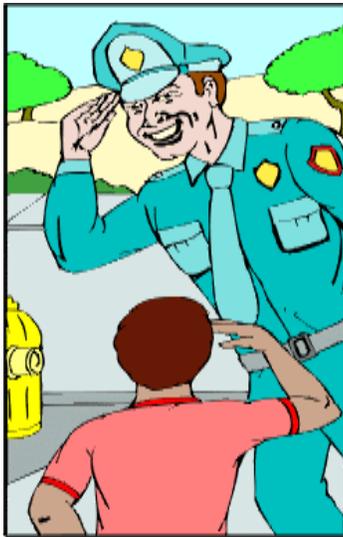


# Kids Against Crime



November 2002

Good Deed Warrant Opening

Issue a warrant to capture a boy for doing a good deed, and pin some sort of badge on him. Have Den Leaders and parents mention good deeds that their scouts/sons have done so that all boys present have a badge and warrant.

Top Ten Crime Prevention Tips - Closing

1. Do NOT commit crimes or hang around with people who commit crimes.
2. Do NOT use illegal drugs or hang out with people who do.
3. Trust your gut instinct. If you get a weird “vibe,” you are probably right.
4. Be aware of your surroundings.
5. Be rude if you have to. It’s better to be rude than to be a victim.
6. Do not leave valuables in plain view.
7. Vary your daily routine.
8. Know your neighbors and keep you neighborhood clean.
9. Use common sense (lock your doors, don’t leave keys in the car, etc.).
10. Think!

Key to the City

Equipment: Keys made from cardboard or stiff paper with advancing boys' names on them and badge taped or pinned to it.

The Cubmaster calls forward the Cub Scouts who have earned awards, acknowledges their achievements and awards them each a Key to the City for being model citizens in Scouting.

A Genius is This and That

|        |                                    |
|--------|------------------------------------|
| NORMAN | Say “Oh, my!” and raise both hands |
| RIGHT  | Say “This!” and raise right hand   |
| LEFT   | Say “That!” and raise left hand    |
| THIS   | Say “Right!” and raise right hand  |
| THAT   | Say “Left!” and raise left hand    |
| GENIUS | All clap and cheer                 |

Well, now that everyone is entirely confused, let’s begin.

This is the story of NORMAN, a boy who wanted very much to be a GENIUS. But, no matter how hard he tried, it just didn’t work out. You see, NORMAN had a problem—he could not tell RIGHT from LEFT.

At school, the teacher would say, “When you know the answer, raise your RIGHT hand.” By the time NORMAN figured out which had was which, it was too late! At home, it was the same thing. It was, “NORMAN, you have your LEFT shoe on your RIGHT foot.”

Things weren’t any better outside. In football, they would send him in at LEFT end, and he would line up on the RIGHT. In baseball, they’d yell, “NORMAN, move to your LEFT!” He’d move RIGHT.

Poor NORMAN! No matter what he did, it wasn’t RIGHT or LEFT! But NORMAN was determined! Finally, he figured out what to do. He’d call it THIS and THAT. THIS for RIGHT and THAT for LEFT. Somehow, it all seemed easier. And in no time, he had it down pat.

One day, while NORMAN was home alone, a burglar forced his way in. NORMAN was frightened! The burglar asked where his mother’s jewels and furs were. NORMAN said, “In the closet.” But when the burglar asked, “Which way is THAT?” NORMAN, of course, answered, “LEFT.” The burglar followed these instructions and found himself in the kitchen. Being a smart burglar, he said, “THIS isn’t RIGHT!” and NORMAN replied, “Oh, yes it is – but you asked for THAT!”

The burglar became angry and said, “Now listen, I asked you where the closet is, do you understand THAT?” And NORMAN answered, “Oh, yes, THAT is LEFT!” The burglar exclaimed, “THIS is enough!” And NORMAN said, “Oh, no, THIS is RIGHT!” Exasperated, the burglar said, “Oh, forget it! Just tell me where the closet is!” To which NORMAN replied, “Turn THIS.” But, naturally, the burglar misunderstood and turned the knob on the door in front of him, and plunged headlong down the basement stairs.

Just then, NORMAN’s parents came home, and when he told them what had happened, his father said the words he’d been waiting so very long to hear, “NORMAN, you’re a GENIUS!”

Write Your Own Skit

Writing your own skit is simpler than it would first appear. First, determine what the moral of the skit will be. Keep it simple. Keep it light. Then, follow this simple outline to write your skit:

1. Boy wants something ... friendship, a gold mine, trophy, to find something
2. Boy goes to get it ... by canoe, plane, horseback, bicycle, on foot
3. Obstacles stop boy ... crocodile, native hunters, a locked chest
4. Boy achieves goal ... through bravery, magic, unexpected help or kindness

Skunk in the Courtroom

The scene is a courtroom with one person as the judge. A person walks in carrying a “Skunk” sign or a stuffed skunk. The judge watches, then says, “Odor in the court! Odor in the court!”

Undecided

A prisoner is brought before a judge.

Policeman: Your Honor, we caught him redhanded.  
Judge: (Asks the prisoner) Is this true?  
Prisoner: Well, may so and maybe not.  
Judge: Have you ever stolen anything before?  
Prisoner: Mmmm...now and then.  
Judge: Where did you steal these things?  
Prisoner: Oh...here and there.  
Judge: (To the policeman) Lock him up.  
Prisoner: For how long?  
Judge: Hmm...you'll get out...sooner or later!

**APPLAUSE**

Divide the room in half. Have one side say “Guilty” and the other side say “Innocent.” Each side will say their word when pointed to. You can do it fast, slow, high, low, etc.

**RUN-ONS**

A boy walks in carrying a briefcase. Another boy asks what he’s doing. He replies, “Taking my case to court.”

Later, he walks in again without his briefcase. Someone asks what he’s doing now, to which he replies, “I lost my case.”

Next time, he walks in carrying his briefcase on his shoulders. When asked what he’s doing, he replies, “I’m taking my case to a higher court.”

Finally, he walks on peeling an orange. Asked, “Now what?” he replies, “My case is on appeal.”

**WEB SITES**

<http://www.ncpc.org/>

National Crime Prevention Council - NCPC works to help America prevent crime and build safer, stronger communities. Check out all these useful resources.

<http://www.pbs.org/niot/index.htm>

Not In Our Town - discover this PBS site that addresses hate crimes and the threat of prejudice in our communities. Find stories about communities joining together to stop violence and about ordinary people who take a stand against hate.

<http://www.usdoj.gov/kidspage/>

Justice for Kids and Youth - this site from the U.S. Department of Justice provides information on different aspects of justice - like Internet crimes, drug prevention and laws that protect your rights.

<http://www.fbi.gov/kids/crimepre/internet/internet.htm>

FBI's Safety Tips for Kids on the Internet - safety tips from the Federal Bureau of Investigation which all kids should know and follow while online.

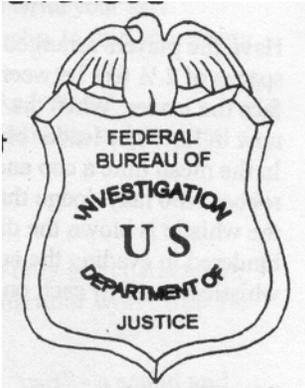
Scout Vespers*Tune: Oh Christmas Tree*

Softly falls the light of day,  
As our campfire fades away.  
Silently each Scout should ask  
Have I done my daily task?  
Have I kept my honor bright?  
Can I guiltless sleep tonight?  
Have I done and have I dared  
Everything to be prepared?

Be Game, Be Fair*Tune: "My Bonnie"*

As Cub Scouts we'll always be happy  
Be loyal, be game and be fair;  
And soon by our work and endeavor,  
Become Wolves or Webelos or Bears.

Be game—be fair—  
We'll do our best everywhere we go.  
Be game—be fair—  
Cub Scouts give goodwill where they go.

Shrink Art Officer Badge

Enlarge design to 165%

Shrink art plastic/#6 plastic  
 Bar pin  
 Fine grade sand paper  
 Colored pencils or acrylic paint  
 Permanent fine point marker or ball point

Sand one side of the shrink plastic in all directions to allow the colored pencils or paint to adhere to the plastic.

Lay the shrink plastic with sanded side up over a copy of the badge. If using a pen, trace your design. Color the design in with the colored pencils or acrylic paint. Note: if you use paint, make sure it is watered down and you are applying a wash, since the colors will intensify when shrunk. If using a marker, add the finishing detail. Cut out the badge.

Place on a cookie sheet (which you may wish to dust with a very small amount of flour to prevent sticking). Place in oven. Start at about 175 degrees and slowly increase to about 250 degrees. The slower the item shrinks, the less distortion there is. The design will curl up, then start to flatten out. Don't take it out too soon—make sure the pieces have flattened out all the way. Plastic shrinks about 60%. Remove from oven. Be careful, as the pieces will be hot. Allow to cool. Glue bar pin to back.

Emergency Phone Number Labels

Let each Cub Scout create a card/label to attach to the bottom of their home phone.

**EMERGENCY NUMBERS**

POLICE

FIRE

DOCTOR

MOTHER AT WORK

FATHER AT WORK

FAMILY FRIEND

Cops and Robbers

Best played with at least 18 boys.

Arrange the players in even rows (with 16 boys, you'd have 4 rows of 4 each), an arm's length from each other, with about 2 ½ feet between the rows. Players hold hands with the others in their row. When the leader blows the whistle, the players turn half way around and join hands with the other players now in their row. The leader blows the whistle again, and the players turn back into their original position.

In the meantime, a cop and robber have been chosen and placed at opposite ends of the room. The cop is to chase the robber, who may dodge through the various lines. However, the robber is not to break through the line, and whenever the whistle is blown, the direction of the lines is changed, so that sometimes the robber is aided and sometimes hindered in evading the cop. When the cop catches the robber, the leader should give three short blasts on the whistle and allow each one to choose another to take his place.

Telephone Code

This is a secret message game based on the telephone. Give each boy a pencil and paper and ask him to convert a very short message into code based on the dial numbers. Decoding can be tricky, since there is more than one letter for each number.

Here is a sample message:

|      |      |
|------|------|
| 9687 | DO   |
| 9688 | YOUR |
| 2378 | BEST |

When each boy has encoded his message, exchange papers and have the boys try to decode each other's messages.

### Fudge Sludge

It's creamy. It's screamly. It tastes like chocolate and it looks like toxic slime. So you run away in horror, or do you gobble it down?

You will need:

14-ounce can sweetened condensed milk  
1 tablespoon cornstarch  
12-15 drops food coloring (blue? green? yellow?)  
½ teaspoon chocolate flavor extract

Pour sweetened condensed milk into a saucepan over medium heat. Add cornstarch, stirring constantly.

Continue to stir. When the mixture has thickened, remove from heat. Add food coloring and flavor extract.

Allow to cool. Then eat up—if you dare! (Makes about 2 cups.)

### Sugar Glass

We see right through you: you love your sweets. Your mission is clear: you must mix up a batch of Sugar Glass. (Be sure to supervise your Cub Scouts closely; the sugar syrup gets really hot, and you'll need to watch out for stray splatters.)

You will need:

2 cups sugar  
2/3 cup white corn syrup  
2/3 cup water  
Candy thermometer (not essential—see directions)  
Food coloring (optional)  
½ teaspoon flavor extract (optional)  
Baking sheet

In a saucepan over medium-high heat, stir together sugar, corn syrup, and water until well blended. Bring to a boil, and boil until the candy thermometer reaches 300 degrees F. If you don't have a candy thermometer, you'll know it's 300 degrees when a drop of the sugar syrup placed in a cup of cold water sounds like breaking glass.

Remove from heat and add food coloring and flavor extract if you want colored and/or flavored Sugar Glass. Pour syrup into greased baking sheet and allow to cool and harden. After it sets up, you'll have a pane of edible Sugar Glass. To eat, carefully break off pieces.