

August 2008 Monthly Theme:

"S'more Summer Fun"

Summer memories can last a lifetime and memories made with your Cub Scout den or pack can be some of the best. So let's make "S'More" Cub Scout memories this month. Since "outing" is part of Cub Scouting, let's get outside and have some fun. Be it having a picnic, water party, softball game or campout; there is no limit to the amount of fun to be had by all this month. Why not have a pack family campout following the guidelines your leaders learned in BALOO training? What could be better than an outdoor pack meeting complete with a campfire? Whether you make a real or synthetic fire, the fun is 100% genuine. This would be a good opportunity to work on the Softball belt loop and pin or the Weather belt loop and pin.

Webelos Activity Badges: First year, Naturalist; Second year, Forester

Core Values

CHARACTER CONNECTIONS FROM PROGRAM HELPS

Remember - Know, Commit, Practice.

*Health and Fitness - Cub Scouts will enjoy taking part in "s'more" physical fitness activities this month.

*Cooperation - Boys will see that a smooth campfire program happens when everyone cooperates, takes their turn, and works together for a fun event.

REMEMBER FIRE SAFETY

As S'more Summer Fun may involve some fire building (by adults or Webelos Scouts), here are some reminders as you take caution:

-Build your fire in the center of a 10-foot circle that is free of flammable materials such as twigs and dry grass.

-Don't build the fire against a tree or between the roots.

-Don't use firewood that spits sparks.

-Break burnt matches before throwing them away, be sure that they are "cold out".

-Never leave a fire unattended.

-Keep a bucket of water, dirt, or sand handy for emergency use.

-When you are through with the fire, put it out. Spread the coals and ashes and sprinkle them with water. Stir and sprinkle until the fire is cold out. This means it feels cold to the touch.

From the *Cub Scout Leader Book*, page 33-3.

QUOTES

"We do not inherit the earth from our ancestors, we borrow it from our children." - Native American Proverb

"The whole secret of the study of nature lies in learning how to use one's eyes." - George Sand

"A weed is no more than a flower in disguise." - James Russell Lowell

"Fire is the best of servants; but what a master!" - Thomas Carlyle

"How is it that one careless match can start a forest fire, but it takes a whole box to start a campfire?" - Author Unknown

"It always rains on tents. Rainstorms will travel thousands of miles, against prevailing winds for the opportunity to rain on a tent." - Dave Barry

Theme Related Material

S'MORES

The word "S'More" means 'some more' because that's what everyone says after they eat one.

Ingredients: 3 rectangles of a Hershey's chocolate bar, 1 graham cracker rectangle broken into two squares along the dotted line, a marshmallow, a marshmallow roasting stick

Put the chocolate on 1 square of the graham cracker. Keep the other cracker piece ready for the top.

Place the marshmallow on the end of your stick.

Carefully roast the marshmallow over the fire by holding it about 2 inches above the fire, rotating it until it is golden brown. (Adult supervision needed.)

With help from an adult or a buddy, grasp the marshmallow between the graham cracker with chocolate and the other cracker piece.

Gently squish the marshmallow so that the chocolate will melt. Be careful - it will be hot. This can be tricky, especially if it's dark!

Let it cool before you take a bite.

S'MORE YUMMY VARIATIONS OF S'MORES

-Stuff your chocolate inside the marshmallow before roasting then squeeze the marshmallow between the two cracker pieces.

-Sliced bananas and a roasted marshmallow between coconut cookies

-Peanut butter, jelly and a roasted marshmallow between graham crackers

-Apple slices, peanut butter, chocolate and a roasted marshmallow between graham crackers

-Strawberry slices and roasted marshmallow between shortbread cookies

-Mint-flavored chocolate and a roasted marshmallow between graham crackers

-A peanut butter cup and a roasted marshmallow between graham crackers

-Put your marshmallow and chocolate between fudge striped cookies rather than graham crackers

S'MORE CONES

Ingredients: Sugar cone, caramel cube, 15 chocolate chips, large marshmallow, drinking glass

Place the cone in the drinking glass with the pointy end down. Put the caramel and the chocolate chips in the bottom of the cone. Microwave on high for 15 seconds. Add the marshmallow and microwave another 15 seconds.

S'MORE ON A STICK

Ingredients: 3 marshmallows, popsicle stick, chocolate - chips or bar, crushed graham crackers

Put three marshmallows on a popsicle stick, place on a plate in the microwave, heat only long enough to soften slightly, let cool for a couple of minutes. Melt 2 1/2 cups chocolate on the stove or in the microwave in a bowl. Roll the marshmallows in the melted chocolate. Sprinkle with crushed graham crackers. Place on waxed paper and refrigerate for 30 minutes.

COLORFUL POPSICLES (RED, WHITE, BLUE)

- 2 cups blue Powerade, Gatorade or Kool-Aid - something blue
- 12 5 ounce cups
- 1 cup frozen whipped topping
- 1 cup vanilla yogurt
- 12 craft sticks
- 2 cups cran-raspberry juice

To begin, divide the blue juice between the twelve cups. Place the cups in the freezer until the juice is almost frozen (30-45 minutes).

Mix together whipped topping and yogurt and then divide this among the twelve cups. Return the cups to the freezer for another 45 minutes.

Use the cran-raspberry juice for the last layer and place them back in the freezer until solid. To remove the pops from cups, run warm water over the outside of each cup. Makes twelve popsicles.

ICE CREAM IN A ZIPLOC BAG

- 1 gallon freezer ziploc bag
- 1 quart freezer ziploc bag (heavy duty)
- 4 cups ice
- 1/4 cup rock salt
- 1 cup whole milk
- 1 teaspoon vanilla extract
- 2 tablespoons sugar

1. Pour the milk, vanilla extract, and sugar into the small ziploc bag. Squeeze as much air out as possible and seal the bag carefully.

2. Place the small ziploc bag down into the large bag. Put the ice and salt with the small bag inside of the big bag. Seal the large bag tightly.

3. Shake, toss, and flip the bags for 5 to 10 minutes. If the bag gets too cold to handle, wrap it with a towel or pass it from person to person. Don't open the large bag to check the ice cream because it may not seal properly afterwards.

4. Open both bags and spoon the ice cream into small cups.

Pack and Den Activities

Water Fun Activities

For most Cub Scouts, when you say "water" they hear "fun!" So this month's theme can be just about anything dealing with water and outdoor fun. But don't forget to follow the **BSA Safe Swim Defense Plan** when doing anything around water. Whenever the Cub Scouts are in or around water, safety needs to come first! Here is a list of all kinds of activities your Pack can do to make a great June Pack Meeting.

- Water Carnival
- Fishing Derby
- Rain gutter Regatta
- Backyard Beach Party
- Sea Adventure Pirate Night
- Trip to a Water Theme Park
- Swim and Picnic at the local park
- Attend Twilight Camp

You are only limited by your imagination, so the opportunities are really limitless! And Have A Great Time!

Cup And Bottle Relay

This is a very wet relay, so play it outside. Form two teams. Place a bucket of water and a cup at the head of each line. At the end of each line is a bottle. On signal, the first player dips his cup in the water and passes the cup down the line. The last player pours the water carefully into the bottle. Then he runs to the head of the line. Repeat until the bottle is filled to the line marked.

MORE PACK/DEN ACTIVITIES

Pond Viewer

Cut a big hole in the bottom of a plastic carton. Cover the top with clear plastic wrap and hold it in place with a rubber band. You lower this end into the water and look through the other end. Instead of a plastic carton, take a large can and use a can opener to remove the top and bottom. Tape the cut edges and use a rubber band to hold a piece of clear plastic over one end.

Stream/Pond Study

Approach a pond quietly. Walk slowly and keep your body low. When you get to the edge of the pond, sit quietly. Any animal you may have disturbed will resume its normal activities when it feels no more movements. Close your eyes and listen for the different sounds, then open your eyes and look for ripples on the water's surface. Before long you may see turtles and bugs that need oxygen. They come to the surface, take a gulp of air, then dive back under. To make exploring along the waters edge **FUN**, take along a strainer (*like a fish net*), a magnifying glass, some jars with lids, plastic cartons and a pond viewer (*water scope*) to use as you look down in the water.

Use your pond viewer for a clearer view of underwater life. Go on a pond safari. Watch the surface for movement. Many creatures are able to use the surface film to support their bodies. Look for water striders skimming along and tiny springtails bouncing on the surface. Whirligig beetles spin around like dodgems on the water as they search for food. All these creatures dart away the moment the surface of the water is disturbed.

Look for free-swimming pond creatures like water boatmen, backswimmers and red water mites. Daphnia and Cyclops swim rapidly in bursts to 'jump' through the water, which is why they are often called 'water fleas'. These are the skimmers. Diving beetles and backswimmers come regularly to the surface to replenish the bubble of air they carry on their bodies. They do this because they cannot get enough oxygen to breathe from the water, although their larvae have gills and live entirely in the water.

Different animals keep to particular areas of the pond. If you dip with your net half in the water, you will collect those animals which live on or hang just below the surface. Sweep your net through the water and empty the contents into the large container of water. Sort out your 'catch' by transferring the bugs to a jar. Pond creatures like to hide, so don't put any weeds, dead leaves, sticks or stones into the containers. Now the bugs are easier to view, take closer look using a magnifying glass.

Other insects like dragonflies, damselflies and mayflies also lay their eggs in the water. On hatching these become nymphs which have gills to absorb oxygen dissolved in the water. Snails lay eggs all spring and summer. Frogs lay eggs only in early spring. You can find them close to the shore in big clumps with thousands of eggs in them. Each egg is coated with jelly. At first the eggs are round and black. Then they change in shape and look like commas.

The commas twitch - they are tiny tadpoles. Within ten days, they will wiggle out of the jelly. Use a strainer to scoop up some frog's eggs. Put them in a big jar with pond water and cover the jar. Then take it home and watch the eggs develop. It takes two to three months for a tadpole to become a frog. Hind legs grow first, then front legs. As the tail gets shorter, the tadpole stops breathing under water like a fish. It starts breathing air,

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like a land animal and soon becomes a grown up frog. Catch a frog, if you can, and watch it breathe. Its throat goes up and down while it takes in air through its nose.

When you have finished looking at the animals and bugs always return them to the pond by floating them on to a spoon. Do not pick them up with your fingers.

Life Ring Toss

This game is a test of and a chance for improvement in a water safety skill for the boys. Materials needed include a good nylon rope, a weighted "anchor," and a target. The weighted anchor can be an old sock with sand or dirt in it. Tie the anchor to one end of the rope and coil the rope carefully (no tangles!).

The target can be anything from a hula-hoop to a series of rings on the ground made from flour or lime. Have the boys stand back a fair distance from the target (fair being determined by their age). Each one tosses the anchor (as if a life ring) at the target.

Accuracy is what we're looking for here. You can set up a point system for multiple tries (like darts) or just have "closest one" wins.

Seashell Slide

You will need an attractive shell, glue and PVC pipe (1/2")

After choosing an attractive shell the boy should choose the front and which way he wants it to display. Glue the pipe piece to the back and let it dry.

Octopus Slide

On plywood circle, draw eyes and mouth. Also drill holes for legs. Tie colored pipe cleaners (2 colors) or strings for legs. Glue PVC pipe to the back and let dry. A great site with lots of slide ideas:

A variation: Materials needed: green yarn, matching color thread, wobble eyes, hot glue, plastic curtain ring for the slide.

Instructions: Cut twelve 6" long strands of yarn for each slide. Fold in half and tie at the neck area, leaving about two inches for the tentacles. Next divide the strands into sections of three. There will be eight sections) Braid each section, and tie off with thread. Hot glue on the wobble eyes. Put octopus down over the curtain ring with a few tentacles inside the ring and rest over the front to cover it. Hot glue in place.

Crafts With Rocks

Have the fun collecting many shapes and sizes of rocks, then turn them into lots of different things: **PAPERWEIGHTS;** with characters painted on, or dress them fancy with tissue paper, paints, and foil. Wash stones clean and dry. Plan simple designs. Stones may be painted with Tempera (optional).

ROCK CHARACTERS; Paint the rock a solid color, then paint the features with a magic marker or paint. Add other features, such as yarn hair, moustaches, hats, etc. Then cover with clear varnish.

TISSUE ROCKS: For each rock, cut or tear tissue paper into small pieces (smaller than rock to be worked on). Brush a little polymer medium on small area of rock. Before it dries, place piece of tissue paper on moist area. Be sure each part of tissue adheres to rock. Cover with polymer medium. Repeat until entire rock is covered. Additional designs in contrasting colors may be applied following the same procedure.

FOIL ROCKS: Cut simple designs (hearts, flowers, dots) from several layers of foil. Rocks may be painted if desired. Glue foil designs smoothly to rocks, dull side down. Let dry. Apply two coats of clear nail polish.

Explore A Tree

Blindfold the Cub Scouts, one at a time, and ask them to explore a tree. Ask them to think about how it feels, smells etc. Is the bark rough or smooth? Are the leaves damp or dry? What does it smell like? While one boy does this, the others observe, by sight, things about the tree such as color, height, etc. After all have explored let them compare the results. Help them identify the tree.

Waves in a Bottle

Materials:

A flat, clear glass or plastic bottle such as a 20 oz. soda bottle

Water

Food coloring

Vegetable oil

A cork to fit the bottle or its own cap

Directions:

Wash out the bottle, and remove the label by soaking the bottle in warm water. Fill 1/2 of the bottle with water. Add a few drops of food coloring (stop when you like the color). No need to stir it. Fill the remaining space in the bottle with vegetable oil. Cork the bottle. If you have a screw-on cap for the bottle, put the cap on tightly. Turn the bottle on its side, and let it settle for a few minutes. The water should sink to the bottom, and you should be able to see clearly the line between the colored water and oil. Now tip the bottle back and forth. Experiment to see what kind of waves you can make. If the oil starts to get bubbly, let the bottle rest for a few minutes.

Bike Rodeo

Here are some ideas for you do run a bike rodeo for your Cub Scouts. The boys and their parents need to be involved in this fun activity. Include traffic safety, bike safety, and bike skills in the activities you choose for the event. **Your local Police Department can probably provide you with complete details on running this event.**

The rodeo should encourage the safety, bike skills and confidence a Cub needs to ride safely. A bicycle is a vehicle with the same rights and responsibilities as other vehicles on the roads. Biking is fun. In order for Cubs to know if their bikes are safe, contact your local police department. Many will send an officer out to do a bike safety checks. Stress the need to of bike safely - not foolishly. Instill good traffic habits from the start with young riders.

Once a boy learns to ride a bike, he will never forget. If he learns good riding skills when he is young, they will follow him into adulthood. Bicycling is truly a life-long activity.

Equipment:

50 feet measurer or yard stick

Chalk, tape or sting - for lines

Traffic cones or weighted cans

Score sheets and pencils

Clipboards - for volunteers

Stop Sign

Bicycles and helmets

Organize so there is as little waiting as possible.

Divide the Cub Scouts and rotate them through the different areas.

Station One: Inspection Station - The Cub Scout needs to have his bike checked for safety. Ask your local policeman to come and check the bike.

Station Two: Ride on the line - Make a wide line and have the Cub Scout ride his bike down the line. The line should be no longer than 12 feet.

Station Three: Helmet and bike check -Check the helmet fit and seat height. Know how to use a lock and cable to secure a bike.

Station Four: Safe Driving - Have the Cub Scouts ride their bikes around traffic cones. The leaders can choose the pattern of the cones.

Station Five: On the Street - Create an intersection on the parking lot. Have the Cub Scouts demonstrate how to cross an intersection safely.

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Station Six: Steering - Make a circle with the tape. Have the Cub Scouts ride their bike around the circle, staying on the tape as much as possible.

Station Seven: - **Recognition Cub Scouts receive recognition for participation in the rodeo and have a snack.**

PROJECTS

GRASS BLADE WHISTLE

Pluck a long, flat blade of grass and hold it between the edges of both thumbs. The blade of grass should be in the middle of the gap between your thumbs. Put your lips against your thumbs and blow hard through the gap. You'll hear a variety of squeaks and squawks.

BUZZING BUG

Swing this over your head and it will BUZZZZZZ!

Materials: 1 3x5 index card, 1 jumbo craft stick (tongue depressor), 2 small pieces of craft foam (3/4" to 1" wide, and about 2" long), 1 size-64 rubber band (1/4"), string (2-3 feet), double sided tape, scissors, markers.

Draw a bug on the index card, color and cut it out. Make sure to use the card horizontally and not to shorten the bottom of the index card (it will be attached to the craft stick). The bug should have a large body or wings. Antennae and legs should be simplified or drawn on.

Attach a piece of double-sided tape to each of the foam pieces.

Place the uncut edge of the index card on the craft stick such that the index card covers half of the width of the stick.

Fold one foam piece over the end of the stick so that the stick and the index card are joined together. This will keep the bug in place. (Optionally glue the bug to the stick.)

Lay a string across the sticky side of the second foam piece, leaving a loose end of several inches. Place this second piece of foam over the other end of the craft stick in the same way as you did previously.

Stretch the rubber band over the foam covered ends of the craft stick. Use the short end of the string to knot a loop around the foam, making a secure attachment.

Swing the bug over your head. If your bug doesn't buzz, adjust the rubber band. Make sure you have plenty of room away from people and objects. Try different speeds.

SAND SCULPTURES

Materials: 1 cup play sand, 1/2 cup cornstarch, 3/4 cup hot water, 1 teaspoon powdered alum (available at the hardware store.), a saucepan

Mix the sand, cornstarch, and alum in a saucepan. Add hot tap water. Stir quickly until mixed. Have an adult cook the mixture over medium heat. Keep stirring until the mixture becomes thick. Let it cool.

Mold the mixture into the desired shape. When finished, place the sculpture on a windowsill or somewhere it will get plenty of sunshine. Let it dry for several days. The sand sculpture will get so hard it won't have to be sprayed with anything to protect it. It will last forever!

GAMES

Water Games from Heart of America Council

Balloon Volley Ball Game

You will need: * A volleyball net or a rope over which the balloons can be tossed * An endless supply of balloons one quarter filled with water This is a very messy game and is therefore ideal for hot days at camp. Your net or rope is stretched between two poles or trees just above head height. You have two teams and one balloon a quarter filled with water. If you put too much water into the balloons then they tend to burst too easily. The object of the game is to lob the balloon over the net and try and soak the opposing team. There is a lot of strategy in this game on such things as catching the balloon without bursting it and ways of lobbing the balloon to make it difficult to catch. When the balloon bursts on one side then a point is awarded to the other side, and a new balloon is brought into play.

Water Balloon Toss Game

You will need: * An endless supply of balloons one-quarter filled with Water. Players form two lines facing each other about 2 meters apart. Players in line 1 each toss a water balloon to opposite players in line 2. Any players who have a balloon burst are out. After each balloon bursts, a new balloon is brought into play, both lines take one step backward and toss again. Repeat until only one pair of players remain. There are on the market very tiny balloons known as water bombs. If you are going to use vast quantities, then these may be more economical to buy than regular balloons.

Water Race

You will need: * A bucket of water, a table spoon, and a plastic drinking cup Form the players into teams (number and size of teams depends on number of players available). players form parallel lines. Lead player of each line has a bucket of water next to him and a table spoon in his hand. At some distance (10 - 30 meters) from each line is a drinking cup sitting on the ground. Lead player gets a spoonful of water and quickly takes (walk or run) the water to the cup and dumps it in. He then RUNS back to his line and hands the spoon to the next player in the line who is now the lead player. The former lead player goes to the end of the line. The whole process is repeated until one team fills it's cup to overflowing.

Watermelon War Game

This is a fun game played with floating watermelons in the swimming pool. Players form two teams. One or more watermelons are then placed into the middle of the pool. The object is to get the watermelon to the opposite side of the pool without lifting them out of the water. The melons can only be pushed.

Sponge Relay

Two teams face a relay race or obstacle course together. Balance a wet sponge on your head and run to and back from a goal. If you drop the sponge you must return to the front of your line and start over again.

Cold Toes Ice Cub Relay

Using a child's wading pool throw some large ice cubes in and have a relay with teams as to who can take the most ice cubes out using only their feet in a designated time period.

Hula Hoop Sprinkler

Materials:

Hula hoop, Washer, Water hose, PVC fitting

Hose connector, Hammer, Long nail

With the help of an adult, take a hammer and nail and punch holes all around one side of the hula hoop, about 1 or 2 inches apart, being careful not to hammer through to the underside. Cut through the hoop and attach each open end to the PVC fitting. Hook it up to your garden hose, and you'll be ready to have fun in the sun. This could also be hung upside down for an outdoor shower.

Independence Tag -

IT pursues the other players and tries to touch one of them. When one has been touched, he must keep his hand on the spot where he was touched and pursue the others. His hand cannot be freed from this spot until he has tagged someone else. The idea is to tag players in inconvenient places - knee, ankle, elbow, etc.

Taking a Trip -

This is a memory game. Everyone sits in a circle, and the leader begins by saying, "I'm taking a trip, and I'm bringing _____ Anything can be named. The second person then says, "I'm taking a trip, and I'm bringing." The first item named is the first item from the first person and then the second person adds his item. So on around the circle, with each person reciting the entire list and adding their own item. The game continues until some goofs,

Spider Hunt

Divide boys into pairs. Each pair receives a Spider Hunt card with the Card with the following list:

Spider on a web

A spider not on a web

A spider caught in a web

Part of a web that is sticky

Part of a web that is not sticky

A web shaped like a sheet with a funnel on one side

A web near the ground

A web in the corner of a building

A web in a tree or a bush

A messy web

A spider egg case

They should try to find as many items as possible within set boundaries and given a time limit.

SPUD NIGHT

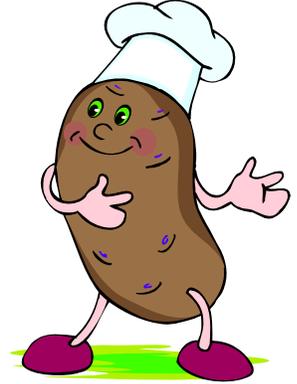
NOTE: The Leader is Scouts Canada's equivalent of BSA's Scouting magazine.

I learned about this from Rich Nawoyski who told me his pack does it every year. I found this article in an old Baloo's Bugle. I am featuring it as something fun to do for a summertime activity.

Potatoes (spuds) offer amazing program possibilities. For those long, cold winter evenings that beg excitement, why not try a spud theme night?!

Decorate your meeting area with farm pictures; leaders could dress in country clothes and work boots. Set the mood for your Beavers, Cubs or Scouts by playing stompin' Tom Connors' song "Bud The Spud" in the background. Ask every Tiger, Cub or Scout to bring a 4 kilogram (kg) bag of potatoes. (Leaders should have an additional 10 kg of potatoes available for those who forget to bring their spuds.) (10 pounds and 20 pounds for us)

Adapt the theme to fit your own program needs. Some groups may want to try the idea using different stations with Scouts spending five to ten minutes at each event spud pyramid, bowling, sack races. It's bound to be a hit!



Bowling for spuds

Set up bowling pins, using colorful balloons taped to paper cups. Mark off bowling lanes with tape or chalk, then use the potatoes as bowling balls. Any "balls" rolling outside the lane are disqualified.

Driving the spuds to market

Each person must sweep five potatoes from one end of the room to the other using only a household broom. Mark racing lanes on the floor to make this more challenging.

Potato wheel-barrow race

Organize a wheel-barrow race with a team of two children one on the floor walking on hands and the other holding up his/her feet. Put a potato on the back of each 'wheel barrow'. Listen to the shrieks of glee! If the spud falls off, the team must return to the starting line.

Spud of the Nile (potato pyramids)

Put a large collection of potatoes on a table. Try to build the tallest pyramid possible. (A great team event.)

Chip taste test

Number five bowls of potato chips and record which flavor is in each bowl. Keep this information secret. Tape the five potato chip bags to the wall behind the table. The fun begins when people start to match the taste with the bag. Yum!

Speed spud

Set up a ramp to roll potatoes down. Use a long stacking table with the legs of one end collapsed, or a household, hollow-core door. Let everyone choose a potato. Set these up at the start line at the top of the ramp. At a signal from the referee, the racers let their spuds go. The first one over the finish line wins. Improvise different rules: the straightest rolling spud wins; the fastest wins; the one that rolls the farthest wins; the funniest roll wins.

Potato stuffing

Weigh all group members. Let them stuff as many potatoes as possible into their pockets and clothing, then weigh everyone again fully stuffed. Record the difference.

Mr. and Mrs. Potato Head

Collect a variety of items to decorate the spuds. Include vegetables (broccoli, cauliflower, radishes, carrots) and non-food items like construction paper, beads, ribbon, string. Let the Cubs and Scouts use toothpicks to stick things to the potatoes. Allow group members about 15 minutes to make their own personalized creation.

Marble spud

All children love playing marbles. Why not try it with potatoes?! Their irregular shape makes them roll an unpredictable, outrageous path. With chalk, draw a circle on the floor. Players have to roll their potato 'marble' into the circle and bump another players marble to win it. Use your creativity to dream up other games; the possibilities are endless.

Slithering Snake Game

Divide the Cub Scouts into two teams. Each team lies down on their stomachs, side by side, with the first player at the starting line. The other team members are packed tightly together. On signal, the last player rolls over the others until he is first. Then the player who is now last in line follows, and so forth, The Snake continues to "slither" until all members cross the finish line 20 feet away. (Have glasses-wearing boys remove glasses before playing).

Blind Man Nature Game

Blindfold the Cub Scouts and have a tray with about ten items on it. Use items such as: pine cones, acorns, moss, shells, feathers, milkweed pod, or other things that are found in nature around the area where the Pack Meeting is held. See how many items from Nature the Cub Scouts know. Have them feel each object and, after everyone has finished, try to identify each object.

Deer, Shelter, Water, And Food Game

Divide Cub Scouts into two teams. One team will be the deer while the other team will be shelter, water or food. Place the teams about 30 feet apart and have them turn their backs toward each other. The team that are deer decide if they are in need of shelter, food or water; and, the other team will decide what they are. Cubs that are shelter put their hands over their heads like a house roof, those that are food put their hands on their stomach, and those that are water cover their mouths with their hands. When all players have decided what they need or are, have them turn around. The deer that need shelter run to a Cub Scout who is shelter. The water-needing deer runs to the water Cub Scout, and so on. Only one deer per shelter, water, or food. Any shelter, water, or food that does not have a deer becomes a deer. Any deer that do not match up with the shelter, water, or food are out until the leader explains this natural 'thinning of the herd'. Continue playing and explain that this "over-population" of deer herds occurs naturally. Then have some of the boys become hunters tagging the deer as they run for shelter, food, or water. The "tagged" deer become hunters. This can be played for as long as wanted/needed.

Jump The River Game

Two parallel lines are drawn to represent the river. They should be 12 inches apart. The players line up on one side and run in a group to jump across the river. Then, they turn around and come back across the river with a standing jump. Anyone who falls in the river by landing between the two lines is out of the game. A new line is drawn to make the river wider, and the remaining players jump again. This continues until there is only one player, the winner, left.

FIND THE LEADER

This game is a big hit with younger players but it can be just as entertaining with a group of adults.

Players: At least 4 (best with 6 or more.)

The Object: To guess who's leading the group.

How to play: One player, the guesser, goes to another area out of hearing range while the remaining players sit in a circle and select a leader (quietly!) The leader then initiates a series of motions - hand movements, claps, foot stomps, and so on - which the other players copy. The guesser is then called back to watch the group. The leader must change the movements every five to twenty seconds. The followers try not to give away the leader with their eyes. The guesser gets three tries to identify the right person. Change leaders and play again.

LIGHT - NO LIGHT

Equipment: Flashlight

Players line up across one end of a large, open, wooded playing area, while one player stands at the other end holding a flashlight.

The object of the game is to be the first player to move from one end of the playing area to the other, past the person holding the flashlight.

The player with the flashlight stands with his back to the other players. Every 5 seconds, he turns around and shines the light to scan the area for 3 seconds. If a moving player gets caught by the light beam, he must return to the start. Stationery players remain where they are.

The first person to successfully move past the person with the flashlight becomes the light for the next round.

Variation: The player with the flashlight keeps the flashlight on, and continually scans the playing area. Advancing players dress in dark clothes. If caught in a beam of light, a player must return to the start.

LIGHTHOUSE

One of the players is the lighthouse, parked at one end of the hall. Half the group are rocks and they are spaced around the floor, with a gap between each of them. The rest of the group are ships that have to make their way, blindfolded, through the rock to the lighthouse.

On "Go," the lighthouse goes "Woo-Woo" to guide the ships. The rocks go "Swish-Swish," very gently, to warn the approaching ships of danger, and the ships are supposed to sail between the rocks to the lighthouse beyond. If a ship hits a rock it sinks and stays where it is. When all the ships arrive at the lighthouse, the two halves of the group switch sides: the rocks become ships and the ships become rocks and they have a replay.

THE FROG HOP

Draw a finish line about 25' from the start and line the players up about 3' apart. At "Go" they race by jumping first to the right, then to the left, then straight ahead. This procedure is followed until someone crosses the finish line.

NATURES SOUNDS

The group sits quietly in a clearing in the woods. Each person listens, writing down all of the nature sounds he hears - the wind, birds, insects, leaves rustling, etc. (each sound must be specifically identified). After a 5 or 10 minute time limit, each player reads his list. The longest correct list wins the game.

BIRDS ON A TELEPHONE LINE

Divide into two teams. String a clothesline from one side to the other at shoulder height of the average person. Clip 20 or more round topped clothespins onto the line. (The pins are the birds and the clothesline is the telephone line) On signal, the first person in each team runs to the line, removes a pin with his teeth (no hands), brings it back to his team and drops it in a sack. The first team finished wins.

LOG ROLLING

Tape two oatmeal boxes together to make a log or use a large mailing tube. Use dowel or yardsticks to roll it. Form relay teams and have a relay race pushing the log across the room, around a chair and back to the starting line.

SHADOW STOMP GAME

This game is like a game of tag, but a bit different. In this game, "It" must stomp on the other players' shadows instead of tagging him.

WHAT'S IN THE PICNIC BASKET?

(A quiet game for after all that running around)

Players: 2 or more

Sit in a circle or around a picnic table. The game begins by imagining you have a very large picnic basket. The first player recites the sentence "I'm going on a picnic and I'm bringing _____." The player must fill in the blank with an appropriate word that begins with the letter A, such as "apples" or "American cheese."

The second player must repeat the sentence just as the first player said it and add an item that begins with B. For example, "I'm going on a picnic and I'm bringing apples and bread."

The game continues around and around with each player repeating the complete list of items and then adding something with the next letter of the alphabet.

As the list becomes longer it is more difficult to remember. (If players agree beforehand, the letter X and other difficult letters like Q and Z, can be left off the list or the items for those letters can be chosen by the group.)

If a player makes a mistake, he is "out." The winner is the last person left, providing he can repeat the whole basketful of items without a mistake.

A simpler version of this game would not require alphabetizing. Instead, kids can pack the picnic basket with any appropriate item. When a player misses an item, the next player starts the list over. Players are out of the game after making three mistakes. The last player remaining is the winner.

MOONBALL

Materials: Beach ball

Players form a circle. Toss the ball into the circle and see how long the group can keep the ball in the air (count the number of hits). If the ball hits the ground, start again and try to improve your record.

Problem solving - When the ball hits the ground, ask the group what they think will help them do better. Have them try some of their suggestions.

FOX AND GEESE

(Fox and Geese games originated in northern Europe during the Viking Age.)

Fox and Geese is a chase game that is played on a circle rather than in one. Eight or more players are needed. One is the fox and the rest are the geese.

To prepare for the game, a circle is drawn (at least 30 feet in diameter) and cut into 8 or 10 equal pieces, like the spokes of a wagon wheel. This can be done in the snow, in the sand or with chalk on a black-top or playground surface.

The player chosen to be the fox begins the game in the center of the circle (his den) and the geese pass along the spokes and rim of the wheel. When a player thinks he has a chance, he can run up the spoke toward the den to tease the fox into chasing him.

At the signal, the fox starts chasing the geese. All the players must stay on the lines at all times. Should two geese meet, they may maneuver carefully around each other but they must not step off the lines. When the fox catches up with a goose, he tags the goose that then joins the fox in hunting the other geese. The last goose left is the winner and becomes the fox for the next round.

MORE ACTIVITIES

From the Cub Scout Leader How-To Book:

-How to Hold a Summer Celebration - page 6-18 to 6-20

-How to Hold a Pack Picnic - pages 6-22 to 6-23

The Pack Meeting

Gathering Activities

Water Showdown

Whoever said all pre-opening activities have to be done inside? No one! Try this one. As the folks arrive, pair them off for the great showdown. Take them outside where you have enough water pistols handy to run water pistol duels. Each person gets up to five squirts at the "bad guy."

Find Fun In The Sun

Pass out sheet to the people as they arrive for the Pack Meeting. Have each person find individuals in the groups whose names, (last, middle or first) start with the letters indicated. Have them sign on the first half of the line. If their name does not start with one of the letters, they must name something that is fun to do in the sun and write it on the second part of the line. First one done is the winner. Ties can be broken by asking the winners to identify the people whose names they have listed.

- F _____
- U _____
- N _____
- I _____
- N _____
- T _____
- H _____
- E _____
- S _____
- U _____
- N _____

Water Word Search

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

BOATING
 FISHING
 LIFEGUARD
 OBEY RULES
 SAFETY
 SAILING

BUDDY SYSTEM
 FLOATING
 MARCO POLO
 PFD
 SAFETY AFLOAT
 SPRINKLERS

CANOE
 FUN FUN FUN
 MEMORY LAKE
 ROW BOAT
 SAIL BOAT
 SURFING

Openings

S'MORE SUMMER OPENING CEREMONY

Place a picnic basket in the stage area with the den around it. Boys open the picnic basket and take out cards that spell SUMMER on one side. Cut the cards in the shape of different critters or shapes that represent items that could be found in a picnic basket (hamburgers, hot dogs, watermelon, etc). As each boy reads his line he takes a step forward.

Cub Scout #1: S is for summer that we're glad is here.

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Cub Scout #2: U is for us. Boys who need Scouting all year.

Cub Scout #3: M is for many outings that Cub Scouting brings us.

Cub Scout #4: M is for more fun, 'cause that's our thing.

Cub Scout #5: E is for every parent who does his or her share.

Cub Scout #6: R is for a roaring summer program 'cause you have planned because you care!

All Cub Scouts: Now we just want S'more of that great summer fun!

All Cub Scouts: Please rise and join us in the Pledge of Allegiance

The Outdoor Code Opening Ceremony

Materials: The American flag posted on the stage, several potted plants or an artificial tree, a garbage bag filled with trash (rinsed out cans, bottles, crumpled paper, etc.)

(The Cubmaster enters carrying the garbage bag, and stands between the flag and the plants.)

Cubmaster: We are blessed to live in this great land of freedom and beauty. America truly is the home of amber waves of grain and purple mountains majesty. Unfortunately, there are people in this country who abuse their freedom and pollute the land. (He dumps the bag of trash on the ground.) As Cub Scouts, we can learn to be better Americans by living the Outdoor Code.

1st Cub: (enters and stands by Cubmaster) As an American, I will do my best to be clean in my outdoor manners. (He takes empty bag from Cubmaster and begins to pick up trash while Cubmaster speaks.)

Cubmaster: I will treat the outdoors as a heritage. I will take care of it for myself and others. I will keep my trash and garbage out of lakes, streams, fields, woods, and roadways.

2nd Cub: (enters and takes bag from 1st Cub. 1st Cub exits.) I will be careful with fire. (Picks up more trash as Cubmaster speaks.)

Cubmaster: I will prevent wildfire. I will build my fires only where they are appropriate. When I have finished using a fire, I will make sure it is cold out. I will leave a clean fire ring, or remove all evidence of my fire.

3rd Cub: (Enters and takes bag from 2nd Cub. 2nd Cub exits.) I will be considerate in the outdoors. (Picks up trash as Cubmaster speaks.)

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

4th Cub: (Enters and takes bag from 3rd Cub. 3rd Cub exits.) I will be conservation-minded. (Picks up remaining trash as Cubmaster speaks.)

Cubmaster: I will learn how to practice good conservation of soil, waters, forest, minerals, grasslands, wildlife, and energy. I will urge others to do the same. (4th Cub gives bag back to Cubmaster and exits.) These Cub Scouts have shown they are willing to protect our country's natural beauty and conserve her natural resources. Please stand, salute the flag and join me in singing "America the Beautiful." (Or say the Pledge of Allegiance.)

Note:

Outdoor Code card (No. 33428) is available for purchase at the Scout Service Center. Give one to each Cub Scout to remind him of this ceremony.

ALLEGIANCE TO THE OUTDOORS (COULD ALSO BE A CLOSING)

Setting: After presenting flags and Pledge of Allegiance, Den lines up across front of room.

Leader: We are coming up on the time of the year when we start using the outdoors more and more whether we are hiking the trails of America or just going to the park. Each of us as Cub Scouts owes an allegiance to the outdoors just as we do our flag. Each Cub Scout should know and understand the outdoor code. Please repeat the parts of the code with our den and then listen to the explanation.

Cub #1: As an American, I will do my best to be clean in my outdoor habits;

Cub #2: I will keep my trash and garbage out of America's waters, fields, woods and roadways.

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Cub #3: Be careful with fire:

Cub #4: I will build my fire in a safe place and be sure it is out before I leave.

Cub #5: Be considerate of the outdoors:

Cub #6: I will remember that the use of the outdoors is a privilege I can lose by abuse.

Cub #7: And be conservation minded:

Cub #8: I will learn to practice good conservation of soil, waters, forests, minerals, grasslands, and wildlife and I will urge others to do the same.

The Den Hike

Cub 1: We are going to see nature's treasures.

Cub 2: We will help to maintain nature's balance.

Cub 3: We will observe and learn from nature's animals.

Cub 4: We will help maintain nature's resources.

Cub 5: We will protect them from harm.

Cub 6: We will follow the Laws of Nature.

Cub 7: We are going on a hike.

OPENING CEREMONY: I AM YOUR FLAG

LEADER -

As you know Flag Day is coming up June 14.

Flag Day is the birthday of the United States flag. It became a holiday in New York State in 1897. In the next few years other states joined New York. But it was not until 1916 that President Woodrow Wilson established Flag Day by national proclamation.

Why were the stars in a circle on the very first US flag? The stars were in a circle so that no one colony would be viewed above another. It is reported that George Washington said, "Let the 13 stars in a circle stand as a new constellation in the heavens."

If you want more informatin on Flag Day see the "Annie's Flag day" handout and vist her site.

We will now have a special flag ceremony in honor of Flag Day (June 14). As we gather around the flag.

1. I am the moon. Explorers came to me from your country many years ago. They left a beautiful flag that flies on my surface forever.
2. I am Mount Everest, the tallest mountain on Earth. Americans have climbed my peak and their flag now waves from the top of the world.
3. I am your hometown. The American flag waves proudly over my homes, schools, businesses, and government buildings.
4. I am your flag. I was created to be a symbol of freedom at a time when our country needed to unite to gain that freedom. I have watched my country grow through war and peace. I have wept for those who have fallen, and rejoiced for those who have succeeded. I am the symbol of unity, strength, and freedom.
5. I am a Cub Scout. I am just learning about my nation and what freedom is all about. Teach me about our flag; show me how to respect and care for it. Help me to become a better American. Let's join together in the Pledge of Allegiance.
6. World Book tells us that the Public-school children first recited the pledge as they saluted the flag during the National School Celebration held in 1892 to mark the 400th anniversary of the discovery of America. The original pledge was probably written by Francis Bellamy (1855-1931), though some scholars believe James B. Upham (1845-1905) wrote the pledge. Both men were from Boston and worked for The Youth's Companion. The National Flag Conferences of the American Legion expanded the original wording in 1923 and 1924. In 1942, Congress made the pledge part of its code for the use of the flag. In 1954, it added the words "under God." Let's join together in the Pledge of Allegiance.
7. CHAPLAIN OR CUB SCOUT 7: Let us pray,

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May our good land be true and just,
Her motto e'er "In God We Trust"
May she be guided by Thy Word,
Thy wisdom in her walls be heard.
May all who love her plead today,
Lord, teach America to Pray!
And as her flag unfurls on high
Its starry splendor to the sky,
May we, in grateful thanks to Thee
Who gave to us this land so free,
Preserve her freedom in Thy way. Amen

CUB SCOUT CAMPFIRE OPENING CEREMONY

Equipment: Real or artificial campfire, seven candles.

Personnel: Narrator and seven Cub Scouts (each with his part written on a slip of paper).

Narrator: Welcome to our Cub Scout campfire. Akela is among us. Let us draw from this campfire with all its vibrancy and warmth, the secrets of Cub Scouting and the spirit of brotherhood.

Cub Scout #1: In its light we see new chances to be helpful and to do our best.

Cub Scout #2: From its warmth we strengthen the bonds of fellowship and learn how to get along with others.

Cub Scout #3: From the stones that ring the fire and keep its power in check, we learn how we can curb our tempers and become good citizens.

Cub Scout #4: From the smoke that rises out of the fire, we learn to lift our eyes upward and worship God.

Cub Scout #5: The spark that started this fire reminds us that little Good Turns can lead to greater deeds.

Cub Scout #6: Just as the fire needs wood to burn brightly, so do we need the care and love of our parents to burn brightly.

Cub Scout #7: In its leaping flames, we see the fun of Cub Scouting and the job of life.

Stories and Audience Participations

In Search Of Sun Screen

Divide the group into four smaller groups. Assign each of the groups one of the words below. Read the story. When one of the designated words is read, the appropriate group makes the indicated response.

Vance - "I love to swim"

Swim - "Splash, splash, splash"

Cub Scouts - "Do your best"

Sunscreen - "Aaaaaaaaah, Oooooooooo"

The day of the summer Pack Meeting was hot and dry. That was good because it was to be a **swimming** party. The **Cub Scouts** and their families were to meet at the Miller's house at noon. **Vance** started getting ready at 9 o'clock in the morning. He loved to **swim**. He had just completed **swimming** lessons at the local **swimming** pool and had his card stating that **Vance** had passed Advanced Beginners. He knew all his **Cub Scout** friends would be surprised. It was just last year that **Vance** could not **swim** at all.

Vance found his **swimming** suit and his towel and even his thongs without any trouble. But search as he might he could not find his **sunscreen**. This was terrible. All the **Cub Scouts** had learned at one of the den meetings about the importance of always using **sunscreen**. **Vance** knew that he must protect his skin from the intense Arizona sun while he was young so that he would not get skin cancer when he got older. Also, he did not want to

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get bad sunburn. One of his friends in **Cub Scouts** had fallen asleep in the sun and couldn't sit down or lay in bed comfortably for a week!

"Where are you, **sunscreen?**" asked **Vance** as he started looking through the house again. It was almost time for the **swimming** party. He didn't want to be late. That was when he found it. Way in the back of the bathroom drawer, there was the **sunscreen**. He grabbed it but to his dismay, the tube felt very light. Oh no! The **sunscreen** tube was empty. Try as he might, **Vance** could not squeeze out even one little drop. What could he do? There was not time to go to the store before meeting the **Cub Scouts** for the **swimming** party. And he knew he should never go **swimming** without his **sunscreen**.

Just then **Vance's** big brother Weston came bursting through the kitchen door. "What's the matter?" He asked when he saw **Vance** sitting dejectedly in the living room. "I'm all out of **sunscreen** so I can't go **swimming** with the **Cub Scouts**" was the reply. "Here, you can use mine," said Weston, tossing his little brother a new tube of **sunscreen**. **Vance** couldn't believe it. Just that fast his problem was solved. "Thanks, Wes'", **Vance** shouted as he headed out the door to the **swimming** party with the **Cub Scouts**. And for a whole week he didn't say one bad thing about his brother!

Why The Bear Is Stumpy Tailed

Divide the Audience into four parts and assign each one of the following parts.

FOX: Snicker, Snicker!!

BEAR: Grow!!!

FISH: Yum, Yum!

FOREST: All sounds together.

Once upon a time, many years ago, a very big **BEAR** lived in the **FOREST**. This **BEAR** had a beautiful tail, the most beautiful tail of the **FOREST**. He was always bragging about his tail. All the other animals in the **FOREST** decided something had to be done to teach that **BEAR** a lesson. The **FOX** came forward and said he had a plan.

So one winter afternoon, the **BEAR** met the **FOX** coming through the **FOREST**. The **FOX** had a string of **FISH**. "My" said the **BEAR** admiring the **FISH**. "Where did you get such beautiful **FISH?**" In the river, by the **FOREST** replied the **FOX**. Why didn't the **BEAR** go down through the **FOREST** to the river and catch **FISH** for dinner?

The **BEAR** was hungry and he wanted some **FISH**. What's the best way to catch the **FISH**, the **BEAR** asked the **FOX?** Go down through the **FOREST** to the river and cut a hole in the ice. Then put your tail in the hole and wait for the **FISH** to bite. The more beautiful the tail, the more **FISH** you will catch said the **FOX**. When the **FISH** bite, it may sting and hurt a bit but you must sit there as long as you can. The longer you sit the more **FISH** you will catch, the **FOX** told the **BEAR**. When you think you have caught enough, pullout your tail, just give a hard strong pull. Now remember all I've told you, said the **FOX** to the **BEAR**.

Now the **BEAR** knew he had the most beautiful tail in the **FOREST** and it wouldn't take long to catch those **FISH**. The **BEAR** went through the **FOREST** to the river and cut the hole and sat so his tail hung in the water. It got colder and colder and after awhile his tail began to sting and hurt, but the **BEAR** remembered what the **FOX** said. It kept on stinging and hurting but the **BEAR** didn't get up because he believed **FISH** were biting, just as the **FOX** had said.

Late afternoon, as the sun started down in the forest, the **BEAR** thought he had enough **FISH**. The **BEAR** tried to stand up and pullout the **FISH** he had caught. But he couldn't stand up straight. The water in the hole had turned to ice and frozen solid. The part of his tail in the river by the **FOREST**, was stuck. The **BEAR** was getting angry, but he remembered what the **FOX** had told him. So he pulled and pulled and pulled. All of a sudden, the **BEAR'S** tail came out of the ice -- but only part of it, his beautiful tail was gone!

To this day, the **BEAR** has a stumpy tail.

Advancement Ceremonies

Fun In The Sun Advancement Ceremony

Assuming you are conducting a Raingutter Regatta, why not deliver awards via sailing ships. The Cubmaster and Assistant Cubmaster can stand at one end of the raingutter, with the award recipients taking their positions at the opposite end. As each name is called, have the parents come forward with their son's boat. The Cubmaster tapes the badge being presented to the boat and asks one or both of the parents to "sail" the boat down the raingutter for presentation to their son.

Summertime Advancement Ceremony

Often we find our Pack Meeting out-of-doors. A mailbox is fun, convenient and colorful for outside use. It is known as the 'Cubmaster's Mailbox'.

Decorate a standard mailbox with the Wolf, Bear, Bobcat, Webelos, and Arrow of Light stick-on emblems.

Place the award on a 3" x 5" card (one per Cub Scout) with the boy's name and put it in the mailbox. The Cubmaster then removes a card 'wondering what the mailman has brought'. The Cub Scout and his parents are then called forward and all are to participate in the presentation.

On the top is placed the Arrow of Light sticker. On the backside by the box flag is placed the Webelos sticker. The other three stickers on placed on the opposite side.

OUTDOOR ADVANCEMENT CEREMONY

Supplies needed: Picnic basket with place mats (if more than one boy has received his Bobcat) , paper plates, napkins, plastic forks plastic spoons, paper cups - with different rank awards attached to each (see ceremony)

Cubmaster: We have several Cub Scouts to honor today for the hard work they have done since our last meeting. (Attach Bobcat badges to place mats. Attach Tiger awards to paper plates. Attach Wolf Badges to napkins. Attach Bear badges to paper cups. Attach Webelos badges or Activity Pins to plastic forks. Attach Arrow of Light badge to plastic spoons).

Call the boy and parents forward and present them with the respective badge he has earned.

Cubmaster: You have seen the things that help make a picnic fun - except for the food. These young men and their parents represent the things that make the pack grown and thrive. They are as important to a Pack as food is to a picnic.

Let's wish them well as they continue on their trail to Boy Scouting.

NATURE ADVANCEMENT

Equipment: A three foot high tree limb with several branches, set as if it were a tree in a can of mortar, green paper leaves with Cub Scout's name and awards.

This little tree is a symbol of the natural beauty of our land. This tree also represents Scouting It takes a long time for a beautiful tree to grow. In the same way a Cub Scout spends a lot of time and effort in advancing from rank to rank. So do this his parents who help him.

Today you will see how much prettier this Cub Scout tree will be when we put some leaves on it. Each of these leaves represents the time and effort put into the advancement work by our Cub Scouts and parents.

(Call forward boys and parents, present award and have boys place leaves on tree.)

Each of you have helped nurture this tree. Just as trees endure for many years, so the values you have gained from working on achievements, electives and Webelos badges will last a lifetime. May you always stand strong and tall like a tree and be a great resource to our land.

Songs

TAKE ME OUT TO THE BALL GAME

Take me out to the ball game,
Take me out to the park;
Buy me some peanuts and Cracker Jacks,
I don't care if I never come back.
For it's root, root, root for the home team,
If they don't win it's a shame;
For it's one, two, three strikes, "You're out!"
At the old ball game!

IN THE GOOD OLD SUMMERTIME - CUB SCOUT STYLE

(Tune: In the Good Old Summertime)

In the good old summertime,
In the good old summertime
Meeting with our Cub Scout Pack
A picnic, family-style.
We'll play some games
And sing some songs
With family by our side.
Cub Scouting's fun the whole year long
But 'specially in summertime.

NATURE HIKE

(Tune: Yankee Doodle)

My Cub Scout den went out one day
To take a nature hike.
Before the trip was half way through
I wished I'd brought my bike.

Chorus:

Walking, walking through the woods,
To study nature's wonders.
Trying hard to be good Cubs,
Not making any blunders.

We learned about the trees and things,
'Bout bugs and birds and critters.
But when your mom cleans pockets out,
Some things give her the jitters.

Chorus

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THE TWELVE DAYS OF SUMMER

(Tune: The Twelve Days of Christmas)

On the first day of summer, my true love gave to me...
A robin in a maple tree.
On the second day of summer, my true love gave to me...
Two ducks a-waddling and a robin in a maple tree.
On the third day of summer, my true love gave to me...
Three bees a buzzing, two ducks a-waddling and a robin in a maple tree.

Fourth day... 4 watermelons
Fifth day... 5 picnic baskets
Sixth day... 6 wormy apples
Seventh day... 7 ants a-marching
Eighth day... 8 swimmers swimming
Ninth day... 9 children playing
Tenth day... 10 flowers blooming
Eleventh day... 11 mowers mowing
Twelfth day... 12 gardens growing

OUTDOOR ADVENTURE

(Tune: This Old Man)

Birds and plants, rocks and trees
These are things that I can see
With my backpack, canteen
We are on the run,
Outdoor adventure is so much fun.

Bushes, trains, boats and planes,
Cars are passing, changing lanes,
With our field trips, outings,
We are on the run,
Outdoor adventure is so much fun.

Summer Fun In The Sun

(Tune: My Bonnie)

There's camping and fishing and swimming
And soccer and baseball leagues too.
And if you get up really early
You'll enjoy a trip to the zoo.

Chorus:

Fun in the Sun, Fun in the Sun
For Cubs it's a natural thing to do, to do.
Fun in the sun, Fun in the sun
But plan in for safety first, too.

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With water balloons galore.
But it's better to go to the park, cause
In the house it can mess up the floor

Chorus

Water skiing is sure fun each summer
And boat rides are much fun to take.
But go over the rules for boat safety
Or they'll be pulling you out of the lake.

Chorus

Backyard Adventure

(Tune: Clementine)

Chorus:

In your backyard, in your backyard,
You can have a lot of fun.
If you look at what's around you
You'll have fun 'til day is done.

Did you ever watch an ant work?
Have you listened to the bees?
Have you watched birds build their nests?
And been thankful for the trees?

Chorus:

After sunset, watch the stars shine.
Nature's wonders you can see.
Plant a garden, watch the corn grow,
They'll be food for you and me.

Chorus:

If you'll just look all around you,
Many new things you will see.
Mother Nature's backyard's endless
Always there for you and me.

Camper's Lament

(Tune: "Battle Hymn Of The Republic")

The first raindrop began to fall as I arrived at camp.
Then followed many million more as it began to pour!
My father said, "Don't worry son; it won't be lasting long."
When will I see the sun?

Chorus:

Pouring, pouring, not a single speck of light.
Pouring, pouring, thru the day and thru the night.
Pouring, pouring, wish my boots were water tight.

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When will I see the sun?
First my socks, and then my pants were wringing, sopping wet.
My sleeping bag's a water bed, a drenched cap on my head.
The tent I slept in floated 'way; my food's a dripping goo.
When will I see the sun?

Chorus:

Today's the day I'm leaving camp, and LO! what do I see?
A ray of sun a-streaming thru a patch so bright and blue!
The clouds are parting; dove's returning with an olive branch;
I finally saw the sun!

Chorus: (**Change last line to:** I finally saw the sun!)

The Scout Who Never Returned

(tune: Charlie on the MTA)

Let me tell you a story of a Scout named _____
On that tragic and fateful day;
Put his Scout knife in his pocket;
Kissed his dog and family;
When to hike in the woods far away,

Well, did he ever return?
No, he never returned.
And his fate is still unlearned;
He may roam forever in the woods and mountains,
He's the Scout who never returned.

Now you citizens of (name town)
Don't you think it's a scandal?
How ol' (Scout's name) got lost that day?
Take the right equipment: TAKE ALONG A BUDDY,
When you hike in the hills that way.

Or else you'll never return, no you'll never return.
And your fate will be unlearned;
You may roam forever in the woods and mountains,
Like the Scout who never returned.

Skits

The Water Table Skit

For this skit, the members of the den all come to the front and set themselves up as chairs, side tables, etc. as someone explains that the group is going to do a restaurant skit. (You need to have two boys not doing anything so they can be the customer and the waiter.) This means that the den has to fall short one person—someone to be the main table. The speaker calls for a volunteer from the audience to get down on all fours and make sure his/her back is as flat as possible.

The customer then enters the restaurant and is shown to his table. The waiter introduces himself and asks if he can get anything. The customer says he would like a glass of water while he looks over the menu. The

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waiter returns with a glass of water that he carefully balances on the back of the "table person." All of a sudden, from off stage, someone yells Fire! Fire!

The customer, waiter, and all the other boys get up and run off stage, leaving the "table" to fend for itself. No one returns to remove the water glass—that's the volunteer's problem! This is great fun for the boy's to play on their Cubmaster, because they know he/she is going to get wet. The Den leaders be sure to use someone who has a "sense of humor"

NOTE - This skit borders on gray area. If done properly it may be acceptable. The victim should be in on the gag. Do not pull it on someone who does not know what is coming.

Going the Distance

Personnel: **Any number of boys**

Opening: All start out walking:

1st Boy: (stops) I'm thirsty. (All get a drink.) (Continue Walking.)

2nd Boy: (stops) I'm hot (All wipe off face.) (Continue Walking.)

3rd Boy: (stops) I'm hungry (All get something to eat) (Continue Walking)

4th Boy: (stops) My shoestring is undone (All tie shoestrings) (Continue Walking)

Make up as many more things as you need so that every boy in your den has a part

Last boy (as boys approach the end of the stage): This sure has been a long walk how far have we gone?

1st Boy: (Looking back) Across the stage!

Tracking

Boys enter with magnifying glasses as if following a trail.

Cub # 1. Look at those tracks!

Cub # 2. Wow! They look like wolf tracks!

Cub # 3. No, they look like bobcat tracks!

Cub # 4. I think you're both wrong. I think they're bear tracks!

Cub # 5. No, wolf tracks!

Cub # 6. Bobcat tracks!

Cub # 7. *I told you, bear tracks!*

They continue arguing until they are suddenly run over by a train - several boys linked together making "Chug, chug, chug, choo, choo choo" sounds.

Den Chief: (Raising his head and looking at the audience.) I think we were all wrong - they were **TRAIN TRACKS!** (He falls back down.)

FIRE STARTING

Characters: Eight boys

Props: See what each boy needs in the skit.

[Have each boy walk on stage with his prop, say his line, and build a fire.]

Boy 1: (holding wood shavings, pine needles, dry grasses, shredded bark, etc) I'm tinder! I'm quick to burn because I'm small and dry!

Boy 2: (holding pieces of firewood) I'm kindling! I'm dry dead twigs no thicker than a pencil.

Boy 3: (holding pieces of firewood) I'm fuel! I'm dry dead wood as thin as your finger and up to as thick as your arm.

Boy 4: (holding a big cardboard match) I'm a match! I create a spark which will ignite the tinder.

Boy 5: (holding a poster board picture of a small flame) I'm a flame! I start the kindling burning.

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Boy 6: (holding a poster board picture of a medium fire) I'm a blaze! I burn the fuel and give off heat and light.

Boy 7: (holding a poster board picture of roaring fire) I'm a bonfire! I'm very dangerous. I can give off enough heat to make this whole pack hot.

Boy 8: (holding a pail with a small mist bottle of water hidden inside) I'm water. I can put out fires and cool you off. (Takes spray mist bottle out of pail and lightly sprays it into the air.)

THE FIRE

You need two players and a behind-the-scenes person to move the fire (an artificial campfire with almost invisible strings attached).

The players sit by the fire, reading, doing a puzzle, etc.

The fire moves slightly. They don't notice.

It moves again. They don't notice.

This continues until the fire is pulled off stage.

At that point, one of the players looks at the other and says,

"Looks like the fire's gone out again!"

HIKING - THE SCOUTING WAY

Den Chief: OK, guys. Is everybody ready to go hiking?

[Boys start hiking up their socks and pants or shorts.]

Den Chief: What are you doing? I said hiking! Are you ready to go hiking?

Cub Scout #1: Yes, we're hiking up our socks and our shorts - you know.

Den Chief: No, no, no. Hiking. Hiking, don't you know? - hiking!

Cub Scout #2: Oh, OK. [Takes football from behind his back; boys line up to begin play.] Hike one, hike two, hike three.

Den Chief: No, no, no! Hiking! Hiking! Hiking! Come on guys. Get with it!

[Cub Scout #3 walks by with a crown on his head.]

Cub Scout #4: Hi, King!

Den Chief: No, no, no! Hiking, walking, Scouting staff. You know - hiking!

All Cub Scouts: Oh, why didn't you say so? [Walk offstage hiking with den leader.]

CAN YOU DO THIS?

Cast: 2 People, campfire blanket

Have one person lie down on his back and the other kneel directly over him. The top person wears the campfire blanket so as to hide his legs and expose the legs of the person lying down, to create the effect of it being one person sitting down.

Person: Hi there!

Welcome to Don's House of Fine Exercises and Sports Medicine. Today I'm going to ask you about your regular stretching routine.

Can you do this? (He lifts up a leg so that it's parallel with the chest.)

Or this? (Lifts other leg.)

And how about this? (Crosses the legs.)

This is an unusual one. Can you do it? (Brings feet around the neck.)

And let's not forget this one. Can you do it? (Stretches out the legs in spread eagle fashion in the air.) (Elicit a no answer from a volunteer.)

Well, neither can I! (Stands up.)

CLIMB THAT

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Two Scouts meet, and the first scout begins to brag he can climb anything.

Cub Scout #1: "Can you climb that tree?"

Cub Scout #2: "Sure I've done it lots of times."

Cub Scout #1: "Can you climb the steep hill over there?"

Cub Scout #2: "No sweat, no problem for me."

Cub Scout #1: "How about the Empire State Building?"

Cub Scout #2: "Done it. Did it."

Cub Scout #1: "How about Mount Everest?"

Cub Scout #2: "Boy that was I cold day, I've done that too. I told you I am the world's greatest climber, I can climb anything!"

Cub Scout #1: "I'll bet you ten bucks I can show you something that you can't climb."

Cub Scout #1: [Pulls out a flashlight and shine the beam up into the sky] "All right climb that!"

Cub Scout #2: "Are you crazy? No Way!"

Cub Scout #1: "I knew you would back out, now pay up!"

Cub Scout #2: "I won't pay because it's not fair. I know you, I'd start climbing and I'd get half way and you'd turn the flashlight off!"

Stunts and Applauses

HOME RUN CHEER

Simulate swinging a bat at a ball, shade your eyes with your hand and yell, "There she goes!"

MOSQUITO CHEER

With hand, slap yourself on neck, arms and legs while saying "Ooooo, aaah, eeeee"

SPIDER CHEER

Walk all four fingers of one hand up the other arm and then scream 'EEEEEEKK!"

BEE CHEER

Put arms out to sides pretending to fly, while saying "Buzz, buzz, buzz."

BEACH CHEER

Divide the audience into three groups. When you point to group one, they yell "Sand!" When you point to group two, they yell, "Surf!" When you point to group three, they yell, "Sun!"

SUMMER FUN CHEER

Tell the group when you say "summer" or "fun", they are to say the opposite. Vary the speed you use to see whether they can keep up.

OCEAN APPLAUSE

Best done with a large group; have first row sway from side to side; second row swaying in opposite direction; third row same as first, etc. The have them add sound effect: SWOOSH, SWOOSH, SWOOSH!!

RAINSTORM APPLAUSE

Start by gently patting knees alternately to simulate rain falling. Increase the noise by switching to hand clapping as the storm reaches its height. With a hand signal, have everyone shout ""BOOM" to represent thunder. Gradually decrease the hand clapping and then pat the knees as the storm subsides.

JOKES/RUN ONS

OLIVER TWIST

Cub Scout #1: What did Oliver Twist say at the campfire?

Cub Scout #2: I don't know. What?

Cub Scout #1: "Please, sir, I want s'mores!"

HOT DOGS

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Cub Scout #1: What did one hot dog say to the other?

Cub Scout #2: Hi, Frank!

KNOCK KNOCK

Knock, knock.

Who's there?

Ken.

Ken who?

Ken you come out and play?

Water! Water! a classic run-on

A man, crawling across the stage: "Water, water!!!"

Someone walks by, and the crawling man tugs on his pant leg. "Water, Water!"

Man walking by: "Sorry." He continues walking.

Another man walks by, the crawling man tugs on his pant leg: "Water, Water!"

Man walking by: "All I've got is this beef jerky, sorry." He keeps walking.

Another man walks by, the crawling man tugs on his pant leg: "Water, Water!"

Man walking by: "No, I don't have any." He keeps walking.

The crawling man sees a cup of water at the other end of the stage. "Water!!!"

He painfully crawls over there. "Water! Water!"

When he reaches the water, he quickly stands up, dunks his comb in it, and uses it to comb his hair.

Riddles

What kind of a dog has no tail? Hot dog.

What kind of an insect does your uncle like best? Ants

What's the double tree? Pear

What tree is nearest the sea? Beech

What is a calendar tree? Date

What tree will keep you warm? Fir

What tree is used in kissing? Tulip

Closing Ceremonies

Fun In The Sun Closing

The classic Cub Scout Garden from many sources

Props: Stand up signs for the garden. One with each of the items listed: Peas, lettuce, squash, and turnips.

Have boys place items in garden as the narrator is reading. After the last row has been planted, boys kneel behind the garden and grow as the narrator closes of the ceremony.

Narrator: Fine sun is shining and we are going to plant our garden. It's really kind of late to be planting, but these are things that will grow all year.

First we will plant the peas: Preparedness, promptness, perseverance, politeness and praise.

Now for the lettuce: Let us be helpful, let us be faithful, let us be unselfish, let us be loyal.

We now have three rows of squash: Squash impatience, squash criticism, squash indifference.

No garden is complete without turnips: Turn up for pack meetings, turn up with new ideas, turn up with determination.

Closing of skit: As you can see our garden is growing every day. Each of you can make our garden grow in every plant we have put in today.

Sunscreen Closing

Props: A bottle of sunscreen

"Remember the last time you got a bad sun burn? It caused you much pain for several days didn't it? You probably didn't even realize that it was happening. Sunscreen could have prevented it. Our parents are like sunscreen. They can be used in situations we don't even know can hurt us. It pays to listen to our parents."

Captain Of All Scouts - A Classic Closing

Now may the great Captain of all Scouts
Who created the seas and all things that live therein
And Who gave us dominion over them
Be with us till we meet again.