



APRIL- CLIFF DWELLERS OF THE SOUTHWEST

OPENINGS

CLIFF DWELLERS OPENING CEREMONY

Equipment: Cave wall with drawings on it (use a large piece of paper taped to a wall or a refrigerator box. Drawings of the words in large type are from the Wolf Elective 10 and should be done ahead), council fire, simple Native American regalia for the participants.

Personnel: Den Chief or den leader, Cub Scouts

Set up: The room is in semi-darkness and the council fire is burning. Cubs stand near cave wall ready to point to and tell the story of the drawing, the den chief or den leader stands out in front of Cubs and after his part steps back, so boys can be seen and heard.

Den Chief: Tonight we enter a place where many have been before us. They have left for us a history of time past. We will tell all of our brothers the words we see.

1st Cub: Many of our BROTHERS meet in COUNCIL at this CAMP.

2nd Cub: We come and HEAR a WISE MAN who sometimes speaks in a BIG VOICE.

3rd Cub: We have others, MEN and WOMEN who give DIRECTIONS and teach many BOYS.

4th Cub: We learn of the beauty of our land; of the RIVERS and LAKES.

5th Cub: The BIRDS, DEER, and BEAVER which are the creatures whose homes and lives we need to care for.

6th Cub: We learn to stay away from BAD things and MAKE PEACE with our BROTHERS.

7th Cub: After a time we will move on and LOOK to new days. May the great SPIRIT bless your TEEPEE and CAMPFIRE.

Den Chief: The message left for us, tells of many good things. It is good we follow. Let us now begin a new night of fun and brotherhood---for this is the spirit of Cub Scouting.

OH GREAT SPIRIT

Props: Indian Chief costume to be worn by the Cubmaster. This is best recited with arms raised towards the sky.



"Oh, Great Spirit, whose voice I hear in the winds and whose breath gives life to all the world. Hear me. I come before you, one of your many children. I am weak and small. I need your strength and wisdom. Let me walk in beauty and make my eyes ever behold the orange and red of the sunrise. My ears sharp so I may hear your voice. make me wise, so I may learn the things you have taught my people, the lessons you have hidden under every rock and leaf. I seek strength, not to be superior to my brothers, but to be able to fight my greatest enemy-myself. Make me ever ready to come to you with clean hands and straight eyes, that I may always walk in your light."

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CLOSINGS

INDIAN SIGNS

Ask everyone to stand. Cubmaster gives the words and demonstrates the signs used in the ceremony. Then everyone joins in.

May the Spirit of Scouting.....Boy Scout sign

And the Light of Akela.....Cub Scout sign

Be with you and me.....Point index finger

Until our paths.....Both arms out to sides

Cross.....Arms Crossed

Again.....Cub Sign on wrist, then on elbow, then on shoulder



BIRD CLOSING

Cub 1: From the tops of the mesas ancient cliff dwellers could see many birds.

Cub 2: Each year these birds returned to the warmer climates during the winter months.

Cub 3: The ancients noticed the birds always flew in a "v" formation.

Cub 4: This flight pattern helped the birds stay aloft.

Cub 5: They could fly twice as far, because the lead bird changed often.

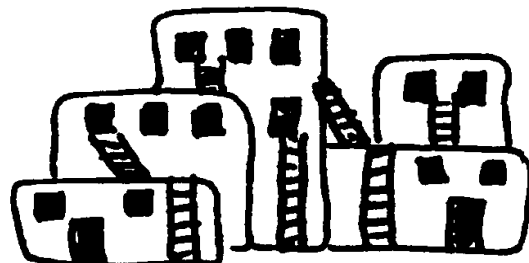
Cub 6: As the birds return this year, let's watch the "V" formations.

Cub 7: And remember in our life, like the birds' flight, we will have many leaders; parents, scout leaders, and teachers helping us make our journey.

WAYS TO SAY THANK YOU

Feather: We are tickled you are part of our Pack

Dream catcher: Sioux legend speaks to us of the dream catcher. They are believed to catch, alter, and preserve your cherished dreams. Most times they are hung above the bed or window to sift the bad spirits or dreams. These will get caught in the web and disappear with the morning sun, so that only the good remains. Dream catchers are believed to bless the sleeping one with pleasant dreams, good luck, and harmony to follow them throughout their lives. They are given to family and friends who are loved and cherished. They are also given to newborn babies and are hung from their crib to keep them safe and secure.



APRIL- CLIFF DWELLERS OF THE SOUTHWEST

CUBMASTER MINUTE

THE PROMISE

Everyone who joins the Scout Movement makes the Scout Promise. When you say, "I promise," you agree to do something and the responsibility for keeping that promise is yours. Never make a promise unless you mean to keep it, so think carefully before you make any promise and then do your best to keep those you do make. Your promise is, "To Do Your Best." That means exactly what it says. Do not worry if some people can do something better than you. The important thing is for you to know that you have done your best. No one can ask for more than that.

ADVANCEMENT

SPIRIT OF AKELA

Props: Ceremony board or log with three small candles or light sticks, and one large candle, tom tom, artificial council fire.

Setting: Tom tom beats. Akela enters and walks behind the fire. Akela gives Cub Scout sign and tom tom beating stops.

Narrator: "Akela was the big chief of the Webelos tribe; tall, stalwart, straight as an arrow, swift as an antelope, brave as a lion- he was fierce to an enemy but kind to a brother. Many trophies hang in his teepee. His father was the son of the great yellow sun in the sky. He was called the "Arrow of Light". His mother, from whom he learned those wondrous things that mothers know, was called "Kind Eyes". He began to understand the signs and calls of the Webelos tribe. Then he was taken on little trips into the forest among the great trees and streams. Here, from the wolf, he learned the language of the ground; the tracks and the ways to food." *(At this point, Akela lights the large candle representing the "Spirit of Akela", and using that, lights the small Wolf candle.)*

AKELA: *With this candle, representing the Spirit of Akela we light the trail of the Wolf. From the signs along the Wolf trail, I see that the following braves are ready for advancement to the Wolf clan of Akela's tribe" (Akela calls names of boys receiving Wolf badge and arrow points. They come forward and stand before the council fire. Akela presents their awards)*

Narrator: "Then from the big, kindly bears, he learned the secret names of the trees, the calls of the birds the language of the air"

AKELA: *(Lighting Bear candle) "With the Spirit of Akela" we light the Bear trail. From the signs along the Bear trail, I see that the following braves are ready for advancement in the Bear clan of Akela's tribe." (He calls forwarded boys who are receiving Bear badges and arrow points.)*

Narrator: "But before he could become a Scouting brave on his own, he had to prove himself by trying out new skills, performing certain tasks and passing test of accomplishments."

AKELA: *(Lighting Webelos candle) With the spirit of Akela we light the trail of the Webelos. From the signs along the Webelos trail, I see that the following braves have shown their skills in... (He calls names of boys receiving activity badges, and indicates which badges they earned)*

AKELA: "From the signs further on down the Webelos trail, I see that the following braves have proven themselves worthy to wear the Arrow of Light, the highest award in Akela's tribe. *(He calls forward boys who have earned the Arrow of Light award. Upon presenting these awards the tom tom begins to beat again at a rapid pace. Drum stops)*

AKELA: "From the four winds, Akela hears that your braves are doing well along the trails that will lead you into Boy Scouting. Now will all Cub Scouts stand and repeat with me the Cub Scout Promise?"

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ADVANCEMENT Continued

MORE ADVANCEMENT IDEAS

1. Use Halloween makeup to paint boys faces. Can even have a parent do painting. Associate different colors or drawings to requirements met to earn awards
2. Totem: Stand a dowel in a wood block. Punch hole in cup and decorate appropriately. Stack cup to top, bottom to bottom. Place awards in cups. Remove cups to give awards. Each boy receives a decorated paper cup from the dowel
3. Arrows made out of dowels. Use heavy paper, clay or Styrofoam plate for the arrowhead. Drill holes in a short 2 x 4 and insert arrows with points up. Attach award to arrows
4. Make a large trophy skin to hold awards or individual trophy skins.
5. Make coup sticks for each boy leather or wood can be notched as each rank he has earned so far. decorate with sharpie pens, beads, and feathers. Or make large one with sections for each rank. Put all boys names next to their present ranks.
6. Take feather out of war bonnet and present to each boy receiving an award.
7. Drum- We'll beat the drum to let everyone know how proud we are you earned your.....

PACK MEETING IDEAS

* Order of the Arrow

Invite the Order of the Arrow to give a short presentation. They could answer questions after their presentation.

* Taxidermy

The preservation of animal hides would have been important to the cliff dwellers. Invite a taxidermist to show a few items and answer questions.



GAMES

RATTLESNAKE TAG

This is played by Plains, Woodland, Northwest Coastal, and Southwest tribes. Since rattlesnakes are found throughout the Americas, this game was developed in many forms by numerous tribes. Arrange Cub Scouts in a circle about 20 feet in diameter. Blindfold two contestants, the snake and the hunter. Give the rattler a tin can containing some pebbles or a maraca and stand the two players on opposite sides of the circle. At given intervals, about 15 seconds, the group hisses. The rattlesnake needs to rattle at each hiss. The hunter tries to touch the snake. To win the game after this happens, select a new rattler and hunter.

IMPORTANT safety precaution. Since the players are both blindfolded, they need to move slowly and carefully, listening to each other. If the chief (you) shouts "STOP" all action MUST freeze.

APRIL- CLIFF DWELLERS OF THE SOUTHWEST

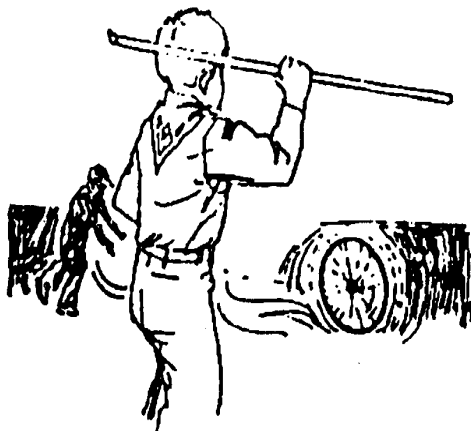
GAMES Continued

There are several things you can do to make this a learning time. On a smaller scale you could make things that were a part of the "Cliff Dweller's" lives, such as pottery cook on a rock out of doors. etc. A fun relay to do on a larger scale might be this:

Divide the group into sections of 5-8 people. Station 1-2 people at each post.

- POST #1 *Crossing the River*
Make 5-10 stones out of cardboard. Space these 2-3 feet apart. Participants must cross over without stepping off or they will need to start over and try again. After the participants has crossed, he can tag the next person for...
- POST #2 *Make a bedroll*
How to Book, page 8-35, shows 2 different ways to fold a bed roll. After this is done, tag the next person for...
- POST #3 *Climb the ladder*
Climb the ladder, fetch a squirrel (stuffed toy) at the top to put in the pot to cook for dinner. Then tag the next person for....
- POST #4 *Rope Tag*
Tie the horse to the post with a slip knot. (Have a stick horse, or just the rope close to a horizontal pole) After tying rope tag the next person for....
- POST #5 *Fire*
Stack the wood for the fire. Have pieces of wood in a heap. Have them stack the wood in teepee style. Then knock over to put out the fire. Tag the next person for...
- POST #6 *Shooting Arrows*
Shoot an arrow at a deer. Have a deer cutout across the way. Give the participants a toy bow and arrow (one with a soft tip, or suction tip) Retrieve the arrow. Tag the next person for....
- POST #7 *Bead Stringing*
String 10 beads of a leather strap. Put a leather strap or thread on table with a bowl of beads.

Choose all or some of these stations. When the participants are finished, decide on a winner or congratulate all on participating.



WASHO HOOP AND SPEAR

Many tribes played this game. The object is to throw the spear through the rolling wheel. The Washo Indians made their hoops by bending a twig or shaping into a circle 12 inches in diameter and stringing it with rope "spokes" Cub Scouts can use an old bike or tricycle wheel for a hoop and a broom handle for a spear.

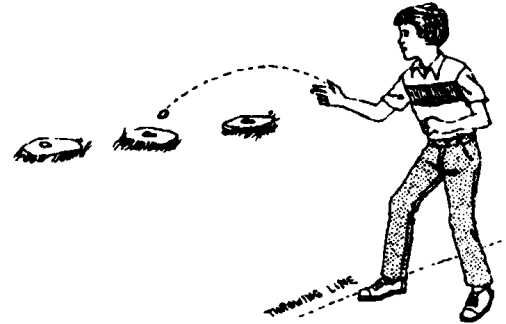
APRIL- CLIFF DWELLERS OF THE SOUTHWEST

GAMES Continued

AMERICAN INDIAN STONE TOSS

*Materials: Six flat rocks about as big as your hand
Eighteen stones about the size of walnuts*

Only play this game outdoors. Arrange six flat rocks roughly one foot apart in a row on the ground. Put a smaller stone on top of each flat stone. Give each player six small stones. Each player, in turn, should stand behind a throwing line twelve feet away and toss his six stones. Observers must stand out of the line of fire. Score five points for each stone knocked off. The highest score wins the game



INDIAN HIDE OUT

One Indian hides while the rest count to 100. When the group finishes counting, they set out to hunt. Whenever anyone finds the hider, he watches for a chance to join him, while still hiding from the rest. As each new hunter finds the group, he also crowds into the hiding place. When the last hunter discovers the hiding spot, the game starts over. The first hunter becomes the hider.

APACHES AND CREEKS

Divide the boys into two tribes. One tribe goes to sleep, except one brave who is the sentry. The other tribe creeps up on the sleeping Indians from behind bushes and tries to tag them. When the brave on guard spots the other tribe, he cries, "Look out!", and the sleeping tribe jumps up and tries to tag the other tribe. Each tagged Indian becomes a member of that tribe. Game ends when the opposing tribe all become members of the first tribe.

COMMANCHE GIVEAWAY

This Commanche game starts with the leaders, or chief drawing a circle on the ground. The players stand inside the circle, the leader outside. He throws small sticks (craft sticks are the right size) one at a time into the ring in rapid succession. The players try to grab as many as they can. This game taught warriors to be alert and quick.

BEAT THE RAP

Items needed: A leader, a timer, a score keeper, a gavel, 12 thumbnail sized rocks

The contestants, one at a time, pick up as many of the dozen rocks that have been placed on the floor as he can in 10 seconds. He may use only one hand, and the rocks must stay in that hand. The timer calls "go" to start and "stop" at the end of 10 seconds. The scorekeeper keeps a record of the rocks picked up and held at the end of that time. winner is the one that held the most rocks.

TURKEY FEATHER RELAY

Divide the group into relay teams. First player on each team holds a long turkey feather. At the signal, each throws his feather, javelin style, toward the finish line. As soon as it comes to earth, he picks it up and throws it again from that spot. When it finally crosses the finish line, he picks it up, runs back to, and hands the feather to the next team mate. Each team should use different colored feathers. The first team to all cross the finish line and to return to the starting position flaps their arms and gobbles like triumphant turkeys.

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SKITS

SQUAW BURY SHORT CAKE

Narrator: "Short Cake is a member of the Gitch chi goo Me and is the smallest warrior in the tribe. He is always left home when the rest of the tribe goes off to hunt or goes to do battle with another tribe. He is told that he must stay back and guard the squaws and papooses. One day all the warriors leave for a hunt and Short Cake is told to stay in the village."

SHORT CAKE: "Who wants guard squaws and kids any way? Me go with you, Chief"

CHIEF: "No, Short Cake. No can go."

Narrator: "While they are gone, an unfriendly tribe attacks the Gitch chi goo mes and they go about looting and destroying the village."

SQUAWS: "Short Cake! Short Cake! Help us!"

Narrator: " A few days later the warriors of the tribe return to find their village completely destroyed. They also are surprised that Short Cake, who always comes out to greet them is not to be found. Then they are told of the tragedy and the warriors become enraged because the squaws performed the burial without them there."

CHIEF: "Who buried Short Cake? Who did the ceremony for our little friend?"

SQUAWS: *(Very serious tone and arms folded in front of chest)* "SQUAWS BURY SHORT CAKE."

NO DEAL

*Characters: One well padded Indian
One bystander
Three or Five tourists*

The scene opens with an Indian standing with a blanket over his arm with a "For Sale" sign on it. Tourist approach

Tourist 1: Say chief, I'll give you \$5.00 for that blanket.

Chief: No Deal!

Tourist 2: I'll give you \$10.00 for it

Chief: No Deal!

(Tourist gather around and start bidding--- \$12.00, \$15.00, \$18.00, \$20.00, \$22.00., and finally...)

Tourist 1: Chief, I'll give you \$24.00 for that blanket.

Chief: NO DEAL!!

(Tourist leaves, bystander approaches)

Bystander: Say, Chief why wouldn't you sell that blanket to any of those tourists?

Chief: What do you expect...deals like Manhattan Island every day?



APRIL- CLIFF DWELLERS OF THE SOUTHWEST

SONGS

WEAVE, WEAVE, WEAVE NEW CLOTH

Tune: Row, Row, Row Your Boat

Weave, Weave, Weave new cloth.
In and out thread flies
A shuttle, a shuttle, a shuttle, a shuttle
Keep us warm at night.

Throw, throw, throw a pot
Squish the clay to knead
Twirl around, twirl around, twirl around
Smooth as it can be.

Build, build, build a house
A-do-be stands the best,
Make a brick, make a brick, make a brick
On the cliffs it stand the test.



ANCIENT LIVING IN THE DARK CAVES

Tune: I've Been Working On The Railroad

Ancients living in the dark caves,
Dug out the hard rocks.
Dwellers working in the high cliffs,
Made house from rock.
They could hear the north winds blowing,
Rise up so early in the morn.
They could hear the west winds blowing,
In and out the cave
In and out windows.
In and out the doors.
In and out the high cliff rocks
Up and down the ladder with fire wood.
Up and down the ladder with food.
Up and down the ladder with water.
Hauling up the full baskets.

CLIFF DWELLERS

Tune: Ten Little Indians

One little, two little, three cliff dwellers,
Planting their crops and storing them in cellars,
Hunting deer and sheep with homemade weapons,
Living carefree lives.



APRIL- CLIFF DWELLERS OF THE SOUTHWEST

SONGS Continued

CLIFF DWELLERS OF THE SOUTHWEST

Tune: Ghost Riders in the Sky

Their homes were made of sandstone and secured with mud cement,
They lived so long ago, can you tell me where they went?
They farmed some crops that we all know and hunted in the woods,
They had a pretty stable life and even traded goods.

CHORUS: Where did they go, are any left? Of the Cliff dwellers of the Southwest.

They had black hair and weren't too tall. Their young they strapped to boards.
They planted cotton and tobaccos, corn, beans and squash in their yards
They hunted deer and mountain sheep with weapons made from stone.
They raised domestic turkeys, so where have they all gone?

CHORUS

They made clay bowls and dishes, which they painted with great care.
Their homes were like apartments built two, three floors in the air.
They mostly lived quite peacefully, and with their families they loved
But if attacked, to the roof's they'd climb, and draw the ladders up.

CHORUS

It seems for years they lived this way, quite peaceful and content.
They even had church meetings, to which all the men, they went.
It could have gone on endlessly for many years to come
But drought and wars and famine, It wiped the tribe right out.

CHORUS

There's something of a lesson here for everyone to learn.
A goof life takes a lot more than just money you can earn.
We all must live together, in peace and harmony,
Or like these ancient cliff dwellers- extinct we all will be

APPLAUSE

ARROW OF LIGHT

Hold your hands out in front of your left side. Make an arc by moving your hands over your head to your right side while saying "Whoosh".

BOW AND ARROW

Make a motion as if shooting an arrow and say, "Zing, zing, zing" Pretend to release an arrow with each zing.

CAMPFIRE

Dance around the campfire. Start getting knees up quite high and then say, 'Ow, ecch, ouch, hot, hot, hot coals.'

CANOE

Pretend to paddle canoe leisurely. Yell, "Other Indian tribe is attacking." Now paddle extremely fast.



APRIL- CLIFF DWELLERS OF THE SOUTHWEST

APPLAUSE Continued

FLAMING ARROW

Take arrow from quiver. Light arrow, Shoot arrow. Start hitting yourself and yell, "Yeow."

DRUM

Beat on your legs and say, "Tat-a-tat-tat" 3 or 4 times, then beat twice on your stomach, saying "Boom-boom."

KNEE CLAP

Clap hands on knees while hopping from one foot to another. Be sure to raise knees high

ECHO

"Well done, well done, well done!" Say as if echoing back.

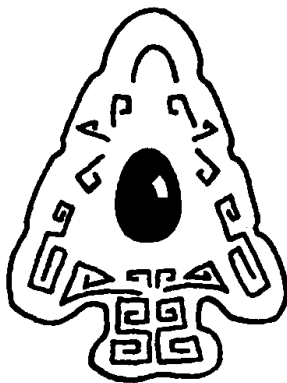
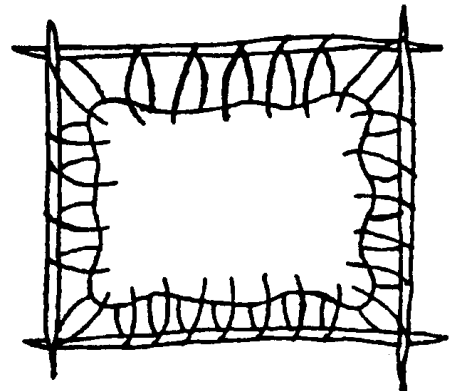
COYOTE

Start by yipping like a coyote, 'Yip, Yip, Yip', getting faster and louder each time and then at the end of the third YIP howl.

NECKERCHIEF SLIDES

DRYING HIDE SLIDE

Glue and lash 4 round toothpicks together, making a square frame, as shown. 'Sew' a small leather piece on the frame to look like a drying hide. Glue or attach a 1/2" PVC pipe ring to back



TURQUOISE ARROWHEAD

Materials: Aluminum pie plate
Clay
Pen
Adhesive
Turquoise paint
Scissors
Varnish or spray sealer

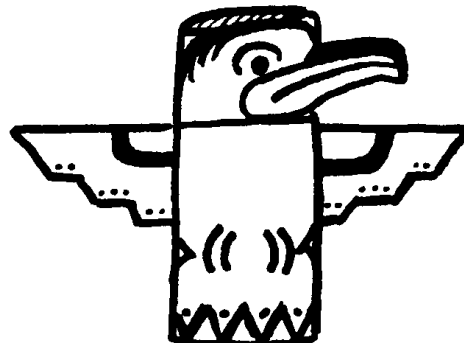
Draw arrowhead shape on the aluminum pie plate. Cut out shape. Make marking on the arrowhead with the pen. Make a clay bead. harden and then paint turquoise.

Varnish bead Glue the bead to the arrowhead. Attach 1/2" PVC pipe to back

TOTEM POLE

Materials: 3 1/2" piece of 3/4" PVC pipe
Felt or paper
Poster board, an old plastic bottle or lid
markers or paint

Cut a 3 1/2" piece of 3/4" PVC pipe. You can cover totem with paper, felt, or paint. Attach a set of wings near top of totem pole made from poster board, an old plastic bottle or lid. Decorate with markers or paint.



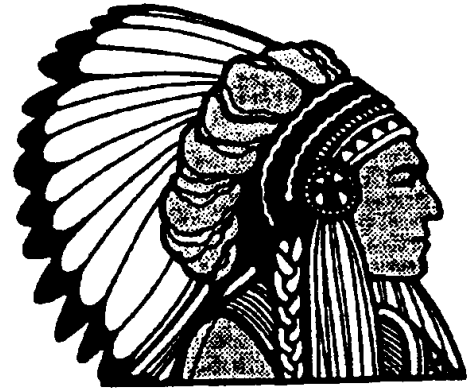
APRIL- CLIFF DWELLERS OF THE SOUTHWEST

CUB COOKING

SAND DIGGINGS

2 graham crackers
 Recloseable plastic bags
 Chocolate sprinkles (ants)
 Raisins (beetles)
 Red Hot candies (Lady bugs)
 Chocolate chips (Spiders)
 Candy Corn (Arrowheads)
 Broken Sugar cones (Ancient pottery)
 Speckled Jelly beans (Dinosaur egg fossils)

Place graham crackers in a plastic sandwich bag. Crush with a rolling pin. Add a few candies and cone pieces. Seal the bag. Give them to the kids to take outside to eat or let them pour over ice cream.



INDIAN FRY BREAD

4 cups flour
 1 teaspoon salt
 1 tablespoon baking powder
 1 3/4 cup warm water
 oil

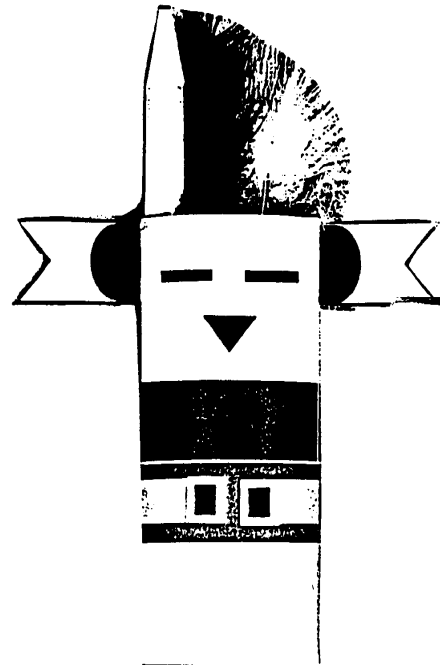
Mix dry ingredients together. Stir in warm water. Mix and knead with hands. Pinch off pieces of dough and roll into balls about 1 1/2" in diameter. Roll dough out to about 1/8" thick or pat out with hands. Fry in hot oil. Drain on paper towels. may be topped with powdered sugar, honey, jam as a dessert. Chili or refried beans as a meal

CRAFTS

KACHINA DOLL PENCIL HOLDER

*Need: 1 large, clean frozen orange juice can
 Construction paper; white, red, yellow,
 green, purple and black
 Felt
 Glue
 Fluff Feathers*

Cut a 6 1/2" x 10" piece of white construction paper or felt. Glue one side of paper and wrap it around outside of juice can, overlapping one edge about 1". From green paper, cut a 1" x 10" and cut a 2" x 10" strip of red paper. Glue these strips around middle of can as illustrated. Glue on small triangle and rectangles of black paper for mouth and eyes. Cut squares of white and glue in place for hands. Cut two ears from yellow and red paper. Fold straight ends of ears back 1/4" and glue to sides of kachina's head. Glue feathers to the back of can for headdress.



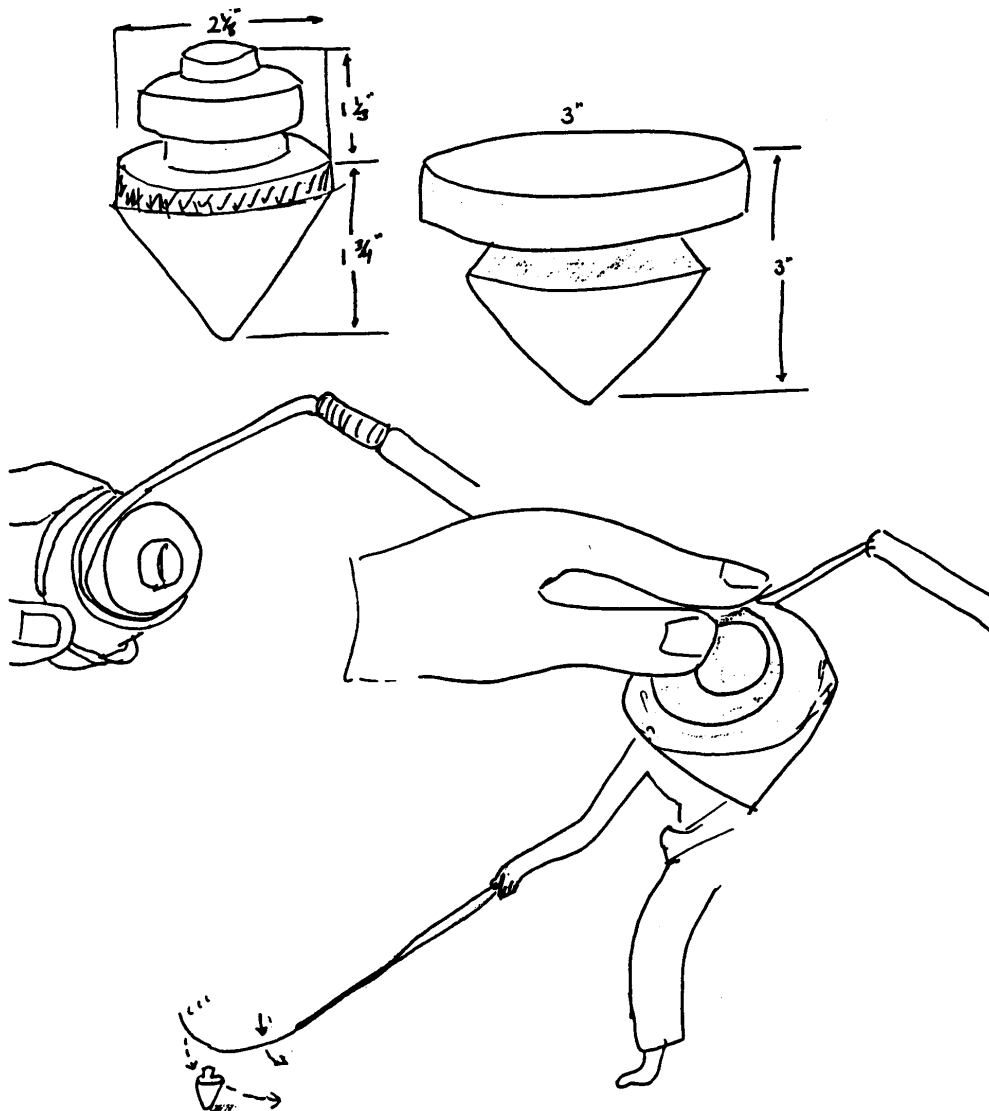
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CRAFTS Continued

HOPI WHIPPING TOPS

The Hopi Indian children, like children the world over, love toys. During the winter months, the men of the tribe carve tiny kachina dolls for the girls and little bows and arrows for the boys. These toys are made of cottonwood or pine and are given to the children during the kachina festival in the spring. Another toy that the Hopi boys and girls are especially fond of is the whipping top. These tops are whittle out of any kind of wood that is available. Indian children have a lot of fun trying to see who can spin his top most skillfully and keep it going the longest.

1. Wrap the strap two or three times around the groove in the top.
2. Set it down on hard ground or floor and give the strap a quick pull to start the top. (Make the whip out of a 3 foot length branch. Tie a heavy cord strap about 6-8" long around the end of the branch, about 1/4" and heavy string about a foot long to wrap around the top to the end of the cord)
3. Flick the top with the whip to keep it spinning.



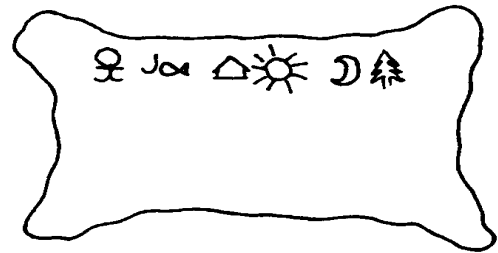
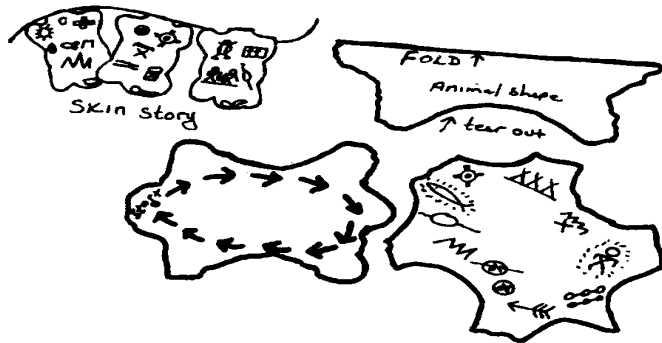
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CRAFTS Continued

Indian Stories

The Pueblo people used tanned skins to write stories and legends on.

Materials: Brown paper grocery bag
Marking pens, assorted colors
yarn, ribbon, or string

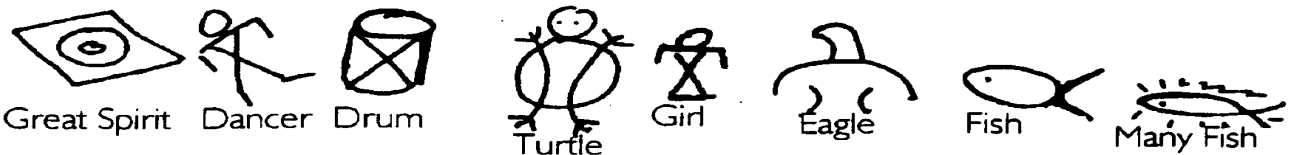
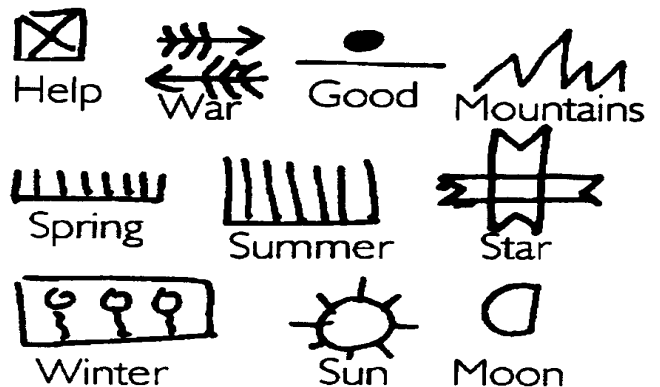


Cut bag at seams. Smooth flat.
Create an animal skin by tearing edges of bag.
Use word pictures to tell the story. When finished, roll up and tie with yarn. Indian drawings are in the Wolf book on pages 155 - 157.

To give the paper a different texture,

crumple the paper, dip it in water, squeeze, remove the paper from the water, flatten. Repeat twice. Fold paper in half and carefully rip out the animal skin shape. With a mixture of black and brown paint one side of the skin while the bag is still wet. Smooth and dry flat. When dry write picture story in a circular pattern on the skin. (see diagram)

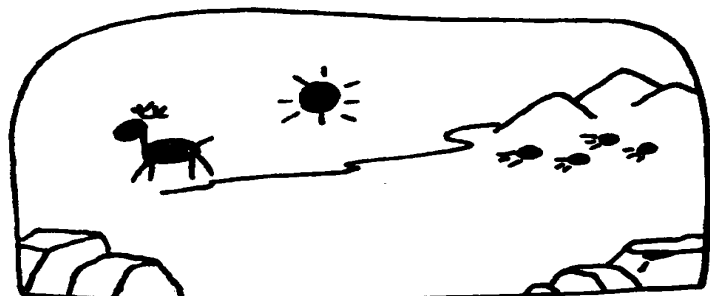
Here are some more drawings not found in the Wolf book:



Cave Painting

Materials: Butcher paper
Crayons

Buy at least 2 feet of paper per Cub Scout. If you are doing for a very large group like pack meeting make several caves. Trim the top corners of the paper slightly to make the paper appear to be a cave. Pass out the crayons and let everyone add their own cave drawing.



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CRAFTS Continued

Pueblo Village

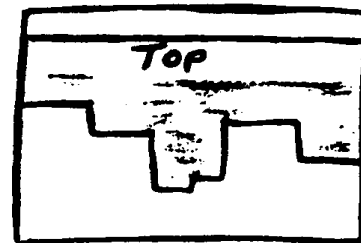
The Pueblo People were the first "apartment dwellers", living in a row of connected houses that were several stories high. The buildings were made of stone or adobe set high atop mesa's or inside caves. These places were easy to defend but required steep climbs up from the flatland for water for working their crops.

Paper Pueblo (good for Wolf and Bear dens)

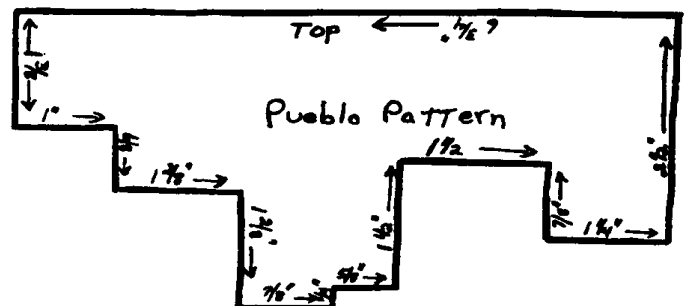
Materials: per person

- 9" x 12" white construction paper
- Chalk, yellow, orange, and brown
- Facial tissue
- Construction paper scraps
- Pictures of pueblo village for reference

Cut out pattern. Trace on scrap construction paper. Cut out. Label top. Cover work space. Color bottom 1/2 of construction paper with yellow chalk. Go side to side several times. Lay pattern across 9x12 sheet with top of pattern about 1" from top of sheet. With tissue paper gently rub from the top of the pattern to the bottom of the white paper. This will smear the yellow chalk downward. Repeat with orange chalk moving pattern down and to the right 2 - 2 1/2 inches. Orange should blend with yellow. Repeat with brown chalk. Add details with fine line black marker. Go over the top of each color with brown chalk to outline home.



Color with chalk. Brush down with tissue.



Cardboard Box Pueblo

Materials: Various sizes of boxes
Paint and glue

Collect various sizes of cardboard boxes. Paint like pueblo houses. Glue them together like a pueblo. Refer to pictures of pueblo housing.

Clay Pueblo (good for Webelos Artist)

Materials: Clay, play dough, or Crayola modeling compound (a little expensive but no mess at all and can also be painted with water base paints.)

Shoe box
Toothpicks, glue

Have the boys build a village inside the shoe box turned on its side like a cave. Use toothpicks to make small ladders. They can work together and build one as a group or individually.

