hike around the den meeting site to pick up collectible items. This is also a great month to educate the boys about what can go on their uniform

and then set goals for rank advancement, special awards, belt loops and pins, and involvement in camps and council events. This might be a good month to work on the Collecting or Marbles belt loop and pin (*Cub Scout Academics and Sports Program Guide*, No. 34299).



Pack Planning

Plan a pack collection show. Invite a special guest, arrange publicity, and award a patch or ribbon for participation to encourage involvement and collecting. Appoint committees:

Membership Committee. Coordinate plans for the pack adults' meeting and activities for all boys and siblings to enjoy. Be sure calendars of pack events for the year are ready to distribute.

Decorations Committee. Adorn the meeting area with different collections provided by pack members and collections solicited on behalf of the pack.

Recognition Committee. Prepare advancement recognitions and organize the showcase for current dens and new-boy programs.

Refreshments Committee. Have ingredients for pocket sandwiches to be served during fellowship time at the end of the meeting.

Some of the purposes of Cub Scouting developed through this month's theme include:

Character Development. As boys explore the many things that pockets can hold, they also explore the values that lead to the best kind of character.

Fun and Adventure. Boys experience fun and adventure as they explore the idea of what could be found in a pocket.

This theme is designed to promote character development by emphasizing these core values:

Compassion. Exploring what's in a pocket may bring an appreciation of what might be missing from the pockets of others.

Honesty. Practicing honesty helps a boy learn to be honest in all aspects of his life.



Membership Moment

Have boys invite someone to the pack meeting who was unable to attend your fall recruiting event. Present each family with a pocket-shaped packet that includes an application form and information, such as your pack calendar, for the coming year.



Pack Meeting

BEFORE THE MEETING

Plan to set up with plenty of time to spare so you can start the meeting on time. Include in your setup a table for displaying boys' collections. Decorate for the Cub Scout Pockets theme by using enlarged pictures of items that represent collections: coins, rocks, miniature cars, etc. Display Cub Scouting literature for any new parents or prospective Cub Scout families to review.

Assign a den or several pack leaders to serve as a welcoming committee. Pay special attention to new members of the pack to make them feel comfortable and welcome. Provide name tags shaped

like pockets. Encourage all adult pack members to complete Family Talent Survey forms.

GATHERING

As families arrive, direct Cub Scouts to the display of collections and den projects. A second area away from the displays can be set up for an easy-joiner game.

MAIN PART OF THE MEETING

Opening

Use the Candlelight or the Apron Pockets opening ceremony (page 9). Or select a different ceremony from *Cub Scout Ceremonies for Dens and Packs*.

Prayer

A preselected Cub Scout comes forward. Before delivering the prayer, invite audience members

to prepare for prayer in their personal custom. Deliver the Thanks for Smiles prayer (page 9).

Icebreaker

A preselected den leads the Pockets cheer (page 10).

Welcome and Introductions

The Cubmaster welcomes everyone to the September pack meeting. Introduce the current pack leaders with a brief explanation of their roles. Explain the plans for the pack adults' meeting.

Song

The pack song leader leads in singing "Do Your Best" (page 9).

Pack Adults' Meeting

Parents and adults are taken to a separate room (if possible) and given an orientation to Cub

Scouting and an overview of the pack's plans and needs for the coming year.

Cub Scout Activities

During the pack adults' meeting, engage the Cub Scouts in making neckerchief slides or other suggested activities. Boys practice the Cub Scout Rap (page 9) to perform later.

Den Demonstrations

Cub Scouts show the neckerchief slides they made and perform the Cub Scout Rap (page 10) for parents. Encourage dens to contribute or share games, songs, or information from their den meetings. Reports reviewing Cub Scout resident camp and Cub Scout day camp experiences may precede the awarding of National Summertime Pack Award pins.

Recognition

Welcome new Tiger Cubs and their adult partners. Use the Pocket advancement ceremony (page 10) or use a different ceremony from *Cub Scout Ceremonies for Dens and Packs*. Conduct the family induction ceremony (page 10).

Announcements

A pack newsletter creates good lines of communication between pack leaders and families. Distribute a paper copy of the newsletter this month so all pack members have the yearly calendar of activities. Highlight any money-earning projects and Good Turn opportunities.

A leader dressed in safari gear (pith helmet, khaki clothing, etc.) shares plans for the safari-themed pack meeting next month. Highlight the date, time, and location.

Cubmaster's Minute

The Cubmaster shares the Cubmaster's Minute: My Pocket of Treasures (page 10).

Closing

Ask boys and parents who want to join the pack but haven't registered to stay after the meeting. Remind parents to turn in their Family Talent Survey forms. Conduct the Pockets closing ceremony (page 10).



Cubmaster Corner

Many Types of Families

Cub Scouting is a program for boys, yes. It's also a program for the family. Cubmasters need to be aware that a boy's family might not have one mom, one dad. Families may be more oriented to the custodial parent, grandparent, or foster parents. Everyone will appreciate your being aware of the family makeup of boys in the pack and formulating appropriate ways of parental involvement in recognition ceremonies.



Ceremonies, Games, Songs, Stunts

OPENING CEREMONY: CANDLELIGHT

Personnel: Narrator, four adult leaders (two leaders and two parents)

Equipment: Flashlight; four large candles, each with a paper cupcake pan liner to keep hot wax off the holder's hand and the floor (use battery-powered candles if lit candles are prohibited in your meeting place)

Preparation: Turn off room lights. The narrator uses the flashlight to read his or her lines.

NARRATOR: A boy who wants to join a Cub Scout pack is like a boy in the dark. He can't do it by himself. But wait! Here's a light in the darkness. *(The first adult leader lights a candle.)* And here's another! *(The second leader lights a candle.)*

Now we have a couple of leaders, and it's getting brighter. But not bright enough, because we need parents' help, too. There! I see a parent's light! *(The third leader lights a candle.)* And now another parent! *(The fourth leader lights a candle.)*

Now we can see clearly. It takes all of us to shine our light to make a brighter day for boys.

OPENING CEREMONY: APRON POCKETS

Personnel: Cubmaster and den leader (wearing an apron with several pockets)

Equipment: Prepared strips of red, white, and blue paper; small U.S. flag

CUBMASTER: This month our theme is "pockets." Many things can be put in pockets. As parents, you find things that you might not want to find. Sometimes there are bugs and creepy things, and assignments from school or from den meetings that can bring a tear to the eye.

Den leaders have many things in their pockets, too—markers or scissors to finish that craft project, a tissue to wipe a tear, an adhesive bandage to fix a hurt knee. We also can add things to their pockets—a little red in this pocket *(put strips of red paper into the den leader's pocket)*, a little white in this pocket *(put white strips into another pocket)*, and some blue in this pocket *(put blue strips into another pocket)*. Then we tap each pocket three times *(tap pockets)* and what do we find? *(Pull small flag from one of the pockets.)* The flag of the United States of America. Please join me in the Pledge of Allegiance.

PRAYER: THANKS FOR SMILES

We give thanks for the greatest collection that is on display tonight at our pack meeting—the collection of beautiful smiles on the faces of all our family members. We have many things to smile about, and we give thanks for our country, our freedom, and our families. Amen.

SONG: DO YOUR BEST

Tune: "Frère Jacques"

Share with others, share with others.

Do your best, do your best.

Live the Cub Scout Promise,

Do a Good Turn daily.

Cub Scouts rule! Cub Scouts rule!

PACK ADULTS' MEETING

Use this meeting to orient new adult members of the pack to the workings of Cub Scouting, how they can be involved, and pack operations. For an outline and ideas, see the *Cub Scout Leader Book*, chapter 24.

CUB SCOUT ACTIVITIES

During the pack adults' meeting, experienced den leaders and den chiefs lead boys in activities. Choose simple activities in which boys can create something to take home with them (see the

Cub Scout Leader How-To Book for simple neckerchief slides, games, and puzzles to create). Boys may also learn a rap song or skit to perform for the adults when they return from their meeting.

SONG: CUB SCOUT RAP

Promises, promises are what we say,
To tell other people how we live each day.
Starting as a Bobcat, we do a Good Turn;
It's just the start of what we learn.
Leaders like Akela show us the way
To do things right in work and play.

The main idea is to "do our best,"
Building birdhouses or takin' a test.
Making promises to God that come from the heart;
Living up to them shows others we're smart.
Scouting offers us so much to do,
Keeping all its promises to me and you.

ADVANCEMENT CEREMONY: POCKET

Preparation: Precut pocket shapes from different colors of poster board. Put the pocket shapes across the wall of the meeting room. Glue an oversize envelope to the back of each pocket to hold the advancement awards that are to be handed out. Retrieve the awards from the envelopes for presentation to boys.

CUBMASTER: As we all know, most boys begin their collections in their pockets. Here is a pocket—it's a plain pocket, not very interesting, and it could belong to anyone. But wait—let's give this pocket to a Cub Scout.

(Den leader places Bobcat badge on pocket.) Our pocket is turning into something with meaning. It represents a sense of belonging and will soon bring knowledge, skills, fun, and good fellowship to our Cub Scout. We would like to present the following boys their Bobcat badge. *(Call boys and parents forward.)*

(Den leader places Tiger Cub badge on pocket.) Now our pocket has more color added. It displays the symbol of a boy working with an adult partner for fun and learning. We would like to present the following boys their Tiger Cub badge. *(Call boys and parents forward.)*

(Den leader places Wolf badge and Arrow Points on pocket.) With the Wolf badge, our pocket turns into something even more special. It proudly displays the first symbol of newfound knowledge of the flag, of keeping strong, of tools, of knots, of safety, of books and reading. It means our Cub Scout has mastered feats of skill. *(Call the Wolf Cub Scouts and their parents forward.)*

(Den leader places Bear badge and Arrow Points on pocket.) Adding the Bear badge has increased our pocket's meaning even more. It shows our Cub Scout is completing increasingly difficult achievements. He is growing in knowledge and skill. *(Call the Bear Cub Scouts and their parents forward.)*

(Den leader places Webelos badge and Arrow of Light Award on pocket.) Our pocket now displays the Webelos badge and the Arrow of Light Award, the highest awards our Cub Scouts can earn. To receive these awards, our Cub Scouts must dedicate themselves to the hard work necessary to earn the required number of activity badges and prove themselves ready to join the ranks of Boy Scouts. Tonight we wish to recognize these boys who have earned Webelos activity badges. Will the following boys and their parents please come forward?

Our pocket is very special now. It is rich with new possibilities. It opens up a whole new world of challenges. Cub Scouting has taken our plain pocket and turned it into a pocketful of adventure, fun, and excitement. Congratulations to all you boys and your parents on your achievements.

CEREMONY: FAMILY INDUCTION

Personnel: Cubmaster, pack committee chair, four pack leaders

Equipment: Four candles (can be battery-powered) with candleholders

Arrangement: Pack leaders stand on one side of candles; new boys and their parents stand on the other side.

CUBMASTER *(to parents):* We welcome you and your son to Cub Scout Pack _____. Much of the success of Cub Scouting depends on a boy's family support. We want Cub Scouting to be successful in your son's life. As leaders of our pack light these candles, we offer you these challenges.

FIRST LEADER *(lights candle):* Learn to have a lot of fun with your boy. Encourage and help him with his achievements. Help him progress regularly through the adventures of Cub Scouts and one day into Boy Scouts.

SECOND LEADER *(lights candle):* Learn to live together better ... as Cub Scouts, in a den, as families, in neighborhoods, and as a nation.

THIRD LEADER *(lights candle):* Practice the Cub Scouting principles of participation, recognition, and security, and move with your son into Boy Scouts upon his transition from Cub Scouts.

FOURTH LEADER *(lights candle):* Extend and strengthen the influence of Scouting on boys, parents, and the community.

COMMITTEE CHAIR: We welcome you and your family into our pack. Good luck and good Scouting with your son.

CUBMASTER'S MINUTE: MY POCKET OF TREASURES

(Cubmaster pulls out a collection of "stuff" from his or her pockets. Explain why these items are carried and how they help the owner to be prepared for emergencies. Conclude with the following:)

Everything a boy collects in his pockets or elsewhere is important to him, just as he and his family are important to our pack. We have to work together to be successful. If our pack is successful, all of us will feel good about ourselves and each other. Let's remember to be prepared—by what we carry in our pockets, and with the people we have in our lives who help us succeed!

CLOSING CEREMONY: POCKETS

Personnel: Seven Cub Scouts

Equipment: Cards with letters that spell P-O-C-K-E-T-S

Each boy holds up his card as he speaks his line:

P is for *pack*—which brings us all monthly fun and excitement.

O is for *our*—our families give us support in all we do.

C is for *Cub Scouts*—our den friends are special friends.

K is for *keep*—we always keep doing our best.

E is for *everyone*—everyone is welcome to join the fun of Cub Scouting.

T is for *terrific*—you'll agree the games and projects we do *are* terrific.

S is for *Scouting*—and starting a new year with new Cub Scout friends.

ALL: Welcome to Pack _____!

CHEER: POCKETS

Divide the group in half. As boys point to the first group, that side shouts its letters one at a time: P-O-C. Boys then point to the second group, which shouts its letters one at a time: K-E-T-S. Then boys ask the whole group: "What does that spell?" Both sides answer: "Pockets!"

September Pack Program Page: Cub Scout Pockets

ACADEMICS AND SPORTS PROGRAM

Cub Scout Academics

Collecting. Boys love to collect things. This month they can earn the Collecting belt loop and pin as they begin collecting marbles, stamps, coins, leaves, books, or anything they're interested in.

Marbles. Cub Scouts will have fun learning to play games with the marbles they've been collecting. Encourage them to earn the Marbles belt loop and pin.

Cub Scout Sports

Soccer. Soccer is a great fall activity for Cub Scouts. As they learn to play the game, they can apply their skills to earn the Soccer belt loop and pin.

DID YOU KNOW?

Family Involvement

Cub Scouts need good pack leaders. They also need family support. Cub Scouting is a family program. Families can be involved by working with their Cub Scout on advancement at home, providing ways for their Cub Scout to earn money for den dues, helping at den meetings when needed, providing transportation, attending pack meetings, and presenting advancement awards to their Cub Scout at pack meetings.

Leaders understand that it is the responsibility of the parents and family to teach their children. Leaders should encourage family involvement throughout a Cub Scout's advancement.

GOOD TURN FOR AMERICA

As noted in the *Boy Scout Handbook*: "To people who know about Scouting, the daily Good Turn is one of the finest features of our movement." The record of Good Turns, small and large, that Scouts have done since the day Scouting was founded is truly impressive. Do a Good Turn by collecting litter, salvaging used books for setting up libraries for children or adults in a residential situation, or collecting coats and mittens to donate to a homeless shelter before the colder weather ahead.

BSA RESOURCES HIGHLIGHT

National Council Web site: www.scouting.org.

Adult leaders, families, and Cub Scouts will find answers to their questions at the national Boy Scouts of America Web site. Families learn what their role is, get answers to frequently asked questions, and learn the correct placement of insignia. Leaders find program support and information, including downloadable forms. This is also the place to hear Cubcasts with ideas on using the monthly theme and updated program ideas for a well-run den and pack.

PACK LEADERS' PLANNING MEETING

The pack leaders meet a week or two before the pack meeting to finalize plans for September and develop plans for October's safari-themed pack meeting.

- Review the pack adults' meeting information from the *Cub Scout Leader Book*. Share preparation assignments among leaders.
- Have a newsletter and/or calendars for distribution.
- Be sure the paperwork for the National Summertime Pack Award has been submitted in a timely manner so the award can be presented this month to the boys who have earned it and the ribbon award added to the pack flag.
- Conduct Unit Leadership Enhancement No. 9, Pack Budget Plan, to prepare for a year of fiscally sound Cub Scouting activities. Or choose a different topic that best meets your pack's needs. See the current *Cub Scout Leader Book* for detailed outlines. Select a topic for next month's discussion.

LOOKING AHEAD

Webelos Scouts need interaction with local Boy Scout troops. See that Webelos den leaders maintain contact with one or more nearby troops so that Webelos Scouts may visit troop meetings and activities and make an informed selection of which troop to join.

PACK TRAINER HIGHLIGHTS

Be sure all records for returning leaders are up to date. If there is a change of position, remind leaders to be trained in their current positions. Be prepared with the dates of local Cub Scout Leader Position-Specific Training courses in your district. Emphasize that training is an ongoing and essential part of Cub Scout leadership. Prepare a list of additional training opportunities: pow wow, University of Scouting, leader roundtables, Basic Adult Leader Outdoor Orientation (BALOO), Outdoor Leader Skills for Webelos Leaders, and Wood Badge.

SPECIAL: MEMBERSHIP PREPARATIONS

- Be sure key leadership positions are filled. Be prepared to present information at the pack meeting to encourage new members to take meaningful roles.
- Recruit a newsletter editor. Provide information to pack families through the newsletter and refer to that information during announcements at the pack meetings.
- Recruit a leader to fill the pack trainer position.
- Have plenty of membership applications available at this month's meeting to follow up on your successful recruiting event.
- Follow up on Family Talent Survey Sheets completed by pack members. This tool will provide resource information on all pack adults.



OCTOBER 2009

▶▶▶ Jungle Safari

Webelos Activity Badges: **Citizen/Showman**



Help boys discover fun and adventure in the wilds of Scouting. Take them on a month-long safari. Learn why Africa was special to our founder, Lord Baden-Powell. Find out how *The Jungle Book* connects to Scouting; use the story and its characters to inspire den meeting games, crafts, and costumes for the pack meeting. Learn about the things you need if you're going on a safari and how you would survive. What do Scouts in Africa and India do? What are their uniforms like? Take a den trip to a local zoo, animal rescue

facility, or wildlife refuge. Work on the Cub Scout Outdoor Activity Award or the Wildlife Conservation belt loop and pin.



Pack Planning

The safari theme of this month's pack meeting features skits and other activities based on Akela, Mowgli, Baloo, and other characters in Rudyard Kipling's *Jungle Book*. Appoint committees:

Arrangements Committee. Verify details for awarding advancements. Prepare name tags in the shape of jungle animals.

Decorations Committee. Put excitement and color into the room decorations. Use large vines and leaves and plenty of jungle animals. Play CDs or other recordings of jungle sounds.

Program Committee. Ensure that awards are presented to Cub Scouts in a meaningful way.

Refreshments Committee. Prepare jungle treats for sharing at the end of the meeting.



Membership Moment

Supply jungle-themed invitations to each den so boys can invite a friend to the pack meeting. At the pack meeting, recognize visiting youth with a special name tag or costume item. Present each prospective member with a computer-generated certificate depicting a lion and saying: "We're not *lion*. We'd love to have you join our pack!"



Pack Meeting

BEFORE THE MEETING

The arrangements and decorations committees arrive early to set up the meeting area and create the safari setting. Start the jungle sounds or jungle music early to get everyone in a festive mood. The decorations committee helps distribute pictures for the Cub Scout Safari game (page 14). Have program committee members help Cub Scouts set up their displays. Have copies of the *Jungle Book* Quiz (page 13) available for families as they arrive. The refreshments committee sets up the area for serving treats. Remember that pack meetings should always start on time.

GATHERING

Greeters wearing pith helmets and safari gear (khaki pants, safari vests with pockets) welcome families as they arrive at the jungle. Each person gets a name tag in the shape of a jungle animal. Invite everyone to participate in the *Jungle Book* Quiz (page 13).

MAIN PART OF THE MEETING

Opening

All boys join in the Safari Animal opening ceremony (page 13). Or choose a different opening ceremony from *Cub Scout Ceremonies for Dens and Packs*.

Prayer

Use the Earth's Resources prayer (page 13).

Icebreaker

Read aloud the answers to the *Jungle Book* Quiz. Ask each family to stand if they got five or

more answers right. In their honor, perform the Tiger applause: shout "Grrrrreat!" while thrusting fist upward.

Welcome and Introductions

The Cubmaster enters, wearing safari gear, and announces that the jungle is alive with fun tonight. Welcome Cub Scouts and families and introduce any special guests. Recognize the committees for their efforts and success in setting up the meeting place.

Song

The pack song leader leads "Safari Field Trip" (page 13–14).

Den Demonstrations

Dens contribute to the pack meeting by performing theme-related skits or songs, or they present information about a field trip they took this month. Remember to recognize den performances with

Some of the purposes of Cub Scouting developed through this month's theme include:

Preparation for Boy Scouting. Outdoor activities for Cub Scouts help prepare them for the outdoor activities of Boy Scouting.

Spiritual Growth. Cub Scouts are encouraged to explore their spiritual beliefs as they continue advancing up the Cub Scout trail.

This theme is designed to promote character development by emphasizing these core values:

Resourcefulness. Boys learn to be resourceful as they learn how they would survive in the wild.

Cooperation. Great tasks require cooperation. Boys will learn to cooperate as they get to know living things.

cheers or applause. The Cubmaster or assistant Cubmaster should be prepared to fill any lag time between performances with a run-on or other sparkler or quick stunt (page 14). For ideas, see *Group Meeting Sparklers*.

Games

Play Cub Scout Safari (page 14).

Recognition

Use the Jungle Safari advancement ceremony (page 14) or choose an alternate recognition ceremony from *Cub Scout Ceremonies for Dens and Packs*.

Announcements

Your pack newsletter should be the primary information source for families. Pack meeting

announcements about upcoming events can be brief and then expanded upon in your pack publication.

Encourage adults who have not completed the Family Talent Survey to complete it and turn it in at this meeting.

Cubmaster's Minute

Use the Cubmaster's Minute: Cub Scouting Is Family Scouting (page 14).

Closing

Use the Spirit of the Jungle closing ceremony (page 14) or choose a different ceremony from *Cub Scout Ceremonies for Dens and Packs*.



Cubmaster Corner

Pack Meeting Atmosphere

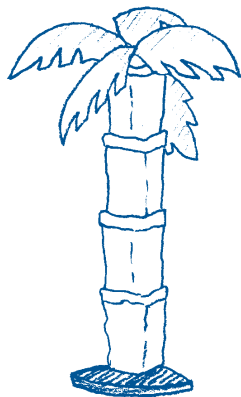
Why decorate the meeting area? Decorations emphasize the theme and help set the mood. Theme-related music playing in the background also helps set the atmosphere. This month, make trees from brown paper bags by crushing them down and stacking them. Add green tissue paper for leaves. Decorate around the entry door, too. Place stuffed animals and hang pictures around the room. Play a sound track with sounds of monkeys and elephants for a real safari feel.



Ceremonies, Games, Songs, Stunts

DECORATIONS: JUNGLE ATMOSPHERE

Materials: Brown paper bags, green construction paper, tape; tree base made from a lamp stand or a 5- to 6-foot dowel rod or PVC pipe secured in a bucket of plaster of Paris



Create a Palm Tree.

Start with five brown paper bags. Cut a hole in the bottom of each bag. Slide over the tree base, setting one bag atop another. To sculpt the bags to resemble the trunk of a palm tree, fold the back part over upon itself and secure with tape. For palm fronds,

cut and notch oval shapes from green construction paper and tape to the top of the structure.

Alternate method: Wrap the pole or lamppost with brown paper and then draw hash marks to resemble the distinctive bark seen on trimmed palm trees.

Make a Vine. Cut brown paper bags into 3-inch strips. Crumple and twist the strips to form a 1-inch-diameter length resembling a vine's woody stem. Attach lengths



of crumpled strips end-to-end to make one or more long vines. Add leaves cut from construction paper. For authenticity, consult library books or other reference materials to copy the leaf shapes typically found on tropical vines.

Decorate Your Meeting Place. Place your paper bag trees on the stage area where awards will be presented. Drape vines along the walls, across the ceiling, and above the greeting and refreshment areas. Decorate around the entrance door with vines and leaves and extend the decorations outside to set everyone in the jungle mood as they arrive.

GATHERING ACTIVITY: JUNGLE BOOK QUIZ

In Rudyard Kipling's stories, Mowgli—the man-child who was raised by wolves—knew all the animals in his jungle home by name. Can you match the names below to the creatures pictured?

(Make photocopies to hand out to the adults at the pack meeting. The correct matches are:)

Chil, the kite (a bird); Akela, the wolf; Nagaina, the cobra; Kaa, the python; Rikki-Tikki-Tavi, the mongoose; Hathi, the elephant; the Bandar-log, a band of monkeys; Baloo, the bear; Shere Khan, the tiger; Tabaqui, the jackal; and Bagheera, the black panther.

OPENING CEREMONY: SAFARI ANIMAL

The Cubmaster stands in front and calls, "Tiger Cubs!" All Tiger Cubs enter the room roaring.

The Cubmaster calls for Wolves. Wolf dens enter the room howling.

The Cubmaster calls for Bears. Bear dens enter the room growling.

The Cubmaster calls for Webelos Scouts. Webelos Scouts enter the room shouting, "Webelos! Webelos!"

When all the boys are in the room, the Cubmaster makes the Cub Scout sign and calls: "Akela welcomes the safari animals to his pack. Let's see to it that we work and play in peace and become strong and wise Cub Scouts." The Cubmaster then asks everyone to stand and repeat the Pledge of Allegiance.

PRAYER: EARTH'S RESOURCES

Let us take this moment to reflect on all life, knowing that as Cub Scouts, we will do our best to take care of all of Earth's great resources. Amen.

SONGS

Safari Field Trip

Tune: "I've Been Working on the Railroad"

Let's pretend we're on safari,
Seeking lion and more.

Let's pretend we're in the jungle,
With wild animals galore.

Or would you rather go sightseeing,
In a jeep bound east to west?

No matter what we are pretending,
Our brains will meet the test.

It's fun to make believe,
It's fun to make believe,
It's fun to make believe and pretend.
It's fun to make believe,
It's fun to make believe,
No matter what our age.

*(For more animal-related songs, see the
Cub Scout Songbook.)*

Jungle Safari

Tune: "Frère Jacques"

In the jungle, in the jungle,
Look what's here, look what's here:
Lions, tigers, oh my,
Giraffe reaching so high;
Jungle time, jungle time.

On safari, on safari,
Way out there, way out there:
Antelope and zebra,
Wildebeest and monkey;
Safari's fun, safari's fun.

ADVANCEMENT CEREMONY: JUNGLE SAFARI

Materials: Pictures of jungle animals cut from magazines or printed from clipart, taped over pictures of the Cub Scout ranks; advancement awards

The animal pictures (with awards taped to the back) are placed around the room. The Cubmaster leads the pack in a safari through the jungle of the pack meeting room. The Cubmaster spies an animal picture and races to examine it—it appears to be a zebra (the zebra picture is taped over a picture of the Bobcat badge). The Cubmaster lifts up the zebra picture to reveal the picture of the Bobcat badge. Then the Cubmaster calls the boys and their parents up to receive the Bobcat award. Continue in this same fashion with other animal pictures and the other ranks.

THEME-RELATED ADVANCEMENT IDEAS

- Make a palm tree from a carpet tube and green butcher paper. Stick it in a paint bucket filled with rocks. Wrap a paper snake around the tree. Attach awards to small cutouts of snakes on which you write: "You are such a ssss-super Sssss-Scout. You'll go down in hissssstory. Congratulations on earning your . . ."
- Attach awards to different jungle animals' pictures. Display around the room. Call on boys who are receiving awards to pick one of the animals. Call that boy up to get his award.

- Put awards in a large box. Have two leaders carry in the box suspended from two long poles.
- Attach awards to bananas. Display the bananas on a large poster of a gorilla or, better, have someone come dressed as a gorilla. Carry awards in containers made to look like bananas.

GAME

Jungle Safari Adventure

Create an adventure trail by laying painter's tape on the floor of your meeting area; place obstacles along the trail. The players gather their adventure gear (prepare a box with a backpack, sleeping bag, map, pillow, first aid kit, etc.) and follow the path to the end.

Trail obstacles:

Blanket: Quicksand that boys must leap over

Pole between two chairs: A low-hanging branch to crawl under

Chairs with blanket or sheet over: A cave to crawl through

Stuffed animals: Wild creatures that boys must not touch

Blue outdoor tarp: A lake that boys must go around

CUBMASTER'S MINUTE: CUB SCOUTING IS FAMILY SCOUTING

As I look out upon this audience, I can see many different families. Each family is unique in its background and experiences. But all of you have come together in this pack to share an important experience—participating in a program that is designed to give your son positive growth and experiences. He advances in this program because of the support and help he gets from the adults in his den and in his home. Thank you for your help on his road.

CLOSING CEREMONY: SPIRIT OF THE JUNGLE

CUB SCOUT 1: We have been learning about the jungle's treasures.

CUB SCOUT 2: We will help to maintain the jungle's balance.

CUB SCOUT 3: We will help and learn from the jungle animals.

CUB SCOUT 4: We will help preserve the jungle's resources.

CUB SCOUT 5: We will protect them from harm.

CUB SCOUT 6: We will follow the laws of the jungle.

CUB SCOUT 7: We will abide by the Outdoor

Code. *As an American, I will do my best to be clean in my outdoor manners.*

ALL: Thank you for coming. Good night!

CHEERS AND APPLAUSES

Taming of the Wild Lion Cheer. Simulate having a chair and whip in hand. Hold chair out and crack whip while yelling, "Back, back, back!" Then: "Help, help! The lion has the whip."

Elephant Applause. Let your arm be the elephant's trunk. Wave it in front of your face. Then raise your arm up and trumpet like an elephant.

Safari Trailblazer Cheer. Explain that you will all be trailblazers. Shade eyes like you are looking far away and say, "Blaze, blaze, blaze."

RUN-ONS

Why do elephants have so many wrinkles? *Have you ever tried to iron an elephant?*

Why did the snake shed its skin? *To get to the other hide.*

Where do wild animals like to play? *On the jungle gym.*

With what big cat would you never play cards? *The cheetah!*

Where do little bears sit on a train? *In the Cub-oose.*

Why do lions roar? *They would feel silly saying, "Dink!"*

When do giraffes have eight legs? *When there are two of them.*

What's the best year for a kangaroo? *Leap year!*

REFRESHMENTS: FANCIFUL JUNGLE FOOD

Have healthy snacks available at the end of the meeting and give them fanciful jungle names. Dried fruits such as cranberries or raisins can be jungle berries. Apple slices can be the teeth of any jungle animal you choose. Grapes (green or red) can be reptile eggs. Veggie chips can be tree bark.

RECOGNITION IDEAS

Anytime is a good time to recognize your pack volunteers. Present awards to those who have helped with pack activities:

Nuts About _____ Award. Attach unshelled peanuts to a plaque. Add wiggle eyes and a smile for the leader who had to be "nuts" to take on a hard job.

Good Egg Award. Spray a plastic egg with gold paint. Present to a leader who doesn't crack under pressure.

Raise in Pay Award. Mount a small box of raisins on a plaque. Present to the leader who deserves a "raisin" pay.

Get special
100th Anniversary
Program Helps at
www.Scouting.org/100years



October Pack Program Page: Jungle Safari

ACADEMICS AND SPORTS PROGRAM

Cub Scout Academics

Wildlife Conservation. Boys have a natural interest in wildlife. This month it's a natural fit for Cub Scouts to work on the Wildlife Conservation belt loop and pin. They will find interesting information about endangered animals and learn about animals that use camouflage to protect themselves.

Cub Scout Sports

Roller Skating. Go on a roller-skating safari. Set up a roller-skating course where skaters complete specific requirements such as forward scissors, squat skate, backwards skating, etc. Stress the importance of proper safety equipment. Rollerblading and in-line skating are included in the Roller Skating belt loop and pin requirements.

DID YOU KNOW?

Unit Leadership Enhancements

Unit Leadership Enhancements are short training discussions that are held as part of the monthly pack leaders' meeting and are conducted by the pack's own leaders. They help the pack and den leaders become better equipped to conduct a quality Cub Scouting program. Information on these 15 topics is found in the *Cub Scout Leader Book*, No. 33221.

GOOD TURN FOR AMERICA

The pack may choose to focus on helping animals this month. Boys could collect pet food and supplies and donate them to a local animal shelter. To get community support, Cub Scouts could make posters explaining the pack's Good Turn for America project. Posters should include a date and location to drop off items. Also indicate where items will be donated. Display the posters in grocery stores, libraries, and community centers.

BSA RESOURCES HIGHLIGHT



Group Meeting Sparklers (No. 33122). Make sure your meetings are fun and lively with *Group Meeting Sparklers*. This publication is filled with applause, cheers, run-ons, yells, icebreakers, and audience participation stories.

PACK LEADERS' PLANNING MEETING

Pack leaders meet one or two weeks before the October pack meeting to finalize plans for this month's jungle-themed meeting and develop plans for November's Cub Scout Salute meeting.

- Check with all den leaders to make certain that advancement reports are completed and turned in. October brings many Bobcat badges; it's important that they are presented in a fun, meaningful way.
- Cover the many theme-related excursion possibilities: visits to your local zoo, an animal shelter, or a veterinarian. Invite a local wildlife recovery group to bring some animals to the pack meeting and give a short presentation. If a guest speaker is invited, be sure to make and coordinate arrangements to meet the speaker's needs for electricity, tables, or a roped-off area to contain the animals.
- Have committees report on progress of decorations, awards, and refreshments.
- Discuss the Cub Scout Salute theme for November. It's an ideal time for a pack uniform inspection. Secure a local firefighter, police officer, or uniformed military volunteer to observe and preside over the inspection.
- Lead Unit Leadership Enhancement No. 13, Policies of the BSA, from the *Cub Scout Leader Book*, to help leaders be aware of Boy Scouts of America policies. Choose a topic for next month.

LOOKING AHEAD

The transition into Boy Scouting is approaching for fifth-grade Webelos Scouts. The assistant Cubmaster can help Webelos den leaders contact local Boy Scout troops. Consider assigning someone the task of building a bridge or checking the condition of the pack's existing ceremonial props.

December is holiday time. The pack may choose to help a local family in need. Your local grade-school nurse or counseling office can help identify a family that could use assistance.

PACK TRAINER HIGHLIGHTS

Make sure all leaders are trained for their current positions. Assess the current inventory of trained leaders. Contact your district training team for accurate dates, times, and locations of training opportunities. Encourage leaders to attend your district roundtable and council pow wow or University of Scouting. Be sure all completed training courses are accurately recorded at your council service center.



NOVEMBER 2009

▶▶▶ Cub Scout Salute

Webelos Activity Badges: **Craftsman/Readyman**



This month Cub Scouts salute the heroes who help keep us safe. Can only adults be heroes? No. Heroes are often ordinary kids who do something out of the ordinary. A den can decide what makes a hero and who the heroes of tomorrow might be by looking at people the boys know today. Learn about heroes in your own community. Learn about those who have earned BSA Heroism Awards. Have your Cub Scouts invite their hometown heroes to a den or pack meeting. Your den can become “silent heroes” by performing service for others without seeking recognition. Visit a fire station, veterans’ hospital (Veteran’s Day is this month), or police station and give a “Cub Scout salute” for their heroism. Work on a Good Turn for America project and the Citizenship belt loop and pin.



Pack Planning

The pack meeting this month salutes Cub Scouts and their families. Boys will tell about their hero. Why did they choose the person? What did this person do that makes them a hero?

Appoint the following committees:

Decorations Committee. Decorate the room with pictures of heroes. These will be used in the Hero Match-Up gathering activity (page 17).

Welcoming Committee. Make welcome signs and hero name tags.

Program Committee. Determine the order of the boys’ presentations.

Refreshments Committee. Purchase ingredients for hero sandwiches. Don’t forget plates and napkins.

Some of the purposes of Cub Scouting developed through this month’s theme include:

Good Citizenship. Cub Scouts see firsthand what it means to be a good citizen as they evaluate who their heroes are.

Friendly Service. Boys will have opportunities to express their gratitude to the people around us who happily serve us every day.

This theme is designed to promote character development by emphasizing these core values:

Respect. Cub Scouts will respect their heroes when they see them make good choices.

Responsibility. Heroes and Cub Scouts have a responsibility to be good examples.



Membership Moment

Invite families who are not involved in Scouting to participate in your pack’s Good Turn for America project. Help them to see that service to others is an integral part of Scouting. At the conclusion of the project, pin a Hero Medal (page 17) on each guest who assisted.



Pack Meeting

BEFORE THE MEETING

All committees arrive early to set up their section of the meeting area. The decorations committee decorates the meeting room with several pictures of heroes (number the pictures). The program committee prepares a list of quotes or descriptions for the pictures used. Make enough copies for everyone in the pack. Ensure there is a U.S. flag for the opening ceremony. Help lay out the awards. Bring supplies for the Forehead Squeeze Relay (*Cub Scout Leader How-To Book*). The refreshments committee prepares an area to make hero sandwiches (page 18) at the end of the pack meeting. Be sure to have garbage cans.

GATHERING

The welcoming committee greets families at the door. Have each person write his or her name on a name tag. Direct Cub Scouts to the area designated for displaying den projects. Explain the Hero Match-Up gathering activity (page 17).

MAIN PART OF THE MEETING

Opening

Conduct the What Do We Have in This Box? opening ceremony (page 17). Or choose an alternate ceremony from *Cub Scout Ceremonies for Dens and Packs*.

Prayer

A preselected Cub Scout comes forward and gives the Our Heroes prayer (page 17).

Welcome and Introductions

The Cubmaster welcomes everyone. Be sure to welcome any special visitors to the pack meeting. “This month, Cub Scouts have been talking

about heroes. Tonight they are going to tell us a little bit about their heroes. I have a hero, too. It is *(name)*.” Tell about who your hero is and why this person is your hero.

Song

The song leader leads the group in “Cub Scout Heroes” (page 17).

Den Demonstrations

Each den is called upon to tell about the hero they have selected. Boys should tell why they chose this person, what he or she has done that is special, and how this person is a good role model. (In small packs, each boy may be able to tell about his personal hero.) Dens should inform the program committee of their selected hero in advance so that duplicated heroes may be placed appropriately in the program.

Game

Play the Forehead Squeeze Relay (*Cub Scout Leader How-To Book*). Explain that heroes often act alone, but at times need help and cooperation. This game will show Cub Scouts that cooperation will get them far.

Recognition

Conduct the Everyday Heroes advancement ceremony (page 17) or select a different recognition ceremony from *Cub Scout Ceremonies for Dens and Packs*.

Announcements

Announce the upcoming pack Good Turn for America project. Announce the date, time, and location for next month's Works of Art pack meeting.

Cubmaster's Minute

Use the Cubmaster's Minute: Cub Scout Salute (page 18).

Closing

A den presents the Thank You closing ceremony (page 18).



Cubmaster Corner

Showing Appreciation

The leaders and parents who have supported the pack deserve special recognition for their service. People are more likely to continue to serve if they feel like their help is appreciated. A simple token to show appreciation goes a long way. See page 18 for the Neckerchief Arch appreciation ceremony and thank-you awards.



Ceremonies, Games, Songs, Stunts

GATHERING ACTIVITY: HERO MATCH-UP

Give each person a pencil and a list of quotes by or descriptions of the heroes pictured. Participants match the quotes or descriptions to the pictures on the wall. Here are ideas to get you started:

Picture	Quote/Description
1. Abraham Lincoln	President who freed the slaves
2. Martin Luther King, Jr.	"I have a dream."
3. Neil Armstrong	"That's one small step for a man, one giant leap for mankind."
4. Lance Armstrong	A cancer survivor who holds several Tour de France titles
5. Tiger Woods	Shot a 48 on a nine-hole golf course at the age of 3

OPENING CEREMONY:

WHAT DO WE HAVE IN THIS BOX?

Personnel: Cubmaster, two Cub Scouts

Equipment: Box, folded U.S. flag

CUBMASTER (*holds box so everyone can see it; opens lid and looks inside*): What do we have in this box? (*Passes box to Cub Scout 1*)

CUB SCOUT 1: We have HISTORY in this box. We have the search for a new home. We have expeditions in the wilderness. We have a voyage to the moon. (*Passes box to Cub Scout 2*)

CUB SCOUT 2: We have PEOPLE in this box. We have George Washington. We have Abraham Lincoln. We have you and me. (*Passes box back to Cubmaster*)

CUBMASTER: In this box, we have ... (*removes flag from box*) the flag of the United States of America. Please stand. Let's all give a Cub Scout salute to our flag. Please join me and repeat the Pledge of Allegiance.

PRAYER: OUR HEROES

We are thankful for the people who serve us and help us every day. And we thank you for our families who are our heroes. Help us to do our best to be a hero, too. Amen.

SONG

Song: Cub Scout Heroes

Tune: "Are You Sleeping?"

Cub Scout heroes, Cub Scout heroes,
Everywhere, everywhere.
Doctors, soldiers, brothers,
Firefighters, mothers—
They are brave, they are brave.

Cub Scout heroes, Cub Scout heroes,
Salute them now, salute them now.
Always helping others,
And it is no bother—
Scout salute, Scout salute.

ADVANCEMENT CEREMONY: EVERYDAY HEROES

Personnel: Cubmaster, den leaders

Equipment: Handmade Everyday Hero medals

Preparation: Cut 3-inch circles from cardboard. Cover with aluminum foil. With permanent marker, write "Hero" on each medal. Punch a hole in the top and attach a length of ribbon or yarn to put around boys' necks. Den leaders gather information about a good deed each boy has done.

CUBMASTER: You can be a hero every day. Heroes are people who work for others, who

make the day easier for those around them. By doing your best every day at home and at school, you make the lives of your family and teachers easier. Tonight we would like to recognize this kind of heroism.

A den leader calls the entire den forward. The Cubmaster presents awards earned. The den leader announces that (name of Cub Scout) has earned the Everyday Hero medal for (relate a good deed). When the entire den has received awards and medals, the next den leader comes to the front and calls forward the next den.

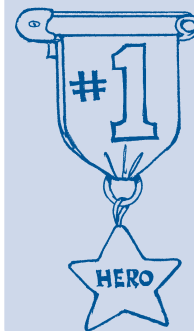
CUBMASTER: As you can see, we are surrounded by young men who know how to do the right thing. I hope that each of you strives to be a hero every day.



Prop: Hero Medal

Supplies: Paper, cardboard, wide ribbon, large safety pin

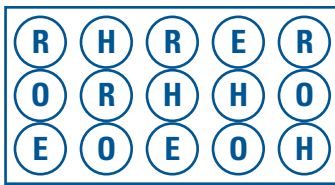
Cut a star out of paper. Trace the star on cardboard; cut it out. Decorate with markers and stickers; write "Hero" on the star. Fold a wide ribbon in half and glue the ends to the back of the star. Slip a large safety pin through the fold in the ribbon.



GAMES

Hero

Materials: Buttons (five per Cub Scout) and target (piece of paper with circles drawn on it; each circle has the letter H, E, R, or O)



Place the paper on the floor. The Cub Scout stands upright over the paper and drops his buttons from waist height. The object of the game is to get one button in an *H* circle, one in an *E* circle, one in an *R* circle, and one in an *O* circle.

Who's the Leader?

This is a good game for a small pack or a den. Larger packs might break into groups to play.

Choose a den chief or responsible Cub Scout to be "It." Send "It" out of the room. Form a circle and choose a leader who remains in the perimeter of the circle and initiates various actions for everyone to mimic. Actions may be clapping hands or rubbing nose, scratching an elbow, etc. When "It" comes in, all of the boys make the motions indicated by the leader. They only change when the leader changes his motions. "It" stands in the middle of the circle and tries to figure out who the leader is. When he spots him, then the leader becomes "It."

CUBMASTER'S MINUTE: CUB SCOUT SALUTE

Cub Scout families, I salute you. I salute you for your belief in the Cub Scout and Boy Scout program and how it instills values in our youth. I salute you for your dedication to your son and your family. I salute you for all that you are doing to help our pack deliver the Cub Scout program of fun and activities to your family and to others.

Cub Scouts, I salute you. I salute you for all the hard work you do in your school. I salute you for the part you play in your family. I salute you for always doing your best. *(Give Cub Scout salute.)*

CLOSING CEREMONY: THANK YOU

Equipment: Cards spelling *T-H-A-N-K-Y-O-U* with each boy's speaking part written on the back

CUB SCOUT 1: **T** stands for *teachers*.

CUB SCOUT 2: **H** is for *helpful*.

CUB SCOUT 3: **A** is for *appreciation*.

CUB SCOUT 4: **N** is for *noble*.

CUB SCOUT 5: **K** is for *knowledge*.

CUB SCOUT 6: **Y** is for *youth*.

CUB SCOUT 7: **O** is for *opportunity*.

CUB SCOUT 8: **U** is for *understanding*.

ALL: Together we stand,
A "thank you" we share.
We mean it sincerely,
We really do care.
The lessons we're learning,
The character you mold—
We Cub Scouts say "thank you"
As our futures unfold.

SKIT: THE UNKNOWN HERO

CUB SCOUT 1: I hear the unknown hero is coming! Have you seen this person?

CUB SCOUT 2: No. Is our hero as strong as Paul Bunyan?

CUB SCOUT 3: Or John Henry?

CUB SCOUT 4: Is our hero as courageous as Casey Jones?

CUB SCOUT 5: Can our hero lead like Daniel Boone?

CUB SCOUT 6: Our hero is better than all those heroes put together!

ALL: Here's our hero! *(Cubmaster enters and grins and flexes his or her muscles.)*

APPLAUSES

Champion Cheer. To the count of four, do the following: *stomp, stomp, clap, pause*. To the beat, say: "We-ee do, we-ee do, thank you!"

Drummer Applause. Pat the tops of your legs slowly, then faster and faster.

Hero Applause. Give yourself a big hug and say, "My hero!"

REFRESHMENTS: HERO SANDWICHES

Ingredients: Hoagie rolls or small rolls, assorted cold cuts, sliced cheeses, lettuce, tomatoes, pickles, mustard, mayonnaise

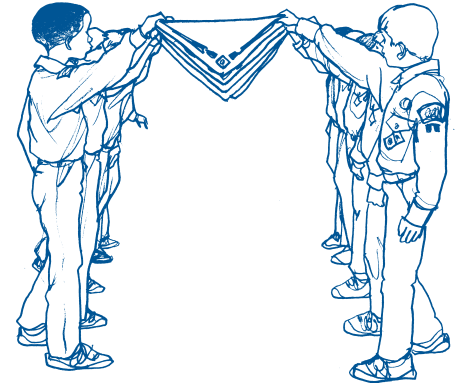
Encourage everyone to wash their hands before making a sandwich.

If using hoagie rolls, cut in half lengthwise. Spread each cut half with mustard and mayonnaise. Place other ingredients on the bottom half of bread. Place top of bread on sandwich. Cut into individual slices. The advantage to this method is that sandwiches could be made in advance.

If using small rolls, let everyone make his or her own sandwich. The advantage to this method is that people can make sandwiches to their liking.

APPRECIATION CEREMONY: NECKERCHIEF ARCH

This is a good way to recognize the important adult assistance that has "made the pack go" to this point in the program year.



Boys remove their neckerchiefs, then form a line facing each other and hold the neckerchiefs with their right hands. On signal, they hand the loose end of the neckerchief to the boy facing them. All neckerchiefs are raised to form a neckerchief arch. Have the Cubmaster, den leaders, and pack committee members walk under the arch. The committee chair presents each person with an award.

First Aid Award (*adhesive bandage*)—For the person giving you aid when you need it

Fire Hat Award (*small fire hat*)—For the person who came to your rescue

Megaphone Award (*small megaphone*)—For the person who is soft-spoken but gets the job done and never shouts

The Rope Award (*piece of rope*)—For the person who always ties up the loose ends

Key to Success Award (*key*)—For the person who was key to making it happen

Heartfelt Thanks Award (*large heart cut from felt*)

Thanks a Million Award (*million dollars in play money*)

Marbelous Job Award (*bag of marbles*)

Shining Example Award (*small flashlight*)

November Pack Program Page: Cub Scout Salute

ACADEMICS AND SPORTS PROGRAM

Cub Scout Academics

Citizenship. As citizens of the United States of America, we all have a responsibility to serve our country. Cub Scouts will learn ways to be better citizens while earning the Citizenship belt loop and pin.

Heritages. Cub Scouts may be surprised to discover they have family heroes as they research their ancestors. Working on the Heritages belt loop and pin will be an inspiring activity for the whole family.

Cub Scout Sports

Physical Fitness. We don't know when someone will need our help. Completing the requirements for the Physical Fitness belt loop and pin will help boys be physically prepared to help.

DID YOU KNOW?

BSA Heroism Award



National awards for lifesaving and meritorious action are made only for outstanding and unusual acts that demonstrate unusual heroism, skill, or bravery and reflect Scouting ideals. "Heroism" is defined as conduct exhibiting courage, daring, skill, and self-sacrifice. "Skill" is defined as the ability to use one's knowledge effectively in execution or performance. Special attention is given to skills earned in Scouting. For more information, contact your local council.

GOOD TURN FOR AMERICA

Be involved in a Veteran's Day celebration. Help place flags at local areas that plan a celebration for Veteran's Day or to recognize gravesites of veterans.

BSA RESOURCES HIGHLIGHT

Boys' Life magazine. Each issue of *Boys' Life* features a "Scouts in Action" article. These true stories of heroism are written in comic-book style. The subjects come from the BSA National Court of Honor. "Scouts in Action" is also available online as an audio re-creation. Go to www.boyslife.org to listen to a story of a heroic Scout.

PACK LEADERS' PLANNING MEETING

Pack leaders meet a week or two before the November pack meeting to check final details and prepare for December's meeting.

- What are the dens' plans for the pack meeting? Each den can select a hero and have each den member say one sentence about their hero. Boys could dress up like their hero, do a skit, or present a puppet show. Or is the pack going to invite one or more guest speakers who can share personal stories of heroism? Check with your local council to see whether someone who has earned a BSA Heroism Award could be a guest speaker. Be sure to tell your guests how much time they have. Check for any needs such as a microphone.
- December's theme is Works of Art. If your pack meeting is usually held toward the end of the month, the pack committee might consider moving to an earlier date. If the date is changed, remember to send a reminder to families.
- Discuss the pack's plans for a Good Turn. Plan something special to share the holiday spirit.
- The pack trainer conducts Unit Leadership Enhancement No. 12, Planning Special Events, or another Unit Leadership Enhancement that best meets your pack's current needs. See the *Cub Scout Leader Book* for suggested topics. Select a topic for next month.

LOOKING AHEAD

Begin planning now for the blue and gold banquet that will be held in February. The theme is Happy Birthday, BSA. Select a committee to begin preparations for this event. Have the committee verify the date, time, and location. The Webelos-to-Scout transition should be in place and arrangements completed for the Boy Scout troop to participate in a meaningful ceremony.

PACK TRAINER HIGHLIGHT

Review the training opportunities for all leaders and any district or council events, including Cub Scout leader roundtable. Does your district or council have a Cub Scout leader pow wow or University of Scouting? Get the details; find out when this training event will be held.

VETERAN'S DAY CELEBRATION

Veteran's Day is November 11. The pack may want to honor local veterans by hosting a celebration. Invite local veterans, an historical organization, or a patriotic organization to liven up your celebration. They might provide period-uniformed flag bearers, fife-and-drum corps, or other marching units. They may also provide speakers with unique military experiences. The celebration might include a moment of silence, musical program, and poster contests. Find more information about organizing a Veteran's Day celebration at www1.va.gov/opa/vetsday.



DECEMBER 2009

Works of Art

Webelos Activity Badges: **Craftsman/Scientist**



December is a time of celebration and giving. Involve friends in doing good deeds and creating holiday magic through art. Cub Scouts can create holiday decorations, gifts, and cards. Put their artwork on display in nursing homes, churches, schools, or homes, the packing meeting, or the chartered organization. As a Good Turn for America, make cards and ornaments to share with a local retirement community, children's hospital, or community center. Boys can discover different forms of art, write poems, attend a musical or performance-art show, or visit an art museum. Works of art can become gifts for family members. In conjunction with these projects, work on the Academics belt loop or pin in Art or Music.



Pack Planning

The pack meeting for December is a good way to bring families together to learn about helping others and doing good deeds. Although people have different ideas about what is "good" art, they all will agree that positive results happen when boys are creative.

Appoint the following committees to help with the meeting:

Decorations Committee. Display the work of famous and local artists around the meeting area. Create a warm and inviting room for the holidays, giving pack members the opportunity to learn how people celebrate in different ways at this time of year. Bring out the diversity in your pack!

Program Committee. Make sure all the items necessary for opening, closing, and advancement ceremonies are in the room and ready to go.

Good Turn Committee. Set up tables with activities to engage the Cub Scouts: tables with supplies to make cards, ornaments, decorations, or gifts; tables for caroling sign-ups; tables for collecting food donations.

Refreshments Committee. Purchase ingredients for Cookie Art (page 23). Set up refreshments area so that all pack members can participate.

Some of the purposes of Cub Scouting developed through this month's theme include:

Spiritual Growth. Boys will understand that talents are gifts to be treasured.

Family Understanding. Cub Scouts and families will enjoy working together to create works of art and share them with others.

This theme is designed to promote character development by emphasizing these core values:

Faith. Cub Scouts will explore a special part of their faith when they give of themselves.

Positive Attitude. Boys will have good attitudes as they express their talents in positive ways, earn recognition, and see the effect they have on others.



Membership Moment

Cub Scouts create handmade works-of-art invitations to give to non-Scouting friends, inviting them to the December pack meeting. Allow guests to participate in making holiday projects, then invite their families along for your pack's holiday visit.



Pack Meeting

BEFORE THE MEETING

All committees arrive early to set up their sections of the meeting area. The decorations committee arranges tables for each den's exhibit. The Good Turn committee will require a large amount of space: Have tables available for Cub Scouts and siblings to make cards to share with others. If collecting for a Good Turn project, set up a special area for item drop-off. The refreshments committee sets up tables and arranges a clean area for creating Cookie Art.

GATHERING

Greeters welcome the Cub Scout families and show them where to place their contributions. Direct Cub Scouts and siblings to the Good Turn area to create items. Direct adults to the Let's Get Acquainted activity (page 21).

MAIN PART OF THE MEETING

Opening

Conduct the Colors of Art opening ceremony (page 21) or select a different ceremony from *Cub Scout Ceremonies for Dens and Packs*.

Prayer

A preselected Cub Scout gives the Good Turn prayer (page 21). Invite all pack members to join in prayer according to their custom.

Icebreaker

Ask the audience the Speaking in Color questions (page 21).

Welcome and Introductions

The Cubmaster wears a beret, a smock, and a badge that says "Art" and holds a painter's palette. "Let me introduce myself. I'm Art. Some people make a living through their art. For others, art is a hobby. Our Cub Scouts have been learning about and making their own works of art this month. Tonight we will enjoy the work of the great artists in our pack!"

Song

The song leader leads a holiday song or one selected from the *Cub Scout Songbook*.

Den Demonstrations

Dens are invited to share information about their activities this month. Dens may sing a song, perform a skit, show den projects completed, or share information from their trips in the community or Good Turns.

Game

Play Glove-Clothespin Relay (page 22).

Recognition

Use the Works of Art advancement ceremony (page 22) or another of the suggested advancement ceremonies.

Announcements

The committee chair or another adult comes running into the meeting with a box. He or she explains that inside the box is a powerful

object, and every boy in the pack will get one. The Cubmaster replies that it can't be that powerful. After their exchange, announce the theme for January—Power Up!—and distribute pine-wood derby cars to all boys. Announce the meeting details (date, time, location, weigh-in time, etc.). Highlight pack plans for the upcoming meeting and all Good Turn opportunities.

Cubmaster's Minute

Use the Cubmaster's Minute: Helping Others (page 22).

Closing

Boys present the Do Your Best closing ceremony (page 22). Or choose a different ceremony from *Cub Scout Ceremonies for Dens and Packs*.



Cubmaster Corner

Community Outreach

This month's many Good Turn options help the pack present the historically best-known side of Scouting to the community. With the 100th Anniversary of the Boy Scouts of America just around the corner, use this opportunity to solidify the pack's relationship with your community by showcasing the Good Turns practiced by Cub Scouts.



Ceremonies, Games, Songs, Stunts

CEREMONIES, GAMES, SONGS, STUNTS

Activity: Good Turn Gathering

Have four or five tables or stations set up with activities for the Cub Scouts and siblings to do while everyone is arriving. Set up the tables/stations so that those who arrive late can work on something after the meeting ends. Stations might include card making, ornament making, holiday decorations, gifts, etc. Make sure the materials needed for each project are on hand. Have samples of the completed projects for Cub Scouts to see. Have a table for sign-ups for caroling or for visiting nursing homes to deliver the finished crafts.

GATHERING ACTIVITY: LET'S GET ACQUAINTED

Using the Family Talent Survey Sheet found in the *Cub Scout Leader Book*, create a sheet with 10 to 15 (or more, depending on the size of your pack) phrases or descriptions that fit parents in the pack, such as "someone who is a police officer," "someone who works in transportation," "someone who was a Cub Scout as a child," or "someone who is an Eagle Scout." Leave a space next to each description for the appropriate parent to sign his or her name. The purpose is to get everyone to meet and learn about each other. During the pack meeting, the Cubmaster can ask the parents to tell what they learned and about whom they learned it. It's exciting for the boys to have their parents spotlighted.

At the top of the sheet, include these instructions: "Let's get acquainted! Find people in the pack who fit each of the following descriptions. Introduce yourself and have each person sign the line next to the phrase that fits. Be sure to have a different name on each line and have a person sign only once."

OPENING CEREMONY: COLORS OF ART

Equipment: U.S. flag

LEADER: Colors are around us everywhere. We see colors in the works of art we have here tonight. We also see colors in our American flag. Our flag has three: red, white, and blue. As we celebrate the artistry of our Cub Scouts tonight, let us also celebrate the artistry of the founders of our country for the dynamic colors of our flag. Please repeat with me the Pledge of Allegiance.

PRAYER: GOOD TURN

Let us be thankful for the things that we are blessed with and are able to share with others. Let us remember to do a Good Turn every day and help others whenever possible. Amen.

ICEBREAKER: SPEAKING IN COLOR

See if you know the meaning of these colorful phrases:

1. If your den leader says you have a GREEN THUMB, it means
 - A. You are lucky.
 - B. You can grow plants very well.
 - C. You need money.

2. If someone in your den is SEEING RED, it means
 - A. He is wearing sunglasses.
 - B. He is visiting an eye doctor.
 - C. He is angry.
3. If the character in a story in *Boys' Life* has a YELLOW STREAK, it means
 - A. He colors his hair.
 - B. He is an artist.
 - C. He is not very brave.
4. If your brother is FEELING BLUE, it means
 - A. He is frightened.
 - B. He is very serious.
 - C. He is sad.
5. If the den chief is WEARING ROSE-COLORED GLASSES, it means
 - A. He is watching a 3-D movie.
 - B. He has lots of energy.
 - C. He is optimistic.
6. If your friend says he is GREEN WITH ENVY, it means
 - A. He is out of breath.
 - B. He is jealous.
 - C. He is seasick.
7. If your doctor says you're IN THE PINK, it means
 - A. You are very warm.
 - B. You are very healthy.
 - C. You should get more exercise.
8. If your teacher says today is a RED-LETTER DAY, it means
 - A. Report cards will be sent home.
 - B. Today is Saturday.
 - C. This is a very important day.

SKIT: LOOKING FOR CHRISTMAS

As the narrator reads the story, Cub Scouts arrive with the items named and stand onstage.

NARRATOR: Once upon a time, there was a den of Cub Scouts. The boys decided to go out and find Christmas and bring it back to their den.

The first Cub Scout thought he had found Christmas and came back with a *Christmas tree*.

The second Cub Scout thought he had found Christmas and came back with a *gift* for his family.

The third Cub Scout thought he had found Christmas and came back with a *stocking*.

The fourth Cub Scout came back to the den *singing a carol*.

The fifth Cub Scout thought he, too, had found Christmas; he brought back some *snow*.

The sixth Cub Scout was sure he had found Christmas; he came back to the den with *Santa Claus*.

The seventh Cub Scout searched a long time, but he couldn't find anything that he thought was Christmas. So he came back to the den with nothing. But his *heart* was full of love and goodwill, so he truly had brought back Christmas.

Let us enjoy that Christmas spirit of love and goodwill all year-round. Christmas greetings from Den ____!

ADVANCEMENT CEREMONIES

Works of Art

Materials: Large copy of a Norman Rockwell or Joseph Csatsari painting, placed at the front of the room

CUBMASTER: Boys, this is a very special painting by (*artist*). The artist worked for many days or months to create this. It's a real accomplishment. We have boys in our pack who have been working on major accomplishments themselves—their advancements.

(*Call forward those who have earned their Bobcat badge.*) Like an artist who learns about colors and shades, these boys learned many of the basics of Cub Scouting.

(*Call forward those receiving their Tiger Cub badge.*) Like an artist who works with a model, these Tiger Cubs have worked with their adult partner to earn their Tiger Cub badge.

(*Call those receiving the Wolf badge.*) Like an artist who learns about using the right tools, these Wolf Cub Scouts have learned about tools for fixing and building, among many other things.

(*Call those receiving the Bear badge.*) Like artists who learn how to prepare their paints and supplies, these Bear Cub Scouts have learned how to prepare for different situations.

(*Call those receiving the Webelos badge.*) Like an artist who learns about different kinds of artistic styles, these Webelos Scouts have earned many activity badges to reach their goal: their Webelos badge.

(*Call those receiving the Arrow of Light Award.*) The highest rank in Cub Scouting is the Arrow of Light Award, which represents a wealth of knowledge and experiences gained by Cub Scouts in our pack. What's the highest recognition for an artist? Perhaps having their works displayed in a museum. For our Cub Scouts, the Arrow of Light Award is worn on their uniform and then transfers to the Boy Scout uniform. That's a really important work of art!

Join me in congratulating all our Cub Scouts who have advanced this month.

Paint Your Advancement



The Cubmaster wears a beret and painter's smock and stands by an easel. Using watercolors, the Cubmaster paints a diamond in

each color on poster paper, explains the significance of the color (light blue—Bobcat; orange—Tiger Cub; red—Wolf; aqua—Bear; dark blue—Webelos; bright yellow—Arrow of Light Award), and shares a few things the boys have accomplished in earning their awards.

Artist Palette

Create a palette shape with blotches of color (using construction paper) representing each of the ranks. The Cubmaster pulls off each color in sequence and awards the corresponding rank to the boys. Be sure to involve the parents in the ceremony by handing them the badges, which they then award to their boys.

Framed

Equipment: Large picture frames

Call up boys who are receiving awards, one at a time. Have each boy hold a picture frame in front of his face. The Cubmaster says things like: "Isn't this a fine picture we have here?"; "Notice the fine detail"; "This picture is truly one-of-a-kind"; "This picture is priceless."

GAMES

Think Fast

Divide the boys into groups. Ask the following questions and score one point for the group that gives a correct answer first.

1. What letter is a beverage? (T)
2. What letter is a bird? (J)
3. What letter is a vegetable? (P)
4. What letter is a body of water? (C)
5. What letter is a female sheep? (U)
6. What letter is an insect? (B)
7. What letter is a question? (Y)

Glove-Clothespin Relay

Equipment: For each team, a pair of large canvas work gloves, a jar with a lid, and five clothespins

This relay is for everyone in the family. Divide the group into equal teams. In front of each team, place a pair of large canvas work gloves and a jar with a lid on it. Put five clothespins in the jar. On signal, the first player in each team runs to the collection, puts on the gloves, empties the jar, picks up the pins, puts them back into the jar, screws on the lid, lays down the gloves, and runs back to tag the next player.

CUBMASTER'S MINUTE: HELPING OTHERS

This is a time of year when we can do good deeds and help others. We can share our works of art to brighten the lives of those who may be less fortunate or not feeling well. During this time of giving and sharing, do your best to help others and continue to do so in all the months that follow.

CLOSING CEREMONY: DO YOUR BEST

Personnel: Seven Cub Scouts onstage, three holding signs: *DO, YOUR, BEST*

CUB SCOUT 1: DO unto others as they should do unto you.

CUB SCOUT 2: That's called the Golden Rule.

CUB SCOUT 3: Cub Scouts of gold and blue ...

CUB SCOUT 4: The Law of the Pack is YOUR special tool.

CUB SCOUT 5: The BEST way we know to celebrate the season ...

CUB SCOUT 6: Is in giving your best to others.

CUB SCOUT 7: And now we wish you, for that reason ...

ALL: A happy holiday season!

REFRESHMENTS: COOKIE ART

Ingredients: Holiday-shaped sugar cookies, frosting, sprinkles, assorted candies

Pack members create their own works of art as they decorate sugar cookies.

Get special
100th Anniversary
Program Helps at
www.Scouting.org/100years



December Pack Program Page: Works of Art

ACADEMICS AND SPORTS PROGRAM

Cub Scout Academics

Art. Encourage boys to explore their artistic abilities using various media. As the boys learn about works of art, encourage them to earn the Art belt loop and pin.

Music. This is a good month to earn the Music belt loop and pin. The holiday season wouldn't be the same without music, an important art form.

Cub Scout Sports

Ice Skating. Ice skating is a fun way to get moving and to get some much-needed exercise in the winter. How about earning the Ice Skating belt loop and pin?

DID YOU KNOW?

Your District Executive

Your district executive may be the person you recognize from the monthly Cub Scout leader roundtable, the one who provides the fliers that you distribute for recruitment events. This individual is your paid professional. He or she has attended training events to identify the best resources available to help you in your Scouting activities and needs. The "DE" also provides a link to community groups and the chartered organization. The next time you see your district executive, say "thank you" for being your partner. The best interest of boys is your common goal.

GOOD TURN FOR AMERICA

The pack meeting will give boys, siblings, and families the opportunity to help provide a warm greeting or gift to many individuals. Deliver the cards, ornaments, gifts, and food donations from the pack meeting gathering activity to the homes or shelters that the pack chose. Boys can then sing carols to the recipients and help to make a happy holiday for all.

BSA RESOURCES HIGHLIGHT

Pack Record Book (No. 33819). This book will be a help to pack treasurers and all who are concerned with record keeping for the pack. Along with a concern for following BSA guidelines and policies, attention to the details of receipt keeping, accurate records, and conscientious control of pack finances will help provide a solid pack program for Cub Scout families.

PACK LEADERS' PLANNING MEETING

Pack leaders meet a week or two before the December pack meeting to check final details and prepare for January's meeting.

- Outline the den contributions to the pack meeting. Leaders report what their boys will do so den efforts won't be duplicated.
- Next month's theme is Power Up! January is the pinewood derby month. Be sure the needed committees and volunteers are in place. If any position needs filling, explain that job at the pack meeting and invite a pack member to fill the void.
- The blue and gold banquet committee reports on the plans for this important event.
- The pack trainer conducts Unit Leadership Enhancement No. 1, Advancement. Explain that advancement for boys is more than badges; it is accomplishment. Counsel leaders who have boys who are not advancing and reach general agreement on numbers of advancements that will likely be completed by the blue and gold banquet in February. Choose a topic for next month.

LOOKING AHEAD

The 100th Anniversary of the Boy Scouts of America happens in February. Verify your local council's plans for this occasion. Plan the pack's participation.

For Webelos Scouts who are close to earning the Arrow of Light Award, be sure opportunities are available for these boys to complete specific requirements.

PACK TRAINER HIGHLIGHTS

Ensure that all the leaders have completed training for their current position. Prepare a pack training record sheet that notes the dates a leader completes Fast Start, Position-Specific Leader Training, pow wow or University of Scouting, Youth Protection training, BALOO and/or Outdoor Leader Skills for Webelos Leaders, Wood Badge, and trainer development conference. Encourage all leaders to attend your local Cub Scout leader roundtable. Invite a leader to attend with you and show them the value in this monthly activity. Have dates, times, and locations of local district training opportunities.

WORLD FRIENDSHIP FUND

Briefly explain the purpose of the BSA's World Friendship Fund and distribute copies of the World Friendship Fund brochure (No. 22-159). Encourage the leaders to conduct a collection for the fund at the December pack meeting. For more information, contact the International Department at the BSA national office, 1325 West Walnut Hill Lane, P.O. Box 152079, Irving, Texas 75015-2079.



JANUARY 2010

▶▶▶ Power Up!

Webelos Activity Badge: **Scientist**



Boys explore the science of energy through solar, electrical, and wind power and how this energy is used in everyday life. They can explore different ways to conserve energy and protect the world we live in. Work on the Science or Weather belt loop and pin. Boys can invite friends to join in the pinewood derby and discover the power behind those little cars. What types of things are powered up by the flip of a switch? A field trip to the local waterworks or power plant might be part of the den's monthly plan. Finish the month with a real power-packed pack meeting. The boys can power up by being physically fit and working on the Physical Fitness belt loop and pin.



Pack Planning

The January pack meeting features the pinewood derby, a highlight of the program year for most packs. The pack leaders will want to make sure the derby is well run and all the boys and parents have a good time. This month's pack meeting emphasizes individual workmanship and parental involvement in encouraging individual achievement.

Appoint the following committees:

Decorations Committee. Decorate the room with racing pennants and checkered flags.

Welcoming Committee. Welcome families and direct them to the derby car registration area.

Pinewood Derby Committee. Running the pinewood derby involves track setup, registration, judges, timekeepers, and scorers.

Awards Committee. Ensure that all rank advancements and other awards have been picked up and are ready to be presented.

Refreshments Committee. Purchase or make Power Bars (page 26).

Some of the purposes of Cub Scouting developed through this month's theme include:

Family Understanding. Cub Scouts and their families develop communications skills as they work together on their pinewood derby cars.

Sportsmanship. With the competitive environment of a pinewood derby, boys should strive to demonstrate good sportsmanship at all times.

This theme is designed to promote character development by emphasizing these core values:

Responsibility. Cub Scouts learn that everyone should share in the responsibility of conserving energy.

Compassion. The boys will learn compassion for all the pinewood derby participants, winners and losers alike.



Membership Moment

The pinewood derby would be a great time to invite new boys to join Scouting and join in the fun that happens this month. Set up a display of derby cars in a local library with joining information available.



Pack Meeting

BEFORE THE MEETING

Committee members who are helping set up the pinewood derby track should arrive well in advance. Tables are needed for weighing in and inspecting the derby cars, and for organizing the event during the derby. Additional tables will be needed for the dens to display their projects. Hang plenty of banners and racing posters. Rope off an area near the track for cars to be placed once they have been checked in and registered. The refreshments committee prepares an area to serve Power Bars (page 26).

GATHERING

As parents arrive, direct them to the weigh-in tables for the derby cars and to the den tables where den projects are displayed. After boys have registered their cars, have them do the Spell an Energy Word gathering activity (page 25). Judges begin their work during the gathering period. Every boy is a winner. Be sure to give every boy an award for participating.

MAIN PART OF THE MEETING

Opening

A preselected den performs the Power of Scouting opening ceremony (page 25). Or choose a different ceremony from *Cub Scout Ceremonies for Dens and Packs*.

Prayer

A preselected Cub Scout gives the Power Up prayer (page 25).

Icebreaker

Do the Zip! Zap! activity (page 25).

Welcome and Introductions

The Cubmaster welcomes everyone to the pack meeting. Introduce and thank those who are helping with the different parts of the pinewood derby race. Now, let's get started. Gentlemen, prepare to start your engines!

Song

The pack song leader leads "Pinewood Derby Time" (page 25).

Den Demonstrations

Dens demonstrate the Power Up! projects or activities they have brought to share.

Pinewood Derby

Start the racing of the pinewood derby cars on the preset track. Throughout the derby, emphasize that everyone is a winner. Run the race in a predetermined order and promptly recognize the winners.

Game

Play Electric Squeeze (page 26).

Recognition

Conduct the Racetrack advancement ceremony (page 26) or select a different recognition ceremony from *Cub Scout Ceremonies for Dens and Packs*.

Announcements

Highlight items from the pack newsletter. Briefly remind families about upcoming dates or deadlines and refer the pack members to the information in the newsletter. A member of the blue and gold committee goes over the banquet details: date, time, place, and banquet/dining procedures decided upon.

Cubmaster's Minute

The Cubmaster shares You Have the Power (page 26).

Closing

Use The Elements of Scouting (page 26) or choose a different closing ceremony from *Cub Scout Ceremonies for Dens and Packs*.



Cubmaster Corner

Parent Pins

Show your pride in your son's advancement in Cub Scouts with a parent pin to match his earned rank. Boys receive their rank recognition in the form of a cloth badge, and parents are presented a parent pin during the advancement ceremony. After a few years, each parent will have accumulated a collection. Parents can wear the pins on a parents-pride ribbon. This special ribbon allows parents to keep adding rank-advancement pin recognitions, beginning with Bobcat. It's a family memory that starts today and continues through the highest Boy Scout rank possible.



Ceremonies, Games, Songs, Stunts

GATHERING ACTIVITY: SPELL AN ENERGY WORD

Unscramble the letters to spell energy words.

- | | |
|----------------|-------------|
| 1. DIWN | WIND |
| 2. NSU | SUN |
| 3. LOI | OIL |
| 4. TERCIELYITC | ELECTRICITY |
| 5. GEYRNE | ENERGY |
| 6. LOSRA | SOLAR |
| 7. TNARLAU SGA | NATURAL GAS |
| 8. OEPWR | POWER |

OPENING CEREMONY: POWER OF SCOUTING

NARRATOR: Our theme for the month is "Power Up!" We use different types of power each day of our lives. There is solar power (*a Cub Scout walks through carrying a cardboard sun*). There is electrical power (*a Cub Scout carries an extension cord and another one carries an electrical gadget*). There is wind power (*several Cub Scouts blow on pinwheels or sway like they are blowing in the wind*). But there is one other source of power that is often untapped, and that is ... (*entire den runs to the front and yells*): "CUB SCOUT POWER!"

PRAYER: POWER UP

A preselected Cub Scout comes forward. After asking the pack members to prepare for prayer, he shares these words: "Dear God, thank you that we are all here to enjoy each other and the pinewood derby tonight. Help us to be kind to everyone and remember that the real power is when we do our best. Amen."

ICEBREAKER: ZIP! ZAP!

Form a circle with the leader in the center. When the leader points to someone and says, "Zip!" the player must give the name of the person on his/her right before the leader counts to 10. If the leader says, "Zap!" the player must name the person on his/her left. When anyone gives the wrong name or cannot answer quickly, the play moves to the next player who can answer.

SONG: PINEWOOD DERBY TIME

Tune: "Farmer in the Dell"

It's pinewood derby time.
It's pinewood derby time.
Good for me and good for you,
It's pinewood derby time.

The pinewood cars are here.
The pinewood cars are here.
Mom and dad and grandma, too,
Will root for me and you.

The track is mighty fast.
The track is mighty fast.
Some are first and some are not,
And one it will be last.

We all will do our best.

We all will do our best.

That's what Cub Scouts always do:

It puts us to the test.

We're having lots of fun.

The pinewood race is run.

Now we all will celebrate,

'Cause derby time is done!

ADVANCEMENT CEREMONY: RACETRACK

Personnel: Cubmaster, den chief

Equipment: Racetrack with cutouts of racing cars; green, blue, white, and black-and-white checkered flags

CUBMASTER: Tonight we will honor our race-car drivers who have advanced in their Cub Scout rank. An announcer starts a race by telling the drivers: "Gentlemen, start your engines." We have several boys who have started their engines and earned the Bobcat rank. Will the boys who have earned their Bobcat rank please come forward? (*Den chief places cars on the track representing each boy who has earned the Bobcat badge.*)

The first step in any race is to establish a qualifying time. Tonight we have some new Tiger Cubs who have qualified as drivers on the Cub Scout track. Those boys who have qualified as Tiger Cubs, please come forward. (*Place cars on the track representing each boy who has earned the Tiger Cub badge.*)

The green flag symbolizes those drivers who have qualified for a Wolf Cub Scout position on our advancement track. (*Have boys come forward, and place cars as above.*)

A blue flag informs the drivers that faster cars are approaching and the drivers should allow those cars to pass. The boys who are receiving their Bear badges are driving fast, so watch out for them! (*Have boys come forward, and place cars on the track.*)

The white flag is waved when only one lap is left. The boys who are receiving the Webelos badge, please come forward. Congratulations! You are on your last lap! (*Place cars on the track.*)

The checkered flag announces the end of the race. It shows that the driver has reached the goal. Will the following boys come forward for our highest track award, the Arrow of Light. (*Place cars on the track.*)

Victory Lane, also known as the winner's circle, is the spot on each racetrack's infield where the race winner parks the winning car and enjoys his victory celebration. Let's cheer the boys in our pack who have all made it to Victory Lane!

ADVANCEMENT CEREMONY: DERBY CARS

Have extra pinewood derby cars in colors that correlate to the Cub Scout ranks (light blue—Bobcat, orange—Tiger Cub, red—Wolf, aqua—Bear, dark blue—Webelos, yellow—Arrow of Light). Attach the rank cards and advancement badges to each corresponding car. *To present:* The Cubmaster holds up each derby car, describes the color, and takes the advancement badges and cards off the car.

GAMES

Electric Squeeze

Cub Scouts hold hands in a circle, with "It" in the center. One player starts the "shock" by squeezing the hand of one of the Cub Scouts next to him. That player passes it on. The shock may move in either direction. "It" watches the players' faces and hands, trying to spot the shock's location. When he guesses correctly, the player caught becomes "It."

Electricity Rescue Tag

This is a modified freeze-tag game. When a Cub Scout is tagged by "It," he must freeze in place. "It" tries to tag and freeze all of the players.

To unfreeze a frozen player, another player must "complete the circuit" by touching him. Then that player is free to run again.

CLOSING: POWER OF IDEALS

The Cubmaster introduces the den to perform this closing and emphasizes that there is great power in things other than electricity or water: there is great power in people. Cub Scouts hold up cards with slogans as they read their lines.

CUB SCOUT 1: **Do your best** in everything you do on life's way.

CUB SCOUT 2: **Always be friendly** to brighten another's day.

CUB SCOUT 3: **Give away your smiles**, for it is rewarding indeed.

CUB SCOUT 4: **Be prepared** to help others in their daily need.

CUB SCOUT 5: **Be honest and sincere** toward others you meet.

CUB SCOUT 6: **Be loyal and true**, a most commendable feat.

CUB SCOUT 7: **Count your blessings**, being thankful each day for life's wonderful opportunities that come your way.

CUB SCOUT 8: **Good night** to each and every one of you. May these thoughts stay with you, your whole life through.

CUBMASTER'S MINUTE: YOU HAVE THE POWER

Cub Scouts, you have learned about power this month. You also need to remember that you have the power.

You have the power. You are the future of our community, of our state, of our country.

You have the power. You are the future teachers, you are the future doctors, you are the future senators.

You have the power. You will build the homes of the future. You will build the world of the future.

As we close our meeting tonight, let's recommit ourselves to live by the Cub Scout motto: *Do Your Best*. Now let's all join together and repeat the Cub Scout Promise (*repeat*).

Cub Scouts, remember as we move into the next hundred years of Scouting in America, you have the power.

CLOSING CEREMONY:

THE ELEMENTS OF SCOUTING

Ahead of time, prepare a picture (large enough to be easily seen) with a boy on one side and a man on the other. Make strips of paper with one "element" per strip and tape or adhesive on the back. Begin by showing the picture of the boy and saying, "It takes all the elements of Scouting . . ." Then list the following elements as you attach each to the picture until the boy's image is covered:

FUN

FIELD TRIPS

CITIZENSHIP

LEARNING TO FOLLOW DIRECTIONS

OUTDOOR EXPERIENCES

PRIDE IN UNIFORM

PHYSICAL FITNESS

MEMBERSHIP IN A GROUP

MORAL FITNESS

PARENTAL SUPPORT

SOCIAL DEVELOPMENT

ADULT LEADERSHIP

Say: "It takes all the elements of Scouting to turn a boy into a responsible adult." Turn the picture, covered with the elements, around so that the picture of the man is now seen. Then say: "Thank you all for your support and participation in our Scouting program. As we celebrate the 100th Anniversary of the Boy Scouts of America next month, we have many things to be grateful for. Thank you for your continued support of our pack."

APPLAUSES

Power Up Applause. Start in a crouched position and slowly move to a standing position. While moving upright, shout "Power!" When reaching a standing position, shout "Up!" and then jump into the air.

Light Bulb Applause. Pretend you are screwing in a light bulb. Say "bright, bright, bright."

REFRESHMENTS: POWER BARS

Ingredients: $\frac{3}{4}$ cup butter, $\frac{1}{3}$ cup brown sugar, 1 teaspoon vanilla extract, $\frac{1}{4}$ cup all-purpose flour, 5 cups unsweetened granola

Melt butter in pan. Add brown sugar, vanilla, and flour; mix well. Stir in granola. Spoon into greased 9-inch square baking dish and press flat. Bake at 375 degrees for about 15 to 20 minutes until top is golden brown. Let cool, and cut into bars.

January Pack Program Page: Power Up!

ACADEMICS AND SPORTS PROGRAM

Cub Scout Academics

Science. Boys have an opportunity to use the scientific method when they earn the Science belt loop. They will enjoy making an electric motor and using simple machines as they earn the Science pin.

Weather. Boys will learn how weather affects our everyday lives and the importance of conserving resources. This is a good time for boys to earn the Weather belt loop and pin.

Cub Scout Sports

Volleyball. Did you know one of the positions in volleyball is the outside hitter (also known as the power hitter)? Boys will have fun learning to play the game, and they will be able to earn the Volleyball belt loop and pin.

DID YOU KNOW?

Unit Commissioners

A unit commissioner is a volunteer Scouter who works with the pack to help it successfully deliver a quality program. He or she can help with uniform inspections, assist with the pack's annual charter renewal, and help the pack earn the Centennial Quality Unit Award. This person can also offer suggestions for solving problems. A unit commissioner is a friend. Pack leaders should get to know him or her. If your pack does not have a unit commissioner, talk to your district executive, the district commissioner, or the district chair about getting one.

GOOD TURN FOR AMERICA

In much of the United States, January is colder—often much colder—than other months. To help people in need, boys can coordinate a warm-clothing drive. Collect all sizes of coats, mittens, gloves, scarves, and headgear. Donate to a local clothing bank or organization that serves homeless individuals and distributes these types of items.

BSA RESOURCES HIGHLIGHT

Cub Scout Leader Roundtable. Once a month, your local district has a place for you to meet other leaders, find out about training opportunities, see the next month's Cub Scout program in action, and have a fun evening learning from and sharing with other adults interested in presenting an effective Cub Scouting program for boys. Check your local district calendar or call your council service center for the date, time, and location of your district Cub Scout leader roundtable.

PACK LEADERS' PLANNING MEETING

The pack leaders meet one or two weeks before the pack meeting to check final details for the pinewood derby (January) and progress on the banquet (February).

- The leaders organize derby judges, timekeepers, scorers, and others from among the pack parents. Secure awards in advance. Check Scout shops or local council service centers for derby trophies, medals, and ribbons. The *Cub Scout Leader How-To Book* section on special pack activities provides a helpful checklist so no detail is overlooked.
- The blue and gold banquet committee reports on site confirmation and food-service plans. Invitations for special guests, the chartered organization representative, and school officials for the schools that serve the pack's youth should be sent several weeks ahead of the event.
- Conduct the Unit Leadership Enhancement that best meets your pack's needs. See the *Cub Scout Leader Book* for detailed outlines. Choose a topic for next month.

LOOKING AHEAD

February and March are filled with ceremonies. Many boys are reaching their advancement goals, and Webelos Scouts earn the Arrow of Light Award and cross over into Boy Scouting. Review needs for ceremonial props to create the best memories for your Cub Scouts. These may be props that your pack owns, or you may borrow from another pack. Verify with Webelos den leaders that all activities needing to be done with local Boy Scout troops have been completed.

PACK TRAINER HIGHLIGHTS

Review upcoming training opportunities. Review the progress of each leader toward completing the requirements (including tenure, training, and activities) for his or her adult leader recognition award. Advise individuals who need to complete specific activities. Find out when the next BALOO training will be offered. Ensure that the leader giving leadership to the next pack overnight outing has completed or has plans to complete this training.

DERBY TIME

The pinewood derby, raingutter regatta, rocket derby, and more are special events in Cub Scouting. Families may feel pressure in the competition of preparing the best car possible. Remind parents that this is a project for each boy to complete with parental assistance if needed. Boys should prepare their entry with the Cub Scout motto in mind: *Do Your Best*.



FEBRUARY 2010



It's time to celebrate with a big birthday bash: the Boy Scouts of America is 100 years old this year. Learn the history of how Scouting came to the United States. Find out about those who have given us this great Scouting legacy, such as Daniel Carter Beard, James E. West, Ernest Thompson Seton, Waite Phillips, and W. D. Boyce. Let's play birthday games, make party decorations, and have birthday cake for our blue and gold banquet.



Pack Planning

At this month's pack meeting, celebrate Scouting! Enjoy your blue and gold banquet. Learn how Scouting came about. And use this milestone occasion as a recruiting tool for Scouts and leaders.

Appoint the following committees:

Decorations Committee. Bring materials and make the room look party-time festive.

Banquet Committee. Coordinate food service and remind all families of their part of the overall meal.

Program Committee. Make sure all the items necessary for the opening, closing, and advancement ceremonies are in place before families arrive. Many awards will be presented during this pack meeting, and boys should receive those awards in a memorable way.

Welcoming Committee. Coordinate gathering activities, prepare name tags, and recruit a person to oversee the Quilt Wall Hanging (page 29).

Happy Birthday, BSA

Webelos Activity Badges: **Scholar/Engineer**

Some of the purposes of Cub Scouting developed through this month's theme include:

Preparation for Boy Scouting. Learning about the history of Scouting helps Cub Scouts prepare for their next adventures as Boy Scouts.

Citizenship. Boys learn about the character of those who started the Scouting movement.

This theme is designed to promote character development by emphasizing these core values:

Honesty. Cub Scouts learn that when they are true and honest with themselves, being true and honest with others will quickly follow.

Faith. With family guidance, Cub Scouts develop in their own faith.



Membership Moment

This is the centennial of Boy Scouting in America. Use this opportunity to share the message with your local schools, churches, and service organizations. Invite their members to come and share the blue and gold banquet with you. Take advantage of the opportunity to showcase Scouting in displays in libraries, schools, and storefronts.



Pack Meeting

BEFORE THE MEETING

All committees arrive early to set up their part of the meeting, making sure that things run smoothly and everyone has a great time. The decorations committee creates a room that gets everyone ready to participate the moment they walk in the door. Balloons, streamers, tablecloths, and centerpieces will help promote this feeling. The banquet committee makes sure food tables are set up and ready for families as they arrive. Coordinate food service at this location to be the most efficient possible during the evening.

GATHERING

Greeters from the welcoming committee are at the door to welcome Cub Scouts, guests, and families to the birthday party for Scouting. Point out where food items go and the designated areas for den displays and den contributions. Give all attendees a prepared name tag in the shape of a balloon or birthday cake. Invite everyone to contribute to the Happy Birthday Quilt Wall Hanging (page 29).

MAIN PART OF THE MEETING

Opening

Conduct The Flag and Scouting opening ceremony (page 29) or another ceremony chosen from *Cub Scout Ceremonies for Dens and Packs*.

Blue and Gold Instructions

The Cubmaster welcomes all Scouts, families, and guests. After the prayer, explain the plans for food service.

Prayer

Ask attendees to prepare for prayer in their customary way. A preselected Cub Scout offers the We Give Thanks prayer (page 29).

Icebreaker

Use this activity to close out the meal portion of the pack meeting. A preselected leader or parent leads the "What a Good Deed Can Do" audience participation story (page 29).

Welcome and Introductions

Welcome the boys, families, and leaders. Make sure all special guests are welcomed, sharing their names and who they are. Thank all committee members for helping to make the birthday party possible this month.

Song

The song leader leads "Scouting Is for All" (page 30).

Den Demonstrations

Each den shares a skit, a song, or an explanation of what the den has done. Follow each contribution with an applause from *Group Meeting Sparklers*.

Game

Play Lost in the Fog (page 30).

Recognition

Conduct the It Started With an Idea advancement ceremony (page 30) or select a different ceremony from *Cub Scout Ceremonies for Dens and Packs*.

Leader Recognition

To recognize the leaders for the time and effort they put into the pack, present them with small tokens of thanks.

Announcements

A pack committee member or special guest dressed in astronaut attire shares exciting facts about flight to introduce next month's theme, Take Flight.

Cubmaster's Minute

The Cubmaster shares An Idea Into Reality (page 30).

Closing

A designated den or leader conducts the Birthday Party closing (page 30). Or choose a different ceremony from *Cub Scout Ceremonies for Dens and Packs*.



Cubmaster Corner

What's a Party Without Pictures?

This is a birthday party—make it fun and memorable! Plan ahead to see that every Cub Scout receives an award. Many awards will be presented. Will any Arrow of Light Awards be presented? Will any Webelos Scouts transition to Boy Scouting? Keep things moving, and take lots of pictures. Stage the photos. Make sure an appropriate backdrop is available. Designate someone to be solely responsible for taking pictures throughout the evening.



Ceremonies, Games, Songs, Stunts

GATHERING ACTIVITY: HAPPY BIRTHDAY QUILT WALL HANGING

Materials: Squares of white fabric; fabric markers or paints

Have each boy write a message on a fabric square, such as "Happy Birthday" or "Thank you," or have the boys write their names. A parent then takes the squares and makes a wall-hanging quilt for presentation to the chartered organization during a special ceremony at your pack meeting or during a charter renewal ceremony. This is a great birthday present and a great way to thank the chartered organization for being a part of Scouting. It's also a good way to involve a parent in the pack who is good at crafts and sewing. (Check those Family Talent Survey Sheets.)

OPENING CEREMONY: THE FLAG AND SCOUTING

Equipment: U.S. and pack flags

NARRATOR(S) (Call the color guard forward, post colors, and read the following): The flag of the United States is a symbol of our country and all it represents. One of the many great things our flag represents is Scouting. Let's look at the flag from our Scouting viewpoint.

The white stripes are our Cub Scouts with their clean, fresh desire to learn and do their best.

The red stripes represent the parents, who have given their sons constant support, set good examples, and helped build our Cub Scouts' self-reliance.

The blue field represents the Boy Scouts of America with its values and ideals in the background of all that we do.

The white stars are Scout leaders: Cubmasters, den leaders, Scoutmasters, and den chiefs. These leaders guide our Cub Scouts and brighten the path to their growth. They represent the basic ingredient that supports our country and earns our flag its most distinctive honor: respect.

Please join me in the Pledge of Allegiance. (*Dismiss color guard.*)

PRAYER: WE GIVE THANKS

We give thanks to those who had an idea and followed it through to reality. We give thanks to those who have helped make Scouting stronger and those who will help in the future. We give thanks for the Scouting program. Amen.

ICEBREAKER: WHAT A GOOD DEED CAN DO

For this audience participation story, divide the audience into six groups. Assign each group a name. When each group hears its name in the story, the group members stand and say their designated phrase:

SCOUT: "Do a Good Turn daily."

ROBERT BADEN-POWELL: "Scouting is a game with a purpose."

ERNEST THOMPSON SETON: "I have an idea."

DANIEL CARTER BEARD: "Uncle Dan!"

WILLIAM D. BOYCE: "I'm lost."

JAMES E. WEST: "Thank you!"

BOY SCOUTS OF AMERICA (everyone participates): "Hip, hip, hooray!"

The story: In 1909, a Chicago publisher, WILLIAM D. BOYCE, lost his way in a dense London fog. A young SCOUT came to his aid, guiding him through the fog. WILLIAM D. BOYCE tried to give him a tip, but the SCOUT explained that he could not take a tip for doing a Good Turn. WILLIAM D. BOYCE was inspired by the actions of the SCOUT and met with ROBERT BADEN-POWELL.

But the story doesn't end there. Many others helped make Scouting what it is today. ERNEST THOMPSON SETON was fascinated with the wilderness and established a youth organization he called the Woodcraft Indians. Because of his background of outdoor skills and interest in youth, ERNEST THOMPSON SETON became an important part of Scouting. His enthusiasm and intelligence turned his idea into reality. ERNEST THOMPSON SETON was the first Chief SCOUT of the BOY SCOUTS OF AMERICA in 1910.

Then there was DANIEL CARTER BEARD. He, too, loved the outdoors, and he merged his own boys' organization, the Sons of Daniel Boone, with the BOY SCOUTS OF AMERICA when it was formed. DANIEL CARTER BEARD helped design the original SCOUT uniform and introduced the elements of the First Class SCOUT badge. DANIEL CARTER BEARD is remembered as a colorful figure dressed in buckskin who helped form Scouting in the United States.

JAMES E. WEST was a very special person to the Scouting movement. He was an orphan and physically handicapped, and full of determination. That determination helped build Scouting to be what it is today. JAMES E. WEST was appointed the first Chief SCOUT Executive of the BOY SCOUTS OF AMERICA and held that position for 34 years. JAMES E. WEST is known as the true architect of the BSA.

There you have it—five courageous men: ROBERT BADEN-POWELL, WILLIAM D. BOYCE, ERNEST THOMPSON SETON, DANIEL CARTER BEARD, and JAMES E. WEST. It began with a SCOUT helping another person find his way. It began with five men of intelligence and a love of the outdoors and youth. They had an idea, determination, and enthusiasm. They used all of those things to turn their idea into the reality we call the BOY SCOUTS OF AMERICA.

SONG: SCOUTING IS FOR ALL

Tune: "I've Been Working on the Railroad"

I am proud to be in Scouting,
When the day is done.
Gee, it's great to be in Scouting,
Making friends and having fun!
Meetings, camping, hiking, singing;
Feeling good 'bout all I do.
I am proud to be in Scouting.
Why not join us too?

Scouting is for you,
Scouting is for me,
Scouting is for all, you see, you see.
Scouting is for you,
Scouting is for me,
Scouting is for all, you see!

ADVANCEMENT CEREMONY: IT STARTED WITH AN IDEA

CUBMASTER: The founders of Scouting had an idea. They stuck to that idea and turned it into reality. Because of that, we now have a program called Scouting. The boys in this pack also had

an idea. Your idea was to join Scouting, to have fun, to learn new things, and to advance through the program. You made your idea a reality, and today we recognize you for your determination and enthusiasm. *(Stop here, if desired, and give out awards. Or, to add to the ceremony, continue on using the names of Scouting's founders.)*

Robert S.S. Baden-Powell had lots of imagination and inspiration, which brought Scouting to youth all over the world. Our Bobcats and Tiger Cubs are like Baden-Powell. Their imagination and inspiration keep them going as they begin their journey along the Scouting trail.

Ernest Thompson Seton had a fascination with the outdoors that led him to become a naturalist, an artist, and an author. Those who advance to the Wolf rank are like Mr. Seton. They have a fascination with the unknown and are always ready to learn new things.

Daniel Carter Beard was a pioneering spirit of the Boy Scouts of America. Like Mr. Beard, those achieving the Bear rank are pioneers, working their way through the ranks with determination and enthusiasm.

William D. Boyce and James E. West were two important figures in the Scouting movement. Like them, the Webelos Scouts in our pack have been working hard and preparing themselves for their next adventure—becoming Boy Scouts.

Let us congratulate all those who have been recognized this evening for their hard work and enthusiasm.

GAMES

Lost in the Fog

Equipment: Two blindfolds for each team; items to build an obstacle course (cones, chairs, boxes, rope, books, etc.)

Divide boys into equal teams. Blindfold one boy; another team member is his guide. The guide helps the blindfolded player through the obstacle course to the finish line, instructing him on how to get there. The guide can say "go to the right," "go to the left," "step over," etc. When the two reach the finish line, the boy who was blindfolded returns to guide the next member of his team, who should be blindfolded and ready to go. The first team with all members successfully negotiating the course is the winner.

Faces and Facts

Create a game using the facts highlighted in the icebreaker about the founders of the Boy Scouts of

America. Print out facts about the individuals and place them around the room. Challenge Cub Scouts to match the facts and the faces (from additional material you have printed out) to the names.

CUBMASTER'S MINUTE: AN IDEA INTO REALITY

Many of the things we do in life begin with an idea. With imagination and determination, that idea can turn into reality. Scouting is that way. It all started with an idea—an idea to have fun, learn new things, be outdoors, and advance in the program. Each of you had that idea, and you have turned that idea into reality as the founders of Scouting did. Let's keep that reality going by doing our best to keep the Scouting program alive and well. Let's all recite the Cub Scout motto: *Do Your Best!* Thank you all for coming, and I look forward to seeing you next month.

CLOSING CEREMONY: BIRTHDAY PARTY

Personnel: Cubmaster and all present and former Cub Scouts

Equipment: Candelabra with three candles; one larger candle



If burning candles are prohibited in your meeting place, use battery-operated candles.

CUBMASTER: Tonight we had lots of fun at the 100th birthday party for Scouting and the *(third, 12th, 20th, etc.)* birthday of our Cub Scout pack. As Cub Scouts and leaders, we are following the trail left by millions of other boys, men, and women who have been in Cub Scouting. All of them had the Cub Scout spirit, which we symbolize with the flame of this one candle. *(Light large candle. Extinguish room lights.)*

What is the Cub Scout spirit? That's easy. In the Cub Scout Promise, we pledge to do three things. We say, "I promise to do my best to do my duty to God and my country." That's the first part. *(Light first candle on candelabra.)*

The second part is "To help other people." *(Light second candle.)* And the third part is "To obey the Law of the Pack." *(Light third candle.)*

Now, while these candles burn as a reminder, will all the Cub Scouts and all former Cub Scouts here tonight please stand, make the Cub Scout sign, and repeat the Cub Scout Promise with me. *(Lead the Cub Scout Promise.)*

February Pack Program Page: Happy Birthday, BSA

ACADEMICS AND SPORTS PROGRAM

Cub Scout Academics

Language and Culture. The founders of the Boy Scouts of America helped shape the program we're familiar with today. Each of the founders came from a different background, but they came together to reach a common goal. Boys can earn the Language and Culture belt loop and pin while they learn about these great men and their backgrounds.

Cub Scout Sports

Snow Ski and Board Sports. Don't let winter keep you inside. Go skiing or snowboarding. Boys will have a great time, and they'll be able to earn the Snow Ski and Board Sports belt loop and pin.

DID YOU KNOW?

Webelos-to-Scout Transition

The Webelos crossover ceremony is often held in February. The pack should invite the Scoutmaster(s) of the troop(s) that the Webelos Scouts will be joining. If the Arrow of Light Award ceremony takes place at the blue and gold banquet, conduct it early in the program. See *Cub Scout Ceremonies for Dens and Packs* for ideas for Arrow of Light Award and Webelos crossover ceremonies.

GOOD TURN FOR AMERICA

The blue and gold banquet can be a reminder to everyone that even though we have food to eat, some are not so fortunate. This could be a great opportunity for another birthday gift—the Cub Scouts can help other people by bringing canned food items to donate to a local food bank.

BSA RESOURCES HIGHLIGHT

Tiger Cub, Cub Scout, and Webelos Scout Uniform Inspection Sheet (No. 34282). The uniform inspection sheet shows the official placement of insignia. When conducting a uniform inspection, use the inspection sheet as a guide, always remembering that the basic rule is neatness. Before scheduling a uniform inspection, be sure all dens have time to prepare.

PACK LEADERS' PLANNING MEETING

This meeting should be held one or two weeks before the pack meeting to make sure plans are in place and everything is ready to go.

- Each committee should attend to report on its progress and see whether any last-minute changes are needed. Evaluate last month's meeting. Make adjustments as necessary.
- Many districts have someone who collects Scouting history. Perhaps you could invite a collector to share his or her collection and knowledge and help present this activity at your banquet.
- The pack trainer conducts Unit Leadership Enhancement No. 4, Cub Scout Camping, to make sure the pack is ready for camping. Enhancement No. 14, Program Evaluation, will help the pack learn to evaluate not only pack meetings but also other pack activities to make sure they are successful. Den leaders can use the information to evaluate their weekly den meetings as well. Or select a different topic from the *Cub Scout Leader Book*.
- Next month's theme is Take Flight. Discuss plans for conducting a space or kite derby. A committee member could look into having an airline pilot attend the pack meeting.

LOOKING AHEAD

Cub Scout Day camp and Cub Scout resident camp opportunities will be here before you know it. It's time to pick a camp coordinator for the pack. Also review pack overnighter camping plans for upcoming months. The pack needs to ensure that leaders attend BALOO training so there are no surprises.

PACK TRAINER HIGHLIGHTS

The transition of Webelos Scouts and leaders to a Boy Scout troop can affect pack membership. The pack needs to continuously recruit. This pack meeting could be a great recruiting tool—a big birthday bash will get the parents and boys excited. Encourage and challenge the boys to bring a friend to next month's pack meeting or to their den meeting.

To get the word about Scouting out to the public, use newspapers to publicize the 100th Anniversary of the BSA. Having the boys write about why they are in Scouting or what Scouting means to them could be a great selling tool.

Keeping leaders motivated and enthused is another important tool for leader retention. Make sure the leaders know the place and time of the monthly roundtable and any other supplemental training that is available to help them succeed and have *fun*.

Promote the recruiter patch in your pack. Encourage Cub Scouts to invite their friends to join Cub Scouting.



MARCH 2010

Take Flight

Webelos Activity Badges: **Athlete/Engineer**



Air has the power to push and pull objects so that they can fly. This month learn all about air and why it is needed to fly. Learn about gravity. Make your own flying machines and learn about the Wright brothers. Figure out which types of paper airplanes fly farther, higher, faster, and longer, and why. Hold a pack-wide paper plane derby fun night! How many things can you name that can fly? Study birds and their flyways. Why do some birds fly in a V formation? Hold a den or pack kite derby this month. Take a field trip to the airport or a science museum. Earn the Science belt loop and pin.



Pack Planning

The pack activity this month will feature a kite or space derby, as your pack prefers. Secure an outdoor location if the pack will hold a kite derby. You will need a committee to promote, set up, and conduct the derby. Appoint the following committees:

Decorations Committee. Decorate the meeting area with flight-related materials such as paper airplanes, balloons, kites, and travel posters.

Program Committee. Supply name tags, materials, and activities for the gathering period.

Kite Derby Committee. Organize all details for a fun-filled derby experience for boys and families.

Awards Committee. Arrange for a meaningful presentation of awards to Cub Scouts.

Some of the purposes of Cub Scouting developed through this month's theme include:

Personal Achievement. Cub Scouts will gain satisfaction from building and flying a kite, plane, or other flying object on their own or at the pack kite derby.

Fun and Adventure. Flying a kite is just the beginning. Cub Scouts can experience the dream of adventure and exploring the skies.

This theme is designed to promote character development by emphasizing these core values:

Courage. Cub Scouts show their courage as they accept the challenge to learn new things—and have fun along the way.

Health and Fitness. The outdoor activities of early spring lend themselves to promoting health and fitness.



Membership Moment

Encourage the boys in the pack to invite a friend to “fly” with them to den and pack meetings. Many things will be happening this month that may intrigue a new boy and his family. In this centennial year of Scouting, every boy should be invited to join the adventure.



Pack Meeting

BEFORE THE MEETING

The kite derby committee arrives early to set up. Have tables for each Cub Scout den's projects and for Webelos den projects.

GATHERING

As families arrive, direct the Cub Scouts to their den's table to leave their projects. Send boys to the area where the supplies are to create and play with Air-Launched Gliders (page 33).

MAIN PART OF THE MEETING

Opening

Have an assigned den conduct the Take Flight opening ceremony (page 33). Or select a different ceremony from *Cub Scout Ceremonies for Dens and Packs*.

Prayer

A preselected Cub Scout gives the Flight Dreams prayer (page 33).

Icebreaker



Enlarge a simple drawing of an airplane. Give audience members paper and pencil. Ask them to place the paper on top of their heads. Hold up the picture of the airplane and ask the audience to do their best to draw it.

Welcome and Introductions

The Cubmaster can be dressed in aviator gear or a flight suit. Welcome those in attendance, especially new families. Introduce other guests or ask them to introduce themselves. Be sure no one is overlooked.

Song

The song leader leads “Fly Through the Sky” (page 34).

Den Demonstrations

Every den participates in some part of the pack meeting program, with every boy having the chance to be involved. Dens can perform skits, lead the group in songs, do run-ons, conduct opening or closing ceremonies, or tell theme-related stories. Be well organized and fast moving. Recognize dens for their accomplishments with cheers and applause.

Kite Derby

The derby committee chair explains how the derby will be conducted. See the *Cub Scout Leader How-To Book* for kite contest suggestions.

Recognition

Award recognitions to the derby winners and participants. Use the Kites advancement ceremony (page 34) or choose a different ceremony from *Cub Scout Ceremonies for Dens and Packs*.

Announcements

Briefly share plans for any pack, district, or council Cub Scouting events. Use a monthly newsletter to eliminate lengthy details at the pack meeting. This is a good time to verify plans for attending day camp and resident camp. Share plans for the next pack meeting so that families can plan ahead.

Cubmaster's Minute

Use the Children Are Like Kites Cubmaster's Minute (page 34).

Closing

Use the Landing Zone closing (page 34) or choose a different closing from *Cub Scout Ceremonies for Dens and Packs*.



Cubmaster Corner

Pizzazz

Are there lulls in your pack meeting? Are there moments when the next den to present isn't quite ready? This is the place for pizzazz! A surefire way to add pizzazz is with a run-on. It's a moment to liven up the pack meeting and to have the audience get involved either by participating or enjoying the fun.

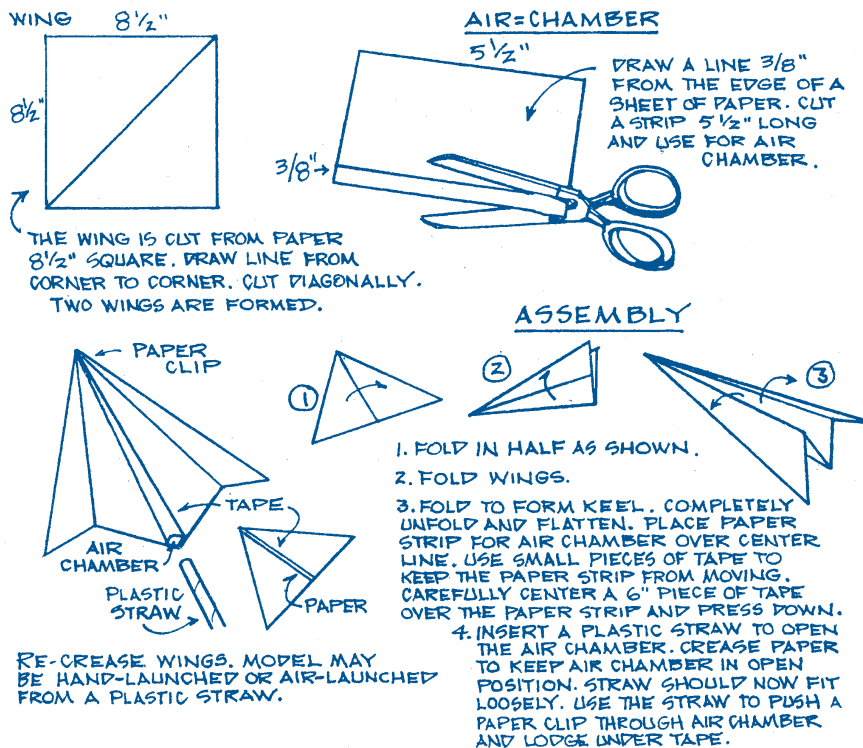
Where can you find a run-on? It might be a joke from *Boys' Life* magazine. Or check out resources from the monthly roundtable. The key to success is to run forward and deliver the material quickly, loudly, and clearly so that the whole audience can hear. Next, the players quickly exit so the pack meeting can refocus on the next den's contributions.

Ceremonies, Games, Songs, Stunts

GATHERING ACTIVITY: AIR-LAUNCHED GLIDERS

Give a piece of paper to each person and have them fold a paper airplane. In the game area of the room, place several large plastic hoops or pieces of poster board with holes cut in them.

Participants line up 10 to 15 feet away from a target and try to fly their plane through the hoop or the hole



OPENING CEREMONY: TAKE FLIGHT

Equipment: Posters with pictures of the different types of flying objects referenced in this ceremony
CUB SCOUT 1 (*holds picture of birds in flight*): When people saw the birds in flight, they wanted to be able to soar like the winged creatures in our world.

CUB SCOUT 2 (*holds picture of the Wright brothers' airplane*): In 1903 the Wright brothers first ventured into the skies, just a few feet off the ground.

CUB SCOUT 3 (*holds picture of a zeppelin*): New types of aircraft were flown.

CUB SCOUT 4 (*holds picture of a jet airplane*): In modern times it's not unusual for people to take long flights in a jet plane.

CUB SCOUT 5 (*holds picture of space shuttle*): In the future, we can only guess where we will fly.

ALL (*in unison*): Right now we're going to fly back to our seats to begin the meeting! (*All boys spread their arms out and make humming noises as they become "pretend" airplanes and go join the dens in the audience.*)

PRAYER: FLIGHT DREAMS

Dear God, thank you for the skies above and for those who had the courage before us to achieve their dream to fly. Thank you for our families who support our dreams. Amen.

CHEER: BLAST OFF

Everyone squats down in front of his or her chair and counts down: “10, 9, 8, 7, 6, 5, 4, 3, 2, 1—Blast off!” At blast-off, everyone jumps as high as he or she can, roaring like a missile.

SONGS

Fly Through the Sky

Tune: “Row, Row, Row Your Boat”

Fly, fly, fly your craft,
Spaceship, kite, or plane.
Lots of fun for all Cub Scouts;
Let’s hope it doesn’t rain.

Up, up, up it goes,
Right into the sky.
Loop-de-loops and curlicues,
So fast it’ll pass us by.

If You’re Happy and You Know It (Flight Version)

If you’re happy and you know it,
Flap your wings (*flap arms*).
If you’re happy and you know it,
Flap your wings (*flap arms*).
If you’re happy and you know it,
And you really want to show it,
If you’re happy and you know it,
Flap your wings (*flap arms*).

2nd verse: ... Soar up high (*arms out, say “Zoom!”*)

3rd verse: ... Spin your blades (*arms out as helicopter rotors; spin*)

4th verse: ... Do all three (*flap, “Zoom,” spin*)

KITE DERBY

A pack kite derby can be a great activity to involve all boys and family members. The *Cub Scout Leader How-To Book* gives details of preparation and execution for a fun pack derby. Pay special attention to the kite-flying safety rules and be sure all boys and parents understand them before the derby begins. Note the kite contest descriptions:

100-Yard Dash. Kites are flown to the end of a 100-yard cord.

Altitude Race. Boys have five minutes to fly kites their highest.

Messenger Race. A paper message travels up the string to the kite.

GAME: TAKE FLIGHT TRANSFORMATIONS

Divide the boys into teams. The object of the game is for the Cub Scouts to form as quickly as possible into a human representation of the flying objects the leader names.

To play: Call out the name of a flying object; boys arrange themselves into that shape. For example, if you say “helicopter,” the boys must decide how to form rotor blades, landing skids, and a cockpit. Try the following objects: kite, bird, Wright brothers’ biplane, rocket, space shuttle, jet, zeppelin, balloon.

ADVANCEMENT CEREMONY: KITES

Preparation: Ahead of time, make a large diamond-shaped kite out of paper and wooden sticks. Draw or paste pictures of the Cub Scout ranks onto the kite. Attach a wide ribbon for the kite’s tail. Make the tail long enough to attach the boys’ badges to the ribbon. Suspend the kite from the ceiling (or a tree branch, if outdoors) with the ribbon hanging down. Attach the badges with pins, starting with the Tiger Cub badge at the bottom of the ribbon and working up to the Webelos badge and Arrow of Light Award at the top.

Presentation: As you call the boys (and parents) forward to receive their badges, remove each badge from the ribbon. You could also snip off a piece of the ribbon as a memento.

CUBMASTER’S MINUTE: CHILDREN ARE LIKE KITES

Children are like kites. You spend years trying to get them off the ground. You run with them until you are both breathless. They crash ... they hit the roof ... you patch, comfort, and assure them that someday they will fly. Finally, they are airborne. They need more string, and you keep letting it out. They tug, and with each twist of the twine, you feel the sadness that goes with the joy. The kite becomes more distant, and you know it won’t be long before that beautiful creature will snap the line that binds you together and will soar as high-flying things are meant to soar ... free and alone. Only then do you know that you have done your job.

CLOSING THOUGHT: TAKE FLIGHT

It wasn’t long ago that you might have heard one man say to another: “The sky is the limit.” He meant that a man could make anything of himself that he wanted, at least on earth.

Well, the sky is no longer the limit! There’s almost no limit to what you can aspire to do, either on earth or in space. Our astronauts have proven that.

What does that mean to Cub Scouting? Col. Buzz Aldrin, veteran astronaut of the Gemini and Apollo flights and the second man to walk on the moon, told a group of Eagle Scouts that man’s exploration of space is as old as man himself. He has explored, conquered, and studied the secrets of the jungles, mountains, caves, and oceans.

Col. Aldrin, who was a member of Scout Troop 12 in New Jersey, has urged young people to obtain a well-rounded background in many fields of knowledge, to select one field and strive to achieve excellence in it. “Set your goals high and settle for nothing less than accomplishment,” Aldrin said. Good advice for all Cub Scouts and families.

CLOSING CEREMONY: LANDING ZONE

This ceremony could be done in reverse for the takeoff of the pack meeting, too.

Boys form two lines across the front of the meeting space. Start with Webelos Scouts at one end (where the Cubmaster will begin) and Tiger Cubs at the other end. Spread out evenly, forming two rows of boys facing each other with an open space between, just wide enough for the Cubmaster to run through.

The Cubmaster steps forward and announces that it’s time to take this pack meeting in for a landing. Ask the boys if they’ve had fun tonight. (*Yes!*) Ask the boys if they are working hard on advancement with their families. (*Yes!*) Ask if they’re ready to close out this meeting. (*Yes!*)

The Cubmaster announces that they are revving up the engine, lowering the flaps, and coming in for a landing.

The Cubmaster runs from one end of the open space and high-fives boys on both sides of the “runway” that they have made. As the Cubmaster approaches the end of the lines of boys, they high-five lower and lower to the ground until the high-fiving is done at ground level. Everyone cheers.

JOKES

What goes “MOOZ?” *A spaceship flying backward*

What do you call a space alien who rides first-class on an airplane? *A passenger!*

Where do astronauts leave their spaceships? *At parking meteors*

March Pack Program Page: Take Flight

ACADEMICS AND SPORTS PROGRAM

Cub Scout Academics

Astronomy. Cub Scouts look to the skies this month as they think of taking flight. Astronomy studies will help them learn what they may see out there. Learn about binoculars and telescopes and earn the Astronomy belt loop and pin.

Cub Scout Sports

Bowling. This month is a great time to go bowling, a sport that takes skill and determination. Encourage boys to try their hand at it and earn the Bowling belt loop and pin.

DID YOU KNOW?

National Den Award



The National Den Award recognizes dens that conduct a quality, year-round program. Several requirements must be met, emphasizing such areas as service projects, Cub Scout Academics and Sports, field trips, attendance at den meetings and pack meetings, and Cub Scout camping. The award may be earned once in a 12-month period (charter year or calendar year, as determined by the pack committee). A den earns the award as a team, not as individual den members. The recognition is a ribbon for the den flag or den doodle. See the *Cub Scout Leader Book* for more information.

GOOD TURN FOR AMERICA

The Scouting for Food National Good Turn is conducted this month in many councils. Check with your local council to see when the event takes place and what help is needed.

The Cub Scouts might also want to collect and recycle toys and clothes for those who are less fortunate. Remember to report hours spent at www.goodturnforamerica.org.

BSA RESOURCES HIGHLIGHT

Den Chief Handbook (No. 33211). The den chief is a valuable leader in the Cub Scout program. He is the activities assistant. The *Den Chief Handbook* is a resource the den chief can use to better understand how he can be of assistance. The handbook is filled with tricks and puzzles, songs, games, skits, and ceremonies. The handbook also lists and explains the requirements to earn the Den Chief Service Award.

PACK LEADERS' PLANNING MEETING

Pack leaders meet a week or two before the pack meeting to finalize details of this month's meeting and plan for the April meeting.

- Review what each den plans to contribute to the pack program. Be sure there are no duplications. Arrange them so that active presentations may be scattered through the meeting.
- Discuss the pack's plans for April. Focus on the pack's conservation Good Turn: a recycling event, perhaps, or an outdoor activity such as tree planting or litter cleanup. Cub Scouts will want to work toward the World Conservation Award, which is awarded only once to a Cub Scout. The handbook for each Cub Scout rank lists the requirements.
- Conduct Unit Leadership Enhancement No. 10, Pack Committee, or one that best meets your pack's current needs. The *Cub Scout Leader Book* has outlines and suggestions for different topics. Choose a topic for next month.

LOOKING AHEAD

Start implementing plans for upcoming Cub Scout day camp and Cub Scout resident camp. Now is the time for final preparations for the spring pack overnighter, directed by an adult who has completed BALOO training.

Discuss special arrangements for the pack's end-of-year transition ceremony. Make plans for spring recruiting of new Tiger Cub dens. Your local council will have recruiting materials and helpful information.

PACK TRAINER HIGHLIGHTS

With the transition of second-year Webelos Scouts into a Boy Scout troop, the pack committee may be somewhat depleted. Recruiting and training replacement leaders will be important. Be sure to check on the currently available Cub Scout Leader Position-Specific Training opportunities and share with new volunteers.

Continue supporting your leaders and encouraging them to attend your district roundtable to receive valuable program information as well as information about events in your district and council.



This month is a good time to spring into action with outdoor activities such as hikes; sports and games; cleaning up litter along ponds, parks, or roadsides; or planting trees for improved habitat. Make plaster casts of the animal tracks you find on your hike. Visit and talk with someone who works with wildlife conservation and visit a fish hatchery, zoo, animal shelter, or wildlife sanctuary. As part of your Good Turn for America, take

along food and supplies that they might need. Build birdhouses, birdbaths, feeding stations, or boxes for nesting materials. Do a community service project with your chartered organization to show your positive attitude in doing your best. This would be a good month to work on the Wildlife Conservation belt loop and pin.



Pack Planning

The pack meeting this month will inspire boys to want to help others. Hold the meeting outdoors if the weather permits. Appoint the following committees:

Decorations Committee. Make and hang brightly colored posters in the parking lot and the pack meeting area. Balloons would also help families know they are at the right location.

Welcoming Committee. Welcome and direct families to the gathering activity and display areas.

Program Committee. Ensure there is a U.S. flag and stand. Determine how much space is needed for the games and where they will be played. Secure the needed equipment for each game.

Refreshments Committee. Prepare Fruit Kabobs (page 39) or other refreshments as desired.

Some of the purposes of Cub Scouting developed through this month's theme include:

Friendly Service. Boys will discover the personal rewards of serving other people and the environment.

Character Development. Cub Scouts gain a sense of pride and accomplishment when they help others.

This theme is designed to promote character development by emphasizing these core values:

Positive Attitude. Boys will see that having a positive attitude rubs off—it transfers to other people.

Citizenship. Cub Scouts see that their good works demonstrate their good citizenship.



Membership Moment

As boys are out in the community doing projects, be sure they wear their uniforms to publicize their good Scouting. Leaders should always have the name and contact information for pack leadership to share with those who will ask.



Pack Meeting

BEFORE THE MEETING

All committee members arrive early at the meeting place to set up. Put up signs directing families to the meeting place so no one misses the fun. The decorations committee hangs posters and balloons in the parking lot. The program committee sets up the U.S. flag for the opening ceremony and prepares the game area. Set up an area for den displays. The refreshments committee prepares an area to serve the refreshments. Be sure adequate hand-washing areas are available.

GATHERING

The welcoming committee greets families as they arrive. Give each person a name tag with a "spring" attached (page 37). Direct Cub Scouts to the area designated for displaying den projects. Explain the What's in the Bag? gathering activity (page 37).

MAIN PART OF THE MEETING

Opening

Conduct the ABC-XYZ opening ceremony (page 37). Or select a different ceremony from *Cub Scout Ceremonies for Dens and Packs*.

Prayer

A preselected Cub Scout gives the A New Beginning prayer (page 37).

Icebreaker

The assistant Cubmaster leads the audience in the Birds Fly icebreaker (page 37).

Welcome and Introductions

Welcome everyone to the spring pack meeting. The committee chair steps forward to thank all those who worked to set up activities, decorations, and signs so pack families could have a great pack meeting. The Cubmaster introduces any special guests.

Song

The song leader leads the group in "Spring Into Service" (page 37).

Den Demonstrations

Dens show and explain their den projects. Other dens with songs or skits to perform are also

scheduled. Inform all dens of their place in the schedule to allow them adequate time to gather their supplies.

Games

Play Lawnmower Relay (page 38) or other outdoor action games selected from the *Cub Scout Leader How-To Book*.

Recognition

The Cubmaster conducts the Signs of Spring advancement ceremony (page 38). Or select a different recognition ceremony from *Cub Scout Ceremonies for Dens and Packs*.

Announcements

Announce the plans for the pack's save-the-birds campaign. Then put on a top hat and announce next month's theme, In the Spotlight. Explain that families are invited to participate in a variety show.

Cubmaster's Minute

The Cubmaster shares the Spring Into Action Cubmaster's Minute (page 38).

Closing

A preselected Cub Scout comes forward and gives the Happiness closing thought (page 38).



Cubmaster Corner

Service Projects

Take care to ensure service projects are age-appropriate. Things to consider include safety, difficulty, accessibility, equipment needed, and length of time required to complete the project. See the *Cub Scout Leader Book* for more information on service projects.



Ceremonies, Games, Songs, Stunts

SPRING NAME TAG

Materials: Purchased name tags or precut 2-by-3-inch rectangles of cardstock, prepared chenille stems

To make the "spring": Cut chenille stems in half. Wind them tightly around a pencil. Pull off.

To assemble: Punch a hole in the corner of the name tag and hook the end of the chenille stem through the hole. The stem will dangle down and look like a spring.

GATHERING ACTIVITY: WHAT'S IN THE BAG?

Preparation: Print one letter of the word SPRING on six paper bags (one letter per bag). Place an object that begins with that letter in the appropriate bag. String up the bags so they spell SPRING. Prepare worksheets with the letters S-P-R-I-N-G written vertically down the page.

Participants feel each object through the bag and, without looking inside, write down on the worksheet what they think is in each bag after the appropriate letter.

OPENING CEREMONY: ABC–XYZ

Materials: U.S. flag; cards with A, B, C, X, Y, and Z with words and lines written on back

Personnel: Cubmaster and six Cub Scouts (each boy displays his letter as he recites his line)

CUBMASTER: To study nature is to learn about our environment and how we can protect and preserve it now and for the future.

CUB SCOUT 1: A is for Action—Take care to keep the world around us at its best.

CUB SCOUT 2: B is for Beauty—We are blessed with the beauty of nature all around us.

CUB SCOUT 3: C is for Citizenship—Practice good citizenship by caring about the appearance of our neighborhoods and towns.

CUB SCOUT 4: X is the unknown factor. What will happen if we don't work together to preserve our environment?

CUB SCOUT 5: Y is for You! It is up to you to set the example for others.

CUB SCOUT 6: Z is for Zest—Go about your projects with zest and enthusiasm. Walk hand in hand with Mother Nature; she will be your friend.

CUBMASTER: Please stand and repeat the Pledge of Allegiance.

PRAYER: A NEW BEGINNING

We are thankful for this new season. We're thankful for the rain and for the sun. We're thankful for a new beginning. Amen.

ICEBREAKER: BIRDS FLY

The audience stands, placing hands on hips. The leader says that various animals "fly." For example: "Ducks fly," "pigeons fly," "pigs fly," "butterflies fly," "horses fly," etc. Players make flying motions with their elbows if the animal does indeed fly. They remain motionless if the animal does not fly. When anyone makes false motions, the leader has them sit down. To confuse them, the leader should call names rapidly and move his elbows every time.

SONG: SPRING INTO SERVICE

Tune: "This Old Man"

This Cub Scout, number one—
Rest assured he'll get things done.

Chorus (sing after each verse):

With a knick-knack, paddy-whack,
Give this Scout a chore;
This he'll do and ask for more.

This Cub Scout, number two—
He will do odd jobs for you ...

This Cub Scout, number three—
Busy as a worker bee ...

This Cub Scout, number four—
Picks up toys, then sweeps the floor ...

This Cub Scout, number five—
Mows the lawn 'cuz he has drive ...

This Cub Scout, number six—
Learning how to get things fixed ...

This Cub Scout, number seven—
Serving others is like heaven ...

This Cub Scout, number eight—
Helping others is just great! ...

This Cub Scout, number nine—
He's so helpful all the time ...

This Cub Scout, number 10—
Get some sleep, then start again.

GAMES

Lawnmower Relay



Pair boys up. One boy in each pair becomes the lawnmower by walking on his hands while the other holds his legs as they race to a turning line and back. The second pair repeats the action, and so on until everyone has raced.

Litter Pickup

Equipment: Garbage bag for each team of boys; assorted litter items such as newspapers, junk mail envelopes, crumpled fast-food bags, rinsed soda bottles or cans, etc., placed randomly on the playing field

Form equal-sized teams. The first boy on each team runs to pick up an item and places it in his team's bag. He runs back and touches the next boy, who runs to pick up an item, etc. Continue until all items are picked up. The team with the most litter items in its bag is the winner.

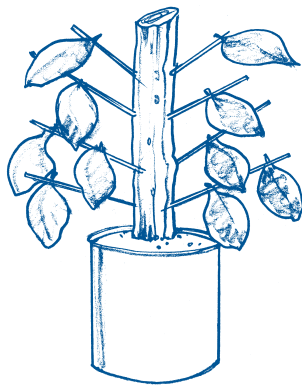
Water the Flowers

Equipment: For each team, a paper cup and two buckets—one filled with water, the other with artificial flowers. (This bucket has a pre-determined target "fill" line for the water to reach.)

Form equal-sized teams. Boys on each team line up side by side. Place the water-filled buckets near the first boys; place the flower buckets near the last boys. The first boy on each team dips his cup into the bucket of water. He passes the cup to the next boy, who passes it on to the next, and so on. The last boy pours the water into the bucket with flowers. After emptying the cup, he runs to the beginning of the line with the empty cup, dips it into the water bucket, and repeats passing it down the line. Continue until the water level reaches the predetermined line.

ADVANCEMENT CEREMONY: SIGNS OF SPRING

Equipment: Tree branch set in can of sand, gravel, or plaster of Paris; green paper leaves with awards attached; tape



CUBMASTER: Trees all around us are showing the signs of spring. They're beginning to be covered with leaves. The Cub Scouts in our pack are beginning to show signs of advancement. They are earning awards and advancing in rank.

(One at a time, call up each boy who is receiving an award. It is appropriate to have his parents come up, too. Have the Cub Scout attach a leaf to the tree for each award he receives.)

ADVANCEMENT CEREMONY: BIRD'S NEST

Equipment: Construct a model bird nest by shaping modeling clay around the outside of a shallow round pan. (Check your local thrift store for a pan, or use a disposable pan.) Press grass or straw on the rim of the nest. Lay additional straw in the interior and place advancements inside the nest.

CUBMASTER: We are springing into action this month, and one of our pack projects is to build things that help the birds. When birds first start out, they begin in the family nest, just as a Cub Scout starts with a family. Then the birds venture out on their own a little bit at a time, just as Cub Scouts do. Finally, when they're ready, they leave and are independent. While it may seem far off for you, you have shown your independence and accomplishments this month by completing achievements and electives. We are proud to present the following awards.

(Pull awards from the model nest. Call up boys and their parents to receive them.)

CUBMASTER'S MINUTE: SPRING INTO ACTION

This April, our purpose is to spring into action, not to get more exercise (although this is a good benefit), not simply to make us happy (although this is usually a result), but to spring into action for others. Cleaning up litter, planting trees, or

helping other people is just one way that you Cub Scouts show the world that you care and are good citizens. I thank you and salute you. *(Give the Cub Scout salute.)*

CLOSING THOUGHT: HAPPINESS

Baden-Powell said, "The real way to get happiness is by giving out happiness to other people." That's a good thing to remember this year, the 100th Anniversary of the Boy Scouts of America.

CLOSING CEREMONY: SMALL SEEDS

CUBMASTER: Thomas Jefferson made the following observations about how to have a successful and productive life.

CUB SCOUT 1: Never put off till tomorrow what you can do today.

CUB SCOUT 2: Never trouble another for what you can do yourself.

CUB SCOUT 3: Never spend your money before you have earned it.

CUB SCOUT 4: Never buy what you do not want because it is cheap.

CUB SCOUT 5: Honesty is the first chapter in the book of wisdom.

CUB SCOUT 6: We never repent of having eaten too little.

CUB SCOUT 7: Nothing is troublesome that we do willingly.

CUB SCOUT 8: Whenever you do a thing, act as if all the world were watching.

CUB SCOUT 9: Always take hold of things by the smooth handle.

CUB SCOUT 10: When angry, count to ten before you speak; if very angry, a hundred.

CUBMASTER: Small seeds, like these small observations, grow into great trees. Think of how strong we would be if we included a few of these seed principles in our lives. I challenge you to pick one of these seeds and plant it in your life. Just as spring is a growing season, these ideals will grow as you practice them. Good night, Cub Scouts.

APPLAUSES

Human Spring Applause. Crouch down and jump up. Repeat several times. Each time say, "Boing, boing, boing."

Rainstorm Applause. Start by gently patting knees alternately to simulate light rain. Increase the noise by patting harder, then switch to clapping; begin slowly and increase to a heavy rainstorm. Then gradually decrease the hand clap-

ping and finally return to patting the knees softer and softer until the storm is over.

Action Applause. Explain that you're going to put some action into this applause. Bring hands in front of you and demonstrate a clap, with the bottom hand parallel to the ground, palm up. To clap, slap the other hand on the palm while sliding it forward. Then thrust that top hand forward and high into the air.

ANIMAL RUN-ONS

What did one penguin say to another? *Have an ice day.*

What did one owl say to another? *Yoo-who!*

April Pack Program Page: Spring Into Action

ACADEMICS AND SPORTS PROGRAM

Cub Scout Academics

Wildlife Conservation. Protecting wildlife is important. Earning the Wildlife Conservation belt loop and pin will be interesting and informative to Cub Scouts. For those Cub Scouts who did not complete it earlier in the year, this is a good time to revisit this award.

Cub Scout Sports

Gymnastics. Just as there needs to be a balance in nature, having good balance is helpful to excel in gymnastics. This is a good time to try gymnastics if you haven't before. Cub Scouts may earn the Gymnastics belt loop and pin.

Golf. It's spring and time to get outside and enjoy it! Learning to play golf is a fun outdoor activity that can continue through the coming months. Begin by earning the Golf belt loop. Boys who really enjoy this sport may choose to earn the Golf pin.

DID YOU KNOW?

April Is Youth Protection Month

April is National Child Abuse Prevention Month. The Boy Scouts of America has designated April as Youth Protection Month for councils and units.

A training inventory should be made to ensure that all registered unit leaders have taken Youth Protection training. Other interested adults may also take this very important training.

Youth Protection training is available online at <http://olc.scouting.org/info/ypt.html> and on a DVD called *Youth Protection Guidelines: Training for Volunteer Leaders and Parents*, BSA No. AV-09DVD01.

What did the ant say to the giraffe? *High, there!*

What did the wolf say to the other wolf? *Howl are ya?*

What did one horse say to another? *Hi, neigh-bor.*

REFRESHMENTS: FRUIT KABOBS

Ingredients: Fruit chunks such as pineapple, apples, oranges; wooden skewers

Cut apples and oranges into chunks. Put fruit on skewers and serve.

GOOD TURN FOR AMERICA

Your pack can join together to organize a "Save the Birds" campaign by building and donating bird feeders, birdbaths, and birdhouses. Contact a local aviary or animal sanctuary to learn what will fill the greatest need.

BSA RESOURCES HIGHLIGHT

Informed Consent Agreement. Whenever the den will be meeting in a location other than the designated meeting site, an Informed Consent Agreement should be obtained. This is a security measure to inform the parents where their son will be during the den meeting. The agreement can be found in Appendix 1, "Resources, Forms, and Applications," in the *Cub Scout Leader Book*.

PACK LEADERS' PLANNING MEETING

Pack leaders meet a week or two before the April pack meeting to check final details and plan den and pack activities for May. Consider the following:

- Will the April pack meeting be held outdoors? Will it be held in a location different from the usual place? Have necessary arrangements been made for the new location? Do you have a "plan B" location for inclement weather?
- Do families know about the new location? Assign a committee member to prepare invitations with the location's address. Give the invitations to den leaders to distribute.
- Will you play games? Do you have the needed personnel to run the games, or do you need to recruit family members to help?

Discuss the pack's plans for a Good Turn. Plan something special to do as a pack to "Save the Birds."

May's theme is In the Spotlight. Families will be invited to participate in the pack talent show. Be sure den leaders encourage active family participation.

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The pack trainer conducts Unit Leadership Enhancement No. 15, Youth Protection (*Cub Scout Leader Book*). Leaders should understand that this Unit Leadership Enhancement does not take the place of Youth Protection training. Choose another Unit Leadership Enhancement if desired. Select a topic for next month that meets your pack's needs.

LOOKING AHEAD

The summer camping season is just around the corner. Appoint a pack representative to coordinate the pack involvement in Cub Scout day camp and resident camp and to be knowledgeable about the forms, fees, dates, etc.

Make plans now for your pack campout. Pack camping requires that at least one leader in attendance has completed BALOO (Basic Adult Leader Outdoor Orientation). Contact your local council to see when this training will be offered.

PACK TRAINER HIGHLIGHTS

Evaluate the number of leaders who have completed BALOO training. Encourage several leaders to complete this orientation. Make plans to carpool to the next Cub Scout leader roundtable.

LEADER AWARDS

Every pack position has an award that recognizes the training and accomplishments of each leader. Cub Scouts delight in seeing that their leaders are earning awards right alongside them.

Review the training requirements for earning these awards. Which training courses do your leaders need? See the *Cub Scout Leader Book* for requirements.

When an award is earned, be sure it is presented in a meaningful ceremony at your pack meeting.



It's time to perform and be in the spotlight! Dens can make musical instruments to be used in the pack meeting variety show. The variety show could include skits, songs, puppet shows, magic tricks—you name it. Have the boys and their families participate in the variety show and record the show. Dens can create posters announcing the show and make programs listing the acts. "Commercials" could be videotaped during den meetings and shown between acts; involve the parents. Take a photo for the local newspaper or a video clip for the local TV station and put Cub Scouting in the spotlight. Visit a television, radio, or cable station to see how they produce shows. Attend a play or musical production. Work on the Music belt loop and pin.



Pack Planning

This month's variety show or talent show spotlights the talents of boys, leaders, and parents in the pack. Props, musical instruments, and costumes will help make the show a roaring success. Appoint committees to share in the planning:

Decorations Committee. Decorate the room to resemble a movie theater. Display movie posters and large movie tickets.

Props Committee. Set up a stage area. Make a director's clapboard, megaphone, and movie camera and provide a director's chair.

Program Committee. Ensure that all ceremony items are ready, including a U.S. flag and stand.

Welcoming Committee. Like ticket takers at a movie theater, take tickets from attendees and direct them to the "theater."

Refreshments Committee. Have a movie theater-style snack bar.

Some of the purposes of Cub Scouting developed through this month's theme include:

Respectful Relationships. Boys learn that everyone has different talents and appreciating each other's talents is important.

Perseverance. Boys learn that they need time and practice to be ready to perform in front of an audience.

This theme is designed to promote character development by emphasizing these core values:

Cooperation. Performing together requires being able to work together.

Resourcefulness. Cub Scouts learn to use items for props that might otherwise be thrown away.



Membership Moment

Use this opportunity to invite special guests, such as boys and former leaders who once were involved in Scouting but haven't been active for a while. Invite your local media, including television or cable, to come and film your talent extravaganza.



Pack Meeting

BEFORE THE MEETING

All committee members arrive early to set up. The decorations committee sets up the meeting place to resemble a theater with a stage. Chairs are set up facing the stage. The props committee makes sure the stage is in order and all the props for the show are ready. The program committee sees that all the items necessary for the opening, closing, and advancement ceremonies are ready. The welcoming committee greets and takes "admission tickets" from the Cub Scouts, parents, and guests. Give each family a program and each person a voucher that can be redeemed for a snack at the snack bar. The refreshments committee sets up a snack bar where "customers" can get snacks before the entertainment begins.

GATHERING

The welcoming committee welcomes Cub Scouts and their families to the show. Take tickets and show the boys and leaders to the areas that will keep them busy before the show starts. Invite pack members to play the Song Stumpers game (page 41).

MAIN PART OF THE MEETING

Opening

A designated den presents the Welcome opening ceremony (page 41). Or choose a different ceremony from *Cub Scout Ceremonies for Dens and Packs*.

Prayer

A preselected Cub Scout comes forward and invites everyone to prepare for prayer in their individual custom. He leads A Smile prayer (page 41).

Icebreaker

A preselected leader explains and leads a Melody Merge (page 41).

Welcome and Introductions

The Cubmaster, dressed as a movie director, sits in a director's chair and welcomes the Cub Scouts, parents, leaders, and guests. Thank all committee members for helping to make this month's show possible.

Song

The song leader leads "Cubs in the Spotlight" (page 41).

Den Demonstrations: Variety Show

Each den shares a skit, a song, or an explanation of what the den has done this month. Explain that the order for the variety show is in the program that the attendees received when

they arrived. Remind the boys to be polite and attentive during the performances.

Games

Play the In the Spotlight Relay or Smile Toss (page 42).

Recognitions

Use the 25-Cent Question Show (page 42) to recognize Cub Scouts who have advanced, and perform the U Are Important ceremony (page 42) to recognize volunteers in the pack.

Announcements

Invite a pack committee member or a special guest—perhaps a basketball player from the high school (preferably a Boy Scout or Venturer)—to introduce next month’s theme, Hoop-de-Doo!

Cubmaster’s Minute

The Cubmaster shares Fears to Overcome (page 42).

Closing

The designated den presents the Thanks for Coming closing ceremony (page 42).



Cubmaster Corner

Retention

It’s that time of year when Cub Scouts of all ages will be transitioning. Are the leaders going with them? How can we get them to stay involved with the pack where they are needed? This is something that should be thought about throughout the year and not just at transition time. Make sure leaders and volunteers know what they need to do in their jobs and recognize them, in front of the pack if possible, for doing

their jobs well. You can use the U Are Important ceremony (page 42) to help recognize pack leaders and volunteers. Keep the pack meetings fun and exciting for the Cub Scouts and the leaders and always provide recognition—these are two keys to retention. After all, if the program is fun, and leaders and volunteers know that what they are doing is important to the success of the pack, why would they want to go anywhere else?



Ceremonies, Games, Songs, Stunts

GATHERING ACTIVITY: SONG STUMPERS

Materials: Names of songs on strips of paper in a paper bag

One player chooses a strip of paper from the bag and sings the first line of the song. The other players try, one by one, to complete the verse. The first one to succeed becomes the new leader. If no one can do it, the leader completes the first verse of the song and begins another. (Divide a large group into smaller groups as necessary.)

OPENING CEREMONY: WELCOME

Equipment: U.S. flag

CUB SCOUT 1: Welcome to each and every one.

CUB SCOUT 2: We’re going to have a lot of fun.

CUB SCOUT 3: We’ll now officially open our meeting.

CUB SCOUT 4: We give to you a friendly greeting.

CUB SCOUT 5: The entertainment you will enjoy.

CUB SCOUT 6: Fun for adults and for each boy.

CUB SCOUT 7: Now we ask you to please stand and join us in the Pledge of Allegiance.

PRAYER: A SMILE

Dear God, help us to wear a smile at all times. It’s something that doesn’t cost a lot, but it will go a long way. Help us to have a smile that travels from face to face and brightens a day. Amen.

ICEBREAKER: MELODY MERGE

Although each song in the lists below has its own special melody, each group of tunes has a secret: If you hum or sing them all at the same time without words, they sound fantastic together! The reason for this is called *counterpoint*.

Divide the audience into five groups and assign each group one melody from a merge list. Have each group hum or “la, la, la” sing its assigned melody to make sure the singers are familiar with their tune.

When all groups are comfortable with their assigned melodies, the first group sings its melody alone, “la, la, la” style, while all the other groups clap to the beat. The first group keeps on singing, but the second time through, another group joins in with another melody from the merge list. Then the third group sings its song. Continue in this manner until everyone is singing together. Remember, you can’t sing the actual words in Melody Merge or the merge will sound like mush! The secret to Melody Merge is to keep the rhythm steady and stick to the melody of the song you’re singing, no matter what you hear from the other participants.

MELODY MERGE LIST I

“Swing Low, Sweet Chariot”

“When the Saints Go Marching In”

“Good Night, Ladies”

“Amazing Grace”

“She’ll be Coming ‘Round the Mountain”

MELODY MERGE LIST II

“Are You Sleeping?”

“Down by the Station”

“Row, Row, Row Your Boat”

“Three Blind Mice”

“Merrily We Roll Along”

SONG: CUBS IN THE SPOTLIGHT

Tune: “I’ve Been Working on the Railroad”

I am part of a Cub Scout band,
Playing, singing, having lots of fun.
Drums a-pounding, guitars strumming,
And the crowds are singing along.

We are here to share our talents,
Being together and having fun.
Please join in and sing along with us;
Be in the spotlight, too!

Cubs in the spotlight,
Cubs in the spotlight,
Cubs in the spotlight,
Having fun, having fun!

Cubs in the spotlight,
Cubs in the spotlight,
Cubs in the spotlight
Having fun!

SKIT/TRICK: MIND READER

A Cub Scout pretends to be a magician. He gives a spectator a piece of paper and asks that person to write a short message on it, fold it, and hand it to another member of the audience. The magician then concentrates hard and says, "I will write the same as you on my paper." He then writes "the same as you" on another slip and gives it to the person who is holding the first slip. He asks the person to open the first slip and read the spectator's message. When he does, the magician says, "That's right, I wrote the same as you!" And he did!

GAMES

In the Spotlight Relay

Equipment: A container for each den with strips of paper describing tasks

Each den lines up in relay fashion. At the opposite end of the playing area is a container for each team with strips of paper inside. Each boy, in turn, runs to the container, removes a slip of paper, follows the directions, then returns to tag the next player.

Simple tasks might include: (1) sing the first verse of "Row, Row, Row Your Boat"; (2) recite the Cub Scout Promise; (3) do 10 jumping jacks; (4) give the Cub Scout salute to the Cubmaster; (5) whistle "Yankee Doodle"; (6) blow up a balloon; (7) give the Cub Scout handshake to your den leader.

Smile Toss

Have the boys stand in a circle. Tell them to keep a serious expression on their faces. The leader begins by standing in the center of the circle, reaching into his/her pocket, and placing a smile on his/her face. The leader then wipes the smile from his/her face and "tosses" it to someone in the circle, calling that boy's name. The "smile catcher" must catch the smile, put it on, wear it for a moment, then wipe it off and toss it to another boy. The boy who does not wipe the smile off completely, or smiles out of turn, must sit down. Since smiling is contagious, the entire group will soon be sitting down as well as smiling.

ADVANCEMENT CEREMONY: 25-CENT QUESTION SHOW

Equipment: Awards

Setup: Ahead of time, coach the boys who will be receiving awards so that they properly react to the questions when asked. Some questions they will purposely miss. The Cubmaster or

advancement person should use a quiz-show-host manner in leading this ceremony. This can be a lot of fun if you make it that way.

CUBMASTER: Welcome, folks, to the 25-Cent Question Show, brought to you live tonight right from _____ where we are attending a pack meeting. I want to thank this nice pack for allowing us to test their genius Cub Scouts on our show, and we want to thank our sponsor, Handy Dandy Cream, the everything cream. Use it to keep your hands soft, brush your teeth, set your hair, get rid of athlete's foot, and squirt it right on your favorite pudding. Yes sir, Handy Dandy Cream—you'll want to rush right out and get some. No, not right now! Now back to our show. We have a team of boys here who are ready to challenge our show in the category of Cub Scouting. Will the following boys on the first team come forward with their parents? (*Call names of Bobcat badge recipients.*) Now boys, for the first level, you may talk to each other and then give us your answer. Boys, what is the Cub Scout motto?

BOBCATS (*act as if talking to each other, then shout together*): DO YOUR BEST!

CUBMASTER: You're absolutely right! Congratulations, you have just arrived at the first level and you have won the Bobcat badge, the first rank in Cub Scouting. We will present this to your parents to present to you. (*Present badges.*) Now on to the second level. Our second question is for the Tiger Cub badge. Can you tell me how many achievements you must pass to earn the Tiger Cub badge? (*Bobcats talk, but give up without answering.*)

CUBMASTER: Sorry boys, your time is up. You may sit down. Let's bring up our second team, who, on a previous show, won the Bobcat badge and are now ready to try for the second level of Tiger Cub. (*Call names of Tiger Cub badge recipients; have their parents come forward.*) Now boys, can you answer the second-level question for your Tiger Cub badge?

TIGER CUBS (*talk and shout together*): FIVE!

CUBMASTER: Congratulations! You have just won your Tiger Cub badge. (*Present badges to parents to present to boys. Continue until you have awarded all advancements for the month, making the Arrow of Light Award the "25-Cent Question." You might even give those recipients a quarter.*)

RECOGNITION CEREMONY: U ARE IMPORTANT

Equipment: Each Cub Scout holds up a sign with his word(s), with the "U" missing from each word.

CUB SCOUT 1: We cannot spell C B S C O T S (Cub Scouts) without U.

CUB SCOUT 2: We cannot spell Y O T H (youth) without U.

CUB SCOUT 3: We cannot spell A D L T (adult) without U.

CUB SCOUT 4: We cannot spell S C C E S S (success) without U.

CUB SCOUT 5: We cannot spell F N (fun) without U.

CUB SCOUT 6: We cannot spell O T D O O R S (outdoors) without U.

ALL: Scouting needs U! Thank U!

CUBMASTER'S MINUTE: FEARS TO OVERCOME

How many of you play a sport? I'm sure when you first walked on the field, you were really nervous. But, to get there, you probably did a lot of practicing—throwing or kicking the ball so you wouldn't feel so nervous about that first day. Talking or acting in front of people makes people nervous, too. They feel uncomfortable, and many times they don't volunteer for things that mean they have to get up in front of people. But it doesn't have to be so scary! Practice, just like you practice at baseball or soccer. You learn your lines—just like in a play. Go over and over them, and you'll be ready for the big day. Many of the boys today started out that way, but what a great show we had. How about if we give them all a big round of applause for a job well done!

CLOSING CEREMONY: THANKS FOR COMING

CUB SCOUT 1: We hope you liked our show tonight.

CUB SCOUT 2: We tried real hard to do things right.

CUB SCOUT 3: It's easy to do good, you see . . .

CUB SCOUT 4: . . . When you have the help of your family.

CUB SCOUT 5: Thanks for coming! Come again!

CUB SCOUT 6: Enjoy this time. We'll soon be men.

CHEERS

Spotlight Cheer. Instruct all pack members to bring their hands up to their eyebrows and shade their eyes as if looking into a bright light. The Cubmaster shouts: "The spotlight's on you!"

Awesome Cheer. Shout out the word "awesome." Stretch out the phrase "aaaaawwww-www" and raise your voice; then shout "some!"

REFRESHMENTS: SNACK BAR

"Moviegoers" exchange vouchers for small candy bars, bags of popcorn, and drinks at the snack bar.

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May Pack Program Page: In the Spotlight

ACADEMICS AND SPORTS PROGRAM

Cub Scout Academics

Music. Cub Scouts will have fun showing off their musical talents in front of an audience at this month's pack meeting. They will also be able to earn the Music belt loop and pin.

Art. For anyone with artistic talent, this is a great month to bring an art project to the pack meeting and to earn the Art belt loop and pin.

Cub Scout Sports

Badminton. Badminton is fun and easy to learn. Boys will enjoy playing a game of badminton with other Cub Scouts or with family. After earning the Badminton belt loop, boys may choose to earn the pin.

Bicycling. Safety is the focus for earning the Bicycling belt loop. Knowing how to ride safely will reduce bicycle accidents. Boys may choose to earn the challenging Bicycling pin.

DID YOU KNOW?

Personal Health and Medical Record, No. 34414

Class 1 can be completed by a parent and is to be updated annually. This form is required for those who will be attending day camp, overnight hikes, or other programs not exceeding 72 hours. Class 2 is required for those attending resident camp lasting longer than 72 consecutive hours. Class 2 requires the signature of a physician or licensed health-care practitioner. See the *Personal Health and Medical Record* form for details.

GOOD TURN FOR AMERICA

Take your show on the road. Make arrangements to put on a talent show at a nursing home or children's hospital. The people there will enjoy the energy and enthusiasm of your Cub Scout pack. Make sure the program the pack presents is age-appropriate and has proper adult supervision. See that safety guidelines are met and the pack follows the *Guide to Safe Scouting*. Visit www.goodturnforamerica.org for more information.

BSA RESOURCES HIGHLIGHT

Online Learning Center. Help and training on a wide variety of topics are just a click away. Visit the BSA Online Learning Center at <http://olc.scouting.org> to find the Fast Start training for Cub Scout leader positions, Safe Swim Defense, Youth Protection training, and more. All the learning experiences are designed to help leaders provide a quality Scouting experience for youth, and the information is accessible from the comfort of your own home or other convenient location.

PACK LEADERS' PLANNING MEETING

Pack leaders meet a week or two before the May pack meeting to check final details and plan den and pack activities for June.

- Review the plans for the May pack meeting. Will the boys and their families be participating in a variety show? Den leaders should phone each family to see what they will do at the show and what special equipment may be needed. Assign a committee member to create a program with the performance order of those performing. Send invitations with "admission tickets" to each family.
- Discuss the pack's plans for a Good Turn.
- June's theme is Hoop-de-Doo! What special arrangements are needed?

- The pack trainer conducts Unit Leadership Enhancement No. 7, Membership. Select a topic for next month's pack leaders' meeting.

LOOKING AHEAD

Is your pack planning for summer? Summer den and pack activities are informal and often held outdoors. You may choose to ask families to help with the leadership. Are the dens registered for day camp or resident camp?

The annual pack program planning conference is right around the corner. Be sure all pack members know the date, place, and time for this important annual meeting.

PACK TRAINER HIGHLIGHTS

Have the pack leaders received the recognitions they've been working toward? Follow up with district leaders if they haven't.

The Cub Scout program is year-round, and so are roundtables. Encourage leaders to attend the monthly roundtable.

Take an inventory of the leaders who currently serve in your pack. Are your pack leaders going to continue? Do any positions need to be filled?

SPECIAL: NATIONAL SUMMERTIME PACK AWARD

Boys deserve a year-round program—Cub Scouting is there for them. The purpose of the National Summertime Pack Award is to encourage packs to provide a year-round program by continuing to meet when school is out for several weeks or months.

If your pack is in a "year-round school" that has several three- to four-week breaks at various times during the year, you could earn the National Summertime Pack Award by having a special pack activity during those breaks. This gives all packs an opportunity to earn the award. See the *Cub Scout Leader Book* for more information.



This is a good time to learn and play basketball while you learn about sportsmanship. Have a member of the high school basketball team (preferably a Boy Scout or Venturer) teach the boys the rules of basketball; then play a game in the pack, with older boys and younger boys balancing each team. Play other games such as ring toss, hoop games, soap bubble contests, and hoop obstacle course. Start working on the National Summertime Pack Award or Cub Scout Outdoor Activity Award. The boys will be able to earn the Basketball belt loop and pin or another

Sports belt loop and pin of their choice, including the Physical Fitness belt loop and pin.



Pack Planning

The pack meeting this month will be very active. Be sure the location is suitable for playing a variety of games. Appoint the following committees:

Decorations Committee. Make and hang brightly colored posters in the parking lot and the pack meeting site. Decorate the area with basketball hoops and large plastic hoops.

Welcoming Committee. Station one or two people at the parking lot to give directions to the meeting site. At the meeting area, welcome everyone and direct families to the gathering activity.

Program Committee. Ensure there is a U.S. flag and stand. Determine where the games will be played.

Refreshments Committee. Purchase doughnuts or other refreshments as desired. Don't forget the napkins. A creative method for hand-washing in the outdoor setting will be important.

Some of the purposes of Cub Scouting developed through this month's theme include:

Sportsmanship. Cub Scouts learn that playing fairly is more important than winning.

Family Understanding. Families will have fun playing together.

This theme is designed to promote character development by emphasizing these core values:

Health and Fitness. Boys discover that fresh air and exercise go hand in hand as they play outside.

Perseverance. Some youth naturally do well in sports. For others, playing sports requires lots of practice and effort. With encouragement and persistence, these youth can also excel.



Membership Moment

Team sports require just that—a team or group of people who are interested in the same sport. A Cub Scout den requires a group of boys who are interested in having fun! Every boy deserves to be invited to join in the fun. Invite a boy to join your pack today.



Pack Meeting

BEFORE THE MEETING

All committees arrive early to set up their sections of the meeting area. The decorations committee decorates the area with basketball hoops and large plastic hoops. The program committee sets up the U.S. flag for the opening ceremony. Set out awards. The refreshments committee prepares an area to serve refreshments.

GATHERING

The welcoming committee greets families as they arrive. Direct Cub Scouts to the area designated for displaying den projects. Explain the Ring Flip gathering activity (page 45).

MAIN PART OF THE MEETING

Opening

Conduct the America opening ceremony (page 45).

Prayer

A preselected Cub Scout gives the Good Sportsmanship prayer (page 45).

Welcome and Introductions

The Cubmaster, dressed in basketball or referee clothes, welcomes everyone. Conduct the This Is Cub Scouting ceremony (page 45) to welcome families who have recently joined your pack.

Song

The song leader leads "Roll, Roll, Roll a Hoop" (page 45).

Den Demonstrations

Dens show and explain their den projects.

Games

Explain where the various stations for games are located and the rules for the games. Play Hamster Hoop (page 46) or other games.

Recognition

Conduct the Basketball All-Stars advancement ceremony (page 46) or select a different recognition ceremony from *Cub Scout Ceremonies for Dens and Packs*.

Announcements

Announce the plans for the upcoming pack Good Turn for America project. Announce the date, time, and location for next month's Celebrate Freedom pack meeting.

Cubmaster's Minute

The Cubmaster gives the Let's Be a Team Cubmaster's Minute (page 46).

Closing

The assistant Cubmaster gives the A Good Sport Is ... closing ceremony (page 46).



Cubmaster Corner

Balance in the Pack Meeting

Presenting awards is an important element of the pack meeting. Pack meetings are also a time for dens to showcase their skills and projects and for families to be involved with their boys.

As important as recognition is, playing games and having fun are also important. A wise Cubmaster avoids having a meeting that consists of just one element. By including the seven parts of a pack meeting—Before the Meeting, Gathering,

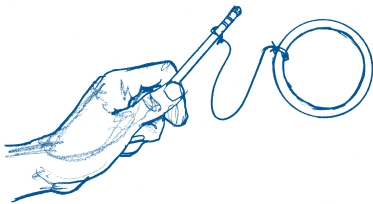
Opening, Program, Recognition, Closing, and After the Meeting—you can be sure every pack meeting will have balance and purpose.



Ceremonies, Games, Songs, Stunts

GATHERING ACTIVITY: RING FLIP

Materials: Lid from a margarine or similar container; string; pencil or dowel



Cut the center out of the lid. Tie one end of the string to the pencil and the other end to the ring. Flip the ring and try to catch it on the pencil.

GATHERING ACTIVITY: STAND THE BOTTLE

Materials: 12-by-12-inch piece of wood; 1-by-2-by-36-inch wood; 4-foot pole; 24 inches of string; metal ring; bottle with neck

Preparation: Cut 1-by-2-by-36-inch wood into thirds. Attach the resulting 12-inch pieces to three sides of 12-by-12-inch wood to make the base. Tie one end of string to pole and the other end to ring.



To play: The object is to hold the pole, loop the ring over the bottle, and stand the bottle up in the wooden base.

OPENING CEREMONY: AMERICA

Materials: Cards (made of poster board) with large letters *A, M, E, R, I, C,* and *A* on the fronts; corresponding lines to be read on the backs

Personnel: Leader; seven Cub Scouts who hold up the letters one at a time and read their lines

A is for athletes who do their best.

M is for muscle building, putting us to the test.

E is for exercise, building strength and brawn.

R is for running. Just look, then we're gone!

I is for individuals who try always to achieve.

C is for courage to do and believe.

A is for active, and active we'll be!

LEADER: We're proud to live in America, the home of the free. Audience, please stand and repeat the Pledge of Allegiance.

PRAYER: GOOD SPORTSMANSHIP

We are thankful for the fresh air and for good friends. We are thankful for our Cub Scout pack and ask that You help us to show good sportsmanship. Amen.

FAMILY WELCOME CEREMONY: THIS IS CUB SCOUTING

Welcome the families of Cub Scouts who were recruited to join your pack recently.

PARENT 1: Some people think Cub Scouting is only for boys, but it isn't. Cub Scouting is for the family.

PARENT 2: As families work in Cub Scouting, they learn new things, spend time together, and have fun.

PARENT 3: Cub Scouts promise to help other people and to do their best. When parents sign their boys' membership application, they make this pledge: "We will help our son do his best."

PARENT 4: Cub Scouting is a stepping-stone toward becoming a Boy Scout and ultimately an Eagle Scout.

PARENT 5: Cub Scouting operates to strengthen the home and family.

PARENT 6: Your son has only a few more years of boyhood left. What you do together today is important. Tomorrow may be too late.

CUBMASTER: Will all families pledge their support to Cub Scouting? Now, join with the Cub Scouts in saying the Law of the Pack.

SONG: ROLL, ROLL, ROLL A HOOP

Tune: "Row, Row, Row Your Boat"

Roll, roll, roll a hoop
Gently on the sand;
Watch it roll so awkwardly.
I wonder when it'll land.

Bounce, bounce, bounce the ball
Up and down the court.
Throw the ball into the hoop;
Basketball's my sport!

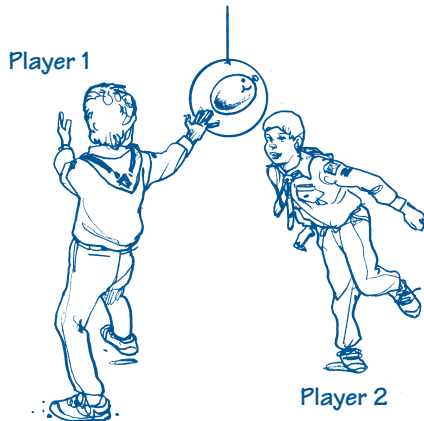
Blow, blow, blow the wand;
Coat the wand with soap.

Blowing bubbles big and small;
This soap's my bath, I hope!

GAMES

Hamster Hoop

Materials: Two paper plates for each team, scissors, stapler, string, balloons, markers



Preparation: Cut the center out of the paper plates, leaving ½-inch rim intact. Staple the rims together. With string, suspend the hoop from the ceiling or from a tree limb so it is shoulder-height for boys. Inflate balloons and, if desired, draw hamster faces on them.

Form teams of two. The object is to tap the balloon “hamster” back and forth through the twirling hoop as quickly as possible 10 times. Set the hoop in motion and give the hamster to one of the players. He lightly taps it through the hoop to his teammate, who then taps it back. If the hamster falls to the ground, the team starts over in their count.

Hoop Quoits

Equipment: Two 18-inch posts; large plastic hoops



Place two posts in the ground 15 to 20 feet apart. To play, ring the posts with plastic hoops as in horseshoes.

Hoop-de-Doo!

Equipment: Chairs, large hoop

One boy is chosen to be “It.” He holds a large hoop and stands in the center of a large circle of boys sitting on chairs, one chair for each player except “It.” The boys leave their chairs and start walking in a circle around the outside perimeter

of the chairs, whispering “hoop-de-doo” over and over. “It” tosses his hoop into the middle of the circle of chairs and shouts, “Hoop-de-doo!” All boys scramble for seats. The boy without a chair is the new “It.”

Sidewinder Jump

Materials: 8-foot rope, cardboard, paints, empty film canisters or clean prescription medicine bottles, dried beans or rice, chenille stems, glue or tape

To make the snake: Ahead of time, cut and paint a piece of thick cardboard to resemble a rattle-snake’s diamond-patterned head; glue the head to one end of the rope. On the other end, create a rattle: Punch a hole in the top of each film canister or prescription bottle and poke a chenille stem through, balling up the end under the cap to keep it from slipping out. Fill each canister with a teaspoon of dried beans or rice. Glue or tape the canister or bottle shut. Then secure the chenille stems around the tail end of the rope.

To play: Players hold each end of the rattle-snake rope and whisk it back and forth along the ground. Cub Scouts try to jump over the wriggling snake without touching it.

ADVANCEMENT CEREMONY: BASKETBALL ALL-STARS

CUBMASTER: Tonight we are pleased to honor the basketball team of Pack _____. These boys have been practicing and deserve recognition for their excellence, diligence, and accomplishments. Would (*name*) and his coaches (his family) please come forward? Receiving his (*rank*) award was a real slam dunk. (*Call up the boy and his coaches for each award. Other possible remarks:*) He made a three-pointer but that’s not all. He also earned his (*award*). He can make points from the free throw line, and he earned his (*award*). Not only was he the highest scorer, he is also receiving his (*award*).

CUBMASTER’S MINUTE: LET’S BE A TEAM

Materials: Four cards with the letters T, E, A, and M; four table easels

Pick up each card one at a time and place on easel for everyone to see.

T is for together.

E is for everyone.

A is for all.

M is for many.

There is no “I” in *team*. It takes everyone working together to be a team. Let’s think of our pack as a team and work together. Let’s give each other encouragement and support.

CLOSING CEREMONY: A GOOD SPORT IS . . .

ASSISTANT CUBMASTER: You hear a lot of talk about being a good sport, but what does it mean? A good sport learns the rules so he won’t break them. He competes with all his heart, striving to win over his competitors. If he does win, he doesn’t act smug, but instead compliments the losers for the good job they did. If he loses, he accepts the fact and tries to figure out why. Maybe he can win the next time. A good sport accepts defeat, congratulates the winners, learns how he can improve, and determines to do better the next time.

SKIT: FAMILY ATHLETE

CUB SCOUT 1: Are there any athletes in your family?

CUB SCOUT 2: Yep. My brother’s been playing basketball for five years.

CUB SCOUT 1: Wow! He must be really tired!

CHEERS AND APPLAUSES

He Scores! Cheer. Pretend you are bouncing a basketball, then shoot the “ball” into an imaginary basketball hoop. Shout, “He scores!”

Basketball Applause. The Cubmaster holds a basketball. When you are holding the ball, everyone is quiet. When the ball leaves your hands, everyone claps and cheers.

CUB SCOUT LEADER RECOGNITION

Present your current leaders with small tokens to demonstrate that the pack members appreciate their service to the pack and to Cub Scouting:

Cone Award. For the person who can lick any job (mount an ice cream cone on a base). Consider adding a gift certificate to a local ice creamery.

Silver or Gold Spoon Award. For the person who really digs in to help (spray-paint a plastic spoon and mount on a plaque). Consider adding a small plant as a gift.

Lifesaver Award. Mount a Life Savers candy on a base and present to the person in your pack who saved you.

Key to Successful Scouting. Cut out a key and give it to leaders who are the key to the success of your program.

Order of the Bear Award. For the leader who

did a “bear-y good job” or made things “bearable” or did their “bear-y best.” Use any type of bear (stuffed animal, ceramic, etc.). It can be mounted on a plaque or simply presented to the recipient.

HAND-WASHING STATION

Hand washing is essential for outings where any food will be served. If there is no water source at your pack meeting site, be sure to plan ahead. Liquid hand sanitizer or disposable wet wipes may serve your needs. Here are two other ideas for hand washing:

June Pack Program Page: Hoop-de-Do!

ACADEMICS AND SPORTS PROGRAM

Cub Scout Academics

Communicating. Communication skills are important in everyday life, and that includes playing sports. To be successful, team members need to give and understand instructions. By practicing the skills of reading, writing, and telling stories, boys may be able to earn the Communicating belt loop and pin.

Cub Scout Sports

Basketball. Let’s shoot some hoops! This month naturally lends itself to boys earning the Basketball belt loop and pin.

Physical Fitness. Being in good physical condition will serve boys well today and in the future. Encourage the boys in your den and pack to earn the Physical Fitness belt loop and pin.

DID YOU KNOW?

Young Athletes’ Bill of Rights

In Cub Scout Sports, boys can play and earn belt loops and pins in 21 different sports at the pack, den, or individual level. Ten rights should be built into every sports activity for Cub Scouts. Be sure to implement these rights into every sports program. See the *Cub Scout Academics and Sports Program Guide* for more information.

GOOD TURN FOR AMERICA

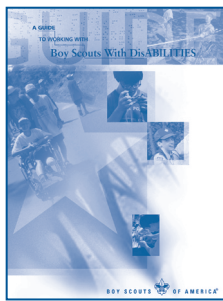
Consider conducting a sports equipment drive for use at youth facilities including shelters. Equipment could be new or used but should be in good condition. Collect from your pack members. Also collect gently used equipment from your local Boy Scout troop. Publicize your equipment drive and solicit contributions from the local middle school and high school. Be sure to report all time spent in your Good Turn for America project.

Soap on a Rope. Slip a bar of soap into the toe end of a clean nylon pantyhose leg. Tie to a water spigot or to the handle of a milk jug filled with clean water. Tip the jug and scrub hands with the attached soap.

Portable Water Spigot. Laundry soap containers can make good water jugs. Some of the newer plastic containers have a spigot built in. Simply rinse well and fill with clean water. Tip on the side and push in the spigot to release the water you need.

BSA RESOURCES HIGHLIGHT

A Guide to Working With Youth With Disabilities (No. 33056C).



Scouting is for all youth, regardless of any disability a boy may have. Disabilities are of many types and levels. The *Scouting for Youth With Disabilities Manual* and the chapter in the *Cub Scout Leader How-To Book* will help leaders know how best to serve youth with disabilities or special needs.

PACK LEADERS’ PLANNING MEETING

Pack leaders meet a week or two before the pack meeting to check final details and prepare for this meeting and next month’s.

- Ensure that an outdoor location with adequate facilities has been secured for the pack meeting. Send notes home with boys or e-mail families to let them know if the pack meeting location or time is different from usual.
- Discuss the pack’s plans for a Good Turn.
- Begin planning for the July pack meeting. July’s theme is Celebrate Freedom. Will the pack participate in an Independence Day parade? It’s a good way to publicize Scouting and showcase good citizenship to the community.
- The pack trainer conducts Unit Leadership Enhancement No. 8, National Awards. Emphasize how the pack can earn the National Summertime Pack Award. See the *Cub Scout Leader Book* for suggested topics and select a topic for next month.

Get special
100th Anniversary
Program Helps at
www.Scouting.org/100years



LOOKING AHEAD

During the summer, families may be leaving for vacations. Ensure there will be adequate leadership for den meetings and pack meetings. Make the necessary arrangements to recruit parents to fill in as needed.

PACK TRAINER HIGHLIGHT

Leaders should strive to earn and wear their leader recognition awards. The awards show boys and other adults that the leaders have also completed the requirements for recognition. Review the recognitions earned by the pack leaders. Do any leaders need the required forms for obtaining any awards they have earned?

ANNUAL PACK PROGRAM PLANNING CONFERENCE

Plan now for your annual pack program planning conference.

- Coordinate with your regular meeting place and solidify dates for all meetings. Put these on the pack calendar, scheduled in advance. Follow up when the calendar is complete to be sure your reservations are accurate.
- Add special events. Don’t forget the pinewood derby and raingutter regatta. Perhaps add a new special event. The *Cub Scout Leader How-To Book* has some excellent suggestions.
- Add service opportunities such as park cleanups, neighborhood plantings, or food or clothing drives.

See the *Cub Scout Leader Book* for step-by-step directions to a great annual pack program planning conference. When it’s complete, be sure to create a calendar, share it with all pack members, and have it available for fall recruiting of new families.



JULY 2010



Celebrate America's freedom, declared on July 4, 1776, with patriotic songs, games, and family fun. Discover what makes America so special to us. Decide on a birthday present your pack can give to America by doing a service project and a Good Turn for America. Participate as a den or pack in an Independence Day parade. Enjoy the beauty of our country by participating in outdoor activities. Have a pack barbeque or family gathering and share some family heritage about coming to our great nation. Design and serve a birthday cake and sing to America! Earn the Citizenship and Heritages belt loops and pins.



Pack Planning

July brings summer patriotic fun as the pack meeting moves outdoors. Check with your city to see if you can reserve an area for the pack. If you can't, make your program flexible. Must you have that basketball court? How about access to a grill? If possible, choose a park with adequate shade trees.

Combine a picnic with a sports day. Plan activities that will help boys qualify for Cub Scout Sports belt loops or physical fitness activities in the Tiger Cub, Wolf, Bear, and Webelos handbooks. It's much more fun to do these activities with family members and friends. In most packs, boys have just moved up to new dens.

Appoint the following committees to help prepare for and lead this month's pack meeting. If your event is to be in a public area, consider having special activities for onlookers to participate in. Assign this task to additional helpers.

Arrangements Committee. Secure a site for the picnic; prepare tables and decorations. Have a display area for family heritage memorabilia.

Decorations Committee. Decorate with plenty of red, white, and blue streamers, balloons, and stars.

Program Committee. Coordinate games, skits, demonstrations, and family activities for all age groups attending.

Food Committee. Consider asking each family to bring a food item that represents their heritage. The pack could provide apple pie for dessert.

Cleanup Committee. Call on den families to help clean up.

Celebrate Freedom

Webelos Activity Badges: **Aquanaut/Geologist**

Some of the purposes of Cub Scouting developed through this month's theme include:

Character Development. The Cub Scout experience provides boys with activities that reinforce good character traits.

Respectful Relationships. In their activities this month, boys are encouraged to show respect for each other in all that they do.

This theme is designed to promote character development by emphasizing these core values:

Citizenship. This month we celebrate the history and traditions of our country in ways that encourage good citizenship in all Cub Scouts and their families.

Respect. Respect for our country and for others is emphasized this month.



Membership Moment

Did you know that most boys who drop out of Cub Scouting do so in May, June, and September? Did you know that dens that meet more often have higher retention rates?

When holding this month's event out in public, bring along youth applications and encourage passersby to come and join in the fun of your pack meeting. Share your next pack meeting date, location, and time and invite them to come again.



Pack Meeting

BEFORE THE MEETING

Committee members arrive at the pack meeting site as early as possible to set up. Make sure that signs leading to the site are put out and that display and food areas are available.

GATHERING

As families arrive, greeters welcome them and show dens where to set up their displays. Give each family paper and crayons or pieces of colored construction paper and ask them to design a new American flag. After the designs are finished, take a vote to see which design wins.

MAIN PART OF THE MEETING

Opening

Conduct the Patriotic opening ceremony (page 49) or choose another ceremony from *Cub Scout Ceremonies for Dens and Packs*.

Prayer

Invite everyone to prepare for prayer in their own custom. A preselected Cub Scout offers the Freedom prayer (page 49).

Welcome and Introductions

The Cubmaster may wear an Uncle Sam–type costume. Welcome everyone to the pack picnic and sports event and introduce guests. Thank the committee members for their work in organizing the picnic. Have all families who designed a flag come up and be recognized.

Song

The pack song leader leads “God Bless America” (*Cub Scout Songbook*).

Den Demonstrations

Dens contribute to the pack meeting by sharing a skit or song. Webelos Scouts may present information from their activities.

Game

Play Ring the Liberty Bell (page 49).

Recognition

Conduct the Fireworks advancement ceremony (page 50) or choose a different ceremony from *Cub Scout Ceremonies for Dens and Packs*.

Announcements

Make brief announcements. Also have the information in a pack newsletter or handout for all families.

Cubmaster’s Minute

The Cubmaster shares All Aboard the U.S. *Citizenship* (page 50).

Closing

Conduct the I Believe in America closing (page 50) or select a different ceremony from *Cub Scout Ceremonies for Dens and Packs*.



Cubmaster Corner

The Making of an Interesting Cubmaster’s Minute

It can have music or props. It should have strong appeal for youth. It should offer variety. It should instill the deeper values of Scouting.

It can be fun or serious, but it should be something the boys will remember. It should contribute toward the development and maintenance of strong family relationships. It should be simple, within the capability and interests of Scouting members and parents.

It should be short, thus the name “Cubmaster’s Minute.”



Ceremonies, Games, Songs, Stunts

GATHERING: FLAG MIX-UP

Find or draw a sufficient number of different pictures (such as postcards, calendar pages, pictures from magazines) that contain a U.S. flag somewhere within the picture and cut them into several pieces, leaving the flag portion of the picture intact. Prepare enough for one for each attendee. Mix and distribute the flag picture pieces as people arrive at the meeting. Ask people to find the people who are holding the other pieces of their flag picture and introduce themselves to each other.

OPENING CEREMONY: PATRIOTIC

Preparation: Set up the U.S. flag. In the text below, four Cub Scouts in uniform have speaking parts, but the lines can be allocated to accommodate any number of boys.

CUB SCOUT 1: Here’s to the red of it.

There’s not a thread of it,
No, not a shred of it,
In all the spread of it,
From foot to head,
But heroes bled for it,
Faced steel and lead for it,
Precious blood shed for it,
Bathing it red!

CUB SCOUT 2: Here’s to the blue of it.

Beauteous view of it,

Heavenly hue of it,
Star-spangled dew of it,
Constant and true;
States stand supreme for it;
Liberty’s beam for it
Brightens the blue!

CUB SCOUT 3: Here’s to the white of it.

Thrilled by the sight of it,
Who knows the right of it?
But feels the might of it,
Through day and night.
Womanhood’s care of it
Made manhood dare for it.
Purity’s prayer for it
Keeps it so white!

CUB SCOUT 4: Here’s to the whole of it.

Stars, stripes, and pole of it,
Body and soul of it,
Oh, the roll and wave of it,
Sun shining through.
Hearts in accord for it,
Swear by the sword for it,
Thanking the Lord for it,
Red, white, and blue!

Please rise and join us in the
Pledge of Allegiance.

PRAYER: FREEDOM

Dear God, we thank Thee today and every day for the freedoms we have and for our families to enjoy them with. Amen.

GAMES

Ring the Liberty Bell

Materials: For each team, a bell, wire coat hanger, rope or heavy cord, small rubber ball

Preparation: Bend a coat hanger into a hoop, with the hook at the top. Hang a bell in the middle of the hoop with rope; hook the hoop to a low tree branch.

To play: Individuals or teams may play. Players take turns trying to throw a small ball through the hoop. A person stands on the other side of the hoop to catch the ball. Keep score as points are made: Each time the bell is rung, the player scores three points; two points if the ball goes through the hoop without touching the bell; one point if the ball hits the hoop. Each player throws the ball only once per turn and gets five turns. After everyone is finished, add up the points scored by individuals or by teams. The player or team with the highest score wins.

Red, White, and Blue Tail Tag

Equipment: Red, white, and blue crepe paper streamers

Form three teams, each assigned one color. Players tie a long streamer around their waists so they have a tail about 2 feet long hanging behind. The object is to rip off the opposing teams’ tails. Once a player’s tail is ripped off, he must go to the sidelines or a designated “home” area for his team. He may not try to remove any more tails that round. The last team with at

least one tail intact is the winner. At the end of the game, remind the players to Leave No Trace and pick up all of the tail pieces.

ADVANCEMENT CEREMONY: FIREWORKS

CUBMASTER: When we think of the Fourth of July, we think of fireworks, picnics, and having fun. All of the fun things we do are in celebration of our American independence. The fireworks we enjoy represent the battles Americans fought 200 years ago . . . battles that won the freedoms we have today.

In Cub Scouts, each boy must fight his own battles to complete the achievements required to earn ever-higher ranks. Let's use fireworks to represent these "battles."

The sparkler represents the new Bobcat—a boy eager to join the Cub Scout pack. He has a fiery enthusiasm as he begins his battle for the Tiger Cub rank. As we recognize all those boys who have earned their Bobcat badge this month, will the following boys and their parents please come forward?

The firecracker represents a boy who has the spark and has successfully completed family activities, den activities, and Go See It adventures with his den and adult partner. Will the adult partners and the Tiger Cubs come forward?

The Roman candle represents a boy who has fought and conquered the 12 achievements required for the rank of Wolf. He, with the help of his parents, has fought well. Will the following boys and their parents come forward and receive the Wolf badge?

As a boy gains in years and experience, he uses the things he has learned to help him fight increasingly difficult battles. Such is the case of the Cub Scout who has fought his way to the Bear rank. We represent him with the fountains that spread the glow of fireworks. He has reached new heights of learning, ending in an explosion of new abilities. Will these boys and their parents please come forward?

The brilliance and color of pinwheel fireworks represent the boy who is ready to receive his Webelos badge. He is now mature enough to battle for more of the 20 activity badges and to work toward the greatest victory in Cub Scouting—the Arrow of Light Award. Will the following boys and their parents come forward?

And now, the skyrocket represents the Webelos Scout who has fought his way to the top. He has soared to the highest point in Cub Scouting—the Arrow of Light. Victory is his. He is now prepared to cross over to the adventures of Boy Scouting.

All of our Cub Scouts are continuously fighting their biggest battle—learning to live with themselves and do the right thing. Victory is theirs when they follow the Cub Scout motto: *Do Your Best*.

Advancement Ceremonies and Props: More Ideas
Have George Washington, Abe Lincoln, Betsy Ross, etc., give awards.

Use a large Liberty-type bell and ring it each time a boy receives an award. Cut Liberty Bells from heavy cardstock. Cut a center hole and hang on a door or a wooden dowel. Tape awards to the Liberty Bells.

Give each boy a red-white-and-blue patriotic hat to wear when he receives his award.

CUBMASTER'S MINUTE: ALL ABOARD THE U.S. CITIZENSHIP

Props: Cubmaster could wear a sailor hat.

Let's take a cruise aboard the U.S. *Citizenship*. Be proud of your country! Keep your pledge to your flag. Be dependable and responsible. Help those less fortunate. Be cooperative. Be polite. Obey the laws. Keep America beautiful! As we return to port, I hope you will continue to sail on the U.S. *Citizenship*.

CLOSING: I BELIEVE IN AMERICA

Arrangement: Six Cub Scouts around flag stand or holding small flags

CUB SCOUT 1: I believe in America!

CUB SCOUT 2: I believe in this great land where freedom and opportunity are more than just words.

CUB SCOUT 3: I believe that we, as a nation, place our basic trust and hope in God.

CUB SCOUT 4: I believe that, despite any challenges, we as Americans will continue to be a strong and law-abiding country.

CUB SCOUT 5: I believe that as a nation we have our faults, but I also believe we are trying to overcome them.

CUB SCOUT 6: I believe in America! Please join us in singing "America."

SKIT: FIREWORKS

Personnel: Five Cub Scouts

CUB SCOUT 1 (*stands looking up into the sky*): Oooh, ahhhh!

CUB SCOUT 2 (*walks up to first boy; follows his lead and looks up*): What are you looking at?

CUB SCOUT 1: Fireworks! Want to watch with me?

CUB SCOUT 2: Yeah!

CUB SCOUTS 1 and 2: Oooh, ahhhh!

CUB SCOUT 3 (*walks up to first two boys and looks up*): What are you looking at?

CUB SCOUT 2: Fireworks! Want to watch with us?

CUB SCOUT 3: Yeah!

CUB SCOUTS 1, 2, and 3: Oooh, ahhhh!

CUB SCOUT 4 (*walks up to first three boys and looks up*): What are you looking at?

CUB SCOUT 3: Fireworks! Want to watch with us?

CUB SCOUT 4: Yeah!

CUB SCOUT 5 (*walks up to the group*): What are you all looking at?

ALL: Fireworks!

CUB SCOUT 5: Those aren't fireworks. They're fireflies!

CUB SCOUT 1: Oh! I just thought the fireworks were really far away! (*Walks off*)

CHEERS

Eagle Cheer. Lock thumbs and flap fingers like wings; say, "Cree, cree, cree."

USA Cheer. Shout "U-S-A" and thrust right hand with doubled fist skyward, then shout "Hooray, onward and upward!"

Constitution Cheer. Shout: "We, the people, *approve!*"

REFRESHMENTS: APPLE PIE

Serve homemade or store-bought pie, or purchase apple turnovers.

July Pack Program Page: Celebrate Freedom

ACADEMICS AND SPORTS PROGRAM

Cub Scout Academics

Citizenship. Don't take your American citizenship for granted. Boys can take time to learn what makes America great and earn the Citizenship belt loop and pin.

Heritages. America is a rich mixture of ethnic backgrounds. Boys will find it interesting to learn about their heritage, including how and why their ancestors came to America. They may choose to earn the Heritages belt loop and pin.

Cub Scout Sports

Baseball. In the late 19th and early 20th century, kids played baseball after school, on weekends, and during the summer. It was how America passed the time. So put down the video games and play ball! Earn the Baseball belt loop and pin.

Ultimate. Being outside, breathing fresh air, and getting exercise—that's the game of ultimate! Boys will have fun playing this energetic game, and they can earn the Ultimate belt loop and pin.

DID YOU KNOW?

Leave No Trace Frontcountry Guidelines

Before participating in outdoor activities, all Cub Scouts should review the Leave No Trace Frontcountry Guidelines so they can enjoy the outdoors and make sure others can, too. Boys pledge to plan ahead, stick to trails, manage their pet, leave what they find, respect other visitors, and trash their trash. For more information, review the Leave No Trace pledge in the youth handbooks and review BSA publication No. 13-032, www.scouting.org/cubscouts/resources/leavenotrace.aspx.

GOOD TURN FOR AMERICA

Spreading out a blanket and having a picnic—it's what many people will do during the Independence Day celebration. Others won't be so lucky. One of the responsibilities of a good citizen is to help those who are less fortunate. Families can donate an extra blanket for a shelter. Colder months will be here before you know it, and those who are homeless will appreciate a warm blanket.

BSA RESOURCES HIGHLIGHT

Your Flag (No. 33188A). This resource will help den and pack leaders teach boys proper etiquette for displaying the flag and how to coordinate detailed, inspirational flag ceremonies. Additionally, it provides general information on the history of our country's flag. This is a good resource book for every den and pack to have and refer to regularly.



PACK LEADERS' PLANNING MEETING

Pack leaders meet a week or two before the pack meeting to check final details for this month's meeting and to start plans for the August meeting.

- Summer is a time for informal meetings. Try to get parents involved in planning and carrying out summer meetings. This gives leaders a break and allows others to take a more active role in the pack.
- The July meeting will be a picnic and game day with many tasks to complete. Try to get every pack adult involved. See the *Cub Scout Leader How-To Book* for pack picnic suggestions. The *Cub Scout Academics and Sports Program Guide* has suggested sports to play.
- The pack trainer leads Unit Leadership Enhancement No. 14, Program Evaluation. After evaluating the different elements of the den and pack program, the pack committee will better understand the issues they need to address during the annual pack program planning conference.

LOOKING AHEAD

Make plans to conduct the annual pack program planning conference. Pack leaders will provide input and evaluation of this year's program, as well as what they would like to see for next year.

Make arrangements for a recruiting night to take place in August and September. If you distribute materials in schools, many require that materials to be distributed to students must be available at least a month in advance.

PACK TRAINER HIGHLIGHTS

Any leaders who have not attended Cub Scout Leader Position-Specific Training should be directed to the next available course in your area. Plan now to provide a complete list of training opportunities and supplemental training dates. Many councils will support and provide a Wood Badge training course for more advanced training for Cub Scout leaders. Be sure you have the dates, costs, and registration details for pack leaders.

SPECIAL: ROUNDUP IS COMING

It's time to start planning your pack's fall Join Cub Scouting roundup. But when the roundup has ended, getting the word out about Scouting should continue year-round. Many boys who don't get the flier from school, or who miss a classroom talk, would still like to join a Cub Scout pack. Get the word out that joining is not limited to that one roundup. A letter in the paper, a brochure at the chamber of commerce, or a poster in a school hallway can go a long way toward letting people know. Be creative. Lots of boys out there would love to be Cub Scouts.

A personal invitation from a school friend can make all the difference in whether a boy becomes a Cub Scout. We can't help change lives if the boys aren't participating in the program.



AUGUST 2010

▶▶▶ Waves of Fun

Webelos Activity Badges: **Naturalist/Forester**



Jump in and make a big splash exploring water and waves. Adventure awaits in one of Earth's final frontiers, the depths of the ocean. Creatures never imagined can be found there. What does the ocean floor look like? The den could discover what makes a boat float, learn about different sea vessels, even make their own boats. The pack can celebrate with a beach party (no beach required) and family picnic. Top it off with a raingutter regatta. Earn the National Summertime Pack Award. This is a fun month

to bring a friend! Teach water safety and practice the buddy system while having fun and earning the Swimming belt loop and pin.



Pack Planning

A family picnic, a game day, a pack meeting built around a service project, or a raingutter regatta—the August pack meeting is a good time to bring families together in the outdoors. And it's a good month for Cub Scouts to invite a friend to the pack meeting. Appoint the following committees:

Decorations Committee. Provide an ocean-themed setting.

Welcoming Committee. Welcome all pack members as they arrive and have activities available for families to do while waiting for the main events to begin.

Program Committee. Ensure that all props and supplies for advancement, recognition, opening, and closing ceremonies are ready.

Refreshments Committee. Organize tables and set up an area for food items brought by families.

Some of the purposes of Cub Scouting developed through this month's theme include:

Fun and Adventure. Boys will become more self-assured as they experience the fun and adventure of this month's activities.

Personal Achievement. Boys who learn swimming basics gain an important skill that will last a lifetime.

This theme is designed to promote character development by emphasizing these core values:

Perseverance. The first step in the water is the first step to being a confident swimmer. Boys learn perseverance in this and many other skills through Cub Scouting.

Courage. Boys learn courage as they share their activities, skits, or songs in front of the whole pack.



Membership Moment

This pack meeting will be outdoors and may be in a public place. Festive decorations will draw passersby to your area. Be ready to welcome them and explain the Cub Scout program. Be ready to share your recruitment-night plans, too.



Pack Meeting

BEFORE THE MEETING

All committees arrive early to set up and be sure that preparations are ready when families start to arrive. The setting sets the tone for the meeting. The decorations committee uses the outdoors as the setting or creates a warm and inviting setting that resembles a beach. Ocean-themed decorations, marine creatures, etc., will give the boys the opportunity to learn more about the areas they've been looking at this month.

The program committee makes sure all the items necessary for the opening, advancement, and closing ceremonies are available and ready. Set up the raingutter regatta track in a visible area, yet slightly removed from other activities to avoid accidents.

GATHERING

The welcoming committee greets each member, leader, and guest as they arrive. Cub Scouts and parents participate in the Leave No Trace Scavenger Hunt (page 53).

MAIN PART OF THE MEETING

Opening

Use the Waves of Fun opening ceremony (page 53) or select a different ceremony from *Cub Scout Ceremonies for Dens and Packs*.

Prayer

One Cub Scout steps forward and delivers the Learning New Things prayer (page 53).

Welcome and Introductions

Welcome the Cub Scouts, parents, and leaders. Make sure all special guests are introduced and welcomed. Explain the plans for the pack meeting and how the raingutter regatta will be run.

Song

The pack song leader leads "Sea Adventure" (page 53). Many other songs may be found in the *Cub Scout Songbook*.

Den Demonstrations

Each den shares a skit, a song, or an explanation of what the den has done during the month.

Games

Set up the games (page 53) and invite boys and siblings to try each one. Hold raingutter regatta races.

Recognition

Use the Swimming Hole advancement ceremony (page 53) to award badges of rank to boys. Be sure to involve parents in this ceremony.

Announcements

A pack committee member or special guest shares information about next month's exciting theme.

Highlight the pack newsletter and tell where additional information can be found. Announce the date of the annual pack program planning conference and invite all leaders and parents to be part of the planning for next year's fun.

Cubmaster's Minute

The Cubmaster shares the Do Your Best Cubmaster's Minute (page 54).

Closing

Use the Scanning the Horizon closing ceremony (page 54) or choose an appropriate closing from *Cub Scout Ceremonies for Dens and Packs*.



Cubmaster Corner

Volunteer Involvement

The success of the Scouting program depends on the involvement of parents, grandparents, and other family members. Our responsibility as leaders is to let parents and volunteers know how important they are to the program. We must make sure we are sharing the fun and excitement that naturally happen when

we're Scouting. Whether it's in a small way or a big way, every bit helps and is important to the program's success. When recruiting volunteers, make sure you have a list of all areas where help is needed. Use the Family Talent Survey Sheet found in the *Cub Scout Leader Book* to help fill your positions.



Ceremonies, Games, Songs, Stunts

GATHERING ACTIVITY

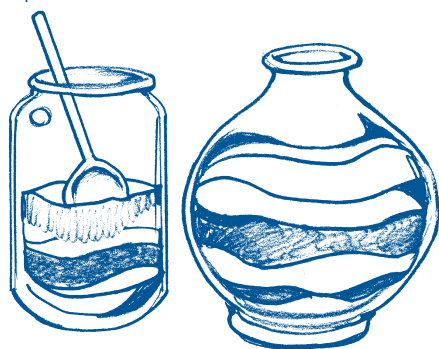
Leave No Trace Scavenger Hunt

Materials: Prepared list of natural objects found in your meeting area (oak tree, birch tree, thorn, ladybug, clover, animal print, etc.)

See how many items listed on a piece of paper the boys and parents can find *without* collecting them. This is the Leave No Trace element. Boys write or draw simple descriptions of what they find. If this game is played in a park area where there are other people, make sure an adult accompanies each boy.

SAND ART

Materials: Different colors of sand; clear bottles to put sand in



Have boys design their own creations with sand in bottles. Get creative. See if you can make designs by layering different colors in different widths.

Hint: To color sand, put purchased white sand in a glass container. Add several drops of food coloring; shake until the color is evenly distributed. Lay out to dry completely before using.

OPENING CEREMONY: WAVES OF FUN

Equipment: Cards with letters spelling WAVES OF FUN

Presentation: Ten Cub Scouts stand forward, each holding a letter card and, one at a time, reading his line:

- W**—Wet and wild the water can be.
- A**—Appealing to all when it's hot out.
- V**—Visiting the ocean to discover new things.
- E**—Everyone learning a lot.
- S**—Searching for undiscovered places.
- O**—Ocean floors are full of things.
- F**—Few we will ever see.
- F**—Finding things really interesting to all.
- U**—Understanding how to keep them protected.
- N**—New things to explore and discover.

PRAYER: LEARNING NEW THINGS

Dear God, please be with us all today as we learn about new and interesting things, have fun, and share good times with our families. Help us to work hard and have the patience to persevere. Amen.

SONG: SEA ADVENTURE

Tune: "London Bridge"

Sea creatures are swimming 'round,
Swimming 'round, swimming 'round;
Sea creatures are swimming 'round
In the ocean blue.

Whales and crabs and starfish, too;
Starfish, too; starfish, too.
Sharks and eels—seahorses, too,
In the ocean blue.

GAMES

Sponge Bucket Relay

Equipment: Two different-size buckets for each team, sponges

Form teams. Have a bucket of water at the starting line and an empty bucket at the finish line. Each boy soaks his sponge in the full bucket, runs to the finish line, and squeezes his sponge into the empty bucket. The winner is the team with the fullest bucket or the first team to fill to a designated line on the bucket.

Water Balloon Toss

Equipment: One water balloon for each two-person team

Form teams of two. They start out close together. After each successful toss where the balloon does not break, each player takes one step backward and tosses again. Continue until only one team remains with balloons that are intact.

BEACH BALL VOLLEYBALL

Equipment: Volleyball net and different sizes of beach balls

Play like regular volleyball, only using a beach ball.

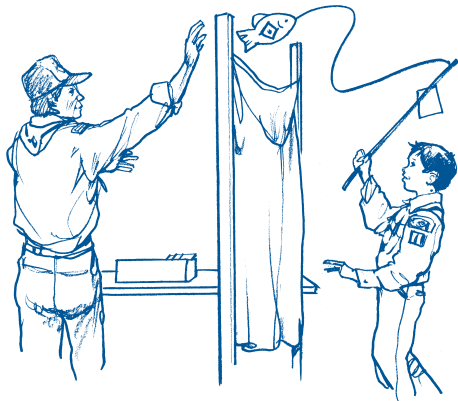
Snapping Fish

Equipment: Mousetrap, fishing pole with piece of foam rubber and sinker on the line

Place a mousetrap, set to spring, anywhere from 8 to 20 feet away. The fisherman tries to spring the trap by hitting it with the foam rubber but without catching the line in the trap.

ADVANCEMENT CEREMONY: FISHING POND

Materials: Fishing poles (sticks, string with clothespin on end); divider to toss line over (sheet held up between two objects); slips of paper with boys' names to attach to poles; cut-outs of fish with awards stapled to them



Each boy comes forward as the Cubmaster announces his name. The boy takes his place, picks up his fishing pole, and casts the line over the divider. The den chief behind the curtain clips the boy's award (fish) to the line and tugs. The Cub Scout pulls his pole back; the Cubmaster reads the award that is attached to the boy's fish. Call parents forward for presentation.

ADVANCEMENT CEREMONY: SWIMMING HOLE

CUBMASTER: Here we are at the old swimming hole. Learning to swim is a lot like Scouting. First we learn how to float, then we learn how to paddle around, but we still aren't strong swimmers. Eventually, with hard work, we learn to swim farther and faster.

In Cub Scouting, boys first earn their Bobcat badges. They've made their first splash in Scouting. (*Call the new Bobcats and parents forward.*)

The next step is the Tiger Cub badge. The Tiger Cubs, with the help of their adult partners, have waded out into the Scouting pond. (*Call the new Tiger Cubs and their parents forward.*)

The Wolf Cub Scouts have worked hard to complete the requirements for the Wolf badge, and have learned to paddle around the Scouting pond. (*Call the new Wolf Cub Scouts and parents forward.*)

The Bear Cub Scouts have learned to swim farther and faster. They have mastered the kick that will propel them through the Cub Scout program. (*Call the new Bear Cub Scouts and their parents forward.*)

Now we come to our strongest swimmers, the Webelos Scouts. These boys have completed many practical tasks and learned many new skills to advance this far. They are almost ready to leave our Cub Scout swimming hole and jump into the deeper pool of Boy Scouting. (*Call the Webelos Scouts and parents forward.*)

Congratulations to each of you. The requirements for these advancements are not easy, and each of you worked hard to earn his rank. Thank you to each of these boys' parents. Without your help and support, your sons would not be able to advance.

CUBMASTER'S MINUTE: DO YOUR BEST

Today we've had fun playing games, sharing food, and learning things about each other. Who can run fast, who likes to laugh, who is a good sport? All these things make us the people we are. We all have strengths that we rely on and weaknesses that we try to work on to become better people. In Scouting, there are many things for us to do and learn about. Sometimes we get frustrated because we don't know something or we're having a problem doing it. But, remember, we didn't learn to walk and talk overnight—it took time. If you *do your best* and work hard, you will persevere and become a better you.

CLOSING CEREMONY: SCANNING THE HORIZON

Equipment: Binoculars and flashlights

CUBMASTER: Did you know that you can look through either end of a pair of binoculars? (*Looks through wrong end.*) If you look this way, everything is tiny and distant. The binoculars make the view worse instead of better. (*Points to the right end.*) But you can really scan the horizon doing it this way. (*Those with flashlights are standing around the edge of the group. They turn on their flashlights now.*) As I look all around us, I see the bright lights of the spirit of Cub Scouting, the kind of spirit that made this country great and will keep it great in the years ahead. Good night, Cub Scouts.

SKIT: THE SPRINKLER

Prop: Doorbell

CUB SCOUT 1 (*looking around*): Now, where are you hiding? (*Doorbell rings. Cub Scout 1 answers door.*)

CUB SCOUT 2: Boy, I'm all wet. I had to run through your sprinkler. Can you come out and play?

CUB SCOUT 1: I'm busy right now. I'm looking for my pet parakeet.

CUB SCOUT 2: I'll help you. (*Begins looking.*)

(*Scenario continues as the doorbell rings several more times as additional Cub Scouts enter and begin searching. Each shakes off water from the sprinkler as he enters.*)

LAST CUB SCOUT (*enters*): I'll help you look. Where was the last place you saw him?

CUB SCOUT 1: Flying out the window.

GROUP (*together*): Then why are we looking in here?

CUB SCOUT 1: Because if we looked outside, the sprinkler would get us wet!

APPLAUSES AND CHEERS

Swimmer's Applause. Pretend to take several strokes forward, then clap hands.

Come Up for Air Cheer. Crouch to pretend you are underwater. As you rise to the surface, say, "Glub, glub, glub." When you are standing again, your head is above water and you can say, "YEA!"

Rainstorm Applause. Start by gently patting knees alternately to simulate light rain. Pat harder and harder to increase the noise, then switch to clapping as the "storm" reaches its height. With a hand signal have everyone shout "Boom!" to represent thunder. Then gradually decrease the hand clapping and then patting the knees softer and softer until the storm is over.

RUN-ONS AND JOKES

CUB SCOUT 1: What did the fishing reel say to the fishing line?

CUB SCOUT 2: I know. Don't tangle with me!

GAME WARDEN: Hey, you can't use this fishing license, it's last year's.

CUB SCOUT (*fishing*): That's OK. I'm only fishing for the ones that got away last year.

Knock-knock.

Who's there?

Sid.

Sid who?

Sid down. You're rocking the boat!

Knock-knock.

Who's there?

Amos.

Amos who?

A mosquito bit me.

Knock-knock.

Who's there?

Andy.

Andy who?

And he bit me again!

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August Pack Program Page: Waves of Fun

ACADEMICS AND SPORTS PROGRAM

Cub Scout Academics

Geography. Summer months often bring travel for boys and their families. Encourage Cub Scouts to explore the Geography requirements and earn their belt loop or pin as they learn more about the geography of the world around them.

Cub Scout Sports

Swimming. Cub Scouts can talk about the rules of Safe Swim Defense and play a recreational game in the water with their den, pack, or family. This is a great start to earning the Swimming belt loop. The pin is more challenging, but during the month the boys can work on the requirements and be recognized at the pack meeting.

Fishing. Summer is the perfect time to discover the peace and excitement of fishing. Boys can practice their skills at casting and creating fishing lures. While fishing, boys will cultivate the character-developing skill of perseverance and perhaps earn a belt loop.

DID YOU KNOW?

Raingutter Regatta

This exciting activity for Cub Scout families will be a memory-maker for your pack. See the *Cub Scout Leader How-To Book* for construction techniques and information on how to run the race. Your council service center can provide the kits to make raingutter boats. Some packs allow parents and siblings to run their own set of races. Give plenty of awards and recognition and sing a song or two. Your *Cub Scout Songbook* has some great ones tailor-made for the occasion.

GOOD TURN FOR AMERICA

Is your pack working on earning the National Summertime Pack Award? As a pack activity, why not have an outdoor service project for the community or your chartered organization? Just remember to keep the project age-appropriate so that all boys in the pack can participate, feel like part of the project, and experience a sense of accomplishment.

BSA RESOURCES HIGHLIGHT

Cub Scout Ceremonies for Dens and Packs (No. 33212). With the plan for the next program year in place, why not add some new and different ceremonies? Use this resource to identify different opportunities to integrate ceremonies that can become pack traditions.

PACK LEADERS' PLANNING MEETING

Hold this meeting a week or two before the pack meeting to make sure plans are in place and everything is ready. Make sure the committees attend to report on the progress of their assignments and see whether any last-minute changes are needed. The raingutter regatta committee reports on construction of the track (if needed) and plans for distributing boats to pack members. This will be a fun outdoor meeting. If poor weather is expected, have alternate plans as necessary.

- Ensure that plans from the annual pack program planning conference are in place, that recruiting plans are in place, and you have your meeting place for next year secured.
- Evaluate last month's pack meeting. Make future adjustments as necessary.
- The pack trainer leads Unit Leadership Enhancement No. 5, Family Involvement, to help families understand that their involve-

ment is vital to the success of the den and pack. Although recruiting should be year-round, sometimes it's done after the summer ends. Unit Leadership Enhancement No. 7, Membership, will help ensure the pack has sufficient leadership and youth to grow. A different topic may be selected from the *Cub Scout Leader Book*.

LOOKING AHEAD

The pack planning conference is this month, if it hasn't already been held. Be sure all events are put on a calendar, and make this calendar available to all pack members. Hand out the calendar during recruiting events.

Check with your local council service center for promotional materials to help with your recruiting efforts. Assign an individual from your pack to coordinate with your district membership chair to ensure you have all the materials available.

PACK TRAINER HIGHLIGHTS

The pack trainer should know about all upcoming training opportunities. New leaders will be entering the pack, and an accurate inventory of training of current leaders will make your job easier.

Advise all pack leaders to take Fast Start training and Youth Protection training, both of which are easily accessible online. Cub Scout Leader Position-Specific Training will teach new leaders how the den and pack operate and give them an overall picture of the Boy Scouts of America.

Supplemental training opportunities in your area are equally important. Have the dates available for your local pow wow or University of Scouting so all pack leaders can attend.

TIGER CUB PROGRAM HELPS



TIGER CUB PROGRAM HELPS



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For each monthly theme, the left-hand page has a four-week planning chart. The first two weeks are den meetings, with a Go See It (or field trip) scheduled for the third week. During the fourth week of the month, the Tiger Cubs and adult partners will attend the monthly pack meeting.

The right-hand page of the monthly theme contains songs, crafts, games, and ceremonies to support the monthly theme. These are all included as part of the planning chart.

Additional ideas can be found in the *Cub Scout Leader How-To Book*, the monthly Cubcast (www.scouting.org), and at your monthly district roundtable and your council's annual pow wow or University of Scouting.

Plan to have a meeting of all adult partners during the summer or early fall to let them know about the fun your den will have during the next year. Each adult partner should select a month to serve as the host along with his or her son.

Tiger Cub Advancement

While much of advancement in Cub Scouting is intended to be accomplished within the family, many requirements may be met by attending organized den meetings. Den meeting outlines in this chapter include several advancement requirements each month.

Completion of den meeting activities along with home assignments will ensure that each boy receives his Bobcat badge and Tiger Cub badge at the pack's blue and gold banquet in February. The chart below has a list of recommended activities for Tiger Cubs that den leaders may assign to be completed at home each month.

Some things to remember:

- Family involvement is an important purpose of Cub Scouting, and it includes the family being involved in the advancement process. For those requirements completed in the den, the Cub Scout should share his accomplishments with his parent or guardian, who in turn signs the boy's handbook.
- Advancement is a method of Cub Scouting, not a purpose. Boys learn and grow through a variety of activities. Den leaders should be flexible with den meeting plans as they learn what works for their particular den of boys.

	ACHIEVEMENTS To Be Completed at DEN MEETING	ACHIEVEMENTS To Be Completed at HOME	ELECTIVES That Can Be Completed at DEN MEETING
September	Bobcat Trail 1, 2, 4, 6, 7, 1D, 2D, 4G	Bobcat Trail 8	16
October	Bobcat Trail 2, 3, 5, 6, 2D, 5D, 5G	5F	21, 31
November	2D, 2G	2F	6, 35
December	1F, 1G, 4D	4F	1, 5, 11, 15
January	3D, 3G	3F	20
February	1G		1, 6
March			14, 25, 32, 35, 41, 42
April			31, 32
May			6, 7, 31, 35, 37
June			35
July			22, 29, 37
August	1F, 1G, 4D		5, 11, 15



TIGER CUB DEN MEETINGS

Each Tiger Cub and his adult partner should attend all meetings as a team. Dens may meet in the evening or on weekends.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
<p>The Tiger Cub den leader shares leadership with a Tiger Cub adult partner. This team should review plans before each meeting and check the equipment needed.</p>				
BEFORE THE MEETING STARTS	Have U.S. flag, paper, pencils, and materials for Pocket Scrapbook (Achievement 1D).	Have U.S. flag. Have supplies for Pita Pocket snack and paper plates for Paper Plate Shuffle game.	Call the Go See It destination to confirm arrangements, times, fees, etc.	Host team writes a thank-you note to the destination of last week's Go See It.
<p>Den leader may collect dues. Den leader checks boys' books for completed advancement requirements and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.</p>				
GATHERING	Do the What's in Your Pocket? activity.	Tiger Cub adult partners assist their Tiger Cubs in learning the Law of the Pack (Bobcat Trail 2).	<p>Take a Go See It to a newspaper office or radio station (Achievement 4G)</p> <p>OR</p> <p>Take a Go See It to a museum and see a collection of interest.</p> <p>At the end of the trip, lead a reflecting discussion with boys and adult partners about their outing.</p> <p>A Tiger Cub Immediate Recognition bead may be presented for participation and completion of Achievement 4G.</p> <p>If pictures were taken at the Go See It, they can be put in the Tiger Cubs' new Pocket Scrapbooks.</p>	<p>Participate in the monthly pack meeting by displaying Cub Scout Pocket Scrapbooks and sharing information about the den's Go See It.</p> <p>Tiger Cubs and adult partners sign the thank-you note.</p>
OPENING	Demonstrate the Cub Scout salute (Bobcat Trail 7). Using the Cub Scout salute, say the Pledge of Allegiance as a repeat-after-me (Achievement 2D).	Using the Cub Scout salute, say the Pledge of Allegiance. Using the Cub Scout sign, say the Cub Scout motto (Bobcat Trail 4, 6, and 7).		
SHARE	Review the Pocket activity. Each boy shares one item from his pocket and tells what it means to him. Repeat the activity with his adult partner sharing something from his or her pocket.	Tiger Cubs show their collections and tell why they collect the items, how they take care of them, and how they display them (Elective 16).		
DISCOVER	Make a Cub Scout Pocket Scrapbook (Achievement 1D).	Make and enjoy Pita Pocket snacks. Play Paper Plate Shuffle.		
SEARCH	Plan the month's Go See It to a newspaper office or radio station (Achievement 4G). Ask the boys to bring a collection to the next meeting.	Review details for the Go See It. Discuss what the boys can expect to see on the outing and what behaviors are expected.		
CLOSING	Review the Cub Scout sign and what it means. Practice the Cub Scout sign and review the Cub Scout motto (Bobcat Trail 4 and 6).	Teach the Cub Scout Promise. Have Tiger Cubs say the Promise while practicing the Cub Scout sign (Bobcat Trail 1 and 4).		
<p>This week's shared leadership team reviews the meeting. The den leader should meet briefly with the Tiger Cub and adult partner who will share leadership at the next den meeting.</p>				
AFTER THE MEETING	Den leader files local tour permit with local council service center for Go See It outing.	Talk to Tiger Cub team in charge of the next month. Offer resources or ideas as needed.	Den leader fills out Den Advancement Report for the pack leaders' meeting.	Den leader mails thank-you note.
<p>ADULT PARTNER RECORDS ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE TIGER CUB'S HANDBOOK.</p>				

Advancement possibilities highlighted this month: *Bobcat Trail 1, 2, 4, 6, 7; Achievements 1D, 2D, 4G; Elective 16*

This month the Tiger Cub den may be meeting for the first time, and Tiger Cubs may not know the other boys in their den. It's important to encourage the boys to get to know each other by doing activities that give everyone an opportunity to talk, share, and interact. The boys will share what is in their pockets as well as a favorite collection; what someone collects can often tell a lot about the person and can help form new friendships. The Cub Scout Pocket Scrapbook that the boys make this month can be used to collect their memories and advancements as they progress through Cub Scouting and into Boy Scouting. Pictures and handouts from the Go See It will make a good start to filling the scrapbook.

WHAT'S IN YOUR POCKET?

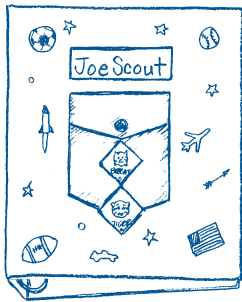
Materials: Paper, pencils or pens

Have boys remove everything from their pockets. Make sure they get everything from all of their pockets: pants and shirt, front and back—put it all on a table. With the aid of their adult partner, write down the name of each item. Who has the most in his pockets? Who has the least in his pockets? Who has the most interesting thing in his pocket? Boys will share information from this activity later in the den meeting.

CUB SCOUT POCKET SCRAPBOOK

(Achievement 1D)

Materials: Three-ring binder or folder, blue craft foam or felt, cardstock, black button, rank emblem stickers (from the BSA or computer clipart) sized to fit the pocket, stickers representing things the boys like to do, markers, paint pen, glue or low-temperature glue gun



From craft foam, cut a pocket and flap that is approximately the size of the Cub Scout's uniform pocket. Attach pocket flap to pocket, matching sides and tops. Glue a black button to the pocket flap. Attach the pocket to the front of the binder.

Using a paint pen, put the boy's name on a cardstock tag the width of the pocket and about 1½ inches high. Attach 1 inch above the pocket. Have each Tiger Cub decorate the front and back of his scrapbook with stickers and markers, drawing and attaching items that symbolize things unique to the Tiger Cub.

As the boys advance, they can add the rank emblem sticker to the appropriate place on the pocket on the front of the scrapbook. For inside the scrapbook, they can make a pocket from two pieces of cardstock, one piece half the height of the other, glued around the sides and bottom; the top is left open for storing items to be attached to the scrapbook pages when time allows or for storing items that cannot be attached to pages. Punch three holes in the side of the pocket so it can be put into the binder. Boys can continue to add to this scrapbook as Cub Scouts and through their Boy Scout years.

Hint: On the front of the binder or folder, attach the pocket only on the sides and bottom, leaving the top open. Slide paper rank-advancement emblems into the pocket; remove and attach them to the pocket as the Cub Scout earns them.

Elective 18: The pocket on the front of the scrapbook can be made from blue felt or cardstock instead of craft foam. If you use felt, you may also teach the Tiger Cubs how to sew a button onto the pocket flap.

SNACK: PITA POCKET

Ingredients: Pita bread cut in half crosswise, fruit-flavored cream cheese, fresh or well-drained canned fruit (bananas, mandarin orange segments, apples, berries), or dried fruit cut into bite-size pieces



Be sure to find out about allergies before preparing any snack.

Help Tiger Cubs gently open the pita bread, leaving the bottom closed so there is a pocket to hold the filling. While the adult partner gently holds the pocket open, the Tiger Cub uses a butter knife to spread cream cheese inside, on one half of the opened bread. Put in a few slices of fruit in a single layer inside the pocket. Hold the pocket shut and enjoy one bite at a time!

MAKE YOUR OWN MARBLES

Materials: Baking or self-hardening clay in several colors (available at craft stores)

Roll a small piece of clay into a ball; use two or three colors to create multicolored marbles. Each boy should make 10 small marbles and one larger marble. Bake the clay according to package directions. Play marbles during the next den meeting.

GAME: PAPER PLATE SHUFFLE

Materials: One paper plate for each Tiger Cub, one for each adult partner, and one extra for each team

Divide the group into equal teams. Each person gets one paper plate; each team gets one additional plate. Set up a start line and a finish line.

The goal is to move from start to finish by stepping only on the paper plates. The most effective way is to move forward in single file. Each person stands on his or her paper plate. The last person passes the extra plate quickly up the line to the first person, who puts it on the ground. Then the team may move forward one step (one plate). Players must always stay on the plates.



Extra Time During a Meeting?

Discuss how the Cub Scout Promise is a foundation of Cub Scouting. See the Cub Scout Leader Book for additional ideas.



TIGER CUB DEN MEETINGS

Each Tiger Cub and his adult partner should attend all meetings as a team. Dens may meet in the evening or on weekends.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
<p>The Tiger Cub den leader shares leadership with a Tiger Cub adult partner. This team should review plans before each meeting and check the equipment needed.</p>				
BEFORE THE MEETING STARTS	Have U.S. flag. Prepare materials for the Leaf Rubbing Jungle project.	Have U.S. flag. Set up playing area for gathering game. Collect supplies for See-Through Masks and Edible Jungle activities.	Call the Go See It destination to confirm arrangements, times, fees, etc.	Host team writes a thank-you note to the destination of last week's Go See It.
<p>Den leader may collect dues. Den leader checks boys' books for completed advancement requirements and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.</p>				
GATHERING	Go outside and pick up leaves to be used later to make Leaf Rubbing Jungle.	Play Catch Me If You Can. In clear weather, this game can be played outside.	<p>Take a Go See It to a park, forest, nature preserve, or zoo. As you hike at the Go See It, make a list of the animals and plants you see. Remember to "take only pictures and leave only foot-prints" (Achievement 5G).</p> <p><i>OR</i></p> <p>Go to a museum of natural history and learn about animals that live or once lived in your area.</p> <p>At the end of the trip, lead a reflecting discussion with boys and adult partners about their outing.</p> <p>A Tiger Cub Immediate Recognition bead may be presented for participation and completion of Achievement 5G.</p>	<p>Participate in the monthly pack meeting by singing a song using the See-Through Mask each boy made and share information about the den's Go See It.</p> <p>Tiger Cubs and adult partners sign the thank-you note.</p>
OPENING	Adult partners demonstrate carrying the flags in and posting them in their holders. One Tiger Cub leads the Pledge of Allegiance.	Tiger Cubs do a flag ceremony that includes bringing the U.S. flag into the meeting area and leading the Pledge of Allegiance (Achievement 2D) .		
SHARE	Discuss animals boys might see on a jungle safari.	Tiger Cubs share the information they found about the animal of their choice (Elective 31) .		
DISCOVER	Make a Leaf Rubbing Jungle (Achievement 5D) .	Make a See-Through Mask (Elective 21) .		
SEARCH	Plan a Go See It to a site with animals. Ask the Tiger Cubs to choose an animal they would like to learn more about and research it. They will share what they learned with the den at next week's den meeting (Elective 31) .	Finalize plans for the Go See It. Make an Edible Jungle snack. While constructing the Edible Jungle, review the meaning of Webelos (Bobcat Trail 3).		
CLOSING	Review and practice the Law of the Pack. Say good-bye with the Cub Scout handshake (Bobcat Trail 2 and 5) .	Den leader asks boys to say the Cub Scout motto. They reply, "Do Your Best" (Bobcat Trail 6) .		
<p>This week's shared leadership team reviews the meeting. The den leader should meet briefly with the Tiger Cub and adult partner who will share leadership at the next den meeting.</p>				
AFTER THE MEETING	Den leader files local tour permit with local council service center for Go See It outing.	Talk to Tiger Cub team in charge of the next month. Offer resources or ideas as needed.	Den leader fills out Den Advancement Report for the pack leaders' meeting.	Den leader mails thank-you note.
<p>ADULT PARTNER RECORDS ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE TIGER CUB'S HANDBOOK.</p>				

Advancement possibilities highlighted this month: *Bobcat Trail 2, 3, 5, 6; Achievements 2D, 5D, 5G; Electives 21, 31*

It's a busy month in the jungle for Tiger Cubs as they study and sing about jungle animals and make animal-related crafts. The boys will eat an edible jungle and go for a hike where they can imagine they're on a true jungle safari. The Tiger Cubs will be cooperating to get everything done. They will have the opportunity to be resourceful as they use recycled hangers, nylons, and scraps of paper and fabric to fashion See-Through Masks and collect the leaves to make a Leaf Rubbing Jungle. This would be a good month for the adult partners and their Tiger Cubs to take a hike around the neighborhood and identify landmarks, streets, and places of interest (**Achievement 2F**). While hiking the neighborhood, they may want to check on elderly neighbors and see whether they can help with leaf-raking or other outdoor chores that will help the elderly prepare for winter (**Elective 10**).

LEAF RUBBING JUNGLE
(Achievement 5D)

Materials: Leaves, printer or copier paper, crayons with paper wrappers removed, animal stickers or flat foam shapes

On sheets of paper positioned on a flat surface, Tiger Cubs lay out the leaves they have collected, vein side up. (Leaves should not cover an area larger than the paper the boys are rubbing onto.) Lay another sheet of paper over the top of the leaves. While holding the paper still, gently rub the side of a crayon over the top sheet of paper. (It may be helpful for the adult partner to hold the paper while the Tiger Cub rubs.) Rub over some of the leaves, then change to a different color crayon and rub over more of the leaves. Change colors as often as desired. Move the paper slightly to add more leaf images to your jungle. To add jungle animals to the scene, glue or stick on foam shapes or animal stickers.



Each Tiger Cub can make a frame for his beautiful jungle from a piece of cardboard or mat board cut to size and then covered with puzzle pieces, craft sticks, wood chips, colored gravel, or additional animal stickers or foam shapes (**Elective 4**).

GAME: CATCH ME IF YOU CAN

Materials: Stuffed animals, carpet squares or fabric pieces to set stuffed animals on, hoops big enough (about twice-sized) to go over the stuffed

animals (large plastic hoops for large animals; plastic coffee-can lids with centers cut out for very small animals; or hoops custom-made to the needed diameters using ½-inch vinyl tubing connected with a 1½- to 2-inch piece of dowel rod of a size that fits snugly inside the tubing)

Spread out carpet squares or fabric pieces over the playing area (outdoors or gymnasium recommended). Put a stuffed animal on each carpet square or fabric piece. Have the appropriate hoops laying about 6 to 8 feet from the animals the hoops will catch. Allow the boys to go from one to another, trying to catch each animal with the ring sized for that animal. Encourage the Tiger Cubs to take turns and be considerate of their den mates.

SNACK: EDIBLE JUNGLE

Ingredients: Full sheets of graham crackers, peanut butter, chocolate frosting, thin pretzel sticks, celery hearts with leaves attached, animal crackers, raisins



Check for food allergies.

Frost a graham cracker sheet with a thick layer of peanut butter or chocolate frosting. Decorate with logs (pieces of pretzel sticks), ants (raisins), trees (celery hearts with leaves attached, standing upright), and animals (animal crackers standing upright). Eat and enjoy!

SEE-THROUGH MASKS

Materials: Foot end of clean pantyhose or knee-high nylon (any color), twist tie, scraps of colored cardstock or construction paper, colored felt, markers, prepared coat hanger

Before the meeting, prepare a metal coat hanger by bending it into a circle or an oval; bend in the hook end so a Tiger Cub can use it to hold the puppet without getting hurt. Stretch the nylon over the prepared hanger; secure it to the hook end of the hanger with a twist tie. The nylon should be tight over the hanger with the toe at the top of the oval or circle and the leg at the bottom (hook) end. Cut off any extra nylon.



Cut ears and noses from colored cardstock or construction paper. Draw on eyes, stripes, and other facial features as appropriate for the animal being made. For a lion, make a mane from yellow cotton balls, pom-pom balls, or yarn, and glue it around the outside of the face. Boys can create a mask of the animal they researched or another animal of their choice. The mask can be finished off with a scarf made of a triangle of orange felt with a blue line drawn on with blue felt pen—just like the neckerchief the Tiger Cub who made it wears!

To use as a mask: Boys simply hold their creations in front of their faces. When constructing the masks, do not make the eyes from paper; draw them on with felt pen so boys can see through them.



TIGER CUB DEN MEETINGS

Each Tiger Cub and his adult partner should attend all meetings as a team. Dens may meet in the evening or on weekends.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
<p>The Tiger Cub den leader shares leadership with a Tiger Cub adult partner. This team should review plans before each meeting and check the equipment needed.</p>				
BEFORE THE MEETING STARTS	Have a U.S. flag and materials for Flag Neckerchief Slides.	Have a U.S. flag; have beads and materials for Beaded Key Rings.	Call the Go See It destination to confirm arrangements, times, fees, etc.	Host team writes a thank-you note to the destination of last week's Go See It.
<p>Den leader may collect dues. Den leader checks boys' books for completed advancement requirements and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.</p>				
GATHERING	Start the meeting outdoors and play the Cub Scout Salute game.	Play Hot Potato (<i>Cub Scout Leader How-To Book</i>).	<p>Take a Go See It to a police station (Achievement 2G)</p> <p>OR</p> <p>Take a Go See It to a fire station (Achievement 2G).</p> <p>At the end of the trip, lead a reflecting discussion with boys and adult partners about their outing.</p> <p>A Tiger Cub Immediate Recognition bead may be presented for participation and completion of Achievement 2G.</p>	<p>Participate in the monthly pack meeting by sharing the Tiger Cub song and wearing the Flag neckerchief slides. Also share information about the den's Go See It.</p> <p>Tiger Cubs and adult partners sign the thank-you note.</p>
OPENING	Conduct the Salute All opening ceremony.	Say the Pledge of Allegiance and conduct a flag ceremony (Achievement 2D).		
SHARE	Den leader explains the Cub Scout Salute theme and how the den will practice citizenship skills.	Play the Hero game. Lead the Character Connection for Respect.		
DISCOVER	Make a flag neckerchief slide.	Make a beaded key ring in red, white, and blue.		
SEARCH	Decide on a destination for this month's Go See It.	Finalize plans for the Go See It next week. Discuss expectations for appropriate behavior from the Tiger Cubs.		
CLOSING	Boys form a circle and say the Cub Scout Promise.	Sing "I've Got That Tiger Cub Spirit" (Elective 6).		
<p>This week's shared leadership team reviews the meeting. The den leader should meet briefly with the Tiger Cub and adult partner who will share leadership at the next den meeting.</p>				
AFTER THE MEETING	Den leader files local tour permit with local council service center for Go See It outing.	Talk to the Tiger Cub team in charge of the next month. Offer resources or ideas as needed.	Den leader fills out Den Advancement Report for the pack leaders' meeting.	Den leader mails thank-you note.
<p>ADULT PARTNER RECORDS ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE TIGER CUB'S HANDBOOK.</p>				

Advancement possibilities highlighted this month: *Achievements 2D, 2G; Electives 6, 35*

What is a hero? Who can be a hero? Anyone can be a hero, and Cub Scouts can explore this aspect of the world around them. Saluting the flag, their adult partner, and each other will give the boys practice in showing respect for others. A special outing to a police or fire station will bring Tiger Cubs face-to-face with heroes in their community. In the future, one of these boys may elect to pursue the dream of being a firefighter or police officer. Heroes also value and show respect for their country. Tiger Cubs learn that the flag represents our country, and they learn the importance of respecting the flag. Making a Flag Neckerchief Slide or Beaded Key ring helps bring that aspect of the Cub Scouting home for each boy in the den.

OPENING CEREMONY: SALUTE ALL

(Achievement 2D)

Equipment: U.S. flag

Adult partners march in a line and form a straight line in front of the U.S. flag. Tiger Cubs follow in a straight line, and then form their line across from the line of adults. Start at one end: The Tiger Cub salutes his adult partner and then the flag. The adult partner salutes him back. The next boy in line repeats the action. When all boys have saluted their adult partners, the den leader announces: "Our Cub Scout Salute is just beginning. Please join me in saluting our flag and our country as we say the Pledge of Allegiance together."

GAMES

Hero Game

Materials: Box; cards with titles of various occupations

Put occupation cards in the box. Each boy reaches into the box and picks out a card. He then tells the group why he thinks that person is a hero. *Suggested occupations:* police officer, firefighter, doctor, soldier, teacher, crossing guard, nurse, environmental officer

Cub Scout Salute

(Elective 35)

Outdoors, set up two parallel lines with 8 feet of open space between. One boy is Steve Scout and stands in the center of the playing area (in the open area between the lines). All others line up next to each other on one of the parallel lines. The object of the game is to cross to the opposite line without being tagged.

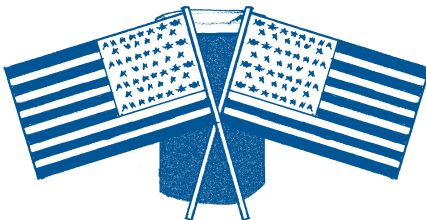
To start the game, Steve Scout gives the Cub Scout salute to the line of boys; they salute back. Then Steve Scout asks, "What's the Cub Scout motto?" Boys in line answer, "Do Your Best," and immediately run across the open space to the other side. Steve Scout tries to tag

the boys as they cross. Those who are tagged are now also Steve Scouts.

In the next round, all of the tagged Tiger Cubs tag the remaining players as they run across the open area. The last one tagged becomes Steve Scout for the next game.

FLAG NECKERCHIEF SLIDE

Materials: For each boy, use two paper flags on toothpicks (sold at party supply stores); 1-inch length of ½-inch PVC pipe



Glue the two U.S. flags crossing each other on the outside of the PVC-pipe slide ring.

CHARACTER CONNECTION: RESPECT

LEADER: Tiger Cubs, we just played the Hero game. How do you feel about these heroes? Do you have respect for them and what they do? Do you know what "respect" means? How do you show respect for people like your parents, your teacher, or your church leader? Let's think of ways we can practice showing respect for other people.

SONG: CUB SCOUT HEROES

Tune: "Yankee Doodle"

We have learned of many heroes,

We are going to shout it:

Cub Scouts want to be like them,

And don't you ever doubt it!

Heroes and the Cub Scouts, too,

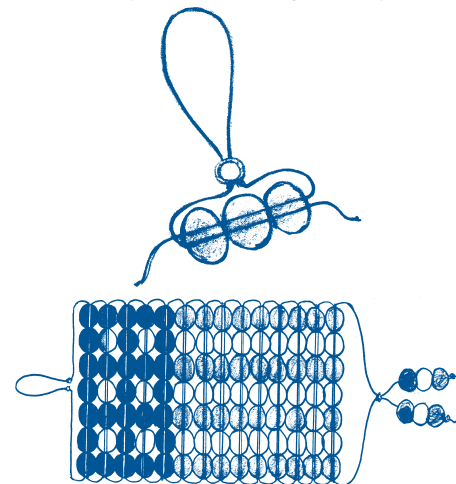
Both promise they will live right.

When they do the things they should,

They'll help to make the day bright.

BEADED KEY RING

Materials: For each boy: 31 blue, 29 white, and 38 red beads; 2 yards satin cording; one lanyard hook



This is a good activity for the Tiger Cub and his adult partner to do together. As shown in the pattern, fold the cording in half and run the loop through the bottom of the lanyard hook. Tie a knot. Arrange each row of beads as shown. Bring each end of the cording through the row of beads (go in from the left and out on the right, and vice versa). Continue through each row of beads. Tie off when you reach the end of the trailing length of cording, add the last three beads and tie off, bringing the end in through the last bead and back out.



TIGER CUB DEN MEETINGS

Each Tiger Cub and his adult partner should attend all meetings as a team. Dens may meet in the evening or on weekends.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
<p>The Tiger Cub den leader shares leadership with a Tiger Cub adult partner. This team should review plans before each meeting and check the equipment needed.</p>				
BEFORE THE MEETING STARTS	Have red, blue, and yellow paints for Color Mixing. Have paper and markers for Modern Art Portraits. Have U.S. flag.	Have U.S. flag. Prepare cards for the Color Game and the Statue Maker game. Prepare coat hangers for Work of Art Mobile.	Call the Go See It destination to confirm arrangements, times, fees, etc.	Host team writes a thank-you note to the destination of last week's Go See It.
<p>Den leader may collect dues. Den leader checks boys' books for completed advancement requirements and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.</p>				
GATHERING	Tiger Cubs and partners play Modern Art Portraits.	Play the Color Game. Gather the toys or clothing from the boys for their chosen drive (Elective 11) .	<p>Take a Go See It to a museum (Achievement 1G)</p> <p>OR</p> <p>Take a Go See It to a library (Achievement 1G).</p> <p>At the end of the trip, lead a reflecting discussion with boys and adult partners about their outing.</p> <p>A Tiger Cub Immediate Recognition bead may be presented for participation and completion of Achievement 1G and for Achievement 1F if Tiger Cub and partner did a chore together at home.</p>	<p>Participate in the monthly pack meeting by sharing paintings Tiger Cubs painted and information about the den's Go See It.</p> <p>Boys may also choose to tell about their toy or clothing drive or sing a song.</p> <p>Tiger Cubs and adult partners sign the thank-you note.</p>
OPENING	Gather around the flag for the Pledge of Allegiance; say the Cub Scout motto.	Sing a holiday song or two. Tiger Cubs select the songs they would like to sing.		
SHARE	Tiger Cubs share how their families celebrate the winter holidays (Elective 1) .	Tiger Cubs and partners share photos and items they brought from home.		
DISCOVER	Do the Color Mixing activity and paint a picture. Play "Tell It Like It Isn't" (Achievement 4D) .	Make Work of Art Mobile (Elective 5) . Play Statue Maker.		
SEARCH	Discuss the Go See It to an art museum or other location where works of art may be viewed. Make plans for a toy or clothing drive; collect items at next meeting (Elective 11) . Remind families to bring to the next meeting items or pictures for Work of Art Mobile.	Discuss the code of conduct that boys will need to follow during the museum visit next week. Share all information on location, costs, time, driving directions, etc. Remind Tiger Cubs to do a chore with a family member at home (Achievement 1F) .		
CLOSING	Sing "Do Your Best."	Do the Living Circle closing. Shout the Cub Scout motto.		
<p>This week's shared leadership team reviews the meeting. The den leader should meet briefly with the Tiger Cub and adult partner who will share leadership at the next den meeting.</p>				
AFTER THE MEETING	Den leader files local tour permit with local council service center for Go See It outing.	Talk to Tiger Cub team in charge of the next month. Offer resources or ideas as needed.	Den leader fills out Den Advancement Report for the pack leaders' meeting.	Den leader mails thank-you note.

ADULT PARTNER RECORDS ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE TIGER CUB'S HANDBOOK.

Advancement possibilities highlighted this month: *Achievements 1F, 1G, 4D; Electives 1, 5, 11, 15*

What better way to celebrate the giving and caring of this holiday season than by collecting toys or clothing to share with others who are not as fortunate as the boys in this Tiger Cub den? Explain to boys that this is a real work of art—their caring and generosity toward others. Tie this activity in with the Go See It and drop off the donations at your preselected charity while en route to the museum, if possible. During the second week, the Tiger Cubs will be asked to sing a holiday song.

COLOR MIXING

(Elective 15)

Materials: Red, blue, and yellow paint (optionally white); paper plates or small bowls; paintbrushes; toothpicks; paper

Give each boy a paper plate to use as a palette. Start by squirting approximately ½ teaspoon of the three primary colors (red, blue, yellow). Suggest that boys move a dot of the paint to the side and mix with another dot of paint of a different color. Share the name of the resulting color (red + blue = purple; red + yellow = orange; yellow + blue = green; etc.). Explain that these are called secondary colors. Continue until all secondary colors are created. To add creativity, add white paint and watch as boys discover that red + white = pink, etc.

After mixing colors, give each boy a large piece of paper and a paintbrush. Boys paint a picture using the colors they have created.

GAMES

Color Game

Materials: For each boy, prepare a set of cards with the primary colors—one red card, one yellow, one blue.

Boys place cards in front of them, face up. The den leader says one of the secondary colors (e.g., green) and the boys lift up the two cards with the two colors that are used to make that color. Next, the den leader may say “red,” and the boys lift up the card with the color red. This could also be done as a team game with the first boy in line giving the response.

Statue Maker

Materials: Cards describing possible statue poses such as “Tiger About to Leap,” “Tiger Roaring,” or “Tiger Snarling”

Each Tiger Cub team chooses a card. The boy positions the adult partner into the pose on the card; the den tries to guess what it is.

Five Dots

Materials: Paper and markers

Give each Tiger Cub a piece of paper and tell him to place five dots on it wherever he wants. He then gives the paper to his adult partner, who tries to make a drawing of a person with the head at one dot, the hands at two dots, and the feet at the two remaining dots. Next, try the activity in reverse—the adult partner draws the first five dots. Follow by trying the activity with different subjects (house, cat, car, etc.).

MODERN ART PORTRAITS

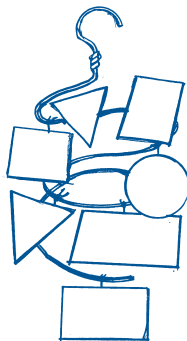
Materials: Copy paper, markers

Fold paper in half lengthwise. Boy draws half a face on one side—one eye, half a nose, and half a mouth, ending on the fold. Turn the paper over. Adult partner draws half a face on the other side, trying to match nose, mouth, and eye with the half-face on unseen boy’s side. Unfold the paper to see a Picasso-like portrait.

WORK OF ART MOBILE

(Elective 5)

Materials: Wire coat hanger, pliers, thread, tape, family pictures or items or drawings of items symbolizing Tiger Cub’s family, colored paper cut into various geometric shapes



Adult partners use pliers to open up and straighten a coat hanger, then twist into the desired shape such as a spiral, a circle, or a line. Boys glue family pictures or items onto colored paper shapes, then attach the shapes to the mobile with tape, thread, or clear fishing line. The hook at the top lets the mobile hang from a hardware hook in the ceiling.

Hint: If using thread, secure to the wire with small pieces of clear tape so the threads don’t slide down the length of the hanger.

SONG: DO YOUR BEST

Tune: “Jingle Bells”

Do your best, do your best,
In everything you do.

Keep the Promise and the Law;
Be a Cub Scout true.

Do your best, do your best,
Be a loyal Scout.

Do your duty to your God

And help your country out.

SKIT: DRAWING

Equipment: Drawing pad on an easel

Setup: One boy is drawing on the pad. Other boys come in one at a time and watch and make comments.

TIGER CUB 1: What are you doing?

TIGER CUB 2: Drawing.

TIGER CUB 3: What are you doing?

TIGER CUB 2: Drawing.

TIGER CUB 4: What are you doing?

TIGER CUB 2: Drawing.

(Continue with each Tiger Cub having a part.)

LAST TIGER CUB: What are you drawing?

TIGER CUB 2: A crowd of onlookers!

CLOSING: LIVING CIRCLE

Tiger Cubs and adult partners form a close circle, placing left hands into the center of the circle. Each thumb in the circle is pointed to the right, and each person grasps the thumb of the person on his or her left. The right hand goes straight up in the Cub Scout salute. Shout the Cub Scout motto.



TIGER CUB DEN MEETINGS

Each Tiger Cub and his adult partner should attend all meetings as a team. Dens may meet in the evening or on weekends.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
<p>The Tiger Cub den leader shares leadership with a Tiger Cub adult partner. This team should review plans before each meeting and check the equipment needed.</p>				
BEFORE THE MEETING STARTS	Collect food pictures from newspapers and magazines. Have props for PSA skit.	Gather materials needed for the Physical Fitness Challenge activities, MyPyramid kites, and snack items. Have U.S. flag.	Call the Go See It destination to confirm arrangements, times, fees, etc.	Host team writes a thank-you note to the destination of last week's Go See It.
<p>Den leader may collect dues. Den leader checks boys' books for completed advancement requirements and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.</p>				
GATHERING	Cut out pictures for the MyPyramid poster.	Do the Physical Fitness Challenge activities.	<p>Take a Go See It to see a game (Achievement 3G)</p> <p>OR</p> <p>Take a Go See It to a sporting event.</p> <p>At the end of the trip, lead a reflecting discussion with boys and adult partners about their outing.</p> <p>A Tiger Cub Immediate Recognition bead may be presented for participation and completion of Achievement 3G.</p>	<p>Participate in the monthly pack meeting by sharing the MyPyramid public service announcement and kites, and information about the den's Go See It.</p> <p>Tiger Cubs and adult partners sign the thank-you note.</p>
OPENING	Recite the Pledge of Allegiance and the Cub Scout Promise.	Tiger Cubs practice the public service announcement (PSA) that they wrote last week (Elective 20).		
SHARE	Introduce the MyPyramid concept and use the foods to be mixed for snacks to demonstrate some foods in the different groups. Make the MyPyramid poster (Achievement 3D).	Tiger Cubs talk about what they ate for breakfast and lunch today. They should try to tell what food groups the foods they ate were in. Talk about what physical activity they did today.		
DISCOVER	Create the MyPyramid poster and enjoy with milk. While eating, help the Tiger Cubs write a public service announcement (Elective 20). Assign parts and practice.	Make and fly MyPyramid inside kites.		
SEARCH	Talk about a Go See It to a game or sporting event.	Finalize plans for the Go See It and learn the rules of the game or sport.		
CLOSING	Say the Law of the Pack. Then say the Cub Scout motto three times. Each time, get louder and end with "I will do my best."	Close the meeting with Tiger Cubs shouting, "Tiger Cubs do their best." Add a roar!		
<p>This week's shared leadership team reviews the meeting. The den leader should meet briefly with the Tiger Cub and adult partner who will share leadership at the next den meeting.</p>				
AFTER THE MEETING	Den leader files local tour permit with local council service center for Go See It outing.	Talk to Tiger Cub team in charge of the next month. Offer resources or ideas as needed.	Den leader fills out Den Advancement Report for the pack leaders' meeting.	Den leader mails thank-you note.
<p>ADULT PARTNER RECORDS ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE TIGER CUB'S HANDBOOK.</p>				

Advancement possibilities highlighted this month: **Achievements 3D, 3G; Elective 20 (when boys create an original skit)**

Tiger Cubs will explore how eating the correct foods and getting enough physical activity will help them to power up. The boys will learn what types of foods they should eat and how much activity they need. They will participate in fun physical activities and make a kite they can fly indoors! This month, Tiger Cubs will also learn the rules of a sport and have the opportunity to observe serious athletes compete in the sport. You can be sure that those serious athletes eat right and get plenty of physical activity. Now the Tiger Cubs will know how they, too, can prepare to be fit and ready for sports or for life's challenges—and have fun doing it.

PHYSICAL FITNESS CHALLENGE

Materials: Instruction card and equipment needed for each chosen activity

Choose three or four physical fitness activities from the *Cub Scout Leader How-To Book* or from the activities given here. Set up separate stations for each activity; have the instruction card and all the necessary equipment for three or four Tiger Cubs to do the activity at each station. Travel from station to station in a single direction; e.g., clockwise or counterclockwise.

Stick Twist. Tiger Cub holds a broom handle or stick in both hands, palms down, horizontally in front of himself. He lowers the stick, still horizontal, and steps over it. Without letting go, he moves the stick up his back, over his head, and back to the original position. He'll have to twist his arms a bit to complete the circuit.

Greet the Toe. Tiger Cub tries to touch his forehead with his right toe while standing on his left foot.

Seal Walk. From lying with their bellies on the floor, the Tiger Cubs get up on their hands and toes, with all their weight on their hands and toes and their backs straight. They now need to move around the floor in this position. They can follow a course or just move to the next station in this manner.

MYPYRAMID POSTER

(Achievement 3D)

Materials: Pictures, models, or samples of foods from the different food groups; copy of MyPyramid from a Web site such as www.mypyramid.gov/kids
Follow directions in the Tiger Cub Handbook for Achievement 3D and make a poster.

MYPYRAMID SNACK MIX

(Achievement 3D)

Ingredients: Whole-grain cereals; freeze-dried peas (available at oriental food stores or where backpacking supplies are sold); dried fruits such as raisins, apricots, pineapple, or cranberries; peanuts or soy nuts

Using MyPyramid as a guide, review the food group that each ingredient belongs to. Point out the number of servings recommended. As food is introduced, add it to a large plastic bag. (Note any allergies and provide alternatives if necessary.) When everything has been added, mix well. Add a representative of the milk group—drink milk with your snack.

PUBLIC SERVICE ANNOUNCEMENT SKIT

Materials: Ball, MyPyramid poster, pieces of fruit and vegetables, empty milk carton

Sample PSA skit:

NARRATOR: Do you want more energy to run, play, and keep up with your friends or maybe even beat them? (Some boys run through, throwing a ball back and forth.)

NARRATOR: Did you know that the U.S. Department of Agriculture has put together a program to help you do just that? (Tiger Cubs look surprised and pretend to ask each other about it as they walk by the narrator.)

NARRATOR: MyPyramid gives you guidelines to not only help you eat better but also be more active so you will be healthier, have more energy, and can do more Scouting! (Tiger Cubs walk in with a poster of MyPyramid, sample fruits and vegetables, whole-grain items, a milk carton, and a fish or other meat.)

NARRATOR: This public service announcement is brought to you by the Tiger Cub den of Pack _____. (Tiger Cubs wave at audience.)

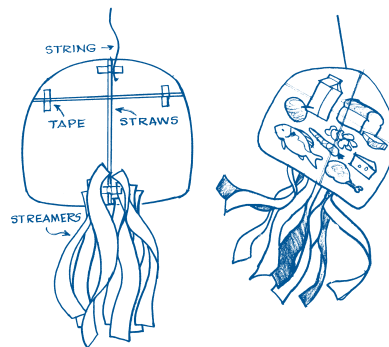
TIGER CUBS (shout out together): We learned all this in Tiger Cub den meetings!

NARRATOR: Now go out there and eat well and get plenty of exercise. See you at the next pack event! (Everyone walks off waving.)

MYPYRAMID KITE

Materials: Pictures representing food groups, 8½-by-11-inch piece of cardstock, crayons, two straws, tape, hole punch, kite string (3 feet), strips of tissue paper (18 inches long), glue

Tiger Cubs color a MyPyramid onto a piece of cardstock (which will become the outside of the kite). Fold the cardstock in half, with the blank side inside. Lay a straw in the fold, then a second straw at its end so they form one large support straw. Crease one side of the paper around the straw and tape in place. This secures and firms the kite's central ridge.



Punch a hole 3 inches from the top end and next to the centerfold line. Tie kite string through the hole; reinforce with tape. Tape tissue-paper streamers to the bottom of the kite. Glue cutout pictures on the appropriate food areas.

To fly: Walk fast, run, or spin the kite over your head in a large circle.

GAME: POWER OF A MINUTE

Equipment: Clock or stopwatch to count down one minute

The leader has the clock or watch. Players stand in a line. Tell the players they are to guess when exactly one minute has elapsed. The leader notes the start of the clock, which is visible only to him or her. As each player thinks one minute has passed, he sits down. Continue until all players think one minute has elapsed. The winner is the one who guessed closest to one minute.



Be sure to give safety alerts before spinning kites indoors. Boys could take turns so only one is spinning at a time.



TIGER CUB DEN MEETINGS

Each Tiger Cub and his adult partner should attend all meetings as a team. Dens may meet in the evening or on weekends.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
<p>The Tiger Cub den leader shares leadership with a Tiger Cub adult partner. This team should review plans before each meeting and check the equipment needed.</p>				
BEFORE THE MEETING STARTS	Gather materials for Birthday Cake neckerchief slides. Copy the timeline and prepare for the "walking tour." Have U.S. flag in place.	Have copies of the "Tiger, Tiger, Tiger Cub" song for boys to practice.	Call the Go See It destination to confirm arrangements, times, fees, etc.	Host team writes a thank-you note to the destination of last week's Go See It.
<p>Den leader may collect dues. Den leader checks boys' books for completed advancement requirements and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.</p>				
GATHERING	Make Birthday Cake neckerchief slides.	Practice the "Tiger, Tiger, Tiger Cub" song.	<p>Take a Go See It to a museum that shows how people in your community lived 100 years ago (Achievement 1G)</p> <p>OR</p> <p>Have a guest speaker who was a Scout a long time ago (Achievement 1G).</p> <p>At the end of the trip, lead a reflecting discussion with boys and adult partners about their outing.</p> <p>A Tiger Cub Immediate Recognition bead may be presented for participation and completion of Achievement 1G.</p>	<p>Participate in the special blue and gold pack meeting by singing "Tiger, Tiger, Tiger Cub" and sharing information about the den's Go See It.</p> <p>If you had a guest speaker, pictures will make a nice display.</p> <p>Tiger Cubs and adult partners sign the thank-you note.</p>
OPENING	Boys gather in front of the U.S. flag and say the Pledge of Allegiance.	Join together to say the Cub Scout Promise. Remind boys that this is one of the foundations of Scouting.		
SHARE	Talk about birthday celebrations and how different families celebrate differently (Elective 1). Ask Tiger Cubs to bring pictures or items used in family celebrations to share next time.	Boys share their completed timelines and items they brought to show. These may be incorporated into the blue and gold banquet table decorations by framing or gluing to construction paper.		
DISCOVER	Make the Scouting and Me Timeline. Give each Tiger Cub his own timeline to complete. Take the "walking tour" about the history of Scouting.	Make any decorations needed for the blue and gold banquet. (The <i>Cub Scout Leader How-To Book</i> has several ideas under "Blue and Gold.")		
SEARCH	Discuss the Go See It to a community museum.	Finalize plans for the Go See It or guest speaker. Create a potential list of questions that Tiger Cubs might ask a guest or a list of items to see on the outing.		
CLOSING	Do the Tiger Yell.	Tiger Cubs gather in a circle and say the Cub Scout motto.		
<p>This week's shared leadership team reviews the meeting. The den leader should meet briefly with the Tiger Cub and adult partner who will share leadership at the next den meeting.</p>				
AFTER THE MEETING	Den leader files local tour permit with local council service center for Go See It outing.	Talk to Tiger Cub team in charge of the next month. Offer resources or ideas as needed.	Den leader fills out Den Advancement Report for the pack leaders' meeting.	Den leader mails thank-you note.
<p>ADULT PARTNER RECORDS ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE TIGER CUB'S HANDBOOK.</p>				

Advancement possibilities highlighted this month: *Achievement 1G; Electives 1, 6*

The 100th Anniversary of Scouting in America is the perfect time for the youngest Scouts to learn about the history of Scouting. Besides learning the story of Scouting, they also will have the opportunity to learn more about the history of their family and their community (Achievement 1G). The Tiger Cubs will get to share how their families celebrate (Elective 1) and help put together a big birthday bash for Scouting. They will learn a new song (Elective 6) to share at the big celebration, where most boys will be awarded their Tiger Cub badge this month. Congratulations, and happy birthday, BSA!

BIRTHDAY CAKE NECKERCHIEF SLIDE

Materials: Film canisters or small plastic cups (medicine or condiment cups from fast-food restaurant); colored paper; markers; glue; scissors; 1½- to 2-inch colored pom-pom balls; chenille stems or birthday cake candles; bits of ribbons, small beads, or other items to decorate the cake; low-temperature glue gun; ½-inch pieces of ¾-inch plastic tubing or PVC pipe for slide

Preparation: If using film canisters, the leader may pre-cut them to make well-proportioned “cakes” (cutting in half is about right). If using a clear canister or cup and a bright-colored pom-pom, the color of the pom-pom “icing” will show through. If you want the cake a different color from the icing, or want to draw decorations on the cake (markers will rub off of most plastics), first cover the container with paper. Make sure paper is well glued, especially on the back where the slide will be attached.



Decorate your cake as you wish. Then glue a colored pom-pom in the container with a bit sticking out of the top for the frosting.

Glue in a real cake candle, or make one from a chenille stem or two. Two different-color chenille stems

can be twisted together, giving a nice effect for a candle, or a single thick stem can be used. Either way, top off with a red flame from a ½-inch piece of red chenille stem folded over the top of the candle and with the ends of the red piece wrapped around the candle.

Glue plastic tubing or PVC pipe to the center back as the slide.

SCOUTING AND ME TIMELINE

Beginning of Boy Scouts of America		Cub Scouting begins (1930)					Tiger Cubs begins (1982)			100th Anniversary of the BSA	
↓		↓					↓			↓	
1910	1920	1930	1940	1950	1960	1970	1980	1990	2000	2010	20??
	↑			↑			↑		↑		Tiger Cub earns Eagle Scout rank
Great-grandparents born				Grandparents born				Parents born		Tiger Cub born	

SCOUTING AND ME TIMELINE TOUR

Materials: A copy of the Scouting and Me Timeline from this page or other timeline to be passed out for Tiger Cubs to work on; items representing several parts of the Scouting section of the timeline; items representing any part of the Tiger Cubs’ timeline that will be the same for all the boys, such as something that represents the year they joined Scouting (2009), the year of their birth (~2003), or the year they started kindergarten (2008); dates from the leader’s personal history as an example for the Tiger Cubs, such as parents’ birth years, the year the leader started school, the year the leader graduated from school, etc. (optional)

Preparation: Set up the representative or illustrative items in different areas of the room in chronological order. Tape a copy of the timeline on the wall behind the items, or use a large version to take from station to station.

Activity: Talk with the Tiger Cubs about the beginning of Scouting in America. (Information may be found in the Cub Scout Leader Book, Chapter 6, “History of Cub Scouting.”) Walk them through the walking tour and discuss each station. Have Tiger Cubs take home a copy of the timeline, fill in information about their family, and bring it back to share at the next den meeting.

YELL: TIGER YELL

Tiger Cubs play,
Tiger Cubs run.
Tiger Cubs are good to everyone.
R-o-a-r-r-r-r!

SONG: TIGER, TIGER, TIGER CUB (Elective 6)

Tune: “Twinkle, Twinkle, Little Star”
Tiger, Tiger, Tiger Cub,
Having fun and doing good,
Building things from scraps and wood.
Tiger, Tiger, Tiger Scout,
That’s what our den is about.



TIGER CUB DEN MEETINGS

Each Tiger Cub and his adult partner should attend all meetings as a team. Dens may meet in the evening or on weekends.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
<p>The Tiger Cub den leader shares leadership with a Tiger Cub adult partner. This team should review plans before each meeting and check the equipment needed.</p>				
BEFORE THE MEETING STARTS	Have U.S. flag ready for opening. Have supplies for Bird Treat Tower Feeders.	Have supplies for Tiger Planes, Edible Planes, and Airplane Slingshot.	Call the Go See It destination to confirm arrangements, times, fees, etc.	Host team writes a thank-you note to the destination of last week's Go See It.
<p>Den leader may collect dues. Den leader checks boys' books for completed advancement requirements and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.</p>				
GATHERING	Begin Bird Treat Tower Feeders (Elective 32) .	Make Tiger Planes.	<p>Take a Go See It to an airplane museum or airport (Elective 41)</p> <p>OR</p> <p>Take a Go See It to a nature museum or bird sanctuary to see bird exhibits (Elective 42).</p> <p>At the end of the trip, lead a reflecting discussion with boys and adult partners about their outing.</p>	<p>Participate in the monthly pack meeting by sharing bird feeders and information about the den's Go See It.</p> <p>Tiger Cubs and adult partners sign the thank-you note.</p>
OPENING	Recite the Pledge of Allegiance. Jump into the air and say the Cub Scout motto before landing.	Form a semicircle around the U.S. flag, with adult partners standing behind. Recite Pledge of Allegiance.		
SHARE	Tiger Cubs and adult partners discuss what birds can be seen in March. Den leader leads discussion on why we feed birds.	Tiger Cubs and adult partners share flight books or Wright brothers' books that they read together at home (Elective 14) .		
DISCOVER	Go outside if possible and Play Birds in the Trees and Birds in Flight. <i>(If they're outside, Tiger Cubs complete Elective 35.)</i> Finish Bird Treat Tower Feeders.	Make Airplane Slingshot. Make Edible Airplanes (Elective 25) .		
SEARCH	Discuss the Go See It to an air museum or airport, OR to a nature center for bird viewing. Also discuss plans to read at home with adult partner a book about the Wright brothers or flight (Elective 14) .	Discuss the code of conduct that boys will need to follow during the museum visit next week. Share all information on location, time, driving directions, etc.		
CLOSING	Recite the Cub Scout Promise.	Sing "If You're a Tiger and You Know It" (Elective 6) <i>(Tiger Cub Handbook)</i> .	<p>This week's shared leadership team reviews the meeting. The den leader should meet briefly with the Tiger Cub and adult partner who will share leadership at the next den meeting.</p>	
AFTER THE MEETING	Den leader files local tour permit with local council service center for Go See It outing.	Talk to Tiger Cub team in charge of the next month. Offer resources or ideas as needed.	Den leader fills out Den Advancement Report for the pack leaders' meeting.	Den leader mails thank-you note.
<p>ADULT PARTNER RECORDS ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE TIGER CUB'S HANDBOOK.</p>				

Advancement possibilities highlighted this month: *Electives 6, 14, 25, 32, 35, 41, 42*

Up, up, and away! Whether it's following the flight of birds or the flight of airplanes, the Tiger Cubs and their adult partners are watching the skies for the inspiration for fun den meetings this month. They will provide food for the birds in the neighborhood. They'll explore the possibility of flight as they create paper airplanes and learn how to send them soaring toward a target. And how will they follow up? By creating an airplane they can eat!

BIRD TREAT TOWER FEEDER

(Elective 32)

Materials: Two mesh bags (from fruit or onions); plastic lid; string; scissors; bird treats such as sunflower seeds, corn, shelled peanuts, or suet mixed with birdseed

Place one mesh bag inside the other to reduce the size of the holes. Place sunflower seeds in the bag about a third of the way up and tie string to section that off like a sausage link. Put corn in the middle section and use string to tie off the middle. Add peanuts or suet mixed with birdseed to finish the tower. If using a suet mix, roll suet into a tube before inserting into the mesh bag. Tie the bag closed.

Punch a hole in a plastic lid and pull the end of the bag through it. The lid will protect food from the weather. Make a hanger from string, attach to the mesh bag, and hang in a suitable place.



Remember: Be sure to find out about allergies before preparing this feeder.

GAMES

Birds in the Trees

(Elective 35, if played outdoors)

Form small circles of three or four Tiger Cubs and adult partners. They hold hands to form "trees with hollow trunks." A Tiger Cub or adult partner acts as a bird, who stands in each tree. Have one more bird than trees. When the treeless bird gives a signal—"Tweet, tweet"—all the birds must change trees. The bird left out becomes "It" for the next game. After a couple of turns, change trees and birds so all boys have a chance to be birds.

Game: Birds in Flight

(Elective 35, if played outdoors)

Materials: Feather, stiff cardboard or file folders for each boy

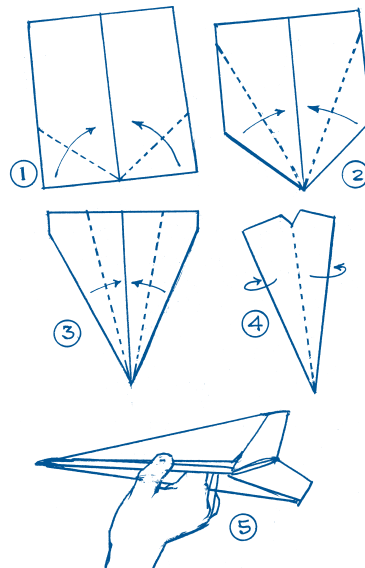
This is a cooperation game. The object is to keep a feather ("bird") in the air. To start the game, an adult partner drops a feather from a height. The Tiger Cub fans a stiff piece of cardboard to create wind so the "bird" can stay aloft. Start with one feather. Add more feathers as the boys become better at the game. How many birds can they keep in the air at the same time?

Variation: Help a flock of birds migrate from one side of the room to the other.

TIGER PLANES

Materials: Paper, markers

Use the Japanese art of origami—paper folding—to make this paper plane.



1. Fold an 8½-by-11-inch sheet of paper in half lengthwise to make a center fold. Open the sheet and fold the corners at one end to the center.
2. Fold the outer edges to the center again.
3. Fold the outer edges to the center line again.
4. Fold the airplane in half lengthwise, backward.
5. Hold the plane as shown and sail it.

EDIBLE AIRPLANES

(Elective 25)

Ingredients: Cream cheese, salsa or dry ranch dressing mix, celery sticks, carrots sliced long and flat, cucumber slices, raisins or pretzel sticks; toothpicks

Mix cream cheese and ranch dressing or salsa. Spread the cream cheese mixture inside a celery stick. The celery is the body of the plane. Use toothpicks to stick carrot "wings" into the sides of the celery body. Cut cucumber slices into quarters; stick a quarter into the cream cheese at the back of the plane to make the rear rudder. Use raisins or broken pretzel sticks as people; arrange them in the cream cheese.

AIRPLANE SLINGSHOT

Materials: Craft foam, wooden clothespin—the kind with prongs (no springs), extra-long rubber bands, low-temperature glue gun, markers

To make the wings, cut a long, narrow oval, about 1 inch by 7 inches, from craft foam. Adult partners help boys glue the clothespin body to the middle of the wings, so that the wings are on top of one side of the prongs. Tiger Cubs can decorate the plane with markers. To fly, stretch a long rubber band between two chairs or two short poles. Insert the rubber band between the prongs of the clothespin, pull the rubber band back, and send the plane flying.



Present boys with yellow Tiger Track beads if they have completed 10 electives after earning Tiger Cub rank.



TIGER CUB DEN MEETINGS

Each Tiger Cub and his adult partner should attend all meetings as a team. Dens may meet in the evening or on weekends.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
<p>The Tiger Cub den leader shares leadership with a Tiger Cub adult partner. This team should review plans before each meeting and check the equipment needed.</p>				
BEFORE THE MEETING STARTS	Have a U.S. flag and equipment for Mini Spring Sports Event.	Have a U.S. flag and materials for a Pinecone Bird Feeder.	Call the Go See It destination to confirm arrangements, times, fees, etc.	Host team writes a thank-you note to the destination of last week's Go See It.
<p>Den leader may collect dues. Den leader checks boys' books for completed advancement requirements and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.</p>				
GATHERING	Tiger Cub host team gathers together Tiger Cubs and adult partners. Find out who is playing a spring sport (baseball, swimming, tennis, etc.), what position, personal best, etc.	Lead Tiger Cubs and adult partners in the Birds Fly game.	<p>Take a Go See It to a nature center or pond (Achievement 5G; Elective 31)</p> <p>OR</p> <p>Take a Go See It to a wildlife sanctuary or park.</p> <p>At the end of the trip, lead a reflecting discussion with boys and adult partners about their outing.</p> <p>A Tiger Cub Immediate Recognition bead may be presented for participation and completion of Achievement 5G.</p>	<p>Participate in the monthly pack meeting by sharing information about the bird feeders made.</p> <p>Tiger Cubs and adult partners sign the thank-you note.</p>
OPENING	Salute the U.S. flag; recite the Pledge of Allegiance. Give the Cub Scout sign and recite the Cub Scout Promise.	Salute the U.S. flag. Recite the Outdoor Code (<i>Cub Scout Leader Book</i>).		
SHARE	Tiger Cubs share their experiences about the sports they enjoy playing.	Discuss the real meaning behind the Outdoor Code.		
DISCOVER	Go outside for a Mini Spring Sports Event.	Tiger Cubs and adult partners make Pinecone Bird Feeders (Elective 32). Different seeds/nuts/foods will attract birds. Use the seeds/nuts that will attract feathered friends in your locale.		
SEARCH	Talk about Earth Day, April 22, and the Go See It to a local nature center, pond, wildlife sanctuary, or park.	The Go See It leader discusses details of next week's trip: time, meeting place, transportation, what Tiger Cubs and adult partners should wear, and what to expect.		
CLOSING	Tiger Cubs form a Living Circle and recite the Law of the Pack.	Tiger Cub teams form a circle and do the grand howl (<i>Cub Scout Ceremonies for Dens and Packs</i>).		
<p>This week's shared leadership team reviews the meeting. The den leader should meet briefly with the Tiger Cub and adult partner who will share leadership at the next den meeting.</p>				
AFTER THE MEETING	Den leader files local tour permit with local council service center for Go See It outing.	Talk to Tiger Cub team in charge of the next month. Offer resources or ideas as needed.	Den leader fills out Den Advancement Report for the pack leaders' meeting.	Den leader mails thank-you note.

ADULT PARTNER RECORDS ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE TIGER CUB'S HANDBOOK.

Advancement possibilities highlighted this month: *Achievement 5G, Electives 31, 32*

Enjoy the promise of spring! Tiger Cubs will see new growth in nature and have fun outdoors on their Go See It this month to a nature center, wildlife sanctuary, or park. Continue the interest in flight—a trip to a bird center will allow the boys to meet local bird-watchers who can describe the varied lives of the birds in your area. Take a hike to see different birds in action, flying, feeding, and nesting. Find bird tracks at the water's edge. You may see migratory birds on their routes. Boys will get ready for the more active life of springtime by participating in a den sporting event.

MINI SPRING SPORTS EVENT

Materials: Brown paper, markers or crayons, masking tape, tape measure, stopwatch, pen/pencil, recording sheets

Before starting the events, warm up with stretching exercises.

- 1. Standing High Jump.** "Spring" like a gazelle. Each Tiger Cub makes a high mark on paper while standing, then at the top of his jump. Record the distance between marks.
- 2. Standing Long Jump.** Tiger Cubs "spring" like frogs. Record the distance between the takeoff line and the landing site of the closest shoe heel.
- 3. Running Long Jump.** Boys repeat the standing long jump, but run a short distance (8 feet) before jumping.
- 4. 20-Yard Dash.** Tiger Cubs "spring into action," running as fast as they can. Record the time.

Encourage Tiger Cubs to take their charts home and post them on a bulletin board or their refrigerator door.

PINECONE BIRD FEEDERS

(Elective 32)

Materials: Pinecones (found or bought), peanut butter, birdseed/nuts/food of your choice, wax paper, string

Caution: Be aware of any peanut allergies of Tiger Cubs or adult partners.

Follow the instructions in the Tiger Cub Handbook to make pinecone bird feeders.

GAMES

Birds Fly

All players stand with hands on hips with the leader in front. In succession, the leader calls out the name of an animal and the word "fly"; e.g., "robins fly," "pigs fly," "ducks fly," "horses fly," "spiders fly." If the animal does, in fact, fly, the boys immediately make flapping motions with their arms. If a player makes a flapping motion for

an animal that doesn't fly, or he fails to immediately flap for one that does, he must take a step back.

The leader may try to confuse the players by flapping his or her arms for animals that don't fly while remaining motionless for those that do.

The winner is the player closest to the leader after a specified time.

Inchworm Races

Materials: Strips of paper, 1 by 6 inches; transparent tape, pennies, straws

Cut a 1-by-6-inch strip of paper; tape a penny to each end. To race, blow through a straw to make the "inchworm" move. Tiger Cubs and partners can race individually, or hold a relay race by den teams.

Measuring Worm Race

Players lie on their stomachs at the starting line. On signal, they draw their legs up under their bodies and fall forward again on their hands. Continue moving inchworm-style to the finish line.

Quarter Relay

Form two teams. The captain from each team stands about 20 feet from the head of the line. Each captain has one quarter. He holds out his closed hands in front of him.

The first boy in each team runs up to the captain and taps the hand that he thinks the quarter is in. If he guesses the correct hand, he runs back and tags the next boy in line, who does the same thing. If he taps the wrong hand, he must rejoin the line and try again. The first team to finish wins.

Passing Practice

Materials: Flying disks, rope, string, large plastic hoops or coat hangers formed into wire rings, poles

Tie a rope between two poles inserted into the ground. Tie a string to hoops or rings, suspend them from the rope, and have the boys try sailing flying disks through them. If a disk is not available, staple together two heavy-duty paper plates.

Tracking Pit

Equipment: Bare ground, rake, birdseed, water; plaster of Paris to make casts of tracks (optional)

The night before the den meeting, use a rake and your hands to smooth a 3-foot circle of bare earth. Then wet it thoroughly. Scatter birdseed in the center. By early morning the next day, clear bird tracks should be showing—and probably tracks of cats and dogs, too. You may be able to produce bird tracks that your Tiger Cubs can cast in plaster by the method explained in the "Crafts" section of the Cub Scout Leader How-To Book.

Outdoorsy Kim's Game

Materials: Blanket or cloth, slips of paper, pencils, and 10 items from nature (stick, rock, blade of grass, clover, moss, leaf, tree bark, pinecone, rosebud, flower petal, etc.)

Spread the 10 items on a table and cover with a blanket. Tiger Cubs gather around the table. Lift the blanket for one minute and allow the Tiger Cubs to observe. Cover the items after the minute is up. Then have the Tiger Cubs list the items, from memory, on slips of paper.

Give all the boys a special treat like "Ants on a Log" for doing their best in this game.

Ants on a Log

Ingredients: Celery sticks, peanut butter or cream cheese, and raisins or dried cranberries

Fill the hollow side of celery sticks with peanut butter or cream cheese. Add raisins for "ants" or dried cranberries for "red ants."

Give an extra-special treat to any Tiger Cub who correctly lists all 10 nature items.



Remember: Be sure to find out about allergies before preparing this treat.



TIGER CUB DEN MEETINGS

Each Tiger Cub and his adult partner should attend all meetings as a team. Dens may meet in the evening or on weekends.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
<p>The Tiger Cub den leader shares leadership with a Tiger Cub adult partner. This team should review plans before each meeting and check the equipment needed.</p>				
BEFORE THE MEETING STARTS	Prepare supplies for magic trick, skit, and snack. Have U.S. flag.	Prepare balloons and pins for gathering activity. Have materials for making masks.	Call the Go See It destination to confirm arrangements, times, fees, etc.	Host team writes a thank-you note to the destination of last week's Go See It.
<p>Den leader may collect dues. Den leader checks boys' books for completed advancement requirements and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.</p>				
GATHERING	Play the Show Must Go On relay race (Elective 35).	Demonstrate how to do the Magic Unbreakable Balloon trick (Elective 19).	<p>Take a Go See It to a live performance (Elective 36) OR Go outside and take a bike ride (Elective 37). At the end of the trip, lead a reflecting discussion with boys and adult partners about their outing.</p>	<p>Participate in the monthly pack meeting by presenting the skit, "How the Tiger Cubs Got Their Stripes," and sharing information about the den's Go See It. Tiger Cubs and adult partners sign the thank-you note.</p>
OPENING	Host Tiger Cub holds flag for Pledge of Allegiance; recite the Law of the Pack.	Say the Pledge of Allegiance; recite the Cub Scout Promise.		
SHARE	Each Tiger Cub tells about a play, circus act, or performance he has seen with his family or at school.	Each Tiger Cub shares his favorite movie.		
DISCOVER	Make Newspaper Trees for skit (<i>Cub Scout Leader How-To Book</i>). Practice the skit, "How the Tiger Cubs Got Their Stripes," for the pack meeting. Show boys how to do the Magic Jumping Paper Clips trick (Elective 19).	Practice the skit, "How the Tiger Cubs Got Their Stripes," for the pack meeting (Elective 20). Read to the den a picture book about tigers (Elective 31). Make a Tiger Mask, then go outside and pretend to be tigers in the jungle.		
SEARCH	Discuss the Go See It to a live performance. Make and eat the Clown Face snack.	Discuss the code of conduct that boys will need to follow during the performance visit next week. Share all information on location, time, driving directions, etc.		
CLOSING	Sing "Good Night, Tigers" (Elective 6).	Recite the Cub Scout motto and give Tiger roar!	<p>This week's shared leadership team reviews the meeting. The den leader should meet briefly with the Tiger Cub and adult partner who will share leadership at the next den meeting.</p>	
AFTER THE MEETING	Den leader files local tour permit with local council service center for Go See It outing.	Talk to Tiger Cub team in charge of the next month. Offer resources or ideas as needed.	Den leader fills out Den Advancement Report for the pack leaders' meeting.	Den leader mails thank-you note.
<p>ADULT PARTNER RECORDS ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE TIGER CUB'S HANDBOOK.</p>				

Advancement possibilities highlighted this month: *Electives 6, 7, 19, 31, 35, 36, 37*

Is the future superstar of Hollywood one of your Tiger Cubs? How about the future big-name director or musician? Actors, directors, singers—this month Tiger Cubs are encouraged to try out all these aspects of being in the spotlight. In your meeting plans this month, use any of the many resources available to you: the *Cub Scout Magic Book*, *Cub Scout Leader How-To Book*, and *Cub Scout Songbook* are only the beginning. Encourage boys to practice the activities done during the den meeting, take them home, and wow their families!

GAME: SHOW MUST GO ON RELAY RACE

(Elective 35)

Materials: Items of clothing that can be used as costumes, or pieces from children's costumes; e.g., a small blanket for a cape, a mask, funny hat, wig, man's shirt, man's old pants

Preparation: Have two equal sets of clothing or costume items in two bags.

Form two teams: Tiger Cubs vs. adult partners. Each team chooses one person to be the "master of ceremonies" who can't find his/her costume. These "emcees" stand on one side of the playing area; the teams line up on the opposite side of the playing area with the bags of costume items. The first player in each team takes out one item from the team's bag, runs to the emcee, puts the item on the emcee, then runs back to tag the next player in line. The team that finishes dressing its emcee first wins.

Variation: To add to the challenge for adults, set up an obstacle course for the grown-ups to run on their way to the emcee.

SONG: GOOD NIGHT, TIGERS

(Elective 6)

Tune: "Good Night, Ladies"

Good night, Tigers,

Good night, Tigers,

Good night, Tigers,

We're going to growl right now!

GRRRR!

Farewell, Tigers,

Farewell, Tigers,

Farewell, Tigers,

We're going to roar real loud!

ROAR!

SKIT: HOW THE TIGER CUBS GOT THEIR STRIPES

Materials: Newspaper trees (*Cub Scout Leader How-To Book*)

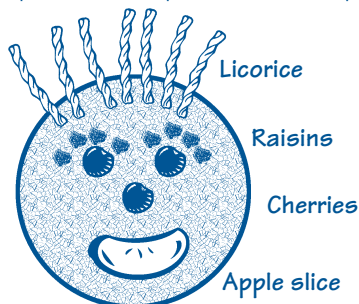
Personnel: A narrator to read the skit; Tiger Cubs and adult partners to pantomime the action

NARRATOR: Long ago, Tiger Cubs did not have stripes. They were orange all over. The world then was big and broad and full of tall grass—but no trees. The sun shone on the world and it was very hot.

Some Tiger Cubs (*Tiger Cubs walk out onstage, carrying newspaper rolls*) were tired of being hot all the time (*pantomime wiping forehead*). So they decided to make some shade. With their adult partners (Tiger Cubs bring adult partners onstage with them) the Tiger Cubs used their Cub Scout spirit to make some short plants grow tall (*Tiger Cubs and adult partners pull out paper to make paper trees*). Now the Tiger Cubs had lots of cool, shady spots to play in. When the hot sun shone on them, the Tiger Cubs had dark stripes from the shadow of the leaves on the trees. And to this day, the Tiger Cub has kept his stripes! (*Tiger Cubs give tiger roar.*)

SNACK: CLOWN FACE

Ingredients: Rice cakes, softened cream cheese, red string licorice, raisins, maraschino cherries, apple cut into slices, wax paper or paper plates, spoons or small plastic knives for spreading



Make a clown face on the rice cake. Cut licorice into short strings for hair; use raisins for eyes or eyebrows, a cherry for the nose, and an

apple slice for the mouth. Tiger Cubs use cream cheese to attach the facial features to the rice cake, then eat.



Before handling food or making snacks, remind Tiger Cubs to practice good hygiene by washing their hands.

TIGER MASK

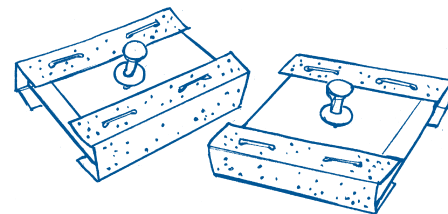
Materials: Paper plates, black and orange markers or washable paint, black chenille stems, black and orange construction paper, craft sticks, glue

Adult partners cut large eyeholes in top half of paper plate, carefully marking the placement for Tiger Cubs to see through. Tiger Cubs paint or color the paper plates to look like tiger faces. Use black chenille stems for whiskers and cut triangles from orange and black paper for ears. On the back of the paper plate, glue a craft stick as a handle.

SANDPAPER SCRATCHERS

(Elective 7)

Materials: Two pieces of sandpaper, 3-by-3 inches; two blocks of wood, 2-by-2 inches; staples or thumbtacks; pushpin



Wrap the sandpaper around the wood; use thumbtacks or staples to secure the ends of the sandpaper to the wood. Stick a pushpin into the top to use as a handle.

To make sound effects, hold the blocks by the pushpins and rub the sandpaper scratchers together.



TIGER CUB DEN MEETINGS

Each Tiger Cub and his adult partner should attend all meetings as a team. Dens may meet in the evening or on weekends.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
<p>The Tiger Cub den leader shares leadership with a Tiger Cub adult partner. This team should review plans before each meeting and check the equipment needed.</p>				
BEFORE THE MEETING STARTS	Have U.S. flag, games equipment, and balloons.	Have U.S. flag and games equipment (rings, clothespins or other targets; flying disks, large plastic hoops).	Call the Go See It destination to confirm arrangements, times, fees, etc.	Host team writes a thank-you note to the destination of last week's Go See It.
<p>Den leader may collect dues. Den leader checks boys' books for completed advancement requirements and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.</p>				
GATHERING	Talk to Tiger Cubs about basketball as adult partners blow up balloons.	Tiger Cubs and their adult partners play the Ring Toss game.	Take a Go See It to a local high school, college, semi-professional, or professional basketball game, camp, or tryout (Achievement 3G) OR Take a Go See It to an alternate event like a high school exhibition game. Have a Boy Scout sponsor your den's attendance at the game and answer any questions the Tiger Cubs and adult partners may have.	Participate in the monthly pack meeting by demonstrating the ultimate toss through the hoop and information about the den's Go See It. Be sure to highlight good sportsmanship that den members witnessed. Tiger Cubs and adult partners sign the thank-you note.
OPENING	Tiger Cubs line up in front of the U.S. flag. Sing "America" (<i>Cub Scout Songbook</i>).	Recite the Cub Scout Promise. Boys answer the roll by saying something that is a part of the game of basketball (hoop, score, referee, players, etc.).		
SHARE	Share with the group the rules of the game of basketball (Achievement 3G).	Tiger Cubs can share their experiences about the sport of basketball since last week.		
DISCOVER	Tiger Cubs and adult partners form teams and play a game of Balloon Basketball.	Practice tossing flying disks through plastic hoops hung from a clothesline or string. Practice from various distances (Elective 35).		
SEARCH	Den leader discusses the planned Go See It outing to a local high school gym, college gymnasium, or sports arena.	Discuss the details of next week's trip. Include details of time, meeting place, transportation, what boys and adult partners should wear, and what to expect.		
CLOSING	Tiger Cubs form a line, give the Cub Scout sign, and repeat the Cub Scout motto.	Tiger Cubs form a Living Circle and do the grand howl in honor of their adult partners.	At the end of the trip, lead a reflecting discussion with boys and adult partners about their outing. A Tiger Cub Immediate Recognition bead may be presented for participation and completion of Achievement 3G .	
<p>This week's shared leadership team reviews the meeting. The den leader should meet briefly with the Tiger Cub and adult partner who will share leadership at the next den meeting.</p>				
AFTER THE MEETING	Den leader files local tour permit with local council service center for Go See It outing.	Talk to Tiger Cub team in charge of the next month. Offer resources or ideas as needed.	Den leader fills out Den Advancement Report for the pack leaders' meeting.	Den leader mails thank-you note.
<p>ADULT PARTNER RECORDS ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE TIGER CUB'S HANDBOOK.</p>				

Advancement possibilities highlighted this month: *Achievement 3G; Elective 35*

As Tiger Cubs and their adult partners learn more about games such as basketball, they are learning other things along the way. Boys learn the rules of the game (the first part of *Achievement 3G*) and experience firsthand the core value of health and fitness. Watching the behavior of the players will demonstrate the importance of sportsmanship and cooperation.

If this Tiger Cub den was recruited in the spring, much of the early den meeting time will be spent reviewing the Bobcat requirements as described in the *Tiger Cub Handbook*. The den will also want to create a den yell that can be used at various times during the months ahead.

GAMES

Game: Balloon Basketball (*Achievement 3G*)

Play this game outdoors, weather permitting (when it's not too windy); otherwise, play indoors in a room with a high ceiling (e.g., a fellowship hall or a garage).

Gather den members together. Find out who has played, is playing, or is thinking about playing basketball. Adult partners blow up a few round balloons to use as their basketballs. Mark the balloons with their names.

Tiger Cubs and adult partners form teams and play a game of Balloon Basketball. Use the same type of rules as basketball and designate a box at each end of the playing field for the basket.

Ring Toss

Materials: Rings (see below) and targets (items that will stand upright, such as clothespins clipped around the edge of a box, bucket, or plastic container; or yardsticks, craft sticks, or wooden skewers)

Stand sticks or clothespins upright to make targets. Start the game from 5 feet away. Cub Scouts toss rings over the targets. If possible, let each boy have three rings. Boys who score at least two rings over the targets advance to the next round of play. In the next round, move the starting line 1 foot farther away from the targets and play another round.

Suggestions for rings:

Use lids from plastic containers; cut out the centers.

Purchase smaller rings at fabric and drapery stores.

Use round shower-curtain rings.

Cut 8-inch lengths of rope, form into circles, and tape the ends together with duct tape.

Purchase canning rings at a grocery or hardware store.

Hoop-de-Doo

Materials: A hoop (shower-curtain ring, miniature basketball hoop from child's game, picture of basketball hoop, etc.) to search for

One player is chosen to be the searcher and is sent out of the room. The remaining players hide the hoop. Call the searcher back into the room.

As the searcher begins looking for the hoop, the other players offer hints to direct him to it, raising their voices as the searcher nears the object. If the searcher is far from the object, the others quietly call, "Hoop." As the searcher nears the object, the others say, louder, "Hoop-de." When the searcher comes very near, the other players shout, "Hoop-de-doo!"

GRAND HOWL: TIGER STYLE

Boys form a circle around the den leader, each Tiger Cub grasping the hand of the boy on either side. To honor the leader for service to the den, start the yell by bending the knees and keeping hands grasped. As boys chant, "Go (leader's name)," they raise their hands and bodies and shout the leader's name while raising hands above their heads.

FLYING TARGETS

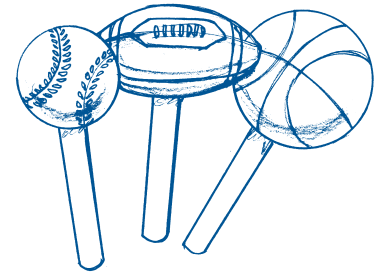
(*Elective 35*)

Materials: Plastic flying disks, large plastic hoops, string or clothesline

Tiger Cubs and adult partners take flying disks outside to a practice area. Practice tossing disks through plastic hoops of different sizes hung from a clothesline or string. Practice from various distances.

TONGUE-DEPRESSOR PUPPETS

Materials: Construction paper, tongue depressors, glue



Start with a basic design cut from construction paper. Boys can create sports players and sports balls. Prepare a circle the same size as the puppet figure on the front. To finish: Glue a tongue depressor to the back of the puppet figure. Glue the matching circle to the back of the tongue depressor so that it is securely fastened to the puppet front. To use: Use the puppets to illustrate a story or give instruction on rules of sporting games that the Tiger Cubs have been learning about this month.

TIGER PAWS

Materials: Soft orange material (soft foam, felt, orange paper), black marker

Make tiger paw-shaped mittens out of material. Trace around the boys' hands, cut out two of the pieces, and glue the material together around the edges. Color in the black tiger markings.

At the pack meeting, the Cubmaster says, "Here is a Tiger Cub 'round of a-paws,'" as the Tiger Cubs move their "paws" in a circular motion.



TIGER CUB DEN MEETINGS

Each Tiger Cub and his adult partner should attend all meetings as a team. Dens may meet in the evening or on weekends.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
<p>The Tiger Cub den leader shares leadership with a Tiger Cub adult partner. This team should review plans before each meeting and check the equipment needed.</p>				
BEFORE THE MEETING STARTS	Gather materials for Independence Day Twirlers, Freedom Stars game, and the Just My Size Fruit Pies. Have the U.S. flag in place.	Gather materials for the Firecracker neckerchief slides. If you will have a bicycle rodeo, set up the course.	Call the Go See It destination to confirm arrangements, times, fees, etc.	Host team writes a thank-you note to the destination of last week's Go See It.
<p>Den leader may collect dues. Den leader checks boys' books for completed advancement requirements and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.</p>				
GATHERING	Make Independence Day Twirlers.	Make Firecracker neckerchief slides.		
OPENING	Say the Pledge of Allegiance and sing to wish the USA a happy birthday.	Recite the Cub Scout Promise and the Law of the Pack (Bobcat Trail 1 (partial) and 5) .		
SHARE	Talk about summer celebrations: the Fourth of July, Flag Day, summer birthdays, family reunions. Everyone shares something special his family does in the summer.	Discuss Safety in the Sun (Elective 29) and safety rules for riding bikes. Emphasize that boys must always wear a helmet. Practice hand signals.	Take a Go See It to a city or state park, go for a hike, and have a picnic with your den (Elective 22) OR Take a Go See It to a parade or participate in a parade.	<p>Participate in the monthly pack meeting by sharing Independence Day Twirlers or Firecracker neckerchief slides and information about the den's Go See It.</p> <p>Tiger Cubs and adult partners sign the thank-you note.</p>
DISCOVER	Make the Just My Size Fruit Pies. While pies are baking and cooling, play Freedom Stars.	Go for a bike ride (Elective 37) . Make sure you have sun protection on before you leave, wear your helmet, and practice bike-riding safety rules.	At the end of the trip, lead a reflecting discussion with boys and adult partners about their outing.	
SEARCH	Discuss options for the Go See It and eat the Just My Size Fruit Pies.	Finalize plans for the Go See It.		
CLOSING	Recite the Cub Scout Promise and end with "Go, Tigers!" and a loud <i>roar!</i>	Den leader delivers the Sun Protection Den Leader's Minute.		
<p>This week's shared leadership team reviews the meeting. The den leader should meet briefly with the Tiger Cub and adult partner who will share leadership at the next den meeting.</p>				
AFTER THE MEETING	Den leader files local tour permit with local council service center for Go See It outing.	Talk to Tiger Cub team in charge of the next month. Offer resources or ideas as needed.	Den leader fills out Den Advancement Report for the pack leaders' meeting.	Den leader mails thank-you note.
<p>ADULT PARTNER RECORDS ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE TIGER CUB'S HANDBOOK.</p>				

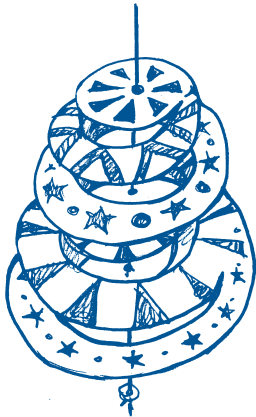
Advancement possibilities highlighted this month: *Electives 22, 29, 37, Bobcat Trail 1 (partial), 5*

It's summer and it is time to get outside and enjoy the warm weather, but too much of a good thing is not always good. Watch out for the sun! This month the Tigers Cubs will learn about safety in the sun (*Elective 29*). They will be able to practice sun safety as they go for a bike ride (*Elective 37*) or go on a hike. Independence Day celebrations may include picnics, parades, and family gatherings. Boys will be able to practice sun safety and have the opportunity for a picnic with their family or den (*Elective 22*). Opportunities will abound throughout the month for Cub Scout families to celebrate this great country we live in. This is a good occasion to model great citizenship for Cub Scouts.

INDEPENDENCE DAY TWIRLERS

Materials: Large, soft plastic lids (easily cut with scissors, such as lids from frozen whipped topping containers or round oatmeal boxes), preferably red, white, blue, or clear; paints or permanent markers; string; nail and hammer or hole punch

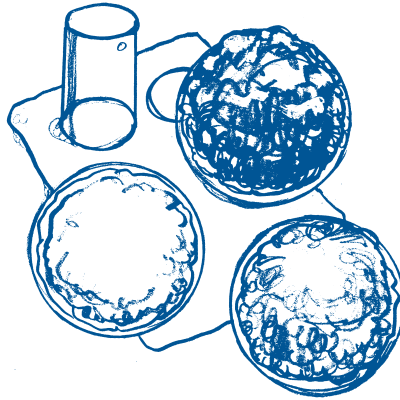
Preparation: Before the den meeting, use a nail or hole punch to make a hole in the center of each lid. With a marker, draw cutting lines on the lid—a spiral that starts about $\frac{3}{8}$ inch from the center hole and gradually extends to the rim. Remove the raised rim.



Have Tiger Cubs decorate both sides of the lids with permanent markers or paints (requires longer to dry). When the decorations are dry, have the boys cut along the spiral line but not all the way to the center. Thread a string through the center hole and tie a knot in one end to secure it. Take the twirlers outside, hang them up, and watch the wind twirl them.

SNACK: JUST MY SIZE FRUIT PIES

Ingredients: Ready-to-use, uncooked pie crust (a 9-inch pie crust yields eight to 10 $\frac{3}{2}$ -inch pies); $\frac{3}{2}$ -inch round cookie cutter (a large glass can be used as a cookie cutter); your favorite canned fruit pie filling—cherry, apple, and blueberry for red, white, and blue pies (one 21-ounce can fills about 18 small pies); muffin pan or individual custard cups



Lay out pie crust flat on a clean surface. Have each Tiger Cub cut out two $\frac{3}{2}$ -inch pie crusts from the large crust (one for himself and one for his adult partner). Ease each small crust into a cup of a muffin pan or a custard cup. The crust should come at least halfway up the muffin tin. Fill each crust with about 2 tablespoons of pie filling (or mix them for a real taste treat). Do not overfill. The filling should be below the edge of the crust; it will expand a little during baking.

Bake in a 400-degree oven for 12 to 15 minutes or until crust is golden brown. Allow to cool slightly before removing from pan. Make sure the pies are cool enough to eat before giving them to the Tiger Cubs.

GAME: FREEDOM STARS

Materials: 50 stars about 2 inches in diameter cut from tissue paper, one straw per player, one bowl per team

Form two equal teams. Have them line up 2 yards from a table. Give each player his own straw. Place a bowl at each end of the table. Lay out the stars evenly between the bowls. On signal, the first player in each team runs to the table and, by sucking on his straw, picks up one or more stars, holding them to the end of the straw by suction. The boy takes the captured stars to his team's bowl, drops them in, then runs back to the line, taps the next player, and goes to the end of the line. A player may take

only one breath per turn, and he may use his hands only for holding the straw in his mouth, not to pick up stars. The first team with all 50 stars in its bowl is the winner. (Vary the number of stars based on the size of your group. Each player should have at least three or four stars to pick up.)

FIRECRACKER NECKERCHIEF SLIDE

Materials: Empty film canister, chenille stems or colored wire $\frac{1}{2}$ to $\frac{2}{2}$ inches long, colored tape, small star stickers, permanent markers, scissors; plastic tubing or PVC pipe for slider

Remove the lid from a film canister. An adult uses a $\frac{1}{16}$ -inch hole punch or a sharp nail to punch three to five holes in the lid. Put pieces of chenille stems or colored wires through the holes; bend the ends so they will not pull out. Wrap the stems or wires around a thin pencil or pen to give them a springy look—these will be the streams of sparks coming from the fireworks. (Remove the pencil or pen after curling.)

The Tiger Cub decorates the film canister with colored tape, colored paper, stickers, or however he chooses. Attach a $\frac{1}{2}$ -inch piece of $\frac{3}{4}$ -inch plastic tubing, PVC pipe, or foam pipe insulation to the center back as the slider.

DEN LEADER'S MINUTE: SUN PROTECTION

In Cub Scouting, we learn many things to protect ourselves. We learn how to cross the street safely. We learn that we need to wear seat belts. We also need to protect ourselves from something we see in the sky: the sun.

Sunscreen is a way we protect ourselves. As you enjoy the rest of the summer, remember to cross at crosswalks, always use a seat belt, and always put on sunscreen when you're going outside.

Thank you for keeping yourselves safe, Cub Scouts.



TIGER CUB DEN MEETINGS

Each Tiger Cub and his adult partner should attend all meetings as a team. Dens may meet in the evening or on weekends.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
<p>The Tiger Cub den leader shares leadership with a Tiger Cub adult partner. This team should review plans before each meeting and check the equipment needed.</p>				
BEFORE THE MEETING STARTS	Remind parents ahead of time to send clothes for playing in the water. Collect supplies for Pinwheel neckerchief slides and for Jump the Wave game. Have U.S. flag in place.	Have U.S. flag in place. Gather supplies for the Collecting Fish Bait game, Sea Globes, Noodle Drawing activity, and Cracker Aquariums.	Call the Go See It destination to confirm arrangements, times, fees, etc.	Host team writes a thank-you note to the destination of last week's Go See It.
<p>Den leader may collect dues. Den leader checks boys' books for completed advancement requirements and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.</p>				
GATHERING	Make Pinwheel neckerchief slides.	Tiger Cubs and adults create noodle drawings.	<p>Take a Go See It to a local lake, pool, or beach (Elective 40) OR Take a Go See It to a fishing lake, stream, or bay and go fishing. At the end of the trip, lead a reflecting discussion with boys and adult partners about their outing.</p>	<p>Participate in the monthly pack meeting by sharing Tiger Cub Sea Globes and information about the den's Go See It. Tiger Cubs and adult partners sign the thank-you note.</p>
OPENING	Say the Pledge of Allegiance and sing "God Bless America" (<i>Cub Scout Songbook</i>).	Tiger Cubs circle the U.S. flag and recite the Pledge of Allegiance and the Cub Scout Promise.		
SHARE	Tiger Cubs and adult partners share what they like to do in the water or at the beach. Adults should talk about what they did when they were kids.	Talk about what is in the ocean and how different oceans of the world have different things in them. Make Sea Globes.		
DISCOVER	Play the Jump the Wave game.	Play the Collecting Fish Bait game. Make and eat Cracker Aquariums.		
SEARCH	Discuss plans for the Go See It.	Finish plans for the Go See It and talk about water safety.		
CLOSING	Recite the Cub Scout Promise and the Law of the Pack (Bobcat Trail 1(partial) and 5).	Sing "My Bonnie Lies Over the Ocean" (<i>Cub Scout Songbook</i>).		
<p>This week's shared leadership team reviews the meeting. The den leader should meet briefly with the Tiger Cub and adult partner who will share leadership at the next den meeting.</p>				
AFTER THE MEETING	Den leader files local tour permit with local council service center for Go See It outing.	Talk to Tiger Cub team in charge of the next month. Offer resources or ideas as needed.	Den leader fills out Den Advancement Report for the pack leaders' meeting.	Den leader mails thank-you note.
<p>ADULT PARTNER RECORDS ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE TIGER CUB'S HANDBOOK.</p>				

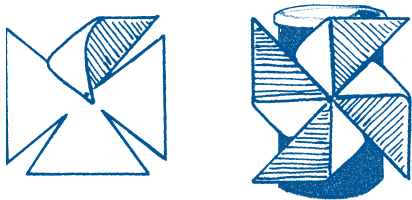
Advancement possibilities highlighted this month: *Electives 35, 40; Bobcat Trail 1 (partial), 5*

Water and boys just seem to mix, as long as the water is not in the bathtub! So turn on a hose, hook up a sprinkler, or take the Tiger Cubs to a beach, swimming pool, or favorite fishing hole. The boys will study the oceans of the world without leaving home, and they will build their own ocean scenes to enjoy anytime. Some of the activities this month may take a bit of perseverance to accomplish, but with encouragement and patience they can be done. When the boys have completed them, make sure to recognize the extra effort the Tiger Cubs put in.

PINWHEEL NECKERCHIEF SLIDE

Materials: 3-inch-square piece of cardstock or craft foam, hole punch, markers, 1½-inch brass fastener, hot glue, ½-inch piece of ¾-inch plastic tubing or PVC pipe

Using a hole punch, punch a hole in the center of each square. Draw cross lines from corner to corner, forming an X on the back of the square. Cut each line to within ½ inch of the center. The squares can be decorated if you wish.



Punch holes in every other corner of the triangles. Put the ends of a brass fastener through one hole, bend this corner into the center, and bend the next corner into the center and put the fastener through it as well; repeat with the remaining two corners. The last corner in will be the innermost corner and closest to the center hole.

Put the fastener through the center hole. Fold out the ends of the fastener. When you are about halfway down the fastener, make sure the pinwheel has enough room to spin. Hot-glue the bent-out portions of the fastener legs to a ½-inch piece of ¾-inch plastic tubing, PVC pipe, or foam pipe insulation.

Note: Craft foam does not tear as easily as cardstock and is easier to work with. However, it does not turn on the fastener as well as the cardstock does. If spinning is important, use cardstock. If ease of construction and survival time are more important, use craft foam.

NOODLE DRAWING

Materials: Construction paper or card stock, cooked spaghetti noodles

Tiger Cubs and their adult partners work together to create works of art using cooked spaghetti. Lay the noodles out on the paper in the shape of a car, a plane, the Tiger Cub's name, or anything they can imagine. Let dry.

GAMES

Jump the Wave (Elective 35)

Equipment: Water hose hooked to water source; nozzle on hose so it will spray a long, narrow stream

Turn on the water and hold the hose so that the stream shoots across the lawn only a few inches off the ground. Have boys "jump the wave" at this height. Progressively raise the height of the water stream so the boys must jump higher and higher to get over the "wave."

Collecting Fish Bait

Equipment: An empty soda bottle for each team; a pot of cooked, cooled, drained (but still slightly soggy) spaghetti noodles ("worms")

Teams line up in relay fashion at the opposite ends of a room or field. At the signal, the first person in each team picks up 10 wet noodles, runs to the other end, drops the "worms" in the soda bottle, and runs back to tag the next person. The first group to fill its bottle wins.

Sea Globes

Materials: Clean glass or sturdy plastic jar with a lid that has a rubber seal, label removed (such as baby food jars or maraschino cherry jars, or for larger sea globes, spaghetti jars); florist clay; green Easter grass or plastic grass like that used in an aquarium; small seashells; sand; water-safe sea-life figures; water

On the inside of the lid, put a quantity of florist clay, large enough to hold whatever stationary scenery you are putting in the sea globe. Imbed the stationary scenery into the clay. Put into the jar the seashells, sand, and anything that will float or sit on the bottom. Fill the jar with clean, cold water to about ½ inch from the top. Screw on the lid. Invert and allow everything to settle. As the boys gently shake the sea globes, they can see what happens when the tide goes in and out or when there is a storm.

Additional: If adding a small boat that will float upright on the water, fill the jar only half full of water.

SNACK: CRACKER AQUARIUMS

Ingredients: Graham cracker squares, peanut butter or blue-tinted cream cheese, round cereal with center holes, fish-shaped crackers, very thin strips of celery (for sea grass); paper plates



Verify that no den member has peanut butter or other food allergies.

Each boy should work on a paper plate. Place one graham cracker square on the plate. Top with about 1 tablespoon of peanut butter or blue-tinted cream cheese; spread evenly over the cracker. Broken pieces of graham crackers or some of the cereal can be crumbled to make "sand" to sprinkle on the bottom quarter of the cracker. Lay approximately five fish-shaped crackers on their sides in the "water." Dab additional cream cheese or peanut butter on the backs of the fish-shaped crackers, if needed to get them to stick. Put a few cereal pieces above the "fish" to look like air bubbles. Attach very thin celery strips for sea grass.

WOLF CUB SCOUT PROGRAM HELPS



WOLF CUB SCOUT PROGRAM HELPS



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For each monthly theme, the left-hand page has a four-week planning chart. In many months, the third week is a theme-related or advancement-related field trip.

The right-hand page of the monthly theme contains songs, crafts, games, and ceremonies to support the monthly theme. These are all included as part of the planning chart.

Additional ideas can be found in the *Cub Scout Leader How-To Book*, the monthly Cubcast (www.scouting.org), and at your monthly district roundtable and your council's annual pow wow or University of Scouting.

Plan to have a meeting of all parents or guardians during the summer or early fall to let them know about the fun your den will have during the next year. Try to include as many adults as possible in various activities for your den, from bringing refreshments, driving on field trips, to helping with paperwork of a den newsletter. *The Cub Scout Leader Book*, Chapter 5, has a long list of potential volunteer opportunities for parents or guardians.


Wolf Cub Scout Advancement

While much of advancement in Cub Scouting is intended to be accomplished within the family, many requirements may be met by attending organized den meetings. Den meeting outlines in this chapter include several advancement requirements each month.

Completion of den meeting activities along with home assignments will ensure that each boy receives his next badge of rank at the pack's blue and gold banquet in February. If a Wolf Cub Scout has not completed the Bobcat yet, he will need to do all of the requirements at home with his family. The chart below has a list of recommended activities for Wolf Cub Scouts that den leaders may assign to be completed at home each month.

Some things to remember:

- Family involvement is an important purpose of Cub Scouting, and it includes the family being involved in the advancement process. For those requirements completed in the den, the Cub Scout should share his accomplishments with his parent or guardian, who in turn signs the boy's handbook.
- Advancement is a method of Cub Scouting, not a purpose. Boys learn and grow through a variety of activities. Den leaders should be flexible with den meeting plans as they learn what works for their particular den of boys.

	ACHIEVEMENTS To Be Completed at DEN MEETING	ACHIEVEMENTS To Be Completed at HOME	ELECTIVES That Can Be Completed at DEN MEETING
September	4a, 6b, 6c, 9d, 12d	Bobcat Trail 1–8*, 9a, 9b, 9c, 9d, 9e	
October	1a, 1b, 1c, 1d, 1e, 1f, 1g, 1k, 1l, 2a, 2b, 2e, 2f, 7a, 7c	2c, 2d, 7b, 7e, 11a, 11b, 11c, 11d	2e
November	2a, 2b, 2e, 2g, 7d, 7f	6a, 6b, 6c, 8a, 8b, 8c, 8d, 8e	4, 5, 11a, 11b
December	2b, 4c, 5d, 5e	4a, 4b, 4d, 4e, 4f, 5a, 5b, 5c	11b, 12a
January	1f, 3a, 7c, 7d, 7f	3b, 3c, 10a**, 12a†	11c
February			4c
March			5a, 5b
April	2e, 7c		11a
May			11
June	1a, 1d, 1e, 1g, 2b, 3a		11a, 11c (partial), 15c, 20m
July	2a		9a
August	2b, 4a, 4b, 5d, 5e, 8b		11b, 12a

* if not already completed, ** plus four from 10, † plus four from 12



WOLF CUB DEN MEETINGS

Dens may meet after school, in the evening, or on weekends. Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Prepare phone number list. Prepare items for What's in the Pocket? game. Have ingredients for Edible Marbles.	Prepare materials for Street Safety game. Gather materials for Marble Sharpshooter (Elective 4b). Have on display different ideas for organizing collections.	Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week's destination. Have items to play marbles and Marble Chop Suey (<i>Cub Scout Leader How-To Book</i>). Gather items for Treasure Box.
Den leader collects dues.				
GATHERING	Den chief practices Bobcat Trail 3, 4, and 7 with new den members. Pair up members from last year with new den members.	Collect permission slips. Play Marble Sharpshooter (Elective 4b).		Boys sign thank-you note or card. Den chief helps boys play Marble Chop Suey (<i>Cub Scout Leader How-To Book</i>).
OPENING	Play Marble Sharpshooter (Elective 4b).	Using the Cub Scout salute, say the Pledge of Allegiance. Using the Cub Scout sign, say the Cub Scout motto (Bobcat Trail 4, 6, and 7).		Boys stand and recite the Cub Scout motto and Law of the Pack.
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Introduce this month's theme and collections. Ask boys what kinds of things they collect and what they think would be a good item to collect (Achievement 6b). Announce that boys will show collections in three weeks.	Discuss plans for the pack meeting. Boys share information about their collections. Encourage all boys to begin a collection if they haven't already decided on something. Discuss various ways to organize the collections.	Take a den field trip to a museum, library, private home, or other location that features a collection.	Boys show their collections (Achievement 6c). Discuss the field trip and write thank-you notes. Review the den's preparation for the pack meeting.
ACTIVITY	Make Phone Number List (Achievement 4a). Make Edible Marbles. Play What's in the Pocket?	Finish Phone Number List. Play the Street Safety game (Achievement 9d).	At the end of the trip, lead a reflecting discussion with the boys about their outing.	Discuss with the den the choices presented in Achievement 12d . Show a collection of marbles and play a game of marbles (Elective 4e). Make a Treasure Box.
CLOSING	Remind boys to bring their phone number list back next week. Recite the Law of the Pack. Send home permission slips for outing on THIRD WEEK.	Review plans for the field trip. Den leader presents a closing thought on the core value of compassion.		Encourage boys to bring friends to join the pack. Form a Living Circle, give the Cub Scout sign, and recite the Cub Scout Promise.
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK.		Den leader fills out advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Advancement possibilities highlighted this month: Achievements 4a, 4b, 4e, 6b, 6c, 9d, 12d; Bobcat requirements 1, 2, 3, 4, 7

Pockets contain many special things—items from the boys' collections, maybe; or important phone numbers, or a note home. Pockets, like boys, have special qualities. This is a good month to start exploring both. Get a good start on the year and encourage new Cub Scouts to complete their Bobcat requirements. The boys can work together. Pair those who have achieved the Bobcat rank with those who have not. Additional achievements are completed in the den; encourage boys to share with their parents when they return home.

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

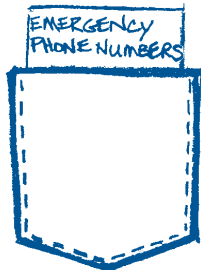
- **Achievement 10**, Family Fun: Families may enjoy working on a collection together. Gather leaves or rocks on a walk; collect postcards or brochures from places you visit.
- **Elective 4**, Play a Game: Marbles is a game you can carry in your pocket.

PHONE NUMBER LIST

(Achievement 4a)

Week 1. Ahead of time, prepare a list of local emergency numbers. Make places for boys to insert phone numbers that apply to their family. Copy the list for boys to take home and fill in the blanks.

Week 2. From a sheet of craft foam, cut a pocket shape (slightly smaller than the uniform shirt pocket). Glue only the bottom and sides of this pocket shape onto a second craft foam sheet. Use felt markers to create the "stitching" on this pocket. Boys



slide their phone list inside the pocket.

WHAT SHOULD A CUB SCOUT DO?

(Achievement 12d)

Gather Cub Scouts in a circle or around a table; make it a comfortable setting. Present the idea that there is a new boy at school who walks using crutches. Lead a discussion for boys to examine their perceptions of another individual who deals with a challenge. Den leaders may modify the central point of this discussion to reflect a specific challenge facing a boy or girl at the Cub Scout's school or church.

GAMES

What's in the Pocket?

Collect about 15 nature items such as pinecones, nuts, and shells; place each in a small paper sack. Pass the sacks around a circle and let the boys try to identify the object by feeling the bag, without opening or looking into the bag.

Street Safety

(Achievement 9d)

Prepare two sets of paper strips with the rules for street safety shown in the Wolf Handbook, Achievement 9d. Leave blanks in the rules; for example, "Don't _____ in the street" and "Wear your _____ while riding in a vehicle." Place one set of strips into a paper bag folded like a pocket; put the second set of strips into another, identical bag. The den leader monitors the bags.

Form two teams. Boys begin at a starting line 10 feet from the bags. On signal, each boy runs to his team's bag, pulls out a strip, and whispers the answer to the den leader or assistant den leader. If his answer is correct, the boy keeps the paper; if he answers incorrectly, he puts the strip back into the bag. Either way, the Cub Scout then runs to the starting line and tags the next boy in his team. A team wins when it has correctly answered and collected all the paper strips in its bag.

IDEAS FOR ORGANIZING COLLECTIONS

Explore the world of collections. Many things beyond stamps, coins, and toys can be collected. Boys will find there are many ways to display items that are special to them:

- Use painted egg cartons to hold rocks, marbles, or similar objects.
- A felt banner with dowels at the top and bottom makes a great display for pins or patches.
- Glue items onto foam meat trays and cover with plastic wrap.
- Use scrapbooks to keep and preserve Cub Scout items, photographs, brochures, or postcards from places visited on field trips.

TREASURE BOX

Materials: Small wooden box or metal or plastic canister, acrylic paints, paintbrushes, sealer; stickers of boys' favorite collectibles, wrappers from baseball card packages, or colorful advertisements for decorations

Paint the container with acrylic paints, letting the paint dry between coats. (To speed things up, use a handheld blow-dryer to dry paints.) Finish with a coat of acrylic sealer. Cut logos, slogans, and pictures from baseball card wrappers or advertisements and glue them to the container. The decorated treasure box may be finished with another coat of sealer.

SONG: POCKET SONG

Tune: "Good Night, Ladies"

I've got a pocket,
You've a pocket,
We've got pockets,
To show our Cub Scout fun.
Earning badges,
Earning pins,
Earning everything—
Cub Scouting's lots of fun.

SNACK: EDIBLE MARBLES

Ingredients: One package each: chocolate sandwich cookies with vanilla filling (regular size), 8-ounce cream cheese (softened), white chocolate chips

Put entire package of cookies into a large resealable plastic bag; crush cookies. To mix the softened (room-temperature) cream cheese into the crushed cookies, drop the cheese into the bag and knead. Form mixture into balls, about ½ inch; put balls in freezer to harden slightly. Melt white chocolate chips in double boiler. Remove balls from freezer, place on wax paper, and drizzle with melted chocolate. Enjoy, or refrigerate for later.



WOLF CUB DEN MEETINGS

Dens may meet after school, in the evening, or on weekends. Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Make copies of word-search puzzle; gather pencils. Gather items needed for Achievement 1 .	Gather paper bags, construction paper, glue, scissors, tape, markers, yarn, etc.	Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week's destination. Prepare note cards with jungle animal clues for the opening, one for each boy to read.
Den leader collects dues.				
GATHERING	Do the Jungle Safari Word Search puzzle.	Collect permission slips. Practice the song, "Old Akela Had a Zoo," with different animals.	Collect permission slips. Review and remind boys about using the buddy system.	Boys sign thank-you note or card. Do Feats of Skill (Achievements 1g, 1k, 1l).
OPENING	Perform a flag ceremony and say the Pledge of Allegiance (Achievements 2a, 2b).	Boys answer den roll call by saying their favorite jungle animal and why it's their favorite.		Use the Jungle Animal Clue opening activity.
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Discuss the Jungle Safari theme. Part of the discussion can center on the Cub Scout core value of cooperation. Explain how jungle animals cooperate with each other to survive. Example: All animals may be at the watering hole at the same time.	Work on Achievements 7b, 7c, 7e, and 7f . Talk about respect for our world and how important it is to respect the animals and their habitats (7b and 7e should be completed at home). Talk about using the buddy system at the outing next week.	Visit a zoo, wildlife preserve, animal rescue facility, or similar location.	Practice using the paper-bag masks while singing "Old Akela Had a Zoo." Conduct the Character Connection for Resourcefulness. Explain how jungle animals must be resourceful to survive. Talk about how they need to plan ahead.
ACTIVITY	Work on Feats of Skill (Achievements 1a–f). Talk about how jungle animals use their feats of skill to survive. Den leader reads the story of Akela and Mowgli from the <i>Wolf Handbook</i> .	Make animal masks from paper sacks for use at the monthly pack meeting (Elective 2e). Practice using the masks while singing "Old Akela Had a Zoo."	At the end of the trip, lead a reflecting discussion with boys about their outing.	Work on Achievements 2e–f . Contact a local Boy Scout troop or VFW chapter for assistance with this. An outdoor flagpole is preferred for this activity.
CLOSING	Sing "Old Akela Had a Zoo." Send home permission slips for outing on THIRD WEEK.	Den leader shares Laws for All (Den Leader's Minute). Boys give den leader and assistant den leader the Cub Scout handshake, then file out.		Boys gather in a Living Circle and give the den yell.
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK.		Den leader fills out advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Advancement possibilities highlighted this month: *Achievements 1a, 1b, 1c, 1d, 1e, 1f, 1g, 1k, 1l, 2a, 2b, 2e, 2f, 7a, 7b, 7c, 7e, 7f; Elective 2e*

The jungle is a fun place for boys to explore the exciting world outside their backyards. Start the meetings with the story of Akela and Mowgli. Cub Scouts have the opportunity to work on advancement by learning the proper way to display and honor our country's flag, by finding out about the world around them, and by developing physical skills. Using the information they have learned, they will create masks and practice sharing this information with other members of the pack at the big meeting this month.

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

- **Achievement 4d**, Know Your Home and Community: Boys can practice turning off lights and water when leaving home.
- **Elective 13**, Birds: Boys can learn about and care for birds in their local area.
- Conservation and Leave No Trace awards: Completing **Achievement 7** is part of earning the Cub Scout World Conservation Award and Cub Scouting's Leave No Trace Awareness Award.

YOUR FLAG

(Achievements 2b, 2e, 2f)

Materials: Wolf Handbook, U.S. flag

Find an area to perform an outdoor flag ceremony. If a flagpole is not available, a homemade one that is suitable for pack camping will work (base, pole, pulley, small-diameter rope, and clips to attach flag). The den leader can request help from a local Boy Scout troop (perhaps your den chief's troop) or a community civic organization like the VFW. If the school the boys attend raises and lowers a flag, make arrangements with the school for the den to raise and lower the flag one day.



An exhibit of the different versions and names of our country's flag would be educational. Color pictures could be used, rather than actual flags.

YOUR LIVING WORLD

(Achievements 7a, 7e, 7f)

Preparation: Find and copy three stories that tell how people are protecting our world.

Read and discuss as a den. Invite a local recycling expert to explain recycling and why it is important. The Leave No Trace organization (www.Int.org) has programs available in kid-friendly format to demonstrate the impact we have on our world. Complete requirements 7a, 7e, and 7f. Lead discussions with the boys regarding our impact on our world and how it changes our lives as well as the lives of animals.

OPENING: JUNGLE ANIMAL CLUE

Prepare note cards with different jungle animals on them. Add clues to the backs of the cards to help boys guess the animals' names, if needed.

PAPER-SACK MASKS

(Elective 2e)

Materials: Large brown paper bags (or lunch-size bags for smaller puppets), paint, markers, yarn, construction paper, glue, scissors, paintbrushes, tape, animal pictures

The boys use construction paper, yarn, paint, markers, etc., to decorate the fronts of the bags with animal faces. These masks are used at the pack meeting in an original skit that the boys create. *Ideas:* Use the information the boys discover about animals, or show how humans affect our planet and our animal friends. The speaking parts can be written on the backs of the masks or puppets to help the boys with their parts.

DEN LEADER'S MINUTE: LAWS FOR ALL

There are connections between the Law of the Pack and the law of the jungle. With the Law of the Pack, people are working together. With the law of the jungle, animals live together cooperatively with their environment.

GAME: SHERE KHAN AND BALOO

One player is Shere Khan, the tiger. All other boys are wolves in the pack. The wolves form a line with hands on each other's waist. The last in line is Baloo, who has a dangling tail tucked into his belt. Shere Khan tries to catch Baloo by pulling out his tail, but the wolves scramble to keep Baloo safe. If Shere Khan catches Baloo within three minutes, he wins. If not, the wolves win.

SONG: OLD AKELA HAD A ZOO

Tune: "Old McDonald"

Old Akela had a zoo;
Would you like to hear?
And in this zoo he had a tiger;
Would you like to hear?
With a grr-grr here and a grr-grr there,
Here a grr, there a grr, everywhere a grr-grr,
Old Akela had a zoo.
Would you like to hear?

Add verses for the jungle animals of boys' choice. *Examples:* lion (roar), elephant (trumpeting sound), zebra (whinny), hyena (laughter), monkey (chattering or screeching). Animal actions also can be added.

JUNGLE SAFARI WORD SEARCH

Enlarge this puzzle for use at the den meeting.

BABOON, HIPPO, MONKEY, CHEETAH, HYENA, TIGER, ELEPHANT, IMPALA, ZEBRA, GIRAFFE, LEOPARD, GORILLA, LION

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



WOLF CUB DEN MEETINGS

Dens may meet after school, in the evening, or on weekends. Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Have a U.S. flag. Gather rope for the Square Knot Race.	Have a flashlight, pie tin, and washers. Gather materials needed for the flag poster.	Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week's destination. Have ingredients for Graham Cracker Flags.
Den leader collects dues.				
GATHERING	Den chief shows boys how to raise a U.S. flag for an outdoor ceremony (Achievement 2e).	Collect permission slips. Play Pie-Tin Washer Toss (Elective 4a).	Collect permission slips.	Boys sign thank-you note or card. Make Graham Cracker Flags.
OPENING	Form a semicircle around the U.S. flag. Denner leads boys in the Pledge of Allegiance (Achievement 2a).	Form the den in a square formation. Assigned boys lead a flag ceremony (Achievement 2b).		Sing the first verse of "The Star-Spangled Banner" (Elective 11b).
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Lead a discussion of the meaning and history of the Pledge of Allegiance. Boys can follow in their <i>Wolf Handbook</i> (Achievement 2a). Discuss the Cub Scout Salute theme and what it means to be a hero.	Review the requirements for the BSA Heroism Award (Pack Program Page, 19 NOV). Practice showing how to fold the flag properly for the den's pack meeting contribution.	Visit an important community location, such as the local police station, fire station, or veterans' hospital (Achievement 4f) OR Place small flags at the veterans' national cemetery in your community; participate in a Veteran's Day parade; or invite a local veteran or hero from your community to visit with the boys at their den meeting.	Practice once more how the den will give a demonstration at the pack meeting of how to properly fold the U.S. flag.
ACTIVITY	Learn how to fold the U.S. flag correctly (Achievement 2g). Play the Square Knot Race game (Elective 17a).	Make Five-Pointed Stars and combine to make a flag poster. Den chief leads the boys in the Salute Race game.	At the end of the trip, lead a reflecting discussion with boys about their outing.	Pick up litter in your local area (Achievement 7d).
CLOSING	Have the boys stand in a circle. Ask them to pass the Cub Scout handshake around the circle. As each boy leaves, have him give the Cub Scout salute to the den leader. Send home permission slips for outing on THIRD WEEK.	Turn off the lights, shine a flashlight on the U.S. flag, and sing the first verse of "America" (Elective 11a).		Deliver the Den Leader's Minute: Our Flag. Ask boys to observe a moment of reverence, and then quietly leave the meeting place.
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK.		Den leader fills out advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Advancement possibilities highlighted this month: *Achievements 2a, 2b, 2e, 2g, 4f, 7d; Electives 4, 11a, 11b, 17a*

This month Cub Scouts will learn more about their country's flag and how to display it properly. Assign different boys den-meeting opportunities to present the opening and closing flag ceremonies and demonstrate their skills. As boys talk about heroes and what it takes to be a hero, encourage them to find out more about the different kinds of work that people do, for all individuals have the ability to be heroes to others. Perhaps the den will do a service project this month for your community or neighborhood, such as helping an elderly neighbor with leaf raking or yard cleanup, joining a planting conservation project, or making a difference with a litter cleanup project. Your Cub Scouts will be someone's hero.

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

- **Achievement 12**, Making Choices: Families can discuss any of the different exercises.
- **Achievement 9b**, Keep Safe at Home: Heroes keep people safe. Keeping safe at home is a good thing for everyone to practice.
- **Elective 16a**, Family Alert: Families can evaluate the ways to keep safe by being prepared for what to do in an emergency.

GAME: SQUARE KNOT RACE

(Elective 17a)

Materials: One 3-foot length of rope per boy

Have the den chief teach the boys how to tie a square knot. Then have them form a circle, and give each boy a 3-foot length of rope. Each ties his rope with a square knot to the rope of the boy on his right. When all knots are tied, the leader calls the names of two boys in the circle. They untie their rope, race around the outside of the circle carrying the rope, and retie the knots back at their place. The first to finish with both knots tied correctly wins the round. Continue the game until all boys have raced.

SALUTE RACE



Form two teams. Give the boys a few minutes to practice their salutes, then have one team line up in front of the den leader and one in front of the den chief. On signal, the first player on each team runs to his leader, snaps to attention, and salutes. If the salute is correct, the leader calls out "Right!" If it isn't correct, the leader calls "Wrong!" After saluting, the boy runs back to tag the next boy on his team, who repeats the action. The first team to make 10 correct salutes wins.

YANKEE DOODLE HANDICAP

Materials: Crackers

The den leader first makes sure all boys can whistle "Yankee Doodle." To play: Form teams. On signal, the first boy on each team runs to a leader and is given a cracker. He eats the cracker and whistles one verse of "Yankee Doodle." Then he runs back to touch off the next boy, and so on. The first team finished wins.

VETERAN'S THANK-YOU

Send a thank-you card or holiday well-wishes to military service members. Send signed cards to:

Red Cross Holiday Mail Call
P.O. Box 5456
Capitol Heights, MD 20791-5456

Your local VFW or American Legion chapter may have other suggestions for how Cub Scouts can make a difference with a kind act.

FLAG POSTER WITH FIVE-POINTED STARS

Materials: Thin paper cut into 4-inch squares, large poster board, markers

Step 1: Fold 4-inch squares of very thin paper as shown.

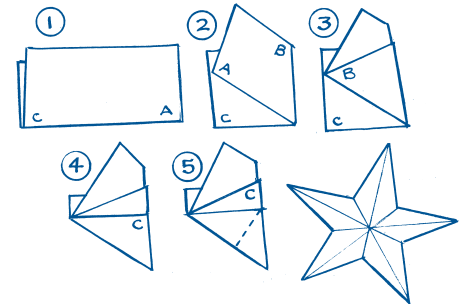
Step 2: Fold corner A and crease.

Step 3: Fold corner B to touch A and crease.

Step 4: Fold corner C over other folds and crease.

Step 5: With scissors, snip across folds on dotted line.

Step 6: Unfold small triangle, and you have a five-pointed star.



When you have made enough stars, place them on a sheet of poster board and color a blue background. Add red stripes to create a U.S. flag.

SNACK: GRAHAM CRACKER FLAGS

Ingredients: Graham crackers, white frosting, red and blue food coloring, craft sticks, small paper cups

Give each boy three paper cups with a tablespoon of frosting in each. Drop food coloring into two of the cups (one red, one blue), leaving one with white frosting. Give each boy a stick and have him mix the food coloring into the frosting. Using the colored and white frostings, boys design a U.S. flag on a graham cracker. Eat and enjoy.

DEN LEADER'S MINUTE: OUR FLAG

Form a circle. The den leader shares this thought: "We've spent this month learning about our flag and what it means. The flag is a symbol of our country. Let's join together in saluting our flag as each of you leaves our circle." Each boy steps out of the circle, and with the step salutes the flag, then exits the meeting room.



WOLF CUB DEN MEETINGS

Dens may meet after school, in the evening, or on weekends. Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Prepare wood and supplies for bookends; have hammer and safety goggles for each boy (Achievements 5d–e). Have extra nails and wood pieces.	Have paper and markers for drawing. Have supplies for finishing the bookends started last week.	Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week's destination. Have copies of the current Food Guide Pyramid available for boys. Have supplies for Mosaic Magic Treats.
Den leader collects dues.				
GATHERING	Den chief shows the correct way to use a hammer (Achievement 5d). Boys practice driving nails into wood.	Collect permission slips. Make a drawing (Elective 12a).	Collect permission slips.	Boys sign thank-you note or card. Assistant den leader leads a role-play with boys for Achievement 4c .
OPENING	Denner leads the flag ceremony in the den (Achievement 2b).	Learn and sing "The Star-Spangled Banner" (Elective 11b).		The den forms a Living Circle. Denner leads the Cub Scout Promise.
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Discuss the importance of art and how it affects people's lives. How do different types of music and art make you feel? Have a few examples of famous art to show.	Discuss preparations for the pack meeting this month. Discuss different types of art: painting, sculpture, mosaic, design.		Explain that the den will lead the Art Consequences game for the pack at the pack meeting. Bring plenty of paper and pencils.
ACTIVITY	With a buddy, make bookends (Achievement 5e). Give boys paper and markers, crayons, or paint to make a drawing for their bookends.	Finish and paint the bookends. Play Art Consequences (Cub Scout Leader How-To Book).	Take a field trip to a local art museum, college art gallery, or commercial art gallery. At the end of the trip, lead a reflecting discussion with boys about their outing.	Review the Food Guide Pyramid for Achievement 8a . Create Mosaic Magic Treats. Denner says a grace. (Use the Cub Scout Songbook for suggestions.)
CLOSING	Have each boy share his drawing and tell who will receive the bookends. Den leader closes with a comment praising the creativity and caring of the Cub Scouts in the den. Send home permission slips for outing on THIRD WEEK.	Take one minute of complete silence as a time for each boy to reflect on what faith means to him. This is a personal time; there is no need to share.		Say the Law of the Pack. Remind boys to share with their responsible adults what they have done for Achievement 4c .
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK.	Verify that no one is allergic to the snack ingredients for FOURTH WEEK.	Den leader fills out advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Advancement possibilities highlighted this month: *Achievements 2b, 4a, 4c, 4f, 5d, 5e, 8a; Electives 11b, 12a*

Van Gogh? Rembrandt? Klimt? Who knows what member of this Wolf Cub Scout den is a budding artist. Give the boys a chance to find out by encouraging them to create different works of art. Elective 12a provides plenty of opportunities to unleash that inner Renoir. Local libraries often have quality copies of famous works of art. Bring some in and spread them around your den meeting place. Boys will prepare a work of art to adorn the bookends they make. Perhaps these will be a gift for someone special; maybe they'll be used at home to hold the maker's Cub Scout handbook.

Additional achievements and electives that support this theme:

- **Achievement 5a**, Tools for Fixing and Building: With an adult, visit a local hardware store. Look at and name seven tools. Play the "I Spy" game: to give hints about the object "spied," describe its features (black rubber handle, long silver cutting edge, etc.).
- **Achievement 5c**, Tools for Fixing and Building: Help an adult organize the screws in a container or tool box. Learn the difference between a Phillips head and a standard screw. Practice driving a screw and removing it.
- **Elective 12b**, Be An Artist: Make a holiday story card. Tell a holiday story by drawing three cartoons on folded cardstock.

BOOKENDS

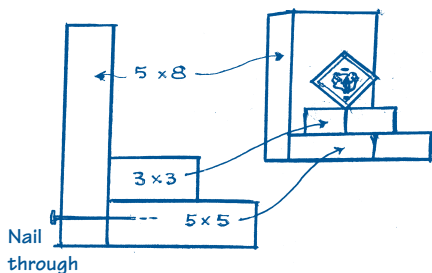
(Achievements 5d, 5e)

Materials: Sandpaper, nails (at least 1½ inches long), glue, artwork such as a paper drawing, paints; wood pieces for each boy, from 1-inch-thick wood:

Two 5-by-8-inch pieces (sides)

Two 5-by-5-inch pieces (bottoms)

Two 3-by-3-inch pieces (decorative inserts for holding artwork)



Week 1: Sand all pieces of wood. Boys nail the side (longer) piece to the bottom piece from the back.

Week 2: Glue artwork to the 3-by-3-inch insert. Glue the insert into the corner. The insert may first be painted, then the artwork attached when the project is completely dry.

KEY HOLDER

(Achievement 5e)

Materials: For each boy, a 3-by-8-by-¾-inch piece of wood, paint or stain, paintbrushes, 1-inch ruler, one picture hanger with teeth, two small nails, hammer, five cup hooks

Week 1: Sand wood piece. Write your name on the back with pencil. Stain or paint the wood.

Week 2: Center a picture hanger on the back 1 inch down from the top; secure with two small nails. Turn over and place cup hooks approximately 1½ inches apart down the center.

EMERGENCY PHONE LIST

(Achievement 4a)

Materials: 6-by-8-inch piece of white paper, piece of colored cardstock or poster board, glue

On white paper glued to colored cardstock, make a list of the phone numbers needed in an emergency. Place the emergency phone list by the phone at home or hang it on a bulletin board close to the phone. Have boys add their home phone number to the list in case it's needed by a guest or babysitter.

PHOTO JOURNAL

(Achievement 4f)

Materials: Photos, cardstock, hole punch, glue, lacing (ribbon, yarn, or leather)

Take pictures of important places you visit in your community. Choose the pictures that you want to use in your journal. Make sure you have enough pages of cardstock for all your photos. Punch holes in the cardstock for lacing; make sure the holes match up in your pages. Put glue on the back of your pictures and place them in your journal in the sequence you have chosen. After the glue dries, lace the pages together. Enjoy and share with your den.

COLOR-CODE-IT FOOD

(Achievement 8b)

Materials: Paper, pencil, crayons

Plan the meals you and your family should have for one day. Make a color code for each of the types of food and put the code on the top of your

meal plan. For example, you could use green for vegetables. Use your color code to check that you have foods for each of your meals from at least three food groups on the Food Guide Pyramid.

GAME: COLOR RELAY

Materials: Inexpensive paper plates, colors or markers, scissors, two large paper sacks

Preparation: Make two sets of primary and secondary color wheels from Elective 12c. Cut into pie slices.

Into each paper bag, put one set of primary-color pie slices and one set of secondary-color slices. Set up the playing area, placing bags 10 to 15 feet from the start/finish line.

Form two relay teams. Beginning at the start/finish line, each player travels to his team's bag, grabs one color slice, and returns to the line to touch off the next boy. Boys can do the crab crawl or ankle grab, or they may run, depending on each boy's ability. They could set up a pattern of different ways to get to the finish line, alternating which boy does what, according to skill level. The team that assembles its two complete color wheels the fastest wins.

SNACK: MOSAIC MAGIC TREATS

Ingredients: ½-inch precut squares of different types of cheese, meat, fruit, etc., with a toothpick in each

Give each boy a paper plate and about 12 different choices of foods "on a stick." Each boy arranges the food items on his plate into a design, shape, or mosaic of color (keeping toothpicks inserted). Boys show the mosaics they have created. Eat and enjoy.



WOLF CUB DEN MEETINGS

Dens may meet after school, in the evening, or on weekends. Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Have materials for health habits charts (Achievement 3a).	Make copies of the Scientific Method word find. Gather objects to recycle for Recycling Where You Live.	Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week's destination. Have materials for Button Toy.
Den leader collects dues.				
GATHERING	Den chief sets up a den recycling center and shows boys how to sort items.	Collect permission slips. Assistant den leader and den chief teach the song, "I've Got That Cub Scout Spirit" (Elective 11c).	Collect permission slips.	Boys sign thank-you note or card. Do a final check of recyclable items brought to the meeting this month.
OPENING	Denner leads a flag ceremony (Achievement 2b).	Boys form a straight line facing the den leader. Say the Cub Scout Promise.		Gather boys together and ask what the Cub Scout motto is. They respond: "Do Your Best."
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Discuss the Power Up! theme and the importance of good health habits. Discuss how much sleep boys get.	Review the Science belt loop requirements 1 and 2 (scientific method).		Lead a discussion of what it means to do your best. Practice the song from two weeks ago to share at the pack meeting.
ACTIVITY	Make health habits charts. Do the "blast-off" activity from the Wolf Handbook (Achievement 1f). Boys can measure how high they can jump.	Discuss ways to save energy. List three ways you can save energy, and challenge boys to do them (Achievement 7c). Leader discusses how to recycle from the Recycling Where You Live activity. Encourage boys to recycle materials brought to the meeting. Divide boys into teams and do the Scientific Method Word Find.	Visit a recycling plant or center OR Visit a power plant, board of public utilities, or water purification plant. Boys and adults can pick up litter (Achievement 7d). At the end of the trip, lead a reflecting discussion with boys about their outing.	Boys report back to the den about the ways they saved energy (Achievement 7f). Create Button Toys. Boys can compare the amount of time that each of their buttons will spin based on how tightly wound their string becomes. See who can make their button spin the longest.
CLOSING	Send home a note outlining pinewood derby® car construction and when the pack meeting race will be. Send home permission slips for outing on THIRD WEEK.	Sing "I've Got That Cub Scout Spirit" (<i>Cub Scout Songbook</i>).		Boys form a line facing the den leader. Denner starts a chant of "One, two, three." On "three," all boys shout: "Power up!"
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK.	Call your destination to see if there is a scientist on staff who would talk with the Cub Scouts on their field trip next week.	Den leader fills out advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Advancement possibilities highlighted this month: *Achievements 1f, 2b, 3a, 7c, 7d, 7f; Elective 11c*

Power up! Cub Scouts will have an opportunity to learn about energy in their world. It takes energy to turn on a light and to keep the refrigerator cold, and it takes energy for each of us to do the things we do. Boys may learn about electricity, water power, or recycling, depending on their outing. This month the boys will chart their health habits and learn the importance of good habits. They may also learn about the methods of science as they work on the Science belt loop. Throughout the month, they are encouraged to bring recyclable materials to the den meeting.

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

- **Achievement 11a**, Duty to God: Many people find inner strength based on their trust in a higher power. Boys can explore their family faith this month.
- **Achievement 12g**, Making Choices: Representatives of power companies and utilities always have identification. This scenario is a good one to discuss with Cub Scouts.
- **Elective 5g**, Spare-Time Fun: Finish any work that needs to be completed for your pinewood derby car. The wheels are generally the last items placed on the car. Tip: Be careful to not break the grooves for the axles.

HEALTH HABITS CHART

(Achievement 3a)

Materials: Cardstock or poster board, straight edge or ruler, copy paper, markers

Draw chart on copy paper. Set up the chart for two weeks of keeping track.

Day	Sleep	Bathe/Wash	Exercise	Brush
Sun				
Mon				
Tues				
(etc.)				

GAME: RECYCLE

Materials: Recyclable plastic bottles, safety cones, recycling bin

Use only plastic bottles for this game. Set up an obstacle course (with safety cones, chairs, or other objects) for two teams. The boys must zig and zag around the obstacles to get the plastic to the recycling bin. Change obstacles and set up the course so boys of the same athletic abilities go against one another or each team is balanced. Make sure the playing area is free of sharp objects.

SCIENTIFIC METHOD WORD FIND

Reproduce the word-search puzzle shown. Divide boys into teams. The first team finding all the words (up, down, forward, diagonal) wins.

EXPERIMENT, POWER, PURPOSE, SCIENCE, HYPOTHESIS, LABORATORY, MATERIALS, MOTOR, DATA, METHOD, CONCLUSION, COLLECT

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

PICK IT UP

(Achievement 7d)

Materials: Gloves, heavy-duty garbage bags

For a den service project, you can pick up trash outside your chartered organization or adopt a park to clean up. Check with the appropriate authorities before you plan this activity. Buddy the boys in pairs with two adults. Review the *Guide to Safe Scouting* (www.scouting.org/HealthandSafety/Resources/Guidetosafescouting). Have refreshments after the work is completed. Be sure to have hand-washing capability available.

RECYCLING WHERE YOU LIVE

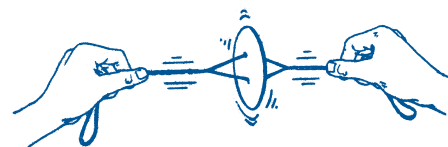
(Achievement 7c)

Materials: Three or four cardboard boxes, permanent markers

Find out what is recycled in your community. Set up a den recycling center at your meetings. Let the boys know what they need to bring, and that they need to rinse and dry all containers before bringing them. Show boys how to sort and what markings to look for on the objects. Show them items and lead a discussion on what kinds go in which recycling bins (e.g., paper and cardboard, aluminum cans, plastics). Show the recycle symbol on the bottom of items and explain what it means.

BUTTON TOY

Materials: Large button (or wooden disk) with two holes, paint or markers, 36 to 40 inches of string



Using paint or markers, decorate the button or disk. Thread string through both holes in the button. Knot the ends of the string together. Hold the ends of the string with both hands, with the button in the center. Place the button against your body or a table and roll it along until the string is wound tightly. Then alternate pulling your hands apart and relaxing them back together. The button will make a great noise and will spin, first one way, then the other.



WOLF CUB DEN MEETINGS

Dens may meet after school, in the evening, or on weekends. Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Have materials for Balloon Badminton and Gift neckerchief slides. Have supplies to make banquet invitations.	Have inexpensive favors and gags for Party Favor Bag Pass. Have supplies for Cub Scout decorations (<i>Cub Scout Leader How-To Book</i>).	Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week's destination. Have equipment for Ring Toss (Elective 4c). Have supplies for Popcorn Race.
Den leader collects dues.				
GATHERING	Den chief helps boys make rackets for playing Balloon Badminton.	Collect permission slips. Play Party Favor Bag Pass.	Collect permission slips.	Boys sign thank-you note or card. Play Ring Toss (Elective 4c).
OPENING	Boys present the colors. Denner leads boys in the Pledge of Allegiance and the Law of the Pack.	Form a Living Circle. Denner leads the Cub Scout Promise.	Review appropriate field trip behavior.	Form a straight line and recite the Cub Scout motto and the Law of the Pack.
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Explain that this month is the 100 th Anniversary of the Boy Scouts of America. Ask boys what that means. In part, it means a giant birthday celebration at the blue and gold banquet this month!	Practice the pack meeting activity of the boys' choosing.	Visit the local council service center OR Invite former Scouts or leaders to your den meeting to talk about Cub Scouting "way back when."	Make final touches to the decorations for the den table at the blue and gold banquet.
ACTIVITY	Make Gift neckerchief slides. Boys make banquet invitations to take home to families.	Make Cub Scout decorations for the blue and gold banquet. See the <i>Cub Scout Leader How-To Book</i> for ideas.	Create a display from pack meeting activities 20 to 30 years ago, with photos, if available.	Make popcorn cups and play Popcorn Race.
CLOSING	Form a circle. Ask boys to pass the Cub Scout hand-shake around the circle. Boys then give the Cub Scout salute to the den chief as they leave quietly. Send home permission slips for outing on THIRD WEEK.	Den performs the grand howl (<i>Den Chief Handbook</i>).	At the end of the trip, lead a reflecting discussion with boys about their outing.	Celebrate the 100th birthday of Scouting and the upcoming blue and gold banquet by singing "The Banquet," <i>Cub Scout Songbook</i> .
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK.		Den leader fills out advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Advancement possibilities highlighted this month: *Elective 4c*

It's time to celebrate with a big birthday bash! The Boy Scouts of America is 100 years old this year, and the blue and gold banquet is the giant celebration. Wolf Cub Scouts start off the month making a neckerchief slide that will remind them they're in "party mode" all month. Play some party games, make a fun Cub Scout decoration for the banquet table, and invite your favorite people to share in the celebration. The outing or "inning" (if you invite a guest) will provide some history to make this an even more special occasion.

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

- **Achievement 10b**, Family Fun: Boys can make a game to share with their family.
- **Achievement 9e**, Be Safe at Home and on the Street: Spring is around the corner. Boys can brush up on the rules of bicycle safety.
- **Elective 21c**, Computers: Boys can describe some of the parts of a computer.

GIFT NECKERCHIEF SLIDE

Materials: Small boxes, canisters, blocks of wood or foam, in a size suitable for a neckerchief slide; ½-inch pieces of ¾-inch plastic tubing or PVC pipe for slide; tissue paper or gift wrap, gift labels, ribbons, tape; low-temperature glue gun



Wrap boxes, canisters, and blocks. Make sure paper is well attached, especially in the back where the neckerchief holder goes. Add ribbons and gift labels that say "Happy Birthday, BSA." Glue tubing or PVC pipe to the center back as the neckerchief holder.

GAMES

Party Favor Bag Pass

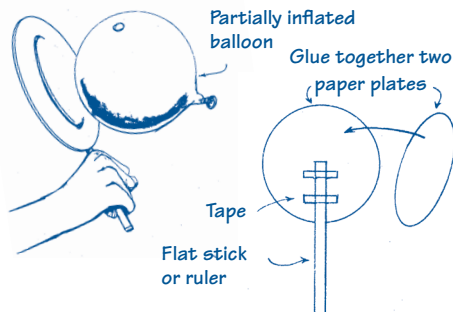
Materials: Premade party favor bags containing small, inexpensive favors (available at party supply stores)

Have boys sit in a circle and pass one party favor bag until the music stops. The boy holding the favor bag when the music stops keeps it and steps inside or outside the circle. Repeat the game until every boy has a favor bag.

Balloon Badminton

Materials: Flat stick or ruler, paper plates, tape, glue, balloon, rope or string

Make rackets by taping and gluing a flat stick or old ruler between two paper plates. The "bird" is a partially inflated balloon. For the net, use a rope or string about 6 feet above the ground. Play regular



badminton rules, except that a player may hit the bird any number of times on his side of the net.

Popcorn Race

Materials: Plastic or paper cups, tack or small nail, thick rubber bands, paper clips, two big bags of popcorn (or packing foam "peanuts"), two shallow boxes

Preparation: Have plastic or paper cups for each team. Use a tack or small nail to poke a hole in the center of each cup bottom. Push one end of a thick rubber band through the hole and into the cup. Slip a paper clip on the end of the band inside the cup, and gently pull the other end of the rubber band until the clip rests on the bottom of the cup. (The rubber band, worn around the ball of the foot, holds the cup in place atop a player's shoe.) Set two large shallow boxes 5 yards beyond the starting line, opposite the teams.

To play: Form two teams. Designate one member of each team to be the player who fills up the shoe cups with popcorn (or foam "peanuts"). These boys stand alongside their teams, behind the starting line. Instruct the first boy in each team's line to slip the popcorn-filled cups over his shoes. At the whistle, the boys must sprint to the appropriate box and empty their cups into it, trying to lose as little popcorn as possible along the way. The racers run back to tag the next teammate in line.

That person then runs to the team box with newly-filled shoe cups.

The relay continues for two minutes or until one of the bags is emptied. The popcorn in each box is then measured with a ruler (or by cupfuls). The team with the most is the winner.

PAPER-TUBE CUB SCOUTS

Materials: Tissue or paper-towel tubes cut 4½ inches in length; yellow fabric or felt; 2- or 3-inch pom-pom balls, the color of the hair of the individual boys in the den; blue paint or blue construction paper; flesh-colored paint or paper to match the complexions of the boys in the den; pieces of pipe cleaners 1 inch to 1½ inches long; marking pens in red, brown, green, blue, black; scissors or pinking shears; blue and yellow craft foam or heavy felt; ballpoint pen; paintbrushes; glue

Paint the bottom 2½ inches of the tubes blue, or glue on blue paper. Paint the upper 2 inches with flesh-colored paint or glue on flesh-colored paper, or use the natural color of the tube itself. Draw facial features on flesh-colored part of tube. Glue the appropriate hair-colored pom-pom in the top of the tube with about half of the pom-pom sticking out.

With straight scissors or pinking shears, cut a 9½-by-7-by-7-inch triangle from yellow fabric. With a blue felt pen, draw a diamond on the back point ¼ inch from edge, and draw a head inside the diamond. Then draw lines from the diamond on both sides, ¼ inch in from edge to the points of the 9½-inch edge. (It should resemble a real Cub Scout neckerchief.) Roll neckerchief as you would a full-size one. Wrap around the paper-tube Cub Scout and secure by wrapping a small piece of pipe cleaner around it. You may add a dab of glue under the scarf on the back to hold it in place.



WOLF CUB DEN MEETINGS

Dens may meet after school, in the evening, or on weekends. Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Have a large beach ball for game. Have materials for paper-bag kites. Have U.S. flag.	Have paper for planes. Have a flying disk for play and a copy of Cub Scout Academics and <i>Sports Program Guide</i> .	Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week's destination. Have materials to make Skydivers, biplanes, and gliders.
Den leader collects dues.				
GATHERING	Play Air Ball.	Collect permission slips. Make paper airplanes and play Airplane Toss.	Collect permission slips.	Boys sign thank-you note or card. Make Skydivers.
OPENING	Form a circle around the flag, give the Cub Scout sign, and recite the Pledge of Allegiance.	Gather the "flock" and call roll. Boys answer by giving the name of something that flies.		Denner leads the den in reciting the Cub Scout Promise.
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Discuss this month's theme with the Cub Scouts and get their input on what they would like to share at the pack meeting.	Practice the pack meeting activity. Explain that it is important to face the audience and to speak or sing clearly.	Visit your local airport, Air Force base, Air National Guard unit, or other aviation-related site OR Invite a guest to speak on airplane flight or a related topic. At the end of the trip, lead a reflecting discussion with boys about their outing.	Check the preparation of the den's presentation for the pack meeting. Be sure all boys have a part and are familiar with the procedures.
ACTIVITY	Review the rules for flying a kite safely (Elective 5a). Make a simple paper-bag kite (<i>Elective 5b</i>).	Outdoors, explain the rules of ultimate and practice some game skills.		Make Candy Biplanes. Make and fly Gliders.
CLOSING	Stand in a circle facing the flag and repeat the Law of the Pack. Send home permission slips for outing on THIRD WEEK.	Cub Scouts form a circle. The den chief gives the boy on his left the Cub Scout handshake. He does the same, passing the handshake around the circle until it reaches the start. As each receives the handshake, he says, "I will do my best."		Boys form a single line outdoors. Starting at one end of the line, each boy in turn tosses up his Skydiver and shouts, "Do Your Best."
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK.		Den leader fills out advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Advancement possibilities highlighted this month: *Electives 5a, 5b*

Wolf Cub Scouts look to the skies this month to see what flies. Exploring what flies and how it flies will take the boys out into great open spaces. Who knows? There may be a future airline pilot in your den, and this could be his first taste of how those airplanes go up and stay up! By the second week, boys will have enough exposure to answer roll call by naming some flying creatures and objects. A trip to an airport, an airplane hangar, or, if possible, a military base with aircraft will make a lasting impression on these Cub Scouts. Weather has an effect on flight; it's a good time for boys to learn more and earn the Weather belt loop and pin.

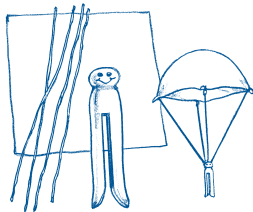
Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

- **Achievement 5e**, Tools for Fixing and Building: Building a birdhouse for the backyard will bring hours of enjoyment as Cub Scouts watch the house being used.
- **Elective 2b**, Be an Actor: Making scenery for a skit that the den produces for the pack meeting will be fun.
- **Elective 12a**, Be an Artist: After learning about airplanes and helicopters, Cub Scouts can start drawing them.

SKYDIVER

Materials: Handkerchief, bandanna, or 18-inch square of fabric; four 12-inch pieces of string; one roundhead clothespin; felt-tip markers

Decorate cloth with markers. Tie a piece of string to each corner of the cloth. Use markers to draw a face on the clothespin. Tie the loose ends of the strings around the clothespin neck. Fold cloth and toss into air.



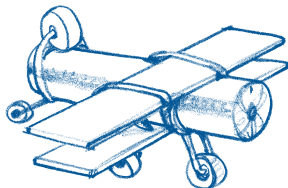
GAME: AIR BALL

Equipment: One large beach ball

Players either form a circle or place themselves equal distance from each other around the room. The object of the game is to keep the ball in the air without letting it hit the ground. Challenge the group to set a goal and try to beat its personal best or "world" record.

CANDY BIPLANE

Materials: Two sticks of gum; hard candy of various sizes, wheel-shaped with center holes; rubber bands; string or twist ties

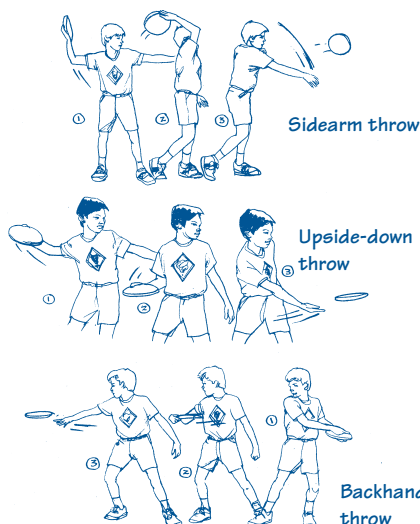


Assemble candies to look like a biplane as shown. Secure individual candy pieces with string or twist ties. Small rubber bands hold sticks of gum (the wings) to the body of the airplane.

ULTIMATE PLAYING SKILLS

Equipment: Flying disks, targets (baskets or buckets)

Ultimate Passing Techniques



Practice some of the throwing techniques illustrated. Then set up baskets or buckets and have boys try to land the disks in them for target practice. For rules and information on the sport, see the Cub Scout Academics and Sports Program Guide.

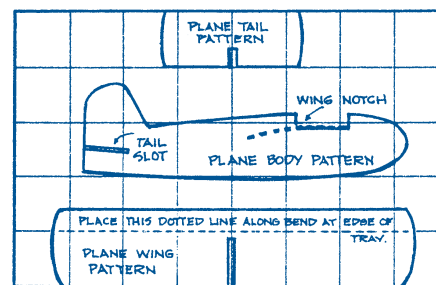
AIRPLANE TOSS

Materials: Sheets of paper

Each Cub Scout folds his own paper airplane from a sheet of paper. Let the boys have a few minutes to fly their planes to get used to them. Then have contests, such as longest flight, most accurate flight to airport (box), flight through hoops the greatest distance, staying airborne the longest, etc.

GLIDER

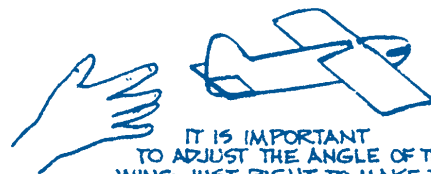
Enlarge the pattern using a photocopier. Trace onto rigid foam bakery tray and cut out. Assemble as shown; put paper clip on nose for weight.



FLY THE PLANE BY THROWING GENTLY.



ASSEMBLE PARTS AND FASTEN PAPER CLIP (OR BOBBY PINS) TO NOSE. THE CURVE IN THE WING CREATES AN "AIR FOIL" TO HELP THIS TOY PLANE FLY IN THE SAME MANNER AS REAL PLANES.



IT IS IMPORTANT TO ADJUST THE ANGLE OF THE WING JUST RIGHT TO MAKE THE PLANE FLY STRAIGHT. TRY TILTING IT A LITTLE AND WATCH THE PLANE LOOP-THE-LOOP OR NOSE-DIVE!



WOLF CUB DEN MEETINGS

Dens may meet after school, in the evening, or on weekends. Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Have supplies for Yoke Puzzle; gather materials for paper-plate puppets. Reproduce script for opening ceremony. Gather poster board and markers for Positive Attitude Chart.	Have materials for making a stage for the puppet skit.	Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week's destination. Have materials for Bird's Nests game; have milk cartons and dowels for Bird Feeders.
Den leader collects dues.				
GATHERING	Create a Yoke Puzzle. (For instructions, see the <i>Cub Scout Leader How-To Book</i> , "Razzle Dazzle" section.)	Collect permission slips. Play Body Tag, indoors or outdoors.	Collect permission slips. As a recycling center can be active and noisy, it's important to review the buddy system with the boys and the behavior expectations for this outing.	Boys sign thank-you note or card for last week's trip, and for any guest the den had during the weeks before.
OPENING	Conduct the Colors of Three opening ceremony.	Cub Scouts answer roll with one activity they can do to help their community be a better place to live in.		Conduct an outdoor flag ceremony and give the Pledge of Allegiance (Achievement 2e).
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Start a discussion about "positive attitude" that boys can complete with their families. Make a Positive Attitude Idea Chart to display at each den meeting this month.	Discuss with Cub Scouts their responsibility for "friendly service." Invite a community volunteer to share with the boys some things they can do to help their community.	Visit a recycling center (Achievement 7c). At the end of the trip, lead a reflecting discussion about how good citizenship can include taking care of our neighborhood and the environment, leaving things better than we found them.	Practice the skit to be performed at the pack meeting. Finalize the staging details and encourage boys to speak loudly and clearly. Remind boys of the positive attitude chart started earlier this month.
ACTIVITY	Make paper-plate puppets for the "Litterbugs Beware" skit (<i>Cub Scout Leader How-To Book</i>). Practice skit for presentation at the pack meeting.	Create a stage for the paper-plate puppet skit. It may be elaborate, or as simple as a cloth-covered table. See the <i>Cub Scout Leader How-To Book</i> for ideas.		Make an easy bird feeder from a milk carton and dowels. Set the course for, then play the Bird's Nests game.
CLOSING	Denner leads the den in the Cub Scout Promise. Send home permission slips for outing on THIRD WEEK.	Sing the first and last verses of "America" (Elective 11a).		Denner leads den in reciting the Law of the Pack.
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK.		Den leader fills out advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Advancement possibilities highlighted this month: *Achievements 2e, 7c; Elective 11a*

With the coming of spring, Cub Scouts will want to be outdoors. As weather permits, take the activities outside when possible. Encourage outdoor games and activities. This is a good time to remind boys to continue working on electives toward Arrow Points. Start a Positive Attitude Chart this month. Add to it during the meetings when you discuss positive attitudes or see boys demonstrating positive attitudes. By the fourth week, the boys will see their positive attitudes grow and expand.

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

- **Achievement 6a**, Start a Collection: Complete the Character Connection for Positive Attitude. The general discussion can begin at the den meeting, but this achievement is to be completed at home with the family.
- **Achievements 7b and 7d**, Your Living World: Family time can be spent learning about ways to protect our world and be of help in your community.
- **Elective 15c**, Grow Something: Boys can start a plant indoors and watch it grow.

OPENING CEREMONY: COLORS OF THREE

Our flag has colors of three.
For what they stand, we'll see.
The color red is brave and strong,
So our freedom will last so long.
The color white is pure as snow,
Like a Cub Scout's heart should grow.
The color blue is true and just;
So do our best, we must.
See our flag, it stands so proud.
As Cub Scouts we'll say it loud,
That our flag has colors of three,
And they mean a lot to me.

DISPLAY A COLLECTION (Achievement 6b)

Use shoe boxes, egg cartons, shadow boxes, poster board, etc., to make a display for the collections the boys have started. You may also need glue, felt, fabric, scissors, markers, tape, or photo-mounting materials. Challenge the boys to find recycled items from which to make their display cases.

GAMES

Body Tag

The den leader chooses a boy to be "It" by touching him. "It" must then place his right hand on the spot where he was touched (arm, chest, back, ankle, etc.), and in this position he must tag another boy, who becomes the new "It." Play until all boys have had a chance to be "It."

Bird's Nests

Materials: Empty boxes; hay, straw, yarn, or other nesting materials

Preparation: Set up an obstacle course. Determine a route for each team. Place boxes along each route. The boxes represent bird's nests; the straw, yarn, etc., represent items that the mother bird uses in building her nest.

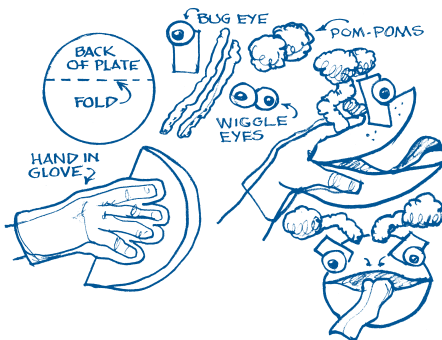
Form two teams. The first boy runs the route and tosses a piece of nest-building material into the box. He runs back to touch the next runner, who delivers his nest-building supplies. The team with the most materials delivered successfully to each nest, within the given time frame, is the winner.

SKIT: LITTERBUGS BEWARE

Reproduce the skit from the Cub Scout Leader How-To Book ("Razzle Dazzle" section). You need two sets of paper-plate puppets in groupings of "Litterbugs" and "Tidy Bugs." Have pieces of paper, candy wrappers, etc., that can be picked up easily.

PAPER-PLATE PUPPETS

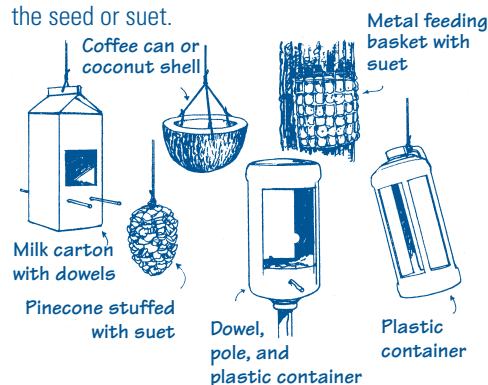
Materials: White paper plates, pieces of felt, foam sheets, wiggle eyes, chenille stems, material scraps, pom-poms, markers, staples, glue



Using the illustration given, create a set of Litterbug puppets that will scatter the litter. Create a set of Tidy Bug puppets that will clean up the litter in the skit. (The Tidy Bug puppets should be able to scoop the litter from the stage with their mouth openings.)

BIRD FEEDERS

Choose one of these easy bird feeders to create. Simply hollow out an object and leave an opening large enough for birds to have access to the seed or suet.



POSITIVE ATTITUDE IDEA CHART

Materials: Poster board and markers for den chart; 8½-by-11-inch paper for personal forms

Create a chart for use at the den meetings this month. Fill in the top row with the date of your den meeting. Fill in the side column with boys' names. As positive ideas are shared or observed, have the Cub Scouts fill in the blanks on their personal forms while the den fills in the blank on the den's larger version.

Positive Attitude Ideas for Our Den

Week 1 Week 2 Week 3 Week 4

Daniel
Bobby
Henry
Jose
Jake
Tyler



WOLF CUB DEN MEETINGS

Dens may meet after school, in the evening, or on weekends. Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Gather materials for making Knot Poppers.	Have materials for Musical Charades.	Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week's destination or special guest. Have materials for Paper-Plate Tambourines and straw hats.
Den leader collects dues.				
GATHERING	Play Guess What I'm Doing.	Collect permission slips. Den chief leads Musical Charades.	Collect permission slips.	Boys sign thank-you note or card. Make Paper-Plate Tambourines.
OPENING	Stand in a semicircle. Denner leads the Cub Scout Promise.	Form a Friendship Circle and say the Law of the Pack.		Stand in a circle and recite the Cub Scout motto.
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Discuss this month's theme with the Cub Scouts and get their input on what they would like to share at the pack meeting. Make invitations to the pack meeting talent showcase.	Practice the pack meeting activity. Discuss the Character Connection for Cooperation.	Take a field trip to a music store or costume shop OR Invite a teacher, an actor, or a musician to the den meeting to tell about his or her profession.	Check on preparations for the pack meeting and practice the activity. Make Song and Dance Man's Straw Hats.
ACTIVITY	Make Knot Poppers and use them while singing "I've Got That Cub Scout Spirit" (Elective 11c).	Make Stick Puppets. Help Cub Scouts produce their own skit using their stick puppets. The den chief can videotape their skit.	Lead a reflecting discussion on what the boys experienced during their field trip or from their special guest.	Learn about music. Work on requirements for the Music belt loop. Have boys keep time to a song using their Paper-Plate Tambourines.
CLOSING	Den retires the colors and folds the flag. Send home permission slips for outing on THIRD WEEK.	Gather in a circle and sing "America" (Elective 11a). As the boys leave, give the Cub Scout handshake to the den leader.		In a circle, boys hold hands high and lower them slowly as they sing or hum "Taps" (<i>Cub Scout Songbook</i>).
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK.		Den leader fills out advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Advancement possibilities highlighted this month: *Elective 11a, 11c (partial)*

Most Wolf Cub Scout–age boys can name a few famous people who work in the arts. These are people who are “in the spotlight.” Boys will experiment with some “acting” of their own as they play Musical Charades. They’ll make a few musical instruments and use those in preparing for a fun demonstration at the pack meeting. Top that off with a Song and Dance Man’s Straw Hat, and these Cub Scouts are ready for the big show! Some of the activities done in the den meeting this month will translate into advancement and Cub Scout Academics recognition.

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

- **Achievement 10f**, Family Fun: Boys and their families can attend a live program and see someone in the spotlight.
- **Elective 2c**, Be an Actor: At home, boys can find items they can use to make sound effects for the next den skit.
- **Elective 22c**, Say It Right: Cub Scouts can learn about other Scouts’ adventures through Boys’ Life and retell the tale to others.

GAMES

Guess What I’m Doing

On separate slips of paper, write various directions, such as “Buckle your seat belt,” “Look both ways before crossing the street,” “Take out the garbage,” or “Wash the dog.” Put the slips of paper in a hat and ask the first player to pick one. He reads his direction silently and pantomimes the action. The player who first guesses what he is doing becomes the next pantomime.

Musical Charades

Boys take turns pulling a song title from a hat or bowl. They must act out the title as in the game of charades until someone guesses the song title. The boy who guesses correctly becomes the next person to act out a song title. This game can also be played in teams; one team acts out the title until someone from the other team guesses it.

Knot Popper

Materials: Plastic foam cup, pencil, cord or heavy string, two washers or beads



Cut a long length of cord. Tie knots along the cord close to each other. With a sharpened pencil, make a small hole in the bottom center of a plastic foam cup. Make the hole a little smaller than the knots. Feed one end of the cord through the hole. Tie a washer or bead to each end of the cord. To play, hold the cup in one hand. Grasp one end of the string with the other hand and pull. When the string (and knots) have reached the end, grasp the opposite end of the string and pull back through. Use this Knot Popper to accompany a song or add an interesting sound effect to a skit.

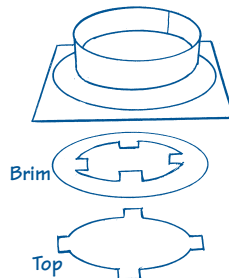
STICK PUPPETS

Each Cub Scout starts with a photo of himself. From that photo, cut out the part that is his head. Glue it to a craft stick or paint stick. Make clothes from construction paper or cut them out of mail-order catalogs.

Have the boys write a skit and produce their own video, using the puppets as the actors. Scripts might focus on talents the boys would like to develop in themselves, or each boy could make a puppet of someone else and depict the strengths he sees in that person.

SONG AND DANCE MAN’S STRAW HAT

Materials: Lightweight cardboard or file folders, scissors, stapler and staples, glue



For the crown, cut a strip of lightweight cardboard about 5 inches wide and 1 inch longer than the circumference of the wearer’s head. Staple or glue it into an oval. For the brim, cut a cardboard oval 3 inches wider than the crown; leave tabs for gluing it to the crown. Follow the same procedure for the top of the hat.

CHARACTER CONNECTION: COOPERATION

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?”

RUN-ONS

Use these run-ons as a skit. One boy steps forward and starts the dialogue; other boys follow. Speak clearly and face the audience.

CUB SCOUT 1: I am one.
CUB SCOUT 2: Two is company.
CUB SCOUT 3: Three is a crowd.
CUB SCOUT 4: (Boy is silent.)
CUB SCOUT 5: (Boy is silent.)
CUB SCOUT 6: What are four and five?
CUB SCOUT 7: Nine.
CUB SCOUT 1: Will you remember me tomorrow?
CUB SCOUT 2: Of course!
CUB SCOUT 1: Will you remember me next week?
CUB SCOUT 2: Of course!
CUB SCOUT 1: Will you remember me next year?
CUB SCOUT 2: Of course!
CUB SCOUT 1: Knock, knock.
CUB SCOUT 2: Who’s there?
CUB SCOUT 1: See, you’ve forgotten me already!
CUB SCOUT 1: Guess what? I just sang “The Star-Spangled Banner” for two hours.
CUB SCOUT 2: So what? I can sing “The Stars and Stripes Forever.”

Paper-Plate Tambourine

Materials: Two paper plates, glue, hole punch or nail, ribbon, bells, paint or markers

Glue plates together with the bottoms out. (If you wish, fill the space between with beans, dried corn, or rice so the tambourine makes more sound when shaken.) With a nail, poke holes in the rims. Use ribbon to tie bells on. Decorate as desired.



WOLF CUB DEN MEETINGS

Dens may meet after school, in the evening, or on weekends. Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Have a two-by-four for use as a balance beam. Have a basketball. Copy the Basketball Word Find puzzle.	Bring a quarter-sheet of poster board for each boy and markers or crayons. Have a U.S. flag.	Call the park or civic center manager to confirm arrangements, times, fees, etc., for the use of a basketball court.	Denner writes thank-you to last week's destination. Have basketballs for boys to use.
Den leader collects dues.				
GATHERING	Complete the Basketball Word Find puzzle.	Collect permission slips. Assistant den leader or den chief shows what to do for a small cut on your finger; then boys practice (Achievement 3c) .	Collect permission slips.	Boys sign thank-you note or card. Practice dribbling basketballs.
OPENING	Use the Pass It opening.	Sing the first and last verses of "America" (Elective 11a) .		The den forms a circle. Denner leads the Cub Scout Promise.
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Discuss the Hoop-de-Doo! theme and the importance of health and fitness. Review the basketball word puzzle and cover additional basketball terminology.	Discuss the Hoop-de-Doo! theme. Discuss four ways to stop the spread of colds (Achievement 3b) .	Go to a local indoor court (community center, high school, middle school, etc.) and meet with the local basketball coach. Review the requirements for the Basketball belt loop. (This could also be done on an outdoor court.) At the end of the trip, lead a reflecting discussion with boys about their outing.	Boys discuss how they will demonstrate the skills learned this month. Practice the presentation of those skills.
ACTIVITY	Do Feats of Skill activities (Achievements 1a, 1b, 1c, 1d, 1e, 1g, or 1j) .	Discuss good health habits with the boys. The boys will make charts and keep track of their health habits for two weeks (Achievement 3a) .		Practice shooting, passing, and dribbling. Play a game of basketball (Elective 20m) .
CLOSING	Sing "Good Night, Cub Scouts" (Elective 11c) . Send home permission slips for outing on THIRD WEEK.	Give the Cub Scout sign; shout "We'll do our best" three times.		Boys gather in a circle and give their den yell.
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK.		Den leader fills out advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Advancement possibilities highlighted this month: *Achievements 1a–e, 1g, 1j (partial), 3a, 3b, 3c; Electives 11a, 11c (partial), 15c, 20m*

Hoop-de-doo! The importance of health and fitness is emphasized this month. You will discuss ways boys can be physically active and learn good health habits. They will have the opportunity to learn about and play the game of basketball. This will help them to start to earn the Basketball belt loop and set them on the path of being physically active. As spring recruitment may have added new members to the den, this is a good month to encourage the Cub Scouts to help new members on the Bobcat trail.

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

- **Achievement 8b**, Cooking and Eating: Boys can plan the meals they and their families should have from the food groups shown in the Food Guide Pyramid. At each meal, you should have foods from at least three food groups.
- **Achievement 8e**, Cooking and Eating: It's summertime, a good time for Cub Scouts to join with an adult to help plan, prepare, and cook an outdoor meal.
- **Elective 18a**, Outdoor Adventure: Cub Scouts will enjoy a picnic with their family.

OPENING: PASS IT

(Achievement 1j)

Equipment: Basketball

Gather boys in a circle in an open area. The den leader says a boy's name and passes the ball to him with a single bounce pass. The first Cub Scout receives the ball, says the name of the boy he will pass the ball to next, and bounces the ball to him. Continue around the circle until all boys are selected.

At the conclusion of the game, the den leader summarizes: "As a den, we gathered together and worked together. Several things happened. We cooperated and took turns. We had a physical activity, and we accomplished part of a Wolf achievement." (And, if you have new den members, all boys now know each others' names.)

FEATS OF SKILL

(Achievements 1a, 1b, 1c, 1d, 1e, and either 1g or 1j)

Materials: A 2-by-4-inch board, balls, gloves, basketball or playground ball; a chart to record each boy's achievements

Set up an area for the boys to work on these skills. Make sure to spread out the different activities. You may wish to ask parents to staff the different stations. Rotate the boys from task to task so they have the opportunity to try each skill and activity.

GAME: LEG TUNNEL RELAY

Each team must have an even number of players. Teams line up single file and stand with their feet apart. The last boy in each line crawls

through the "tunnel" from one end to the other and stands up with his feet apart. The players follow in rapid succession, each standing up when he has crawled through. The first team to be back in its original order wins.

CHART YOUR HEALTH HABITS

(Achievement 3a)

Materials: Quarter-sheet of poster board for each boy, markers or crayons, a ruler or yardstick

Set up a chart with spaces for two weeks. Keep large spaces in between the days; allow room for tracking how many times a habit is performed each day. List (write or draw) the habit you are tracking for the two-week period (see the *Wolf Handbook*). Let the boys be creative on the poster board, especially on the outside edges. If you wish, have a prize for those who bring back the chart filled out in two weeks; use your discretion.

SKIT: IS IT TIME YET?

Setup: Boys stand next to each other in a line. The first boy asks the second boy the question, who asks the third boy, and so on to the end of the line. The boy at the end has a response, and the boys pass the answer back to the front of the line.

CUB SCOUT 1: Is it time yet?

CUB SCOUT 2: Is it time yet? (*Continue to end.*)

LAST CUB SCOUT: No, it's not time yet. (*Continue passing answer back to the first boy.*)

SECOND SESSION: (*Repeat as above. Ask:*) "Is it time yet?" (*Answer:*) "No, not yet."

THIRD SESSION: (*Ask:*) Is it time yet? (*Answer:*) Yes, it's time!

When the answer reaches CUB SCOUT 1, all boys sit down on the ground and say "Whew," wipe their brows, and act happy to be sitting.

GROW A PLANT INDOORS

(Elective 15c)

Materials: Plastic cups, old newspapers, masking tape, marker, small stones, soil, herb or vegetable seeds, watering can

Lay newspapers on working surface. Give each boy three plastic cups; write names on masking tape and affix to cups. Give boys small stones or rocks to make a shallow layer in the cup bottoms. Fill each cup with soil to within 1 inch of the top. Choose the seed you would like to grow. Follow planting instructions and water. Explain that the boys are starting a plant that will be a vegetable, which is a healthy part of a good diet.

BASKETBALL WORD FIND

Find the following words (backward, horizontally, vertically, or diagonally):

DRIBBLE, SHOOT, FOUL, POINTS, WALK, BALL, PASS, BOUNCE, PLAYER, SCORE

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



WOLF CUB DEN MEETINGS

Dens may meet after school, in the evening, or on weekends. Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Gather materials needed for Celebrate Freedom neckerchief slides.	Gather materials for invitations and items needed for performing an outdoor flag ceremony.	Contact den members and parents to remind them of what they are bringing for the party.	Denner writes thank-you to last week's destination. Confirm special guest arrangements. Gather materials for Ice Cream in a Can.
Den leader collects dues.				
GATHERING	Den chief leads Above and Below game (<i>Cub Scout Leader How-To Book</i>).	Collect permission slips. Den chief and assistant den leader help boys learn methods to present a proper outdoor flag ceremony	Collect permission slips. Show parents where to put their contributions to today's activity.	Boys sign thank-you note(s) or card(s) for parents who helped with the Celebrate Freedom party. Sing "If You're Happy and You Know It" (<i>Cub Scout Songbook</i>).
OPENING	Denner leads the Pledge of Allegiance (Achievement 2a).	Recite the Cub Scout Promise. Use repeat-after-me method if new boys are in the den.		
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Lead a discussion about respecting the religion of others and the freedom we have to practice our own religion. Review Achievement 11 . Begin plans for the Celebrate Freedom party on THIRD WEEK.	Practice "America" or "The Star-Spangled Banner" for the pack meeting. Finalize plans for the Celebrate Freedom party next week.		Invite a local member of the armed services to attend the meeting and talk about the freedoms we enjoy as U.S. citizens. Discuss citizenship with the special guest.
ACTIVITY	Make Celebrate Freedom neckerchief slides. Play the Wolf Den game.	Practice the outdoor flag ceremony for next week's outing. Make Celebrate Freedom party invitations to invite a new boy to attend and join Cub Scouting.	Participate in the Celebrate Freedom party (Elective 9a). Participate in the outdoor flag ceremony. At the end of the events, lead a reflecting discussion with the group about the events.	Make Ice Cream in a Can and enjoy. Invite the special guest to stay for ice cream.
CLOSING	Give the den yell. Send home permission slips for outing on THIRD WEEK and solicit help for the Celebrate Freedom party.	Observe a moment of silence for the men and women who have fought and are fighting so we can celebrate freedom. Send home reminder notes about next week's party.		Choose a closing flag ceremony or closing patriotic thought from <i>Cub Scout Ceremonies for Dens and Packs</i> .
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK.		Den leader fills out advancement report for the pack leaders' meeting.	Den leader mails thank-you note(s).
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Advancement possibilities highlighted this month: *Achievement 2a; Elective 9a*

Freedom is many things to many people. This month, den leaders will take the opportunity to share with Cub Scouts how we got our freedom and how important it is to respect the many freedoms that are made possible by the American way of life. It's important to communicate that not all countries share the freedoms we have and that citizenship is something to be proud of and valued. Let's really celebrate our freedom and have a den party. Invite families and make it a memorable occasion!

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

- **Achievement 11a**, Duty to God: Boys will benefit from completing with a family member the Character Connection for Faith.
- **Elective 6b, Books, Books**: Choose a book about a subject you like, possibly about an event in our nation's history. This would be a good activity to share with the den.
- **Elective 11b**, Sing-Along: Cub Scouts should understand and be able to sing "The Star-Spangled Banner."

OPENING: OUTDOOR FLAG CEREMONY

Equipment: U.S. flag, flagpole, rope, pulley

One resource for flag ceremonies and proper flag etiquette is the BSA publication, *Your Flag*, No. 33188A.

RELIGIOUS EMBLEMS PROGRAM

As you introduce Cub Scouts (and their families) to Achievement 11, share information about the religious emblems program. Each religious group administers its own program, designed to encourage members to grow stronger in their faith. Youth members obtain the booklet for their religion. Parents review the guidelines. Boys meet with their religious leaders, do the requirements, get the final signatures, and follow instructions in the book to receive the emblem of their faith. For more information, contact your local council service center or visit www.scouting.org.

CELEBRATE FREEDOM PARTY INVITATIONS

Materials: Red, white, and blue cardstock; markers; assorted buttons, yarns, etc., to decorate cards; glue; invitation envelopes

Have assorted materials available for boys to create patriotic covers for an invitation to their families to attend the Celebrate Freedom party. Preprint an inside sheet with the details: date, time, and what items the families need to bring to the party.

CELEBRATE FREEDOM PARTY (Elective 9a)

Have parents volunteer to bring items of food, either for a meal or an afternoon snack. Plan games such as ultimate, tag, and a freedom-themed treasure hunt (hide items that are symbols we associate with our country—a small U.S. flag, Statue of Liberty, bald eagle, coins, etc.).

CELEBRATE FREEDOM NECKERCHIEF SLIDE

Materials: Small PVC circles or curtain rings for the slider; glue; decorative items

Use items that we associate with America and the Fourth of July—tiny flags, firecrackers the Cub Scouts make from modeling clay, etc.

SNACK: ICE CREAM IN A CAN

Ingredients: 1 cup milk, 1 cup whipping cream, ½ cup sugar, ½ teaspoon vanilla

Materials: One empty 2½-pound (30-ounce) can with plastic lid, one empty No.10 (1-gallon) can with two plastic lids, duct tape, crushed ice, rock salt; cups, spoons

Directions: Combine ingredients in the small can; mix well. Cover tightly with plastic lid and tape tightly with duct tape. Place the small can into the larger can. Fill the empty space between the cans with ice and rock salt, alternating the two. Cover with a plastic lid and tape. Put the other lid on the bottom of the can to make rolling easier. Place the can on its side and roll back and forth rapidly for about 20 minutes.

Open, take out the inner can, and open it. Break up the ice cream. Serve and enjoy. Depending on the number of boys in your den, you may need more than one set of materials. The boys can take turns rolling the can so everyone participates. *NOTE: Do not dispose of salt water on the grass.*

INVITE A SPECIAL GUEST

A member of the armed services would be a very special guest this month. The guest can tell about the important duties he or she has as a representative of the U.S. military. Your guest could be a member of any one of the armed forces, a National Guard member, or a member of the VFW. Ask them to share their commitment to our country and explain why that is important to them.



When inviting a guest to the den meeting, confirm in advance where the meeting is held, when it starts, and how long the guest can expect to speak. Be aware of the attention spans of your Cub Scouts. Factor those limits into your discussion with your guest.

GAMES

Wolf Den

Draw a circle on the ground 15 to 20 feet across. This is the den. Pick someone to be the head wolf and stay inside the den. The other players taunt the head wolf by daringly stepping into the den. If the head wolf bites (tags) someone who is completely or partially in the den, then the tagged player also becomes a wolf and helps the first wolf catch others. The last person caught becomes the head wolf for the next round of play.

Flag Race

Materials: Eight 10-by-1-inch strips of red paper; six 10-by-1-inch strips of white paper; six 18-by-1-inch strips of red paper; six 18-by-1-inch strips of white paper; two 8-by-7-inch rectangles of blue paper; 100 white stars (50 need to fit on blue paper)

Form two teams. On signal, each team tries to assemble its paper flag before the other team.

Variation: Do individual time trials. The boy with the fastest time overall wins.



WOLF CUB DEN MEETINGS

Dens may meet after school, in the evening, or on weekends. Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Set up chairs for Ocean Wave game. Have materials for Ocean in a Bottle.	Have a small wading pool and materials for Cork Boats. Have materials for the activity to show why a ship floats.	Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week's destination. Have blindfold for Harbormaster game and ingredients for Marshmallow Octopus.
Den leader collects dues.				
GATHERING	Den chief leads the boys in the Ocean Wave game.	Collect permission slips. Boys make Cork Boats.	Collect permission slips.	Boys sign thank-you note or card. Play Crab Relay (Achievement 1g).
OPENING	Denner conducts brief flag ceremony with the Pledge of Allegiance and Cub Scout Promise.	Form a Living Circle. Have the denner lead the Law of the Pack.		Boys assigned a flag ceremony conduct the opening (Achievement 2b).
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Discuss this month's theme with the Cub Scouts and get their input on what they would like to share at the pack meeting.	Practice the pack meeting activity. Discuss with the boys the plans for next week's field trip. Go over the rules and arrangements.	Visit an aquarium, boat harbor, or marina OR	Review what the Cub Scouts learned and enjoyed on their field trip. Review the pack meeting plan.
ACTIVITY	Make an Ocean in a Bottle.	Review boating safety rules (Elective 20b). Show and have boys do Why a Ship Floats. Boys float their Cork Boats in a small wading pool.	Invite a fisherman or boater to the meeting and talk about their professions. At the end of the trip or visit, lead a reflecting discussion with the boys about their experience.	Boys play Harbormaster. Make Marshmallow Octopus.
CLOSING	Boys form a circle, cross their arms in front, hold hands, and recite "Do Your Best." Send home permission slips for outing on THIRD WEEK.	Den leader leads the boys in the Prayer for the Sea.		Denner leads the Law of the Pack.
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK.		Den leader fills out advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Advancement possibilities highlighted this month: *Achievements 1g, 2b; Electives 5f, 20b*

It's the time of year when we think of enjoying time with family, friends, and the outdoors. Wolf Cub Scouts will learn how to do this safely and learn about the properties of bodies of water. The outing this month will take the boys to a harbor or an aquarium to enjoy firsthand those special properties. It's a month of fun in and around the water.

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

- **Achievement 7**, Your Living World: Summer is a good time to venture out and help the neighborhood by picking up litter.
- **Elective 19**, Fishing: Boys can use this opportunity to identify types of fish they see during their outing, and perhaps plan an excursion to go fishing.
- **Elective 23**, Let's Go Camping! Cub Scout families will enjoy sharing a camping opportunity with other pack members at the pack overnighter.

GAMES

Ocean Wave

Set up chairs in a circle. Everyone has a chair except one player, who stands in the center. The center player calls, "Shift right" or "Shift left." At the call, the players move one seat to the right or left. The center may choose at any time to get a chair for himself. The player left without a chair is the new center.

Sink the Boat

Materials: Aluminum foil, water-filled bucket, small pie plate

Float the pie plate in the bucket. Cub Scouts stand about 5 feet from the bucket. Each boy gets enough aluminum foil to make five small balls. Boys take turns throwing five balls. Give points for each ball that lands in the floating pie plate and stays there.

Crab Relay

(Achievement 1g)

Form equal teams. The first boy in each team sits on the floor with his back to the finish line. On signal, he crab-walks backward on his hands and feet with his body parallel to the floor. When he reaches the other end of the room, he stands, runs back, and touches off the next player, who repeats the crab-walk action.

HARBORMASTER

Materials: Blindfold

Play this game with any number of players in a large room or level playing area. One boy is blindfolded and is a Ship; another is the Harbormaster. The other players spread out through the playing area as Buoys. Buoys may not talk or move. The Harbormaster must remain at the finish spot (the Port). Using only his voice, the Harbormaster must guide the Ship safely to

Port through the Buoy-filled harbor. Switch roles and repeat the game.

Reflecting questions might concern how the Ship felt being unable to see; how the Harbor-master felt being able to use only his voice to guide the Ship; or how the Buoys felt being unable to move or speak.

OCEAN IN A BOTTLE

Materials: Clear plastic soda bottle with secure lid, water, mineral oil, blue food coloring

Fill soda bottle two-thirds full with water. Add a few drops of blue food coloring. Fill the bottle to the top with mineral oil. Tightly secure the cap. Have boys hold the bottle sideways, gently tipping it back and forth to create waves—just like in the ocean!

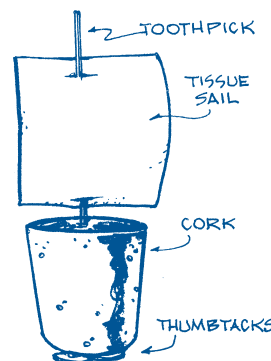
PROPELLER BOAT

(Elective 5f)

Follow the instructions in the *Wolf Handbook*, Elective 5f, to make a model boat. Wind the propeller up with the rubber band and let it go in a suitable body of water.

CORK BOAT

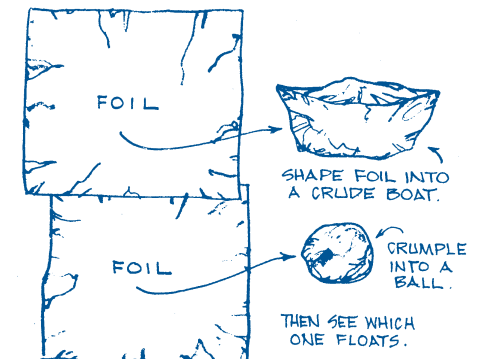
Materials: Cork, thumbtacks, tissue, toothpick



Assemble as shown, using a thumbtack-weighted cork for the boat, a piece of tissue for a sail, and a toothpick for the mast.

WHY A SHIP FLOATS

Materials: Aluminum foil



Shape the foil into the two shapes (a boat and a ball). Toss into a pool of water and see which one floats.

PRAYER FOR THE SEA

Dear God, thank you for all the creatures in the sea. Help us to keep a world that always has clean water for them and for us. Amen.

SNACK: MARSHMALLOW OCTOPUS

Place a large marshmallow on a plate. Poke licorice pieces into the sides of the marshmallow to make eight legs.

BEAR CUB SCOUT PROGRAM HELPS



BEAR CUB SCOUT PROGRAM HELPS



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For each monthly theme, the left-hand page has a four-week planning chart. In many months, the third week is a theme-related or advancement-related field trip.

The right-hand page of the monthly theme contains songs, crafts, games, and ceremonies to support the monthly theme. These are all included as part of the planning chart.

Additional ideas can be found in the *Cub Scout Leader How-To Book*, the monthly Cubcast (www.scouting.org), and at your monthly district roundtable and your council's annual pow wow or University of Scouting.

Plan to have a meeting of all parents or guardians during the summer or early fall to let them know about the fun your den will have during the next year. Try to include as many adults as possible in various activities for your den, from bringing refreshments, driving on field trips, to helping with paperwork of a den newsletter. *The Cub Scout Leader Book*, Chapter 5, has a long list of potential volunteer opportunities for parents or guardians.


Bear Cub Scout Advancement*

While much of advancement in Cub Scouting is intended to be accomplished within the family, many requirements may be met by attending organized den meetings. Den meeting outlines in this chapter include several advancement requirements each month.

Completion of den meeting activities along with home assignments will ensure that each boy receives his next badge of rank at the pack's blue and gold banquet in February. If a Bear Cub Scout has not completed the Bobcat yet, he will need to do all of the requirements at home with his family. The chart below has a list of recommended activities for Wolf Cub Scouts that den leaders may assign to be completed at home each month.

Some things to remember:

- Family involvement is an important purpose of Cub Scouting, and it includes the family being involved in the advancement process. For those requirements completed in the den, the Cub Scout should share his accomplishments with his parent or guardian, who in turn signs the boy's handbook.
- Advancement is a method of Cub Scouting, not a purpose. Boys learn and grow through a variety of activities. Den leaders should be flexible with den meeting plans as they learn what works for their particular den of boys.

	ACHIEVEMENTS To Be Completed at DEN MEETING	ACHIEVEMENTS To Be Completed at HOME	ELECTIVES That Can Be Completed at DEN MEETING
September	Bobcat Trail 1, 2, 4, 5, 6, 7, 3f, 8c, 9a, 9b, 22a	8g plus two more from 8	
October	3f, 5a, 5b, 5c, 5e, 9e, 15a, 16c	1a or 2a, 2b, 9a–g (any four)	
November	3a, 3b, 3f, 6g, 11d, 24d	3j, 11a–e, 11g	
December	3f, 15a, 15b, 16a, 24b	10a, 10b, 19a–d	9a
January	3f, 15c, 17b	16b, 24f plus any two others from 24	
February	4a, 4b, 18d, 18e, 18f		9a, 23d
March			2b, 2c, 6c
April	6g, 22a		
May	3f, 17b		
June	3d		
July	3, 17b		11
August	15b, 15e, 19d		15e

***Special note for Bear Cub Scouts:** Because Bear Cub Scouts can choose a combination of 12 achievements from the 24 available, many different combinations of achievements will bring the Cub Scout to his rank advancement. *Cub Scout Program Helps* provides only one pathway to that end. Allow boys the flexibility to choose their own interests.



BEAR CUB DEN MEETINGS

Dens may meet after school, in the evening, or on weekends. Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Have materials for Pocket neckerchief slides.	Have U.S. flag and supplies to make Pocket Snacks.	Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week's destination. Have supplies to make cookies (Achievement 9a) and supplies to make a den scrapbook (Achievement 8c).
Den leader collects dues.				
GATHERING	Practice requirements 1–7 on the Bobcat Trail . Pair new boys with boys who have earned their Bobcat badge.	Collect permission slips. Pair up the boys and do the two-person contests in Achievement 16b .	Collect permission slips.	Boys sign thank-you note or card. Den chief reviews the procedures for a flag ceremony.
OPENING	Form a semicircle around the flag and recite the Cub Scout Promise (Bobcat Trail 1).	Do the Bobcat Trail ceremony.		Den members share in creating a flag ceremony (Achievement 3f).
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Discuss the theme for the month. Ask if boys collect things. Use that information to select a specific location for the trip in two weeks.	Review Achievement 11c —what to do in a school bus accident.	Based on the boys' interests, take a field trip to a natural history museum. A trip to your local post office will serve to inform boys of the stamp collecting information available there (Elective 22a). At the end of the trip, lead a reflecting discussion with boys about their outing.	Practice the material the den will present as a part of the pack meeting.
ACTIVITY	Make Pocket neckerchief slides. Play Snap the Pocket.	Finish additional two-person contests as needed to complete Achievement 16b . Make Pocket Snacks (Achievement 9b).		Create a den scrapbook (Achievement 8c). Bake cookies (Achievement 9a).
CLOSING	Say the Law of the Pack. Send home permission slips for outing on THIRD WEEK.	Boys give the den leader the Cub Scout salute as they leave the meeting area.		Boys who participated in the flag ceremony now retire the flag. Sing "Taps" as the meeting ends (<i>Cub Scout Songbook</i>).
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK.		Den leader fills out advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Advancement possibilities highlighted this month: *Achievements 3f, 8c, 9a, 9b, 11c, 16b; Elective 22a; Bobcat Trail requirements 1, 2, 4, 5, 6, 7*

Pockets reveal many things. Pockets often reveal a boy's collecting passion. This theme presents a wonderful opportunity for boys to begin their own collections of neckerchief slides and patches, or the infinite variety of common items that people collect for fun such as sports cards and comic books. Making treats together and working together on the two-person contests will give the Cub Scouts the opportunity to get to know each other and learn about the fun of Cub Scouting.

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

- **Achievement 8e**, The Past Is Exciting and Important: Boys can explore the history of their community.
- **Achievement 11e**, Be Ready: Families can plan escape routes and practice in case of emergency.
- **Elective 22b**, Collecting Things: Mount and display a collection of objects.

OPENING CEREMONY: BOBCAT TRAIL

Boys form two lines. The two lines face each other. On signal from the den leader, all boys make the Cub Scout sign (*Bobcat 4*). The den leader explains what the Cub Scout sign means. Next, boys reach across the space between their two lines and give the Cub Scout handshake to those opposite (*Bobcat 5*). The boys in one line ask those in the other line to say the Cub Scout motto (*Bobcat 6*); the boys repeat, "Do Your Best," then switch, with the other line asking and the first line answering. All boys in unison say the Cub Scout Promise (*Bobcat 1*) and the Law of the Pack (*Bobcat 2*). Then all boys face the U.S. flag and give the Cub Scout salute (*Bobcat 7*).

PET ROCKS

Materials: Rocks and pebbles, glue, wiggle eyes, pom-poms, fun fur, scissors, acrylic paints, paintbrushes

Put pebbles and craft supplies in the center of a table and invite the boys to use their creativity to make and decorate their pet rocks. Look for natural features in the rocks that resemble noses, chins, ears, and so on. (Shells can also be used in this creative way.)

POCKET SNACKS

(Achievement 9b)

Ingredients: Wheat bread, cheese slices, finely chopped lettuce

Give each boy a piece of bread, a cheese slice, and lettuce. (Adjust the recipe if boys are allergic to any ingredients.) Lay the cheese on the open piece of bread; put the lettuce on one half of the cheese. Fold the bread over. To seal the open edges, press a fork along the sides of the bread.

COIN/STAMP COLLECTION MAP

Materials: Coins or stamps from other countries, world map

Have the boys bring to the den meeting coins or stamps from their native countries or any countries they have visited, or foreign coins they have accumulated. Tape a world map onto a large matte board. Have the boys point out where the coins or stamps came from. Place coins in plastic coin envelopes, then tape them to the corresponding location on the map.

SHELL-COLLECTING IDEAS

Tiny shells can be kept in small bottles with screw caps or corks. Medium shells may fit into matchboxes. Larger shells can be kept in cardboard boxes. Shells can be mounted on cardboard with household cement. Each shell should be identified and labeled. For a special display, use household cement to glue shells to golf tees, then press the points of the tees into a piece of rectangular foam.

POSTAGE STAMP NECKERCHIEF SLIDE

Materials: Craft foam, chenille stem, low-temperature glue gun, reproduced photographs

Photograph the Cub Scout den. On a computer or at a copy shop, have the photo reduced to 1¼ by 2 inches. Prepare a page of the photos so each Cub Scout will have one to use. Cut pieces of craft foam to fit the photo and glue photo in place. Glue a chenille stem ring to the back as the slider.

GAMES

Coin Toss

Equipment: Chair or stepladder, three coins for each boy, three open boxes

Give each boy three coins and direct the players to put the coins in their pockets. Place three open boxes on the floor in a row in front of

a sturdy chair or stepladder. Boys climb two or three steps up the stepladder, then drop a coin into an open box below. Score one point for every coin that lands (and stays) in a box.

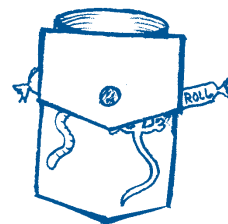
Snap the Pocket

Explain that boys will click their heels to make sounds like pockets snapping shut. Boys stand with their feet apart. They jump upward, strike their heels together, and land lightly with their feet apart again.

POCKET NECKERCHIEF SLIDE

Materials: Blue craft foam or felt, glue, black pen, slider (1-inch piece of ½-inch PVC pipe or plastic tubing, or film canister with cuts for neckerchief to pass through), miniatures of things a boy might put in his pocket (plastic worms and frogs, snakes made from pipe cleaners, candy and gum wrappers, etc.)

Cut a rectangle of craft foam or felt, 3¼ inches by 1¾ inches; cut each short edge to a shallow point to look like a Cub Scout pocket and flap. Glue the pocket's contents (frogs, candy wrappers, etc.) about 2 inches up from the bottom. Fold over the top 1¼ inches to form the pocket flap; glue in place. Draw a button on the pocket flap (or glue or sew a small button onto the flap). Glue pocket to slider.



When writing on craft foam, use craft paint or ballpoint pen. Do not use felt pens—they take a long time to dry and tend to smear.



BEAR CUB DEN MEETINGS

Dens may meet after school, in the evening, or on weekends. Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Gather poster materials, pens, pencils, markers, and reference materials. For each boy, have copies of Jungle Safari crossword puzzle and "Cub Scout Vespers" (<i>Cub Scout Songbook</i>).	Purchase trail mix ingredients to supplement the supplies that boys will bring. Prepare animal picture pieces for Where Am I? game. Have a globe or world map and a U.S. flag.	Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week's destination. Have a ball for kickball game.
Den leader collects dues.				
GATHERING	Work the Jungle Safari crossword puzzle.	Collect permission slips. Have boys find jungle regions on a globe or world map. Identify where Baden-Powell spent time in Africa.	Collect permission slips.	Boys sign thank-you note or card. Do relay races (Achievement 16c) .
OPENING	Form a line. Selected boys perform a flag ceremony with the Pledge of Allegiance (Achievement 3f) .	Circle around the U.S. flag and sing "America" (<i>Cub Scout Songbook</i>).		Each boy answers the den roll call with one idea he can do to help the animals in our world: recycle, conserve water, etc.
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Explain the Jungle Safari theme and the den's contribution to the pack meeting this month. Work on Achievement 5e : Talk about an extinct animal and some of the ways we may be contributing to the endangered species list.	Get posters that were made last week and practice how the den will present them at the pack meeting.	Visit a zoo, wildlife preserve, animal rescue facility, nature center, aviary, or game preserve (Achievement 5d) <i>OR</i> Take a virtual zoo tour online <i>OR</i> Watch <i>The Jungle Book</i> movie together as a den.	Practice the poster presentations for the pack meeting. Encourage boys to speak clearly and face the audience when speaking.
ACTIVITY	Have each boy make a poster of an animal or a bird (Achievement 5a) . The den leader saves the posters for the next den meeting. Play Turtle Tag (Cub Scout Leader How-To Book).	Play the Where Am I? game. Make Trail Mix (Achievement 9e) .		Play kickball (Achievement 15a) . Conduct the What Does a Wildlife Conservation Officer Do? activity (Achievement 5c) .
CLOSING	Sing "Cub Scout Vespers" (<i>Cub Scout Songbook</i>). Ask boys to bring an ingredient for the trail mix to be made next week. Send home permission slips for outing on THIRD WEEK.	Recite the Cub Scout Promise and the Law of the Pack. Discuss how Cub Scouts live by the Law of the Pack and how jungle animals live by the law of the jungle.	At the end of the trip or event, lead a reflecting discussion with boys about their outing.	Select a closing thought from <i>Cub Scout Ceremonies for Dens and Packs</i> .
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK.	Confirm transportation for next week's outing.	Den leader fills out advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Advancement possibilities highlighted this month: *Achievements 3f, 5c, 9e, 15a, 16c*

With a roar and a growl and an “eek, eek, eek,” the jungle comes alive for Cub Scouts this month. The history of the Cub Scout story highlights Baloo, the wise old brown bear who taught the wolf cubs the Law of the Pack. Perhaps this month, during a quiet moment in the den meeting, den leaders can share this story. This theme provides an opportunity to educate your Cub Scouts about our animal friends of the jungle and the world and the impact we can make on our world by being aware of the need for conservation in all aspects of our lives.

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

- **Achievement 8b**, The Past Is Exciting and Important: Cub Scouts can investigate how Cub Scouting has changed over the years.
- **Achievement 17d**, Information, Please: Boys can use a computer to get information on different animals that may be threatened.
- **Elective 14a**, Landscaping: Fall cleanup at a local church or in public areas is a good Cub Scout project.

WILDLIFE POSTERS

(Achievement 5a)

Materials: Poster materials, markers, pencils; books or magazine articles with information about animals and how they live

Each boy creates a poster to be presented at the pack meeting.

EXTINCT AND ENDANGERED ANIMALS

(Achievement 5e)

Materials: Information from your local library, magazines, etc., about extinct animals; a list of endangered species

Help boys discover the endangered animals and why some animals have become extinct. A simple Internet search will provide lists of extinct and endangered species. Present a variety of materials and prepare an example. Give boys the names of some endangered animals. Describe interesting aspects of the habitats of endangered animals and what the challenges are to the continued existence of these animals.

Adopt an Endangered Animal. The World Wildlife Fund (www.worldwildlife.org) has information on endangered species. Consider letting Cub Scouts “adopt” an endangered animal.

WHAT DOES A WILDLIFE CONSERVATION OFFICER DO?

(Achievement 5c)

For this role-play, divide the boys into three groups. Assign each group one of the three main areas of conservation-officer tasks (described in the *Bear Handbook*). After boys read their part, they prepare a role-play skit that describes that concept and present it to the den.

JUNGLE IN A JAR

Materials: Clean 64-ounce or larger clear glass or plastic jar (or substitute a clear plastic storage container with transparent, see-through sides and tight-fitting lid), small rocks, potting soil, small plants; one or two plastic, waterproof jungle animals (optional)

Put approximately 2 inches of small rocks in the bottom of the container; add soil, enough to more than cover the roots of the plants to be planted. Plant plants and add optional jungle animals. Water until soil is damp but not soggy. Put lid on so it is tight. The terrarium should not need watering if the lid is airtight.

GAME: WHERE AM I?

Materials: For each pair of boys, one animal picture cut in half

Boys move about to find the matching piece to complete their animal. When boys find each other, they can make the sound of that animal.

WHAT'S COOKING? TRAIL MIX

(Achievement 9e)

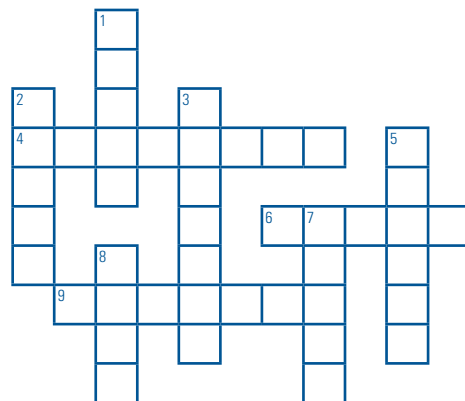
Materials: Ingredients for trail mix such as chocolate candies, nuts, raisins, pretzels, cereal, dried fruit, seeds, or granola. Have a large mixing bowl or smaller individual bowls, spoons, storage bags, and disposable gloves.

Make enough for the den meeting and for the outing on the third week. You could invite another den to participate.

RECYCLING DRIVE

Your den can sponsor a recycling drive for the pack. Let the boys make posters and distribute to all the dens with the rules and requirements. Have the materials brought to the pack meeting to see how large the pile is. Contact your local recycling center to arrange for pickup of the items.

JUNGLE SAFARI CROSSWORD PUZZLE



Across

4. I am always packed and ready to travel
6. I have a big horn on my nose
9. I have the longest neck of the animals

Down

1. I am an animal and a Scout
2. Stripes are my game, ___ is my name
3. I am the fastest cat
5. I like just hanging around
7. I think safari life is funny
8. I am the king of the jungle



BEAR CUB DEN MEETINGS

Dens may meet after school, in the evening, or on weekends. Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Prepare and make copies of the Learn the Meaning of the Pledge of Allegiance activity.	Bring magazines, newspapers, and library books for the famous Americans activity (Achievement 3b) .	Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week's destination. Have paper for making paper hats.
Den leader collects dues.				
GATHERING	Do the Learn the Meaning of the Pledge of Allegiance activity.	Collect permission slips. Discuss Achievement 11d , what to do in a car accident.	Collect permission slips.	Boys sign thank-you note or card. Den chief and assistant den leader help boys to write what makes America special to them (Achievement 3a) .
OPENING	Denner leads a flag ceremony (Achievement 3f) .	Form a semicircle. Denner leads the Cub Scout Promise.		Conduct the Stepping Forward for Your Flag opening.
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Explain that the month's theme is Cub Scout Salute. Ask boys what they think that might mean. Explain that in three weeks they will be writing about what makes America special to them (Achievement 3a) , and that their writings will be shared at the pack meeting.	Boys look at the books and magazines the den leader provides and find information about two famous Americans. They should be prepared to tell about the things those people do (or did) to improve our way of life (Achievement 3b) .	Participate in a neighborhood cleanup project Achievement 6g) . An additional field trip might be to a veteran's memorial in your community. At the end of the trip, lead a reflecting discussion with boys about their outing.	Practice how the boys will share their writings about America at the pack meeting. Have boys share their experience in telling someone they have done a good job (Achievement 24d) .
ACTIVITY	Prepare Fruit Skewer Treats. Play the Smart Salute game.	Ask boys if they can think of any heroes in their community. Ask if firefighters are heroes. Play the Firefighters Relay.		Make paper hats.
CLOSING	Have boys tell one person that they did a good job today (Achievement 24d) . Den leader challenges boys to tell another person during the week that they did a good job. Prepare to share during the FOURTH WEEK's den meeting. Send home permission slips for outing on THIRD WEEK.	Observe a moment of silence, remembering all the veterans who have sacrificed to keep America free and safe.		Recite the Law of the Pack.
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				

Advancement possibilities highlighted this month: *Achievements 3a, 3b, 3f, 6g, 11d, 24d*

A salute shows respect. A salute is a way to give attention to another. A salute is a good thing for a Cub Scout to learn and practice. As boys explore the idea of heroes around them, the obvious focus may be on citizenship. Boys will prepare for the pack meeting, where they will share their thoughts on America. If certain boys are uncomfortable about getting up and sharing, the den leader could share out loud some of their writings. Leaders will want all boys to participate in their own way.

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

- **Achievement 3c**, What Makes America Special? Exploring older homes near where boys live may reveal that historic heroes occupied these homes.
- **Achievement 22d**, Tying It All Up: Boys can learn how to coil a rope and toss it with accuracy.
- **Elective 19**, Swimming: Learning the basic skill of swimming will be an achievement with lifelong benefits.

GAMES

Match the Heroes

Obtain 16 photos or prints of men or women. Ten of them must be famous from the present or the past. Six can be anybody; they are decoys. For each famous hero, write a short descriptive phrase. *Examples:* "The father of our country" (Washington); "The inventor of a practical electric light" (Edison); "The mother of the civil rights movement" (Rosa Parks). Boys line up in relay fashion, facing a board with the photos mounted. The leader reads a descriptive phrase, and the first boy in each team races to the board to touch the correct picture. Score one point for the first to touch correctly. Continue through the 10 heroes.

Smart Salute

Boys sit in a circle. The leader should have his or her legs crossed. To play, give the Cub Scout salute and tell everyone that he must salute his neighbor the same way you do. Then observe each boy's salute and say "yes" or "no." The trick? The boys must also have their legs crossed. Have the assistant den leader in on the trick. Continue, giving hints and exaggerating the crossing of legs if needed until a Cub Scout solves the mystery of the Smart Salute.

Firefighter's Relay

Form relay teams. One person from each team stands on the opposite side of the playing area—he is the firefighter. On the start signal—"FIRE! FIRE!"—the firefighter from each team runs across the playing area to save his team members from a burning building. He takes one person by the wrist or hand and runs with him to the original position. (If desired, make the route an obstacle course, requiring boys to "crawl beneath the smoke" for a distance.)

When the firefighter and the rescued person reach safety, the rescued boy becomes the firefighter and races to rescue another team member from the opposite end of the playing area.

OPENING CEREMONY: STEPPING FORWARD FOR YOUR FLAG

Form a straight line in front of the U.S. flag. Boys say the Pledge of Allegiance. Then, starting at the beginning of the line, each boy steps forward, salutes the flag, and steps back into line.



Cub Scout Ceremonies for Dens and Packs contains many flag ceremonies that will help leaders build great, memorable patriotic ceremonies.

LEARN THE MEANING OF THE PLEDGE OF ALLEGIANCE

Directions: Circle the word that means the same as the word on the left.

PLEDGE	Polish	Family	Promise
ALLEGIANCE	Puppy	Loyalty	Garden
NATION	Country	Cereal	Building
INDIVISIBLE	United	Paint	Can't be seen
LIBERTY	Market	Lesson	Freedom
JUSTICE	Promise	Simple	Fairness
REPUBLIC	Bank	County	Form of government
CITIZEN	Suit	State	Person
FLAG	Banner	Rule	Pole

SNACK: FRUIT SKEWER TREATS

Ingredients: Assorted fruits such as blueberries, large blackberries, or other dark (bluish) fruit; strawberries or cherries; banana slices or large chunks of pineapple; large (not miniature) marshmallows; wooden skewers

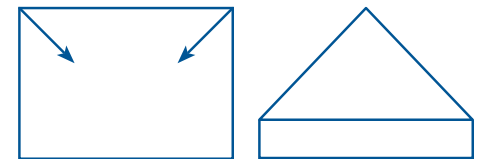
Lay out the fruit and marshmallows in a red-white-and-blue pattern and skewer the individual items or slices.

RESPONSE TO CAR ACCIDENT SCENARIO

(Achievement 11b)

Assistant den leader, parent, or den chief leads a role-play activity about what boys should do in a car accident. You might bring toy cars, draw a typical intersection on paper, and show various scenarios for role-playing.

HOW TO FOLD A PAPER HAT



Start with a sheet of newspaper. Fold the upper corners down to make a triangle shape, approximately 2 inches above the lower edge. Then take the lower edge and fold one side up above the folded triangle shape. Turn the paper over and fold the other side up above the folded triangle shape. Open to reveal a hat.

DEN LEADER'S MINUTE

Cub Scouts, we have explored what it is to be a hero. Did you know that you are heroes? Every time you help others, every time you show kindness to others in your class or church, every time you show your Cub Scout spirit and do your best, you show what a hero is. I salute you all.



BEAR CUB DEN MEETINGS

Dens may meet after school, in the evening, or on weekends. Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	<p>Call a local retirement home or children's hospital to schedule a time for your den to come Christmas caroling.</p> <p>Have supplies for Jingle Bell Bracelets and Artist Palette neckerchief slides.</p>	<p>Have paper, markers, and pens for creating holiday cards. Have U.S. flag and ornament-making supplies.</p>	<p>Call the destination of your outing to confirm arrangements, times, fees, etc.</p>	<p>Denner writes thank-you to last week's destination.</p> <p>Have a set of horseshoes and set up the playing area outside. Have U.S. flag.</p>
Den leader collects dues.				
GATHERING	<p>Make Jingle Bell Bracelets to take caroling during THIRD WEEK activity.</p> <p>Assign each boy an "artist name" for the month, such as Roger Renoir, Mark Monet, Daniel Donatello.</p>	<p>Collect permission slips.</p> <p>Practice singing the holiday songs the den will share when caroling during the outing.</p> <p>Make Holiday Ornaments.</p>	<p>Collect permission slips.</p> <p>Speak with boys about the conditions they may see in the hospital or retirement home. Encourage them to speak clearly and frankly with the patients or residents.</p>	<p>Boys sign thank-you note or card.</p> <p>Play horseshoes (Achievement 15a).</p>
OPENING	<p>Boys answer roll call with their artist name. Sing a holiday song.</p>	<p>Den chief leads the boys in the Cub Scout Promise and the Law of the Pack.</p>		<p>Perform a flag ceremony and say the Pledge of Allegiance (Achievement 3f).</p>
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	<p>Discuss the Works of Art theme and the plans for the meetings this month.</p> <p>Elect a denner and assistant denner for the month (Achievement 24b).</p>	<p>Explain the Works of Art theme and talk about next week's caroling.</p>		<p>Discuss the pack meeting plans and practice singing the songs the den will lead.</p>
ACTIVITY	<p>Do Achievement 16a, fitness stretching.</p> <p>Play Snowball Tag.</p> <p>Make Artist Palette neckerchief slides.</p>	<p>Create holiday cards to hand out next week at the children's hospital or retirement home.</p>	<p>Visit a local retirement home or children's hospital and go caroling.</p> <p>At the end of the trip, lead a reflecting discussion with boys about their outing.</p>	<p>Play the Who Is Missing? game.</p> <p>Play the Colors game. If weather permits, take this game outdoors.</p>
CLOSING	<p>Cub Scouts shout out their den yell.</p> <p>Send home permission slips for outing on THIRD WEEK.</p>	<p>Form a Living Circle and say the Cub Scout motto.</p>		<p>Den lines up before the U.S. flag. Boys observe a moment of silence. Wish each other "Happy New Year" as boys leave. Say good-bye using their "artist name."</p>
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	<p>Den leader files local tour permit with council service center for outing planned for THIRD WEEK.</p>	<p>Verify with the outing destination the time of arrival, location, and duration allowed for your visit.</p>	<p>Den leader fills out advancement report for the pack leaders' meeting.</p>	<p>Den leader mails thank-you note.</p>
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Advancement possibilities highlighted this month: *Achievements 3f, 15a, 15b, 16a (partial), 24b; Elective 9a*

What fun when each boy has an artist to identify with and learn about! The National Gallery of Art (www.nga.gov) has an index of artists from A to Z. There's a name for every boy. Start the month with a fun neckerchief slide to remind the wearer of the importance of art in everyone's life. Cub Scouts will do a Good Turn this month, visiting a local retirement center or children's hospital and sharing holiday songs. End the month at the pack meeting, singing those songs one more time with the whole pack joining in. This is a great way to close out 2009.

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

- **Achievement 9c**, What's Cooking? For many families, cooking together is an art form.
- **Achievement 12b**, Family Outdoor Adventures. Hikes can be fun in cooler weather. Your local community may have holiday light displays to enjoy.
- **Elective 9a**, Art: Find a favorite outdoor location and draw or paint it. Cub Scouts can compare the way their favorite places look in winter to the way they look during other seasons.

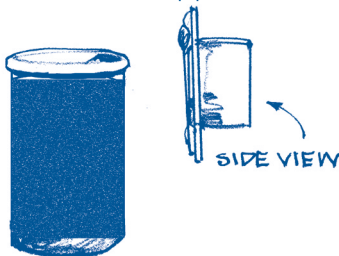
JINGLE BELL BRACELETS

Materials: Chenille stems, jingle bells

Boys feed the end of a chenille stem through the clasp at the top of a bell and twist the stem to secure. Then twist the length of the stem around the wrist to make an easy musical instrument. Each Cub Scout should make at least one bracelet. Boys may wear and use them when they go caroling.

ARTIST PALETTE NECKERCHIEF SLIDE

Materials: Palette shape cut from ¼-inch-thick wood, drilled with a thumb hole; sandpaper; paints; toothpicks; low-temperature glue gun; ½-inch piece of ½-inch PVC pipe



Boys sand all edges of the wood with sandpaper. To create a miniature paintbrush, paint the tip of a toothpick black (the bristles) and paint the opposite end black (the handle) with a ¼-inch ring of white separating them. Add spots of different paint colors to the palette. Glue the dried miniature paintbrushes to the top of the palette. Glue a length of PVC pipe to the back to make the slide ring.

FITNESS STRETCHING

(Achievement 16a)

Have the boys stand in a circle with enough room to stretch. The leader starts by doing a stretch and telling a story that goes with it. For example: "Last year when the snow was so deep, I bent over to make a snowball." Everyone stretches toward their feet. The leader

then asks the Scout to the right, "What did you do last year when the snow was so deep?" The Scout repeats the process, creating his own story and his own stretch. This repeats until every participant has an opportunity to tell his version of the story and do his stretch.

GAMES

Snowball Tag
(Achievement 15b)

Materials: Three to five soft play balls; or, in areas with snow, play outdoors with the real thing.

Form two teams. On signal, boys start to throw the balls to the other side. The object is to hit a player with the ball; then that player joins the team the thrower belongs to. If a boy catches a ball in the air, the player who threw it must join the opposite team. The only balls that count are those hitting below the waist.

Who Is Missing?

Boys form a circle and commence to walk around in a circle. On the leader's signal, all players cover their eyes with their caps or their hands. The leader touches one boy on the shoulder; that boy leaves the room as quickly and quietly as possible while the others continue to walk with their eyes closed. When the leader calls "Stop," the boys stop walking and uncover their eyes. The first one to shout out the name of the missing boy is the winner.

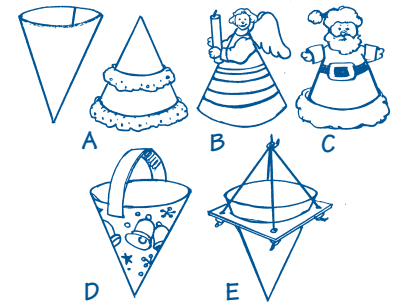
Colors

The den leader sits in the middle of the circle, points to a player, and calls out a color; e.g., "red." Before the leader can count aloud to 10, the Cub Scout must name an object that is red (tomato, fire engine, etc.). The same object cannot be repeated. If a player fails to think of an object before the leader has counted to 10, the two switch places. Continue with other colors.

HOLIDAY ORNAMENTS

(Elective 9a)

Materials: Cone-shaped drinking cups, construction paper, cotton balls or white fur, beads, etc.



Several different ornaments can be made from these cups. *A*, *B*, and *C* are ornaments for the tip-top of Christmas trees. *A* is made from two cups, fringed and curled, then painted red and gold. *B* is an angel with stiff paper arms, wings, and candle; she is gold and white. *C* is a red Santa with cotton-fur trimmings. *D* and *E* are candy baskets brightly colored and decorated with beads.

Serve As a Denner

(Achievement 24b)

The denner and assistant denners are elected positions in the den, responsible for helping the den chief and den leaders in meetings. They might help with setup and cleanup, lead opening and closing ceremonies, or have other special duties. The denner wears a gold double-strand shoulder cord on his left shoulder; the assistant denner wears a gold single-strand shoulder cord.

There are different ways to share this leadership position. Some dens will require that elections are held with only those boys who have not held the position being eligible. Encourage every boy to have a meaningful opportunity to serve as the denner.



BEAR CUB DEN MEETINGS

Dens may meet after school, in the evening, or on weekends. Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Gather equipment for game and Making Electricity activity, have supplies for popcorn treats, and have U.S. flag.	Have table-tennis balls for Blow Ball game, library books with pictures of wind farms, and materials for Power Pull game. Have U.S. flag.	Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week's destination. Have paper and envelopes for writing cards and supplies to make wind socks.
Den leader collects dues.				
GATHERING	Play Perpetual Motion game (Cub Scout Leader How-To Book).	Collect permission slips. Play Blow Ball (Cub Scout Leader How-To Book).	Collect permission slips.	Boys write a thank-you note or card. This might be to the place visited last week, to a parent helper, or to another person such as a teacher or clergy member who has helped a Cub Scout (Achievement 17e).
OPENING	Gather in front of the flag and recite the Pledge of Allegiance.	Conduct a flag ceremony (Achievement 3f).		Denner leads the den in the Law of the Pack.
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Talk about when and how electricity was discovered and that our theme this month is Power Up! Ask boys what we use electricity for. Invite boys to plan for a game to lead during the next few meetings.	Talk about wind power. Show pictures of wind farms. Give boys time to lead a game for the den (Achievement 15c).	Visit the local electric company, wind farm, solar electric facility, or lighthouse. At the end of the trip, lead a reflecting discussion with boys about their outing.	Discuss the pack meeting plans for this month. For the pinewood derby, remind boys of the starting times and check-in rules. Play charades (Achievement 17b).
ACTIVITY	Do the Making Electricity activity. Have Powerful Party popcorn treats.	Each boy makes a Power Pull game piece. Play the game.		Make Wind Socks (Cub Scout Leader How-To Book). Play the Name That Power game.
CLOSING	Den forms a circle and repeats the Cub Scout Promise. Send home permission slips for outing on THIRD WEEK.	Denner gathers everyone together and all join in to shout the den yell.		Do the Cub Scout Power closing.
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK.		Den leader fills out advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Advancement possibilities highlighted this month: *Achievements 3f, 15c, 17b, 17e*

Power is in the air around us, whether static electricity or wind power, or created by us using chemicals and tools. Boys can explore different types of power that they have the ability to control. Cub Scouts will create one type of electricity and harness another. Boys will be finishing up their achievements this month for the Bear badge, and time is planned for them to present the necessary items or activities to the den. Den leaders and den chiefs will be a big help in making sure the Bear Cub Scouts are successful in their presentations.

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

- **Achievement 16**, Building Muscles: Stretching exercises and different physical movements help boys see the power that comes from being physically fit.
- **Elective 2**, Weather: The power of weather elements is another type of power to explore. Boys can learn how to read a thermometer, a good life-skill to have.
- **Elective 4**, Electricity: Boys can explore how electrical connections work by creating a doorbell and more at home.

MAKING ELECTRICITY

Materials: Playing card (not plastic), sheet of copier paper, comb, piece of tissue paper or cleansing tissue

By rubbing two unlike objects together, you can produce a type of electricity known as static electricity. It will not shock or hurt you. Do these four experiments to learn some of the ways that static electricity is produced.

1. Rub a playing card rapidly back and forth on a wool sweater or jacket. Press the card against the wall. If the wallpaper is not too slick or oily, the card will stick.
2. Rub a piece of copier paper quickly back and forth on the wall. If conditions are right, the paper will stick to the wall.
3. Comb your hair briskly with a dry comb. Hold the comb close to your hair and see how the static electricity draws the ends of the hair to the comb. If your hair is wet or oily, this experiment will not work.
4. Briskly comb your hair with a dry comb and touch it to a small piece of tissue. As the comb lifts the tissue from the table, watch as the tissue clings to the comb from the static electricity that was formed.

SNACKS

Powerful Party Spicy Popcorn

Ingredients: 1 cup popcorn kernels, ½ cup vegetable oil, one 1-ounce package taco seasoning mix, one 12-ounce jar unsalted dry-roasted peanuts

In a large pot, warm the vegetable oil over medium-high heat for a minute or two. Add the popcorn kernels. Cover and cook, shaking the pot until the kernels stop popping. Remove from heat and pour half the popcorn into a large

paper bag. Add taco seasoning and peanuts (be aware of any allergies). Add the remaining popped corn. Fold over the top of the bag. Shake well and serve.

Powerful Party Fun Popcorn

Ingredients: 2 cups miniature marshmallows, ½ cup melted butter, 3 quarts popped popcorn, one 3-ounce package fruit-flavored gelatin

Combine marshmallows and butter. Pour over popped corn and mix well. Sprinkle gelatin all over and toss to mix.

GAMES

Power Pull

Materials: Empty disposable cup, piece of string 3 feet long, wad of paper (or other small object that is easy to tie a string around)

One player gets the cup and the other gets the string and paper ball. Put the paper ball in the middle of a table top, between the two players. The cup person tries to trap the paper ball under the cup before the other player can pull the ball off the edge of the table to safety. When the ball has been trapped five times, players switch places and start a new round. Catching the string doesn't count. The ball must be under the cup to be trapped.

Next: Try the game on the floor with boys on their knees. Pull the string and ball "to safety" out of the playing area between the two boys.

CHARADES

(Achievement 17b)

Write down different sources of power for boys to use in their charades pantomimes.

Name That Power

Boys sit in a circle. The denner starts the game by saying, "I know something that takes power." The next boy must name something

related to power that begins with the last letter of the word at the end of the sentence. Thus, Boy 1 says "power" and Boy 2 must say a word starting with *R*, such as "run." The third boy will say a word starting with *N*, such as "nuclear plant." If a player is unable to supply a word, the play passes to the next player. The game continues until no words can be found.



Find ideas for games for the Bear Cub Scouts to present (**Achievement 15c**) in the *Cub Scout Leader How-To Book*.

CLOSING: CUB SCOUT POWER

Boys join together and chant, "Cub Scout—Power Up!" While chanting, clap five times, then stomp five times. The five-beat cadence goes *one* and *two* and *three-four-five*.

DEN LEADER NOTE

Many boys likely will finish their Bear badge requirements this month in time for presentation of the award at the blue and gold banquet next month. Check with individual boys to see whether they will need to have additional time set aside for the sharing activities that are required for specific achievements. Use your Cub Scout Advancement wall chart to provide a quick reference to the status of each boy.

The image shows a 'CUB SCOUT ADVANCEMENT' wall chart. At the top, it says 'CUB SCOUT ADVANCEMENT' and 'PACK _____'. Below that, there are fields for 'DEN LEADER' and 'DEN CHIEF'. The chart has columns for 'NAME', 'ACHIEVEMENTS', and 'ELECTIVE PROJECTS'. The 'ACHIEVEMENTS' column has a grid with letters A through Z. The 'ELECTIVE PROJECTS' column has a grid with numbers 1 through 5. There are also some icons and a small logo at the bottom right.



BEAR CUB DEN MEETINGS

Dens may meet after school, in the evening, or on weekends. Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Have materials for Blue and Gold Centerpiece and invitations.	Have U.S. flag, supplies to make placemats, and supplies for making Century Glasses.	Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week's destination. Have materials for Folklore Match Game (Achievement 4a), folklore books, crayons, paper, and pencils.
Den leader collects dues.				
GATHERING	Do the How Much Is 100? activity.	Collect permission slips. Make Century Glasses.	Collect permission slips.	Boys sign thank-you note or card. Play Folklore Match Game (Achievement 4a).
OPENING	Join in a circle. As their names are called, boys answer the roll by identifying something found at a birthday party.	Form den in a circle. Have a boy carry the U.S. flag into the center and lead the Pledge of Allegiance.		Say the Cub Scout Promise.
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Explain the theme for the blue and gold banquet this month. Share some history of Scouting (<i>Cub Scout Leader Book</i>).	Review additional aspects of the history of Scouting (<i>Cub Scout Leader Book</i>). Tell Cub Scouts the story of Scouting's founder, Lord Baden-Powell.	Visit a place of historical interest in your area OR Visit one of your council camping facilities for a tour. At the end of the trip, lead a reflecting discussion with boys about their outing.	Review plans for the pack blue and gold banquet. Send reminders to parents about details of the blue and gold program. Practice singing "Scouts in the Nation" while wearing Century Glasses.
ACTIVITY	Construct Blue and Gold Centerpiece. Boys make blue and gold banquet invitations for their families (Achievement 18d).	Make Blue and Gold Art to use as placemats for the blue and gold banquet. Sing "Scouts in the Nation," wearing the Century Glasses made earlier.		Read a couple of stories from the folklore books you brought. After reading the stories, have the boys write their own folklore story (Achievement 18f).
CLOSING	Form a Living Circle. Denner leads the boys in repeating the Cub Scout Promise. Send home permission slips for outing on THIRD WEEK.	Denner leads the Law of the Pack.		Cub Scouts form a Living Circle and shout "Do Your Best."
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK.		Den leader fills out advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Advancement possibilities highlighted this month: *Achievements 4a, 4b, 18d, 18e, 18f; Electives 9a, 23d*

You're invited to the birthday party for the BSA! Bear Cub Scouts are always looking for ways to have fun with their friends, and celebrating the 100th birthday of Scouting in America is a great reason to have a party. Using their imaginations, boys will put their artistic skills to work preparing for the blue and gold banquet by making table decorations and placemats, and by singing a song for the banquet. The month ends with learning about American folk heroes.

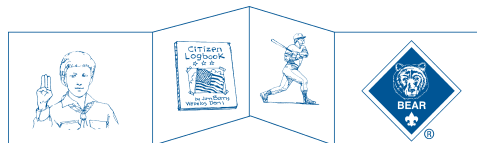
Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

- **Achievement 8d**, The Past Is Exciting and Important: Boys can explore their family history.
- **Achievement 18b**, Jot It Down: Write a letter to someone who will attend the blue and gold banquet with you. Describe the banquet and the 100th birthday of the BSA.
- **Elective 2f**, Weather: Watch the weather forecast during the two weeks before the blue and gold banquet so you can dress appropriately.

BLUE AND GOLD CENTERPIECE

(Elective 9a)

Materials: Colored pencils or crayons, tape, 5-by-7-inch cards that can be colored



Each boy makes a drawing of a certain achievement or maybe a rank advancement. When everyone is done, tape the cards together to form an accordion runner for the center of a table.

HOW MUCH IS 100?

Materials: 100 items for Cub Scouts to count: marbles, pencils, pennies, etc.

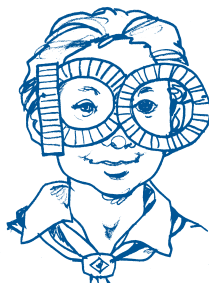
To help the boys better understand how much 100 is, have them count out 100 marbles, jelly beans, or other small objects; jump 100 times in place; mark off and run 100 yards; or say "Do Your Best" 100 times (an adult should tick off the repetitions on a sheet easily visible to the Cub Scouts).

Den leaders: Create your own 100 activities or objects to count, throw, or guess. Challenge the boys to come up with their own ideas.

CENTURY GLASSES

Materials: Three small paper plates per boy, scissors, elastic string

Cut the center circle out of two paper plates. Cut a third plate into a strip 2 inches wide down the center. Glue the strip and two circles together to form the number 100. Attach elastic string to the sides and wear as glasses.



BLUE AND GOLD ART

(Elective 9a)

Materials: Potato, knife for carving, yellow poster paint, blue construction paper

Cut a potato in half. Carve into the cut surface a bear paw print. Using the potato as a stencil, dip the paw print into yellow paint. Cover blue construction paper with yellow paw prints. Have the placemats laminated and use them as part of the table decorations at the blue and gold banquet.

SONG: SCOUTS IN THE NATION

Tune: "She'll Be Comin' 'Round the Mountain"

Scouts have been in the nation one hundred years.
Scouts have been in the nation one hundred years.
Scouts have been in the nation,
Scouts have been in the nation,
Scouts have been in the nation one hundred years.

Additional verses:

We are helping others and we do our best, *etc.*

We will join Boy Scouts and daily do Good Turns, *etc.*

MAP TO THE BLUE AND GOLD

(Elective 23d)

Materials: Paper, pencils, crayons, and sample maps

To get from one place to another, people often use maps. Create a map for your invited guests that shows how to get from your home to the blue and gold banquet location. Use different colors to represent different features on the map. For example, blue would represent water; green would represent vegetation

BLUE AND GOLD THANKS

(Achievement 18e)

Materials: Paper, crayons, pencils

Blue and gold banquets are loads of fun. It takes a good amount of work to put everything together for a fun party. Write a thank-you note to those who made the blue and gold banquet happen.

LEGENDS OF THE USA

(Achievements 4a, 4b)

Materials: Handbook and pencil

Have the boys describe what folklore is. Discuss stories and songs of historic legends and play the Folklore Match Game in the *Bear Handbook*. Use a map to discuss where the legends are from. (Point out the different map features like water, vegetation, roads, etc.)

NEW SCOUTING LEGENDS

(Achievement 18f)

Materials: Folklore books, paper, crayons, pencils

Reading about folklore legends is always fun. Let the boys read a story or two, then have them write stories about a make-believe Scouting legend. Be sure they include themselves in their story. What characteristics or traits would this legend have? Share the stories with each other, letting the boys read one another's work and identify Scouting traits.



BEAR CUB DEN MEETINGS

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WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Have U.S. flag. Have materials to build Foul Weather Bird Feeder.	Have library books on the construction of paper airplanes. Have materials for Hand-Propelled Helicopters.	Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week's destination. Have materials for rain gauge (Bear Handbook, Elective 2c).
Den leader collects dues.				
GATHERING	Den chief works with boys to learn the Four Forces of Flight for the game. Have boys draw airplanes (Elective 6e).	Collect permission slips. With adult supervision, cut out propellers from aluminum cans.	Collect permission slips. Denner conducts an informal uniform inspection.	Boys sign thank-you note or card.
OPENING	Denner leads a flag ceremony with the Pledge of Allegiance.	Denner leads the Law of the Pack.		Den forms a semicircle around the U.S. flag. Sing "The Star-Spangled Banner."
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Discuss this month's theme with the Cub Scouts and get their input on what they want to share at the pack meeting.	Practice the den's pack meeting contribution.	Visit your local airport or airstrip. Review the types of aircraft the boys see. At the end of the trip, lead a reflecting discussion with boys about their outing.	Practice a skit or demonstration for the pack meeting. Explain to boys that weather conditions affect flight.
ACTIVITY	Play the Four Forces of Flight game. Start the Foul Weather Bird Feeder.	Make Hand-Propelled Helicopters. Boys use the helicopters to compete for distance, accuracy to a target, height, etc.		Make a rain gauge (Elective 2c) or other weather-related project. Finish the bird feeder started three weeks ago.
CLOSING	Sing "Taps" (Cub Scout Songbook). Send home permission slips for outing on THIRD WEEK.	Den joins in a circle around the den flag and gives the den yell.		Den joins in reciting the Cub Scout Promise.
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK.		Den leader fills out advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Advancement possibilities highlighted this month: Electives 2b, 2c, 6e

In the air—it's a bird, it's a plane, maybe it's a helicopter or any number of high-flying objects that the Bear Cub Scouts will learn about this month as they explore the Take Flight theme. The *Bear Handbook* provides activities for boys to investigate the wonder of flight in *Elective 6, Aircraft*. The boys will find many different types of flying objects to investigate during a visit to an airport or airstrip.

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

- **Achievement 20, Sawdust and Nails:** Boys may use and identify tools as they build models or bird feeders.
- **Elective 2, Weather:** Air flight and rocket launches depend on accurate weather information.
- **Elective 6, Aircraft:** Cub Scouts will find building model airplanes a fun learning activity.

GAME: FOUR FORCES OF FLIGHT

(Elective 6e)

Boys line up facing the den leader. The leader shouts out one of the four forces of flight; Cub Scouts respond by running forward for *thrust*, running backward for *drag*, falling to the ground for *gravity*, and jumping for *lift*.

Thrust. The engine turns the propeller, which pulls the aircraft forward.

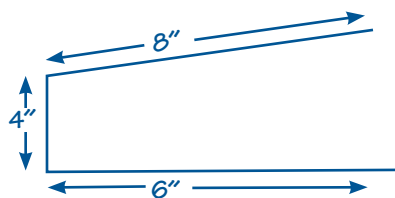
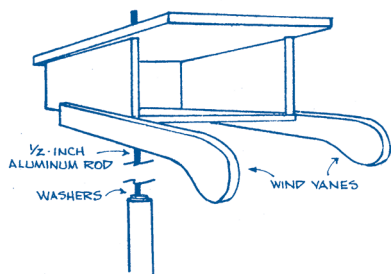
Drag. Air slows the aircraft's forward movement.

Gravity. Weight holds the aircraft down.

Lift. Air flowing over the wings and the angle of the wing into the wind moves the aircraft upward.

FOUL WEATHER BIRD FEEDER

Materials: Aluminum rod; washers; pieces of wood cut as follows: bottom (6 by 6 inches), back (4 by 6 inches), top (6 by 8 inches), sides (6 inches long, 4 inches high at back, 5 inches high at front); two wind vanes, as shown



Make a bird feeder with a cover, as shown in the drawing. Attach the wind vanes to the sides.

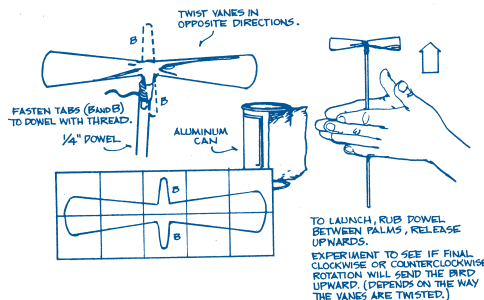
Set a wooden post into the ground. Get a short piece of 1/2-inch aluminum rod at a hardware store. Drill a hole in the post and insert the rod.

Place two or three washers over the rod. Cut holes in the bottom and top of the feeder and put the feeder on the rod.

This feeder turns so that its back is always to the wind. Snow won't blow in, and seed won't blow out.

HAND-PROPELLED HELICOPTER

Materials: Aluminum can, 1/4-inch dowel, heavy thread



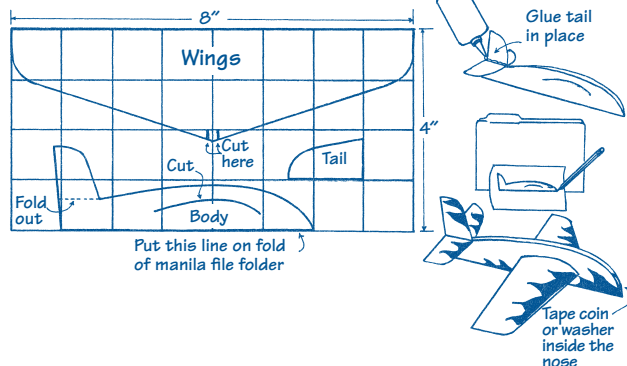
With adult supervision, cut out propeller from aluminum can. Twist propeller vanes in opposite directions. Using heavy thread, fasten tabs B and B to 1/4-inch dowel. To launch, rub dowel between palms; release upward.

MANILA FOLDER GLIDER

Materials: Paper or thin cardboard for patterns, manila file folder, pencil, shears or utility knife, glue, tape, coin or small washer, acrylic paints or marking pens

Enlarge patterns by the grid method so that the wing is about 8 inches, the fuselage 5 inches. Trace patterns onto manila file folder; put fuselage on the fold so it will be doubled.

Cut out with shears or utility knife. Put tail piece all the way down between rear wings and tape or glue in place. Fold out rear wings. Slip big wing into fuselage. Cut and slide forward until wing cuts fit into fuselage. Glue or tape coin or small washer inside nose. Decorate with acrylic paint or marking pens. If glider sinks, try a smaller coin or washer in the nose and bend up rear wings slightly.



WEATHER STATION

(Electives 2b, 2c)

Build a Weather Vane. Record wind direction every day at the same hour for two weeks. Keep a record of the weather for each day.

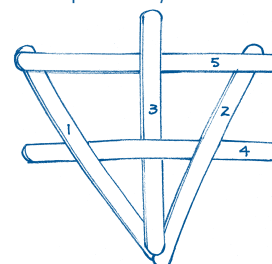
Make a Rain Gauge. Follow the directions in the *Bear Handbook*.

AMAZING FLYING MACHINE

Materials: Five wide craft sticks or tongue depressors

Weave together five sticks as shown, in the order of the numbers on the sticks in the illustration. Begin by holding sticks 1, 2, and 3 in place by pinching together at the bottom tip; add the middle stick; finish with the top stick. Fly the creation like a flying disk.

The craft "explodes" on contact with the ground or other surfaces. Reassemble and have more fun!





BEAR CUB DEN MEETINGS

Dens may meet after school, in the evening, or on weekends. Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Gather materials for the recycled wastebasket project (Cub Scout Leader How-To Book, chapter 2).	Have rope-whipping supplies; have paper supplies for boys to start task charts.	Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week's destination. Have paint for finishing wastebaskets; help den chief prepare to do Spring Stunts activities.
Den leader collects dues.				
GATHERING	Boys tear strips of paper to make wastebaskets.	Collect permission slips. Have den chief or assistant den leader demonstrate how to whip the ends of a rope (Achievement 22a). Practice until time for the opening.	Collect permission slips. Confirm you have any supplies that are needed to do the service project.	Boys sign thank-you note or card. Boys do Spring Stunts.
OPENING	Den chief leads the Cub Scout Promise opening ceremony.	Have boys answer roll call by describing the favorite service project they have worked on in the past at church, in Scouting, at school, or in the neighborhood.		Give the Cub Scout motto. Have boys share one example of something they did their best at during the past week.
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Review the Spring Into Action theme, the pack meeting plans, and service project ideas. Share that the den will sing a song for the pack meeting; teach the actions to "No Bananas in the Sky" (Cub Scout Songbook).	Cub Scouts make a chart of jobs they can do at home and track them for one week (Citizenship belt loop from Cub Scout Academics and Sports Program Guide). Practice song for pack meeting performance.	Take part in a den service project in your neighborhood, community, or senior citizens' center (Achievement 6g). At the end of the trip, lead a reflecting discussion with boys about their outing.	Review the job progress charts created two weeks ago for the Citizenship belt loop to see how well the boys felt they did. Lead a discussion on what they felt they did well, and ask them for ways they could improve.
ACTIVITY	Begin work on recycled wastebaskets (Cub Scout Leader How-To Book, chapter 2) to be painted at FOURTH WEEK den meeting.	Play Find the Leader (Cub Scout Leader How-To Book).		Finish wastebaskets started three weeks ago. Paint and/or decorate them. Practice "No Bananas in the Sky" for pack meeting performance.
CLOSING	Sing "No Bananas in the Sky." Send home permission slips for outing on THIRD WEEK.	Form a semicircle around the den flag and recite the Cub Scout Promise.		Den forms around the den chief and gives the grand howl in his honor (Cub Scout Ceremonies for Dens and Packs).
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK.		Den leader fills out advancement report for the pack leaders' meeting. Record service hours for the Good Turn for America project.	Den leader mails thank-you note.

ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.

Advancement possibilities highlighted this month: *Achievements 6g, 22a*

This month's theme—Spring Into Action—offers a perfect opportunity to help Cub Scouts develop character, develop an attitude of friendly service, and work on having a positive attitude while exploring the responsibilities of citizenship. The boys will have that experience after they determine which project might mean the most to them. They might clean up a neighborhood or local park, plant flowers at a community location, perform a service project for your chartered organization, or give service at a local senior citizens' center. As the boys share leadership and periodically elect a new denner, use a meaningful ceremony to highlight this leadership opportunity for one of your Cub Scouts.

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

- **Achievement 6b**, Take Care of Your Planet: Plant a tree in your yard, on the grounds of the group that operates your Cub Scout pack, or in a park or other public place. This is an opportunity for the family to get involved with Scouting adventures together.
- **Elective 14a**, Landscaping: With an adult, boys help take care of a lawn or flower beds.
- **Elective 15c**, Water and Soil Conservation: Cub Scouts will find it interesting to see how Mother Nature replenishes after a fire. A burned-out forest or prairie-fire area in your locale would be an out-of-the-ordinary trip for boys and families.

OPENING CEREMONY: CUB SCOUT PROMISE

Equipment: U.S. flag

DEN CHIEF: We recently celebrated the 100th Anniversary of Scouting. The movement started in 1907 when Baden-Powell took 21 boys with him to Brownsea Island, off England's southern coast, for what was to be the world's first Scout camp. It was successful beyond his expectations. From this beginning, Scouting was organized in America and in many other countries. Today, there are millions of Scouts and Scouters around the world. Time changes many things, but the Scout Promise and Law have remained as important today as they were in the beginning. Please stand, give the Cub Scout sign, and repeat with me the Cub Scout Promise. Then we will join in the Pledge of Allegiance.

CEREMONY: DENNER ELECTION

Elect the denner in your usual manner. When the boy is elected, the den leader or den chief leads this ceremony:

Cub Scout (*name*) has been elected to represent Den (*number*) as we walk together through the doorway to Scouting adventure. We ask his help as each adventure begins and ends. It will be his duty to open the doorway of each meeting and to be sure the evidence of our adventure has been cleared away as the meeting closes.

Cub Scout (*name*), do you accept this as your responsibility? (*Cub Scout answers: "I do."*)

Then we present you this denner cord as your "key" to open the doorway for our next (*number of meetings he will be denner*) adventures.

ACTION SONGS

This month at the pack meeting, the Bear Cub Scouts will perform an action song, "No Bananas in the Sky," and encourage the audience to follow along. Help your Cub Scouts be successful:

1. Practice. During the month, practice many times so the boys are familiar with both the actions and the words of the song.
2. Have the words. Print out the lyrics for the boys to take home between den meetings.
3. Choreograph the animation. Encourage boys to be animated in their actions. For example, when pointing to the sky, be sure all boys use the same arm and point their first finger straight up.
4. Smile. At first the boys may be worried about not knowing the words, but after practice they will be more confident and can smile, smile, smile.
5. Practice the staging. Know ahead of time which side of the front of the room they will enter on. Line up the boys numerous times so they are comfortable knowing who they will be standing next to.
6. Encourage audience participation. One boy should announce at the beginning of the performance that the audience is invited to stand and join in the fun. Demonstrate the actions so the audience can follow along easily.
7. Close it out. When the boys are done, encourage them to linger for a moment to the

thunderous applause. Then bow and exit.

TAKE CARE OF YOUR PLANET (Achievement 6g)

Equipment: Work gloves, safety glasses, shovels, rakes, trash bags

Boys will learn about taking care of the world around them. What kinds of projects can they do? Examples include litter cleanup, school-yard cleanup, painting at a local park or playground, and planting flowers or trees at your chartered organization (all with permission and adult supervision).

SPRING STUNTS

It Can't Be Done. Tell your friends that you can jump backward farther than they can jump forward, if they do exactly as you do. Prove it by grasping your toes and hopping backward a few inches. When assuming the same position, the others find they cannot budge.

Strong Arm. Place your hands so the palms are against your chest, with the fingers touching in such a way that the arms and shoulders form a straight line. Your opponent tries to pull your fingers apart by holding your wrists and pulling.

Kneel and Stand. Have a mat or cushion to protect the knees. The player stands, toes to a line. With his hands clasped behind his back, he attempts to kneel and then rise from the kneeling position to a standing position without unclasp his hands.

Stomach Hold. The boys lie on their backs with their fingers interlaced behind their heads. Their knees are bent with their feet placed flat on the floor. Have the Cub Scouts raise their heads and arms and shoulders and hold this curled-up position as long as possible. See if the boys can talk while holding this position.



BEAR CUB DEN MEETINGS

Dens may meet after school, in the evening, or on weekends. Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Have materials for Movie Charades gathering activity.	Gather supplies for Musical Glasses.	Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week's destination. Write clues for charades on cards. Have materials for making Hummer Kazoos.
Den leader collects dues.				
GATHERING	Play Movie Charades.	Collect permission slips. Play the Who Is That Movie Star? game.	Collect permission slips.	Boys sign thank-you note or card. Den chief teaches the "Give Me a Comb" song.
OPENING	Cub Scouts form a Living Circle. Denner leads the Cub Scout Promise.	Sing "I've Got That Cub Scout Feeling" (Cub Scout Songbook).		Selected Cub Scouts perform a flag ceremony (Achievement 3f) .
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Introduce this month's theme, In the Spotlight, and talk with the boys about the song they may entertain with at the pack meeting.	Review the theme and discuss next week's outing. Talk about audience etiquette (silencing cell phones, not talking during a production, arriving on time, etc.).	Visit a television station to watch a live TV program; observe a dance or a mime class; or go to a high school or college play or musical production.	Make Hummer Kazoos. Practice the song learned earlier for the pack meeting.
ACTIVITY	Have a songfest. Practice songs from the Cub Scout Songbook and ask boys about any camp songs they may know.	Make Musical Glasses. Boys try to play simple songs using the glasses.	At the end of the trip, lead a reflecting discussion with boys about their outing.	Play charades (Achievement 17b) . Try using musical instruments as clues.
CLOSING	Recite the Law of the Pack. Encourage boys to bring props for the Who Is That Movie Star? game next week. Send home permission slips for the outing on the THIRD WEEK.	Boys give each other the Cub Scout handshake.		Boys form a circle and play a song of their choice on their kazoos.
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK.		Den leader fills out advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Advancement possibilities highlighted this month: *Achievements 3f, 17b*

Do-re-mi and fa-la-la—it's entertainment time for Bear Cub Scouts. Boys will experiment with many different creative ways to make music and then share their creativity at the pack meeting. Outing possibilities abound as your den may choose to visit a television station, observe a dance class, see a production of a play or concert, or even put on a show of the boys' own. Anything and everything musical for the Bear Cub Scouts' creative outlet is welcome this month. Additional ideas for musical instruments can be found in the *Cub Scout Leader How-To Book*, "Razzle Dazzle" section.

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

- **Achievement 17a**, Information, Please: Cub Scouts and an adult choose a television show to watch together.
- **Achievement 24c**, Be a Leader: This is a good month for boys to talk with the den leader about conducting a den activity.
- **Elective 11a**, Photography: Vacation plans bring many opportunities for Cub Scouts to work with cameras and photography as a form of self-expression.

GATHERING ACTIVITY: MOVIE CHARADES

Materials: Ads for current movies, in a bag

Collect several ads for movies—preferably current movies the boys may have seen. Put the ads in a bag. The first player reaches into the bag and takes out a movie ad, not showing it to the other players. After a few seconds to think, the player acts out the movie title until someone guesses it. The player who guesses correctly goes next.

GAMES

Who Is That Movie Star?

Everyone likes a certain actor or actress on television. Even better, boys enjoy acting. Have each Cub Scout act as his favorite actor. Plan this ahead of time. Have the Cub Scouts bring props (hats, shirts, guitars, or music, for example) to help them with their acts. The boys can pantomime, or they can talk and act at the same time.

SPOTLIGHT ON YOU

Equipment: Chairs, one for each player

Place chairs in a circle. The leader announces: "Everyone who can tie his shoes, move one chair to the right." The leader continues by announcing other conditions and actions. Players may end up sitting on laps. Some suggested moves: "Everyone who plays an instrument, move two chairs to the left"; "Everyone who has played baseball, move three chairs to the left"; "Everyone who can whistle, move one chair to the left."

MUSICAL GLASSES

Materials: Eight drinking glasses, water, spoons



When you have the proper amount of water in each glass, mark the level on each.

Fill first glass nearly full of water and tap it with a spoon. It should sound like *do* on the music scale. Pour a little less water into the next glass to make *re*. Continue with the other glasses until you have the full scale. Try simple tunes such as "Mary Had a Little Lamb," "Jingle Bells," or "My Bonnie Lies Over the Ocean."

HUMMER KAZOO

Materials: Plastic comb, waxed paper



Fold a piece of waxed paper over a comb. Press the waxed paper and comb against your lips and hum a song.

SONG: GIVE ME A COMB

Tune: "Home on the Range"

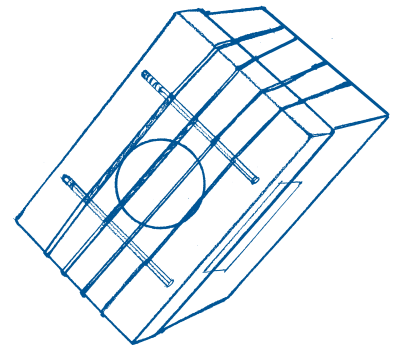
Oh, give me a comb,
And some wax paper, too,
And I'll make and I'll play a kazoo.

It's easy to do,
And me and my crew
Will serenade you all the day through.

(Hum tune again into comb kazoo.)

BANJO BOX

Materials: Shoe box, scissors, rubber bands, pencils



Cut a hole in the top of a box. Tape the top to the box. Stretch several rubber bands around the box and over the hole. Try rubber bands of different sizes and thicknesses. Slip a pencil under the rubber bands at each end. As different sizes of bands are used with different degrees of tightness, the resulting sounds will be different. Give the Cub Scouts plenty of opportunity to experiment before they settle on the sounds they want for their banjos.



BEAR CUB DEN MEETINGS

Dens may meet after school, in the evening, or on weekends. Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Have U.S. flag and materials to play Hoopla activity.	Have materials to make sponge balls.	Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week's destination. Have materials for bubbles activity.
Den leader collects dues.				
GATHERING	Practice folding the U.S. flag.	Collect permission slips. Boys practice being a color guard (Achievement 3f) .	Collect permission slips.	Boys sign thank-you note or card.
OPENING	Denner leads a flag ceremony with the Pledge of Allegiance.	Say the Cub Scout Promise.		Conduct the Rope Hoop opening ceremony.
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Discuss flag etiquette and Flag Day. Discuss the Hoop-de-Doo! theme. This month's den contribution for the pack meeting will be a song.	Explain what sportsmanship means. Discuss the trip next week and the rules of the facility.	Attend a ball game, swim meet, or other sporting event in your community (Achievement 23e)	Review what Cub Scouts learned and enjoyed on their field trip. Review the pack meeting plans for the month. Practice "Head and Shoulders, Knees and Toes" <i>(Cub Scout Songbook)</i> for the pack meeting.
ACTIVITY	Teach how to raise and lower the flag for an outdoor ceremony. Practice. Play Hoopla.	Make sponge balls and play Sponge Ball Basketball.	OR Visit a historic building in your local area (Achievement 3d) .	Make and play with Bubbles Hoop. Have contests of whose bubbles are biggest, last longest, go highest, etc.
CLOSING	Boys form a brotherhood circle with arms around each other's shoulders. Sing "Taps" <i>(Cub Scout Songbook)</i> . Send home permission slips for outing on THIRD WEEK.	Conduct the Play Ball closing.	At the end of the trip, lead a reflecting discussion with boys about their outing.	Have a moment of silence and ask the boys to think about their good health and continued growth.
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK.		Den leader fills out advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Advancement possibilities highlighted this month: *Achievements 3d, 3f, 23e*

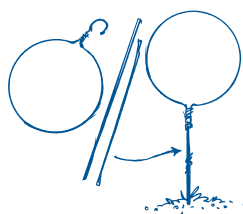
It's June, and school is out. This month's activities will center on anything with a hoop—a basketball game, tossing activities, and bubble fun. Hoops are for tossing into, for targets, and for tools to make great bubbles. Whoop it up with hoops, Cub Scouts!

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

- **Achievements 3a, 3g**, What Makes America Special? Boys can write or tell what makes America special to them. Work with the families to encourage boys to fly the flag at home on Flag Day (June 14) and then again on July 4.
- **Achievement 23a**, Sports, Sports, Sports! Learn the rules and how to play three team sports.
- **Achievement 23c**, Sports, Sports, Sports! Take part in one team sport and one individual sport.

HOOPLA

Materials: Three wire coat hangers, pliers, masking tape or duct tape



Shape one wire hanger into a circle and then straighten the hook. Untwist the necks of the other two coat hangers and straighten them

out as much as you can. Join the hanger ends around each other to make one straight wire; wrap with duct tape to secure. Twist one end of the straight wire around the neck of the circle hanger; wrap with duct tape to secure. Wrap the straightened hook around the long straight wire.

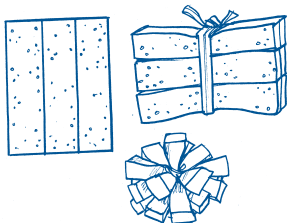
To play: Stick the straight end of your hoopla into the ground, deep enough to keep it from leaning. Sail paper airplanes, throw balls, etc., through the circle. Try again with the hoopla moving side to side.

GAMES

Sponge Ball Basketball

Materials: Sponge balls (three small foam sponges, one plastic cable tie per ball), empty boxes or baskets

To make the balls: Cut each sponge into thirds lengthwise. Stack the cut sponges on top of each other in three rows of three. Grab the stack of all nine sponges in the center and twist the stack once. Secure a plastic cable tie around the center of the twisted stack, pulling it as tightly as possible. Trim the cable tie down as close to the center as possible.



To play: Set up an empty box or basket and try to shoot the sponge ball into it. A basket from 10 feet away gets you one point. A basket from 15 feet away earns two points. The first player to get to 21 points wins.

King of the Dribblers

Equipment: Basketball for each player

Designate or cone off an area. Less skilled boys need a bigger area.

Everyone gets a ball. Players must stay inside the area and dribble; no standing around. As they bounce the ball, they try to knock everyone else's ball away with their free hand. When a player's ball gets knocked outside the designated area, he is out. The last player dribbling is crowned king. After right-handed dribbling, try left-handed.

Bucket Bounce

Equipment: Ball that bounces, bucket or clean trash bin

Place an empty bucket in the center of the room. Each boy gets five tries to bounce the ball into the bucket from a spot 6 feet away. The ball must stay in the bucket. Repeat if time allows.

SNACK: SLAM-DUNK PUDDING

Ingredients: 2 cups cold milk, 1 package (four-serving size) instant pudding (any flavor), 20 to 30 miniature cookies

Make pudding according to package directions. Let stand five minutes or until thickened. Spoon half the pudding into dessert dish or clear plastic cups. Stand four to six cookies in each dish of pudding, placing them along the side of the dish. Top with remaining pudding. Serve immediately, or refrigerate until ready to serve. Decorate top with remaining cookies and whipped topping if desired.

Want to personalize this treat for your favorite team? Use food coloring to tint vanilla pudding.

OPENING CEREMONY: ROPE HOOP

Equipment: 36-inch piece of rope for each boy

Setup: Stand in a circle and tie a square knot with the person on the right. Pull back and make a taut circle.

LEADER: You are now a part of a group of close friends, held together by a square knot—a symbol of helping others. Let us give our Cub Scout Promise.

CLOSING CEREMONY: PLAY BALL

LEADER: When you play a game, always try and wish to win; otherwise, your opponent will have no fun—but never wish to win so much that you cannot be happy without it.

Seek to win only by fair and lawful means according to the rules of the game. This will leave you without bitterness toward your opponent, or shame before others.

Take pleasure in the game even though you do not obtain the victory; for the purpose of the game is not merely to win, but to find joy and strength in trying.

BUBBLES HOOP

Materials: Heavy wire, florist wire, pliers, dowels or other sticks, commercially prepared bubble solution



Wind the florist wire loosely around the heavy wire. Use pliers to bend about 1½ inches of each end of the heavy wire outward to fit over the dowel. Form a circle with the wire. Attach the frame to the dowel with more florist wire.

To use: Dip the frame into bubble solution and swoop through the air to make bubbles.



BEAR CUB DEN MEETINGS

Dens may meet after school, in the evening, or on weekends. Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Have supplies to create Tie-Dye Shirts.	Practice throwing a flying disk at a target to learn a skill to play ultimate.	Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week's destination. Have supplies for Celebrate game. Have supplies to make scrapbooks.
Den leader collects dues.				
GATHERING	Den chief leads a game of charades (Achievement 17b).	Collect permission slips. Play a game of ultimate (Achievement 15b). See Cub Scout Academics and Sports Program Guide for game rules.	Collect permission slips. Have disposable cameras for all den members.	Boys sign thank-you note or card. Play Celebrate game.
OPENING	Denner leads and assists boys with flag ceremony and Pledge of Allegiance (Achievement 3f).	Sing one verse of "Yankee Doodle" (<i>Cub Scout Songbook</i>).		Answer roll call with a favorite Independence Day activity.
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Lead a discussion, asking the boys what freedom means to them. Discuss the kinds of freedoms we have in our country. Introduce the core value of respect.	Complete the Citizenship Character Connection.	Visit a place of historical interest, a local VFW post, or a museum with historical displays. Lead a discussion regarding what this outing means to the boys.	Introduce the Heritages belt loop. Encourage boys to discover when their families arrived in America.
ACTIVITY	Make red, white, and blue Tie-Dye T-shirts. Wear these during the THIRD WEEK outing.	Have a local Boy Scout troop instruct and assist the den in properly disposing of a retired U.S. flag during a meaningful ceremony.	Have the boys take pictures during the trip to use in the FOURTH WEEK activities. Have a parent also take pictures to make sure there are plenty for the project. Den leader can take disposable cameras for film developing. At the end of the trip, lead a reflecting discussion with boys about their outing.	Have each boy make a scrapbook of last week's trip, using the pictures taken (Elective 11c1). Display these at the next pack meeting.
CLOSING	Recite the Cub Scout Promise. Deliver the Cub Scout Promise and Citizenship Den Leader's Minute. Send home permission slips for outing on THIRD WEEK.	Have a moment of silence for the men and women who have helped our country gain the freedoms we have. Remind boys to bring their personal cameras on the outing next week if they have them.		Sing "This Land Is Your Land" (<i>Cub Scout Songbook</i>).
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK.		Den leader fills out advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Advancement possibilities highlighted this month: *Achievements 3f, 15b, 17b; Elective 11c #1*

Celebrate Freedom is a perfect theme to focus on the freedoms we have in our country and how we need to value them. Cub Scouts can explore our country's past and their own family's history. For something unique, participating in a flag retirement ceremony is a way to interact with a Boy Scout troop and practice good citizenship and flag etiquette. Boys will have fun creating a shirt they can keep and a scrapbook to start keeping mementos of their own history as they make it.

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

- **Achievement 8**, The Past Is Exciting and Important: Cub Scouts can find out about the history of their families and their community, and start a history about themselves.
- **Achievement 9**, What's Cooking? Summer is an ideal time to work with an adult and have an outdoor cooking experience.
- **Elective 20**, Sports: During the day camp or resident camp experience, boys will learn about and practice archery rules.

TIE-DYE SHIRTS

Have each boy bring a white T-shirt to be dyed. The shirt can be a recycled one that has stains on it—the dye will cover those up. Purchase a craft-store tie-dye kit to be sure all products are safe. Follow the directions on the kit. Plastic aprons are also advisable to prevent dyeing the wrong shirts.

DEN LEADER'S MINUTE: THE CUB SCOUT PROMISE AND CITIZENSHIP

We just said the Cub Scout Promise. What did we promise to do?

Do our best; do our duty to God and country; and help other people.

These are all good promises, promises of being a good citizen.

Cub Scouts everywhere promise the same.

Thank you, boys, for keeping your promise.

CHARACTER CONNECTION: CITIZENSHIP

Last week we talked about the many freedoms we have in our country. We also talked about our Cub Scout Promise and how that is a way of citizenship.

What do you remember about the meaning of citizenship? What else is citizenship?

Can you think of ways we have shown good citizenship in Cub Scouting?

How can you demonstrate good citizenship during the week ahead?

CEREMONY: FLAG RETIREMENT

Confirm with the Boy Scout troop that they will have members available for the flag retirement ceremony.

Locate an American flag that is ready to be retired. One resource is your local VFW. Be sure to get advice on the proper methods of retiring the flag and follow them carefully.

PHOTOGRAPHY

(Elective 11)

Equipment: Cameras

For this elective, boys can use disposable cameras or digital cameras that their families own. Experiment with different kinds of light, angles, approaches to the subject, and more for a true exploration of the art of photography.

GAME: CELEBRATE

Materials: Construction-paper squares, one for each boy playing the game; markers; CD player and music CD

Preparation: On two of the squares, use markers to draw a theme-related picture, word, or phrase (e.g., *CELEBRATE*). Place all of the squares facedown on the floor in a large circle, close enough that the players can walk from square to square in one step. Place the two marked squares randomly in the circle, with the picture or word facedown.

To play: Begin with each person standing on a square. Start the music; the players begin to walk from square to square, clockwise. Randomly stop the music; the players stop when the music stops. Each player then turns over the square he is standing on. The players who are on the marked squares are out.

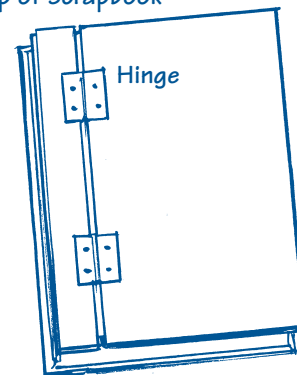
To reset the game: The remaining players take two steps away from the circle, leaving their squares empty. They turn away from the circle and close their eyes. The leader takes two blank squares out of the game and replaces them with the marked squares, rearranging the squares to move the two that are marked to new locations. Play again. Repeat until only two players remain. Then replace one marked square with a plain square and play one last time. The person on the blank square when the music stops is the winner.

For small groups: Use only one marked square. The last person on a plain square wins.

SCRAPBOOKS

Materials: Two thin sheets of plywood (9 by 12 inches), paper (8½ by 11 inches), hand drill, hinges, strong string, photo corners or acid-free glue

Top of scrapbook



Drill holes in the sheets of plywood to match the location of holes in your paper; these wood pieces form the front and back covers of your scrapbook. Cut a 2-inch strip down the side of the front piece by the holes; use hinges to reattach this binding strip to the remaining front piece. Use string to tie the paper through the holes to secure to the scrapbook.

Drill through small strip of wood, paper, and back cover.



Using photo corners or acid-free glue, put pictures from the historical outing in your scrapbook.



BEAR CUB DEN MEETINGS

Dens may meet after school, in the evening, or on weekends. Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Have supplies for raingutter regattas. Copy Secret Message activity.	Have materials for Aluminum Can Casting Machines.	Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week's destination. Gather sponges, buckets, and water for Sponge Relay game.
Den leader collects dues.				
GATHERING	Do Secret Message activity.	Collect permission slips. Review the rules of safe fishing (Elective 19d in the Wolf Handbook).	Collect permission slips.	Boys sign thank-you note or card.
OPENING	Say the Cub Scout Promise.	Join in a circle and answer roll call by naming something you play with in the water.		Form den in horseshoe formation. Assistant denner presents U.S. flag at open end. Denner leads Pledge of Allegiance.
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Discuss the Waves of Fun theme. Ask how many Cub Scouts currently know how to swim. Review the basic rules of safe swimming and the buddy system (Elective 19d).	Discuss water pollution (Elective 15e).	Go fishing, using the aluminum can fishing devices OR Visit a local aquarium OR Visit a water treatment plant or fish farm	Remind the den that boys who attended all three of the pack summertime activities will qualify for the National Summertime Pack Award pin.
ACTIVITY	See who finished the Secret Message activity and arrived at the correct answer.	Make Aluminum Can Casting Machines.	OR Pick up litter around a waterway in your area (Elective 15e).	Play the Sponge Relay game. Play Bucket Brigade.
CLOSING	Denner leads the Law of the Pack. Send home permission slips for outing on THIRD WEEK.	Boys shout out the den yell.	At the end of the trip, lead a reflecting discussion with boys about their outing.	Sing "Taps" (<i>Cub Scout Songbook</i>).
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK.		Den leader fills out advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Advancement possibilities highlighted this month: Achievement 15b; Electives 15e, 19d

Bear Cub Scouts will have fun getting wet with water games, visiting an aquarium, and learning about keeping our waterways clean. They'll build an aluminum can casting machine and go fishing, or take a trip to a fish farm or local stream. The outdoor fun day falls during the fourth week. Choose the best warm-weather day for this meeting.

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

- **Achievement 12a**, Family Outdoor Adventures: Cub Scout families will have a great time on a family camping outing.
- **Elective 1a**, Space: Warm evenings make August a good time to step outside and learn to identify two constellations and the North Star in the night sky.
- **Elective 16d**, Farm Animals: Boys will enjoy visiting a livestock exhibit at a county or state fair.

SECRET MESSAGE

Use the following clues to solve the puzzle:

1. Game with a bat
2. Oak, maple, apple
3. Pledge allegiance to the _____
4. Do this every day for a healthy body
5. Trout, salmon, tuna
6. Our country
7. A loaf of _____ for sandwiches
8. We use the Cub Scout _____ to honor our flag.
9. Fun to play at den meetings
10. A color and a sea creature
11. Next year we'll be _____
12. Pitch a tent and _____
13. Sail, tug, steam

1. _____* * * * *
2. * * * _____
3. * * _____*
4. * * * _____* * * *
5. * * _____*
6. _____* * * * *
7. * _____* * *
8. * * * * * _____
9. _____* * * *
10. * * _____* *
11. * _____* * * * *
12. * _____* *
13. * * * _____

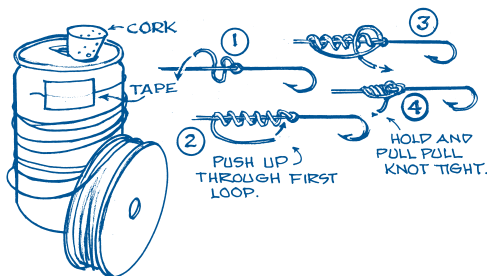
Answers:

- | | |
|-------------|-------------|
| 1. BASEBALL | 8. SALUTE |
| 2. TREE | 9. GAMES |
| 3. FLAG | 10. CORAL |
| 4. EXERCISE | 11. WEBELOS |
| 5. FISH | 12. CAMP |
| 6. AMERICA | 13. BOAT |
| 7. BREAD | |

Secret Message: BEARS ARE GREAT

ALUMINUM CAN CASTING MACHINE

Materials: Aluminum (soda) can, short piece of tape (duct or electrical), spool of 4- or 6-pound test fishing line, fishhook, sinker, bobber, small cork (to cover hook when not in use)



Push the cork partway into the can's pop-top opening. Tape the end of the fishing line to the can. Carefully wrap the line around the can so most of the line is at the top. Wrap about 25 feet, then cut the line. Use a clinch knot (as shown) to attach a fishhook to the free end of the line. About 2 inches from the hook, attach the sinker. Attach the bobber about 4 or 5 inches above the sinker.

To use: Hold onto the can and toss the line as you would a bowling ball or an underhand pitch. Enjoy fishing and catching fish with this unique "fishing pole." Use this opportunity to earn the Fishing belt loop or pin.

GAMES

Sponge Relay (Achievement 15b)

Equipment: Two large buckets, two small buckets, sponges, water

Players form two lines. At the head of each line is a large bucket filled with water and sponges. About 20 feet beyond is a small bucket, empty. On signal, the first person in line uses a sponge to collect as much water as possible from the large bucket and transfer it to the small bucket. After taking water to the small bucket, the first person returns to the end of the line; then the next player brings a sponge of water. After every player has had a turn, measure the water in the two small buckets. Whichever team has the most water wins.

Bucket Brigade

Equipment: Four buckets or large jars of the same size, a cup for each player (foam or paper, the same size for each player), water

Preparation: Pour the same amount of water into two buckets and place them at the starting line. Place two empty buckets at the finish line, about 25 feet from the starting line. Divide the den into two teams and form two lines; boys should stand about 3 feet apart.

To play: On signal, the first boy in each line fills his cup from his bucket of water and empties his cup into the next boy's cup. The second boy pours the water from his cup into the cup of the third boy, and so on down the line until the last boy in line has water poured into his cup. The last boy then runs to the finish line and pours his water into the bucket. When he gets back to the line of boys, the first boy starts the process over again. The bucket brigade continues until all of the water has been taken, by cupfuls, from the bucket at the starting line to the bucket at the finish line. The winner is the team that has the most water in the bucket at the finish line.

PLEDGE OF ALLEGIANCE RELAY

Materials: Written copy of the Pledge of Allegiance

Form two teams; the boys in each team stand in a line. The first boy in each line says the first word of the Pledge of Allegiance, the second boy says the second word, and so on. When the pledge reaches the end of the line, the first boy picks it up again. When a team reaches the end of the pledge, the boys reverse the order and recite the pledge word-for-word—backwards. Boys may use their copy of the Pledge of Allegiance for this phase of the activity.

SNACK: FROZEN FRUIT DRINK

Ingredients: 2/3 cup milk; 2/3 cup fresh fruit, cut into pieces; 2 tablespoons honey; 1/4 cup crushed ice

Combine ingredients in blender container. Blend on high until smooth and frothy. Makes two servings. You can use berries, peaches, apricots, pears, or melon.

BSA Supply Group Theme Support Material

SEPTEMBER 2009—Cub Scout Pockets

- 3434 Magic and Illusion
- 30547 Rockets Galore
- 34483 Animal Tracks Pocket Guide
- 34530 Deck of Birds

OCTOBER 2009—Jungle Safari

- 34758 Zoo Adventures
- 30541 Poles Apart
- 30560 Down on the Farm

NOVEMBER 2009—Cub Scout Salute

- 34552 Best Buddies

DECEMBER 2009—Works of Art

- 34336 Litter to Glitter

JANUARY 2010—Power Up!

- 34336 Litter to Glitter
- 30538 Pinewood Derby® Speed Secrets
- 34130 Pinewood Derby Designs
& Patterns

FEBRUARY 2010—Happy Birthday, BSA

- 100th Anniversary party goods
- 34556 Boy Scouts of America:
A Centennial History

MARCH 2010—Take Flight

- 17095 Space Derby Kit
- 722DDK Delta Dart Kit

APRIL 2010—Spring Into Action

- Age-appropriate outdoor books
- Boys' Life* Reader series
- 7201 Bird House Kit

MAY 2010—In the Spotlight

- 34341 Magic and Illusion
- 33222 Cub Scout Songbook

JUNE 2010—Hoop-de-Doo!

- 33170A Knots and How to Tie Them

JULY 2010—Celebrate Freedom

- 32197 Discover America

AUGUST 2010—Waves of Fun

- 30542 Aloha Hawaii

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