

October 2008 Monthly Theme: "Adventures in Books"

What great adventures come in books? Let's discover some this month. Visit the library and learn to navigate your way through the "card catalog computer," down the aisles of many adventures, and to an adventure of your own choice. Sign up for your library card while on your visit. Create your own outdoor epic adventure on a hike, campout, or maybe at a ball field or park. Make a costume for one of the characters from your favorite story. At the pack meeting the boys can perform some of their favorite stories and share some of their adventures with the pack. Take part in Pedro's "Say Yes to Reading" program in Boy's Life. This might also be a good month to work on the Communication or Computer belt loop and pin. Encourage the boys to have the courage to search for, discover, and share adventure this month.

Webelos Activity Badges: First year, Showman; Second year, Complete Citizen

Core Values

CHARACTER CONNECTIONS FROM PROGRAM HELPS

These are some suggested core values... What other core values can you think of that could be used with this theme?

Remember - Know, Commit, Practice.

*Honesty - Cub Scouts can learn to be honest as they learn about borrowing books from a library and how to return them so that others can use them.

*Perseverance - Cub Scouts can learn that sometimes sticking to a reading goal can be difficult, but with encouragement from friends and leaders, they can persevere and achieve the goal.

QUOTES

"The more you read, the more things you will know. The more that you learn, the more places you'll go." - Dr. Seuss

"Reading is to the mind what exercise is to the body." - Joseph Addison

"Today a reader, tomorrow a leader." - W. Fusselman

"Books are a uniquely portable magic." - Stephen King

"The things I want to know are in books. My best friend is the man who'll get me a book I [haven't] read." - Abraham Lincoln

SAY YES TO READING

Boy's Life Magazine Annual Reading Contest

For over 20 years Boy's Life magazine has held a "Say Yes to Reading" contest, open to all Boy's Life readers. Everyone who enters will receive a patch. Look for details at www.boyslife.org.



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

Cub Scout Roundtable Leaders' Guide

Spiritual growth, Stories of God and creation can be entertaining and teach a lesson.

Fun and Adventure, The Land of Make Believe is full of fun and adventure as Cub Scouts learn to let their imaginations take them into a realm where anything is possible.

Character Development, Cub Scouts will discover the positive characteristics of cooperation, courage, honesty, perseverance, a positive attitude, resourcefulness, and responsibility through the characters in folklore and legends.

The core value highlighted this month is:

Honesty, Legends and Tall Tales can teach values such as honesty.

Can you think of others??? Hint - look in your Cub Scout Program Helps. It lists different ones - Character Development and Personal Achievement purposes and Courage and Health and Fitness for Core Values. All the items on both lists are applicable!! I asked a good Scouting friend about this and their reply was that you could probably find a connection for every Purpose and every Core Value for each theme. They only list a few in the books and they make them different to help stimulate conversation and thought.

Pack Admin Helps

The Seven Parts Of A Den Meeting

I thought it would be good to review these here at the beginning of the year so every one gets off on the right foot. There is a neat device shown on the Pack Resource Page of the Cub Scout Roundtable Leaders' Guide to help you in planning your meeting. If you are a S.T.A.R. (Scouter That Attends Roundtable) you should get the instructions on how to build an use it there. CD

Before The Meetings Starts

Know what you are going to do. Have all your props and supplies ready and your meeting planned. Make sure your assistant knows what to do.

While Cubs Gather

Pick a pre-opening activity from CS Program Helps, Baloo or another Scouting Book.

Opening

Have Den Chief, Denner or one of the boys you select gather the boys around the flag hold a simple ceremony.

Business Items

What's happening this month that you have to remind boys about?? Pack events, trips, meetings,

Activity (Craft, Game, Learning Or Similar)

Closing

My personal favorite is the Living Circle saying The Law of the pack and ending circle with Cub Scout Motto. But if you do anything too much, the boys do tire of it.

After The Meeting

Send each boy home a note reminding them about their assignment or give the note to parents

I serve refreshments here. Then if I want to talk with parents as they arrive the boys are occupied with the food.

Be sure to check out Den Meeting Planning in the Cub Scout Leaders' Guide for more complete descriptions of each of the seven parts. Commissioner Dave

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New Wolf, Bear, and Webelos Cub Scout Books were issued in 2003.

The content of the current books have been updated for relevance to today's youth, appropriateness of content, ease of use, and perceived challenge to the reader. BSA has maintained many of the elements in the books that have proven successful in the past, and have eliminated topics that have become dated and do not challenge today's Cub Scouts and their families. Some specific revisions are as follows:

Integrated Character Connections (that draw on Cub Scouting's 12 Core Values) directly into selected requirements in each book.

Infused age-appropriate outdoor program activities into both the requirements and the electives in each book.

Enhanced the advancement and elective trails to create a progressively more challenging pathway that logically prepares boys for the next rank in Cub Scouting and prepares Webelos Scouts for Boy Scouting.

Reformatted and enhanced the Webelos handbook; particularly, the Webelos badge and Arrow of Light Award requirements.

In order to assist parents and leaders with the transition from the current handbooks to the new handbooks, BSA has created the following implementation plan.

The enhanced Wolf Bear and Webelos handbooks were released to the field in July.

The enhancements to the requirements in these books will NOT affect the advancement trails of boys who are using the current books. They are to continue using their current books until they have completed all requirements in these books (or have advanced to the next grade and started on a new rank.).

Based on availability, Cub Scouting youth members may use EITHER the old handbooks or the new handbooks. As boys enter the program or advance in rank by the dates indicated below, they will be required to use the new books.

Boys who become Wolf and Bear Cub Scouts after August 1, 2004, will be required to use the new book for the corresponding rank.

Boys who become Webelos Scouts after August 1, 2005, will be required to use the new Webelos Scout Handbook.

To help you out, www.usscouts.org has posted the new Wolf, Bear, Webelos, and Arrow of Light rank requirements, and the new requirements for the Webelos Activity Pins (along with the old ones in each case) on our site. There are links on the pages to the pages that show the old requirements, and what changed.

Pack and Den Activities

Marbles

This reminds me of the old Good Conduct candle used to help encourage the Cubs to behave. I really liked the idea when I saw it on Scouts-L. In discussing this with Baloo, she commented that she never needed an incentive in her Den for good behavior. They kept the Cubs very busy!! Commissioner Dave

Each boy has the potential to earn 3 marbles at every meeting. Although the boys earn marbles individually, they are used to earn a reward for the entire Den. It is important that the Cubs get idea of teamwork - working together. Don't embarrass a boy who misses a marble -there may be a good reason.

After the pledge they line up and get 1 marble for being in uniform, 1 for having their rank (Wolf, Bear, Webelos) book and another for telling about a good turn they have done since we last met. (Alternately, they can tell how they used one of the Cub Scouting's core values.)

The Denner then gives each boy his marbles. Then the boys put them all in the jar (I use a Mason Jar) and I shake it really loudly - they love that.

When the jar is full we get to do something fun. On another list I read about a huge ice cream sundae in a rain gutter and thought that would be a good one.

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Instead of regular candles, if you use floating candles for a ceremony, you can pour all the marbles into the bowl to represent your accomplishments as a den. Much to my surprise, my Cubs always note how many more marbles were in the bowl than last time.

Marbles can be bought really cheap at Wal-Mart or a dollar store, and I carry the mason jar and a smaller jar for the Denner to pick from in my tote bag and of course it's really noisy when I walk and they love it. I have had super success with it - my boys are in uniform every time and with rank book every time and are starting to internalize the idea of doing a good turn each day.

Once, I even had a boy make his dad run home to get his rank book so he could get his marble. Cool.

Also, if you're too late to line up, you're too late to get your marbles. Punctuality has increased greatly too, we don't wait.

Leader Recruitment

The following is a skit from the 2002 Circle Ten Pow Wow book that can be used very effectively to recruit new leaders. You should modify as needed to better describe your unit and its needs. Commissioner Dave Who Else...

Set Up: Have all the Cub Scouts and Webelos line up at the front of the room with a spotlight shining on them. Have the adults read the following parts from the back of the room.

Assistant CM: Boys are the nicest things that ever happened to me ... those arrogant, self-assured little men-children who assume that all the great big world revolves around them.

Tiger Leader: Who else can carry half a worm, one crushed daisy, a piece of scrap metal, a three-day old apple core and two cents all in one pocket?

Den Leader: Who else can take a bath without getting their shoulders wet, and wash for dinner without turning on the faucet?

Den Leader: Who else can believe that right is right and wrong is wrong, and the good guy always wins in the end?

Webelos Leader: Who else can be a fireman, sword fighter, cowboy, deep-sea diver, all in the space of an hour, and then solemnly hold a funeral, complete with cross and box, for a shell off a turtle lost a month ago?

Webelos Leader: Who else can be a cutter without teeth, meaner without malice, kinder without embarrassment, sillier without foolishness, and clean without neatness?

Committee Chair: The world gains much in leaders and manpower when boys grow up ... but it loses something too. That magic feeling that comes with being nine! The feel of dust between bare toes and the ability to lie quietly while time stands still, to watch a minnow in a brook.

Cubmaster: Me ... I like Cub Scouts - the boys! They smile when I need a smile; they tease me when I'm somber; they keep me from taking myself too seriously. No, I don't wish that I were nine again. I just hope that somehow God will see to it that I always have someone nine years old in or near my house and heart.

All: Cub Scouting is the nicest thing that ever happened to ME!

At this point you begin your recruitment of new leaders and committee people building off the theme of that the adults enjoy Cub Scouting too.

Den Activity 2D -

This Achievement fits with the Citizenship Character Connection. When we say the Pledge of Allegiance we show that we are proud to live in our country. If you are wearing your Tiger Cub uniform when you say the Pledge of Allegiance, give the Cub Scout salute and face the U.S. flag. You do not have to take off your Tiger Cub cap if you are wearing one. If you say the Pledge of Allegiance when you are not in uniform, remove your hat, and place your right hand over your heart. When you salute or place your hand over your heart, you are showing your respect for the flag. Practice the Pledge of Allegiance with your den, and participate in a den or pack flag ceremony.

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In discussing the Pledge of Allegiance, The Tiger Book stresses the point that "One Nation Under God" should be said as a continuous phrase without a pause in the middle. From personal experience I know saying it this way (although hard at first) adds more meaning to the Pledge for me. Please teach this to your Tigers (and all Scouts). Thank You - Commissioner Dave

Go See It Activity 2G -

One of the easiest ways to get to know your community is to go out and "do the town." Understand that each community is different and you may not be able to do in one community that you could do in another. The following is a list of suggested places besides the Police Station or Fire Station listed in the Achievement within many communities that the Tiger group could visit when working on this Achievement.

Visit Town Hall. Learn what services are available for others within your community.

Visit a bakery, a restaurant or store.

Have a scavenger hunt. Plan the list of items that can be found locally.

Plan a 'make believe' stay at home vacation.

What other things can be done or visited in your area.

Other Achievement #2 Ideas

York Adams Council

Gathering: Have a map of your community spread out on a table. As scouts and their partners arrive, have them mark on the map the location of their home. Compare distances between each Tiger and to the nearest store or local landmark of your choice.

Opening: For Tigers this is short and sweet. Remember the new slogan you are learning in Scouts---KISMIF (Keep it simple, make it fun). Ask a Tiger and his partner to lead the group in the Pledge of Allegiance to the United States Flag. As group leader, explain the theme for this meeting and how you hope everyone will learn a little more about your community.

Information Sharing: Again this is as it sounds.

Share any information coming from the Pack, i.e. When is Pack meeting, what do the Tigers need to do to prepare, when the next meeting will be and who is running it. Should there be expenses for the group, now is the time that money should be collected.

Activity: Using the map, that now has the group's homes located, start locating various other parts that make up a community. Go around the room and have each scout name another aspect of the community. Some of these may include: Fire Station, Police Station, Town Hall, Library, favorite restaurants, video store, personal place of worship, hospital or physician's office, and more and more and more. Take a minute with each suggestion and see if your group can tell you how this place helps the community. Believe me the video store will have a totally different answer than the police station.

Now it is time to get away from the table. Ask the boys to do an impromptu skit where they meet one by one on the street and each is going somewhere different. See how many places within the community they wish to go. This is the adult partner's time to see the hidden hams within their boys.

Closing: Congratulate the Tigers for a job well done on their skit. Remind partners of any future commitments and gather everyone in a circle for your closing comments. This can be just a single statement of what your community means to you. Thank everyone for coming and send them on their way.

Meeting Ideas

1. Draw a map of your community and include places of interest as listed from the group.
2. Make fire chief and policeman puppets as found in the Tiger Cub Resource book.
3. Play pin your town on the map, again described in the Tiger Cub Resource book.
4. Using a town map, plan and do a Town bike trip.

Tiger Theme Activities

Circle Ten Council

Twinkle, Twinkle Little Stars Craft

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Paint stars yellow then sprinkled the stars with a translucent shimmer glitter to make them Twinkle.

In Jack and the Beanstalk, Jack threw some seeds and grew a giant beanstalk. Although that is just a fairy tale, part of it is true. Beans do grow from seeds. Have the boys plant their own beanstalk by following the directions below.

Jack's Beanstalk Craft

You will need:

1. Styrofoam cups or small clay pots
2. dirt, potting soil, etc.
3. 3-4 Bean seeds
4. water

Directions:

Fill the cup/pot with soil about half way. Plant the seeds. Cover with soil until the pots are about three-quarters full.

Pirate Spyglass

Materials:

Paper tube (paper towel or gift wrap)

Construction paper

Scotch tape

Optional: plastic wrap

Optional: Stickers for decorating

Instructions:

Take a small square of plastic wrap and cover one end of the paper tube. Secure the plastic wrap with tape. This is the glass lens for your spyglass Don't worry if it is not neat because you will be covering the edges of the plastic wrap in the next step.

Cover the outside of your paper tube with construction paper. (You choose the colors) Add a narrow strip of yellow around the end that has the glass (plastic wrap).

The Frog Prince Game

Tell the story to the boys. Then blindfolded them, and have them feel around in a wading pool for a gold ball, amidst other floating toys. The gold ball can be a racquetball spray painted gold.

Rumplestilskin Game

Relay to wind as much gold thread around a spool in 10 seconds as you can. Prize is chocolate coins wrapped in gold foil.

Cinderella Relay

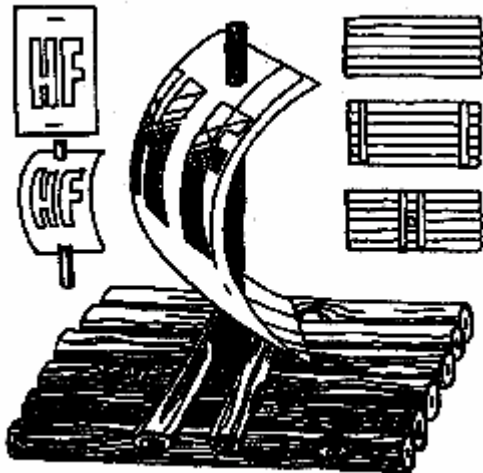
Boys line up, take off one shoe, and hop to the finish line, where there is a "glass slipper" (their missing shoe), and the prize is a licorice shoelace.

Huck Finn's Log Raft

Southern NJ Council

Materials: 11 twigs of equal thickness, liquid white glue, 1 sheet white paper, colored crayons or markers, wax paper.

Instructions: Cut twigs about twice as long as logs shown in illustration. Place six twigs on sheet of wax paper. Glue the twigs together with glue to form raft. Cut two twigs to fit the width of the six glued twigs. Glue these two twigs near the ends of raft. Let the raft dry overnight. When dry turn upside down. Cut a twig to form the last two twigs to fit the width of the raft. Glue the remaining two twigs to both sides of the mast. Dry overnight. Cut the sail from white paper, decorate. Push sail through standing twig. Hot glue will speed up drying processes. Have a den race with the boats.



Den Chest

From Baloo's friend, Linda P.

Okay have you put your den chest together yet? Here are some great ideas to start one. You will find there is always a need for some if not all of these items for games, crafts or whatever you may have going on with your dens plus there is the added bonus of teaching a little about recycling as you and your Cubs collect.

Hats

Circle Ten Council

Princes - Make the old tried and true newspaper folded hat, remember them? You can find directions in many books. Make them out of plain newsprint. Then let the boys paint them and added a large feather to stick into the brim.

Knight helmets - Using a gallon milk jug, cut out the portion below the handle and the bottom of the carton. Decorate with grey tempera or cover with tin foil, and finish off with a feather. String might be needed to assist in keeping the helmet on.

Sword in the Stone - Cut an egg cup from the bottom of a cardboard egg carton for each boy. Turn it bottom side and cut a small slit in the center. To make a sword, cover one ice cream stick with aluminum foil. With scissors, cut the ends off another ice-cream stick and color it with markers. Glue the two sticks together.

American Folklore Figures

Southern NJ Council

Read about these legendary heroes in your Scout book!



Materials:

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Cardboard rolls
Acrylic Paint Markers
Colored construction paper
Scissors
Glue

Instructions:

Draw faces with markers. For the clothes, trace patterns onto construction paper and cut out. Glue clothes in place. If desired, paint details on clothes.

Sweet Gum Ball Smokey The Bear



Indian Nations Council

Materials: Sweet Gum Balls, Acorn Caps, Green Paint, Construction paper (red and green), Moveable eyes, Large dark, round seed (for nose)

Choose large acorn cap for top of hat. Paint green. When dry, glue to top of sweet gum ball. To make brim, cut a circle of green paper removing center to fit over acorn, glue securely. Cut small mouth from red paper and glue mouth and movable eyes in place. Glue nose to center of face securely. If it is to be used for a tie slide, bend pipe cleaner and glue end to sweet gum ball.

Recycled Craft Materials

Items to save for crafts!

Bubble wrap

Strawberry baskets

Mesh bags that fruits or vegetables come in

Felt scraps

Toilet paper tubes

Paper towel tubes

Empty tissue boxes

Baby food jars

Baby wipe containers

Matchboxes

Pringles cans

Margarine tubs and lids

Frozen orange juice cans and lids Plastic bottles (2 liter, 1 liter, 20 oz, etc.)

Soda bottle lids

Bottle caps

Baby formula containers and lids

Plastic containers with lid that fresh fruit comes in

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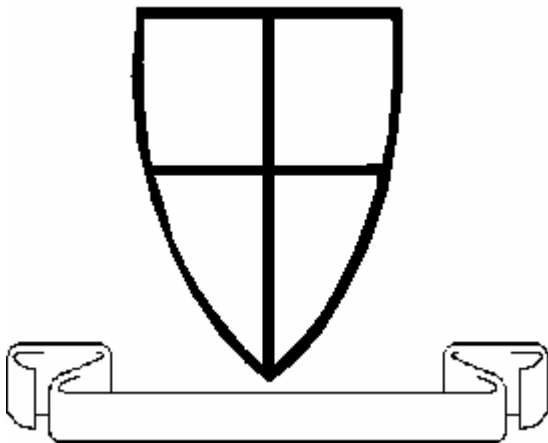
Old or unused CD's
Old books
Newspaper
Old magazines
Straws
Plastic cutlery
Aluminum cans with inside edge sanded by an adult
Spaghetti sauce glass jars or other jars of that type
Used copy paper
Aluminum foil
Cereal boxes
Mac and cheese boxes
Packing "noodles"
Tissue
Miscellaneous food boxes (hamburger helper, etc.)
Frozen food trays
Egg cartons
Seed packets
Used Gift wrap
Used gift Bows
Ribbon scraps
Fabric remnants
Buttons
Yarn scraps
Wall paper remnants
Carpet remnants
Squeezable bottles (like ketchup and mustard, etc)
Camera film containers and lids
Broken crayons
Misc. cardboard
Misc. shipping boxes
Used greeting cards
Cleaned foam plates (from bakery or deli)
Plastic cups
Clay pots
Milk cartons
Paper grocery bags
Plastic grocery bags
Rubber bands
The dots from a hole punch
Old mouse pads
Miscellaneous wood scraps
Used gift bags
Shoe boxes
Dryer lint
Popsicle sticks
Paint cans
Doilies

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Milk jug lids
Yogurt containers
Sour cream containers
Round ice cream containers with lids - all sizes
Coffee cans - all sizes

Or anything else that looks like you could make something out of it!! Clean out each item thoroughly and in the proper way

Design A Shield And Banner
Circle Ten Council
Enlarge template to desired size.
Let the boys design their own shield and banner to display at pack meeting.



Denner Installation
West Michigan Shores Council

This ceremony should be held as soon as a new denner and/or assistant denner is shoes.

Equipment: Table, candle, denner and assistant cords.

Den Leader: (Lights the candle) Will ___ and ___ please come forward. On the table in front of you stands the candle representing the Spirit of Cub Scouting. The spirit can be kept alive as long as we all work together to a common goal.

_____ and _____, you were elected as our new denner and assistant denner. You both know the duties involved with each job. Do you willingly accept the duties and will you do your best to perform them? If so, answer yes.

I'm happy and proud to present to you your badge of office. Wear it on your shoulder with pride and honor.

Den Advancement (Led By Den Chief)

Viking Council

Set up the den doodle in a convenient spot where all the boys can see it. Have the boys stand facing the den doodle, in a circle around it, or in a semi-circle or line facing it.

DEN LEADER: Today we have a boy (or boys) who is ready to add another achievement marker to his string on our den doodle (or who has completed three more achievements and has earned a bead for his Progress Towards Rank.) He has been working hard en achievements to earn his (Wolf or Bear) badge.

Will _____ please come forward? I would like to present you with your doodle marker to add to your string. (Or bead to add to your thong).

Now while _____ is adding his doodle to his string on our den doodle (or adding his bead to his thong) our Den Chief will lead us in an Achievement Cheer.

DEN CHIEF:

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We the boys of Den _____
Promise to do our best
To keep working on achievements
So our den will be better than the rest

DEN LEADER: Let's give _____ Big How's. (Match the number of How's to number of achievements completed) HOW! HOW! etc.

This ceremony can easily be changed for variety. Sometimes the boys could give the den yell or sing a Cub Scout Song instead of the cheer led by the Den Chief.

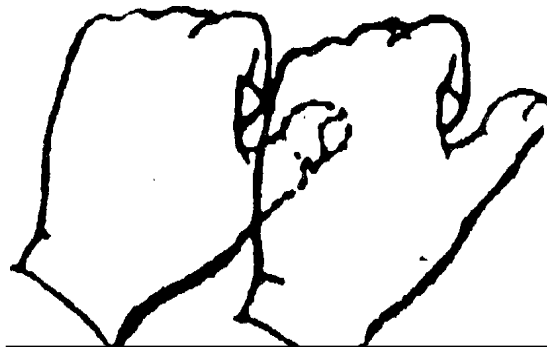
The Living Circle Closing
Southern NJ Council

Note from Commissioner Dave - I remember learning this ceremony at my first Den Meeting at Mrs. Kneale's house in September 1957. We have taught it to our dens.

Based on an Indian custom, the living circle may be used alone or as a part of another ceremony. It reminds a Cub Scout of the fine friendships he is making in Cub Scouting.

Form the Living Circle by standing with your Den Leader and den in a close circle, facing inward. Ask everyone to turn slightly to the right in the circle and extend his left hand into the center, palm downward and left thumb pointing to the right. Have each boy grasp the extended thumb of the person on this left, thus making a living circle.

Each person should hold his right hand high above his head in the Cub Scout sign. The Cub Scout Promise or Law of the Pack may then be said as part of the closing ceremony.



Left-hand thumb grip



After the Promise or Law, everyone can pump the left hands up and down, say "Ah-KAY-la, we'll do our best!" or "We'll be Loyal Scouts" (As you see sports teams break a huddle)

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Handclasp Closing

Cub Scouts form a circle and give the Cub Scout handclasp, completely around, ending when it has reached the boy who started it. As each boy receives the handclasp he makes a wish, silently, and pledges to do his best.

GAMES

Davy Crockett And The Bear

Indian Nations Council

Choose two boys and have them stand in the middle of a large circle formed by the other boys. One player is Davy and the other is the Bear. Both boys are blindfolded (can use paper bags) and spun to disorient them. Then the leader commands the hunt to begin. As quietly as they can the two boys begin to move around in the circle, the Bear hoping to avoid Davy and Davy hoping to tag the Bear. The other boys try to be as quiet as possible to give Davy a better chance. If the Bear avoids Davy for a set amount of time, (use a kitchen timer), Davy chooses another Bear. If Davy tags the Bear, the Bear chooses another Davy.

Twenty Questions

Indian Nations Council

Have the boys sit in a circle. The leader selects one boy to be "It" and think of a historical person that some of the boys should know. The boys take turns, going around the circle beginning to the right of "It", asking one question in order to guess of whom "It" is thinking.

Each question must be a yes or no question. If by twenty questions no one has guessed correctly, "It" tells the name, and the boy to his right is the next "It." Should someone guess correctly, that boy becomes the next "It."

Hero Relay

Indian Nations Council

Divide the boys into teams. Establish a starting line and a working place about fifteen feet away. Give each member of the team a piece of a puzzle of a hero (can cut magazine picture into the right number of pieces). The team can order themselves any way they think best, but on the signal to race each boy in turn takes his piece to the work place, places it in the proper place with the others, and returns to tag the next boy on his team. The first team to correctly assemble the puzzle and cross the finish line wins.

Folklore Celebrities Game

Viking Council

Cut out pictures of characters from American folklore stories and paste them on cardboard or another suitable way to display. Number the pictures for identification. Have boys guess their names. The boy with the most correct, is declared winner.

Bear Killing Contest

Viking Council

(Davy Crockett is said to have killed bears "bear" handed) Give each player a loosely rolled newspaper. Blindfold and place them around the room. On the command "Look out for the bear!", have the players try to swat everyone else. Each player is eliminated as he is hit. The person remaining is the winner.

Davy Crockett Game

Viking Council

Have all the players except "Davy Crockett" form pairs and stand in a circle (or a designated play area). When Davy Crockett says, "face to face", the partners face each other. When he says, "back to back", or "side to side", his directions must be followed. If he says, "Davy Crockett", everyone, including himself, tries for a new partner. The one left out becomes Davy Crockett, and the game continues.

Dwarfs, Wizards & Giants

Santa Clara County Council

Similar to "Rock, Scissors & Paper," except this game is played with your whole body, instead of just your hands.

Wizards zap Giants

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Giants smash dwarfs
Dwarfs attack Wizards

Divide the players into two groups. Each team huddles together to decide which character they will be at the line. The entire team must agree on the same character: Wizard, Giant or Dwarf.

The teams form lines (teammates shoulder to shoulder), facing each other across a centerline. At the count of 3, both teams make the gesture representing their selected character.

Dwarfs: Raise hands to shoulder height and bend fingers forward.

Wizards: Extend one arm forward and wiggle fingers on extended hand as if casting a spell.

Giants: Raise both arms straight up overhead and bend fingers forward.

The dominating team reaches across the line and tries to touch the opposing team as they attempt to escape by quickly moving backwards. For example, if one team shows Wizards and the other shows Giants, the Wizards quickly try to reach over and touch the Giants. None of the players may step across the line. If a subordinate player is touched, he must leave his team and join the other side. If someone goofs, and thinks his team's character is supposed to beat the other team's character and he reaches across and touches a member of the other team, he must join that team. If a player makes the wrong sign (e.g., makes the gesture of a Wizard when the team had decided to be Dwarfs), he must also join the other team.

To make the game more intense, players can line up facing each other behind lines drawn approximately 3 to 4 feet apart. Upon showing their characters, the dominant-character team chases the subordinate-character team, trying to touch them. A "safe" line can be set at any distance you choose, depending on your field of play. If a retreating player is touched prior to reaching the safe line, he must join the opposition.

The object of the game is to get everyone on the same side of the line.

Find The Princess Game

Circle Ten Council

Go on a "quest" to defeat a dragon or save a princess. Create an obstacle course around your house or yard that the children must conquer. They can climb over a "mountain" (outdoor play equipment or boxes); through a "cave" (open appliance box or tent) etc.

St. George And The Dragon Game

Circle Ten Council

Equipment: 2 easels, 2 pieces of poster board, 2 straight sticks, 2 needles, pins, balloons, 2 sets of cardboard armor (optional)

Draw a picture of a dragon on the poster board. Next, attach the balloons to the dragon. The dragons are set up on easels 6 feet apart at a designated distance from the starting line. Attach the needle to the end of the stick to create dragon-killing lances.

Divide the den into teams. One boy acts as a horse, while another acts as the rider. On "go" one pair from each team rides to the starting line. The riders put on their armor, pick up the lance, and remount their horses. Then the charge begins!

Using the lance, the rider breaks one of the balloons on his teams' dragon. He has only one try. When his attempt is over (whether successful or not) the horse gallops back to the starting line where they give their props to the next pair.

The relay continues until the dragon is dead (balloonless).

Casey Jones Train Relay

Heart of America Council

Divide into teams (dens, if played at pack meeting). Line the teams up for a relay race. Have each team member lock arms around the player ahead of him. On signal, the teams race ahead in a joined line. If a line ("train") breaks, it must reform before proceeding. When a team returns to its starting position, the head of the line (engine) leaves the line and joins the end of the line as the number 2 player becomes the engine and leads the train for another sprint. This continues until the original engine is at the front of the line again. The first team to finish wins.

Johnny Appleseed Seed-Planting Relay

Heart of America Council

Using a heel-toe action each person in turn follows a line drawn on the floor by placing the heel of one foot against the toe of another. About every three feet he must stop and place a seed (use black beans to simulate apple seeds) in a small

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mouthed receptacle set about 1-1/2 feet on each side of the line. When the "Johnny" reaches the end, he runs back and touches the next person who plants his "seeds" in the same manner. (Johnny Appieeed traveled the country barefooted; as a variation have the team members remove their shoes/socks and run the course barefooted. Explain why.)

Spearing The Ring

Heart of America Council

Fix a jousting target, using a large rubber or plastic ring hanging at about 6 feet in height. The boys gallop by on their stick horses, and in full stride, try to pick off the ring with their lance (a broomstick). Start with a large ring, and as boys are eliminated, use smaller rings.

Knights And Dragons

Heart of America Council

An equal number of knights and dragons are selected. The dragon's left wrists are tied to the knights' right wrists. Each dragon is equipped with a long green balloon for a tail, tied behind his back. Each knight wears a helmet with small visor and carries a rolled paper lance. A time limit is set (such as 3 minutes) and on signal, each knight tries to break the dragon's tail with his rolled paper lance. Each dragon tries to take away the lance from the knight. At end of time, team having most props left intact is declared winner.



Spoon Jousting

Heart of America Council

May be played as a battle between two boys or a den battle royal. Give each boy two tablespoons and a small potato. The boy carries the potato on the spoon in one hand and uses the spoon in the other hand to try to knock the potato off his opponent's spoon. Meanwhile, he tries to protect his own potato.

GAMES

HELP! A HURRICANE HIT THE LIBRARY!

Pretend that a hurricane has hit east Texas and caused damage in the library. The books are flying everywhere! It's definitely going to take some time to clean up the mess. The first thing that needs to be done is for the books to be categorized.

This game is played in pairs. Each set of boys comes to the front. One of the players chooses a category (see below for some suggestions) - like outdoor games. The second player has to come up with or make up three simple book titles that would fit into that category. The second player could say in our example - Baseball Blunders, Football Fans, Hide and Go Seek Heroes. You could increase the number of book titles or even add a time limit.

When the pair gets three titles, shout, "One less mess in the library!"

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The next pair of Cub Scouts comes up and does the same. Each boy should be able to do have a chance to do both - choosing the category and choosing the book titles.

You could keep score - a point for each time the pair comes up with the category and gets three titles in a certain time period. The winning pair would be the one with the most points.

Here are some possible categories:

Cars

Animals

Animals that live in the water

Indoor Games

Outdoor Games

Food

United States

Inventions

Holidays

Things that float

Things you wear

Subjects at school

Cities

PARTS OF A BOOK QUIZ

Have the boys use the following words to guess the answers to the questions below:

Cover, Illustrator, Author, Publisher, Title Page, Title, Call Number, Spine

1. I hold the book together. I also tell you the book's title, author, publisher and call number. Who am I?

[Spine]

2. I am the person who wrote the book. Who am I?

[Author]

3. I am the first page of the book. I tell you the name of the book, the author and the illustrator. I also tell you who published the book. Who am I?

[Title Page]

4. I am the name of the book. Who am I?

[Title]

5. I am the person who drew the pictures for the book. Who am I?

[Illustrator]

6. I am the company that makes the book. Who am I?

[Publisher]

7. I protect the pages in the book. I also tell you the title of the book. Who am I?

[Cover]

8. I tell you where you will find the book in the library. Who am I?

[Call Number]

WHAT IF?

The following are story ideas you can use during a quiet time in your den meeting. Let each Scout pick one these ideas (you can add a few of your own), give him a few minutes and let him finish the story. Imaginations can be very powerful and lots of fun, too.

What if a plane landed in the school yard one day?

What if you saw a zebra grazing in front of your house one morning?

What if you found a turtle in your bathtub?

What if you were traveling in a wagon hundreds of years ago?

What if your pet could talk?

What if someone gave you three wishes: what would you wish for?

What if you were principal for a day: what would you do?

What if you were invisible?

What if aliens took you for a ride in their spaceship?

What if you could fly?

BOOK TAG

In Book Tag, a book (which must stay in sight) is passed from player to player. "It" may chase and tag only the player who is holding the book. The players, of course, are constantly trying to hand off the book to someone else. They hand off the book by touching another player with the book. If a player is tagged while carrying the book, he passes the book to "it" and he becomes the new "it."

The new "it" must count to three, giving the old "it" a chance to get away before beginning the chase. Any player who drops the book automatically becomes "it." You could use another item instead of a book - use your imagination when choosing an item to carry. If the item is fun, the boys will have even more fun, too!

OLIVER TWIST

While singing this rhyme, players take turns bouncing a ball with one hand and carrying out certain actions or pantomimes. The first to finish without mistakes is the winner. Players should start with basic bouncing before the really funny business starts.

Oliver, Oliver, Oliver Twist,

Bet you a dollar you can't do this:

Number one - touch your tongue,

Number two - touch your shoe,

Number three - touch your knee,

Number four - touch the floor,

Number five - be alive (wave arms wildly),

Number six - pick up sticks (pantomime),

Number seven - jump to heaven,

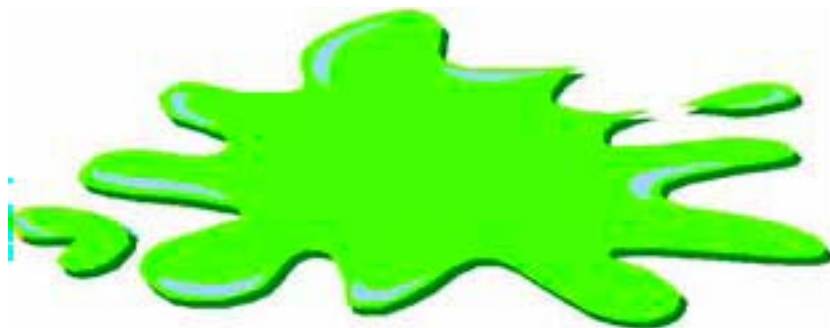
Number eight - shut the gate (pantomime),

Number nine - walk the line,

Number ten - start again.

PROJECTS

MAKE YOUR OWN OOBLECK



In the book, "Bartholomew and the Oobleck" by Dr. Seuss, the king of Didd wishes for something different to fall from

the sky than rain or snow. Though no one is prepared for a sudden shower of Oobleck! Now you can make your own magical messy Oobleck at home.

Materials:

2 cups of cornstarch

1 cup of water

Green food coloring

Sheet of wax paper

1. Mix together the cornstarch, water, and food coloring in a bowl.
2. Pour a little onto the wax paper so you can play with it.
3. Roll it between your hands and it feels solid, but let it sit and it becomes a gooey liquid.

What is it, solid or liquid? How would it feel if this stuff fell from the sky?

DESIGN A BOOK JACKET

"The man who said, 'Don't judge a book by its cover,' never sold a book."

Materials: Paper large enough to be a book jacket (could be 11x17 or legal size paper), paper (construction paper, drawing paper, etc) to decorate the jacket, scissors, paint, crayons, markers, etc and a few book jackets to look at as examples.

Begin by having a discussion on the characteristics of book jackets. Ask the Scouts to think about things that designers may have to be considered when designing a book jacket for a book. What information needs to be included (author, genre, plot summary, title, etc...).

Have the boys design a book jacket for their favorite book or for a book they'd like to read or for a book they'd like to write someday.

LIFE SIZED CHARACTERS

Materials: Butcher paper, scissors, writing utensils, paint, yarn for hair, glue

Ask students to choose their favorite character from a book and think of how that character looks. What are they wearing? Do they have any distinctive characteristics? Do we know what color hair or what color eyes they have? What do their shoes look like?

Roll out a long length of butcher paper and ask students to draw their character life size. Have the boys lay down on the butcher paper as someone else traces their body to be the basic outline of their character.

Use paints to fill in the outline of the character.

When the paint is dry, cut the characters out and display.

Fun addition - Ask students to pick out their favorite quote that their character says in the book, write it out on a piece of paper, and attach the quote as a "cartoon bubble" along with the picture.

MAKE A BOOKMARK



Using scissors and paper or cardstock, cut out a blank bookmark - about 3" x 8". These could be rectangular or be any shape that the Cub Scouts would like (rockets, bookworm, etc). Have Scouts decorate with markers, stickers, etc to use either in their Cub Scout book or in their favorite book.

MAGNETIC BOOKMARKS

When folded over the edge of a page, this bookmark holds together and saves the place.

Materials - card stock or a greeting card into a narrow rectangle about 1.5 inches by 6 inches, magnetic strips. You can use self-adhesive magnet strips or recycle thin advertising magnets and all-purpose glue.

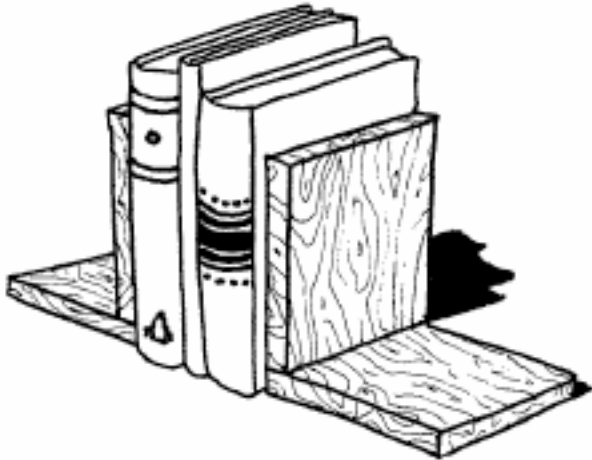
Instructions:

Cut greeting card or cardstock into a narrow rectangle about 1.5 inches by 6 inches. Decorate if desired

Affix pieces of magnet to the short edges, making sure they will attract and not repel when put together.

Then fold the rectangle in half so the magnetized ends meet.

MAKE YOUR OWN BOOKENDS



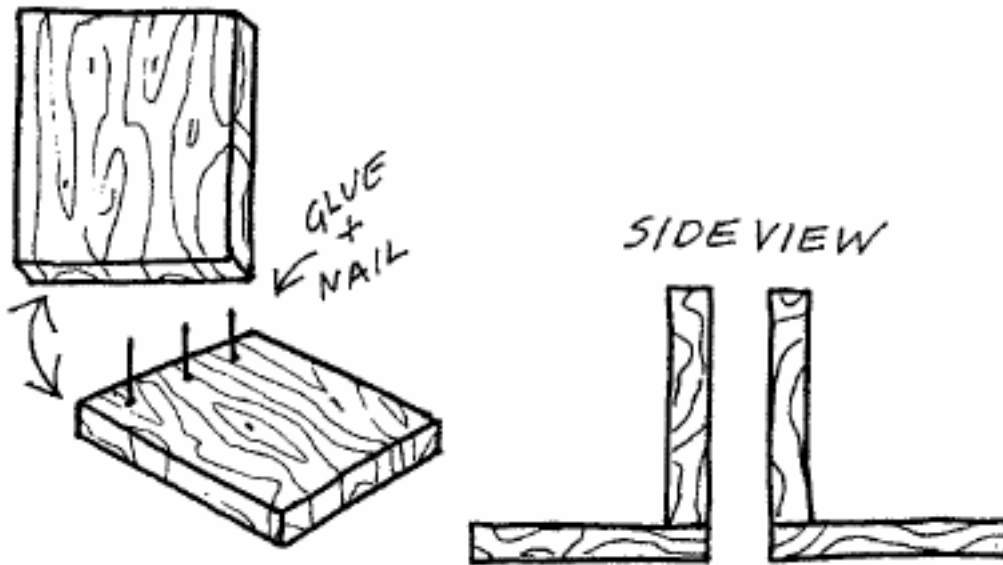
For this simple wood project you will need: a hammer, a ruler, a pencil, wood glue, four pieces of soft wood (like pine or fir) approximately 4" x 5" in size, two pieces of felt or non-skid material, sandpaper: coarse, medium and fine, 6 finishing nails, at least 1 1/2 inches long

Instructions: The wood size measurements are guidelines. Cut your wood to the desired size.

1. Sand the wood until it is smooth to the touch. First, sand all sides and edges with the coarse sandpaper, then sand it with medium sandpaper and then fine sandpaper.
2. When the wood is smooth, draw a line across the wood, 1/2 inch from one of the shortest sides and mark three evenly spaced places along it. Hammer one nail into each of those marks so that they pop out on the other side.
3. Put glue along the edge of the other piece of wood. Hold the glued piece upright and place the other edge, with the nails sticking out, up against the bottom edge making a right angle. Tap the nails all the way in, connecting the two pieces of wood. Allow it to dry.

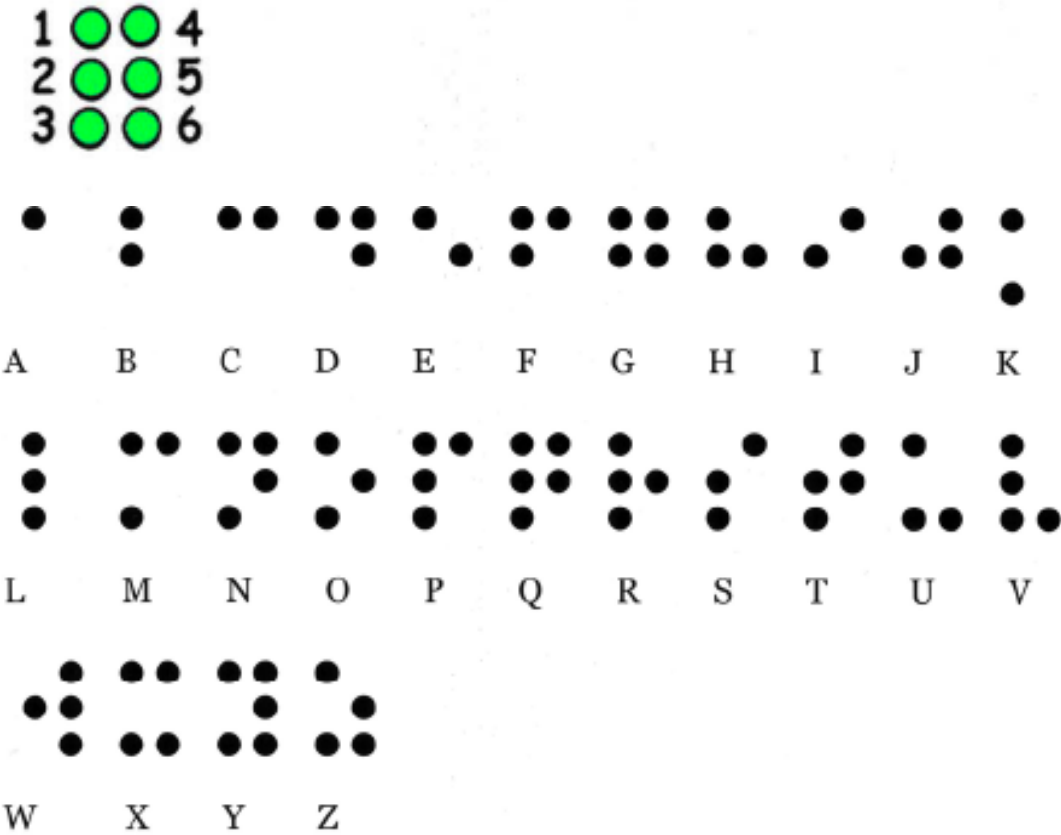
You may decorate your bookends with paint but the natural grain wood may be beautiful as it is.

To bring out the beauty of the wood grain and finish the wood so it will resist dirt, rub the bookends with furniture oil or paste wax. Buff them until they shine.



THE BRAILLE CELL

Most people read by using their eyes. However, people who can't see can still read. They read with their fingertips! The Braille alphabet is based on a rectangle of six dots. Each dot position has a number, 1 through 6. For each letter, some dots are raised and some are not. For example, the letter A has one raised dot in position 1. The letter G has four raised dots in positions: 1, 2, 4, and 5. Use the Braille alphabet to write messages or your name.



MAKE A BRAILLE CARD

Materials: Card stock or poster board cut to about 4x8 inches, white glue, toothpicks, split peas, Braille alphabet, ruler, pencil.

1. Using your ruler and pencil, divide you card into as many sections as you need for the letters in your name. Each section will be used for one Braille letter of the alphabet.
2. Using the Braille alphabet as your guide, place split peas in each block to spell your name.
3. When you are sure the peas are positioned correctly, take a small amount of white glue on a toothpick and apply to each pea. Place the pea on the card. Allow to dry.

WHOSE NAME IS THIS?

Using the Braille name cards from the previous activity, mix them up and pass them to the members of your group. Allow each person to decode the Braille card and discover the name on the card. Play several times to allow everyone to be familiar with decoding Braille. Use the Braille Alphabet as your guide until you are familiar with the feel of each letter.

TRICKY BOOK BAT



Materials: a piece of thick strong cardboard, a piece of thin black cardboard, 2 rubber bands, and a key ring, paper, glue

1. Cut out a bat shape from thick strong cardboard. (The cardboard needs to be strong enough to hold a stretched rubber band in position.) Make a hole in the center of the bat shape, about half again as big as the key ring.

2. Use the bat shape as a template to make a double bat shape from the thin black cardboard. The two shapes need to be connected at the bat's head, so cut carefully. Make a

3. Glue the thin cardboard bat shape to the thick cardboard so that the holes line up and the bat is folded at the head. Add stickers for eyes if you want. 4. Now for the tricky part. Loop the two rubber bands to either side o

Make two slots at the ends of the bat wings. Stretch the rubber bands across the bat and hook them into the little slots so that the key ring sits in the hole. 5. Prepare the trick by turning the key ring over and over to wind up the rubber bands. Fold down

into the center of a book. Noto flap its wings.

MAKE YOUR OWN PAP

(This will take longer

could be a fun act

-Scraps of

-Blender

-Water

-Mold (see #1

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- Newspaper
- Kitchen towel
- Rolling pin
- Hair dryer, iron

Instructions: 1 First you need to make a mold. The mold will determine the size of your piece of paper. It can be made simply by stretching fiberglass screen (plain old door and window screen) over a wooden frame and stapling it. Or it can be made by stretching

fabric over a wooden frame

Other mold possibilities

Wire Clothes Hanger Bend the wire hanger to make any shaped frame of your choice.

with a nylon stocking

Embroidery Hoop

Place screening or nylon stocking between two hoops to make an inexpensive mold

2. Protect your working surface (for after the pulp is in the mold) with newspaper. 3. Select the pieces

of your own unique paper.

Computer Paper (unprinted)

Newspaper

Magazines

Egg Cartons

Old Cards

Toilet Paper

Paper Bags

Office Paper

Tissue Paper

Typing Paper

Napkins

4. Rip the paper into small bits, and place into the blender (about half full). Fill the blender with warm water. Run the blender slowly at first then increase the speed until the pulp looks smooth and well blended. (30 -40 seconds) Check that no flakes of paper remain. If there are, blend longer.

5. Fill a container (big enough to hold the mold) about half way with water. Add 3 blender loads of pulp (the more pulp you add the thicker the finished paper will be). Stir the mixture.

Place the mold into the pulp and then level it out while it is under the water. Gently wiggle it side-to-side until the pulp on top of the screen looks even.

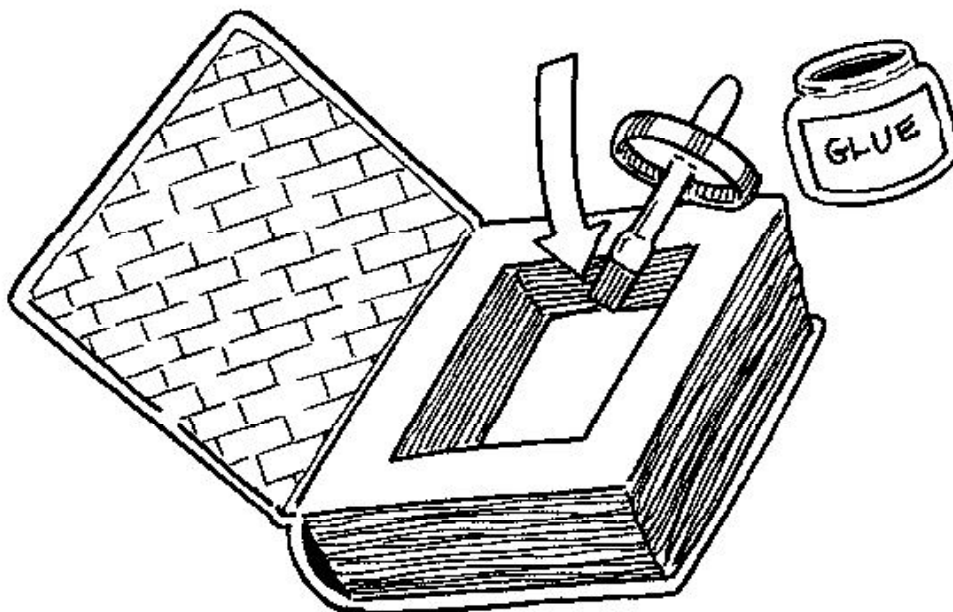
6. Lift the mold out of the water. Hold the mold above the container until the mold stops dripping. Turn the mold upside down on to a clean kitchen towel, fabric or felt. This should tip the pulp out of the frame. If the pulp sticks, it may need a little easing. Place another kitchen towel, piece of fabric or felt over the back of it.

7. With a rolling pin, firmly and evenly press down on the top kitchen towel. This will remove even more water.

8. Carefully peel back the kitchen cloth, fabric or felt and there is your paper. You can hang the paper to dry or use a hair dryer or iron to complete the drying.

When you're finished making paper, collect the leftover pulp in a strainer and throw it out, or freeze it in a plastic bag for future use. Don't pour the pulp down the drain. You may need to practice as you learn to get the right amounts of pulp onto the mold and how to spread the pulp evenly on the frame.

SECRET BOOK SAFE



(Adapted from 50 Nifty Crafts to Make with Things Around the House by Cambria Cohen and Neal Yamamoto)

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Make a secret place to hide your stuff. You can put money, secret messages, keys, or treasures in the secret compartment. When you close the book and put it on your bookshelf, no one will know it's a safe - except you!

Materials

An old hardcover book

Ruler

Pencil,

Hobby knife or scissors

White glue.

Instructions:

1. Find a hardcover book that no one wants. It should have at least 200 pages.
2. Open the book to the first page.
3. Take a ruler and pencil and mark 1 inch from all four sides of the page. Connect the lines to make a rectangle.
4. Using scissors or a hobby knife and ruler (with adult supervision and assistance)
5. Cut out the shape you just drew, leaving the 1 inch border.
6. Repeat steps 2 and 3 with the remaining until the middle sections have been cut out. Be patient - this may take awhile. Try to cut a few pages at a time. When you're done you should have a rectangle-shaped empty space inside the book.
7. Brush white glue along the four walls that line the empty space. You may want to do the same with the outer edges of the page to make them solid.
8. Allow the glue to dry. Several coats of glue may be applied one at a time with drying time in between applications.

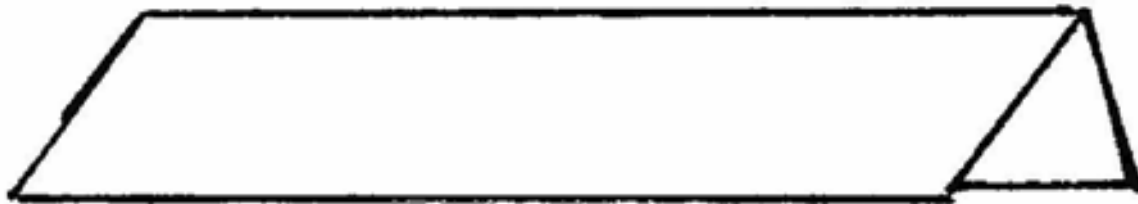
MAGIC BOOK

Create a little 8-page book from one piece of paper, without staples or other bindery!

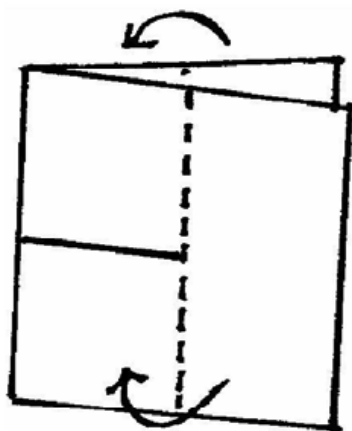
An 18"x 24" sheet of paper will make a 9x6 book. The boys can make mini books from typing paper as well. They can write about themselves or draw pictures.

1. Fold a rectangle sheet of paper into half, lengthwise. Crease well. Open
2. Fold the paper into half the other way.
3. Bring each end to the center fold.
4. Cut from the center fold to the middle fold.

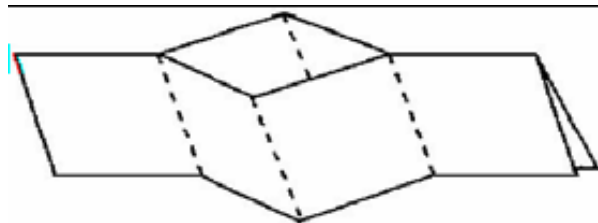
- 5. Open as shown.
- 6. Fold it like a book.



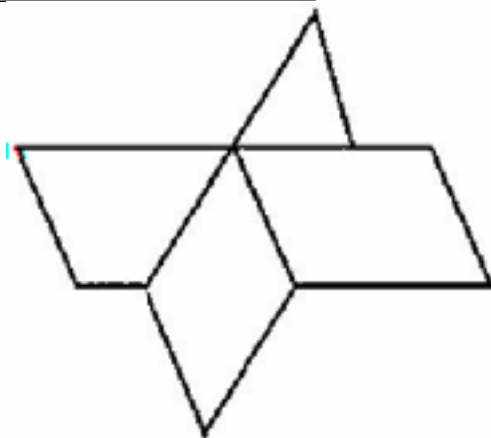
Step 1



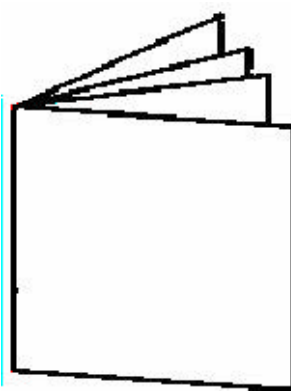
Steps 2 & 3



Step 4



Step 5



Step 6

Tiger Cubs

Achievement #2 Where I Live

This achievement lets the boys learn about their communities. Learning about their communities will help them realize that when they take care of it the stronger it becomes. And they develop a sense of pride of their communities becoming good citizens of where they live.



Family Activity 2F -

Together with your adult partner, look at a map of your community. The map can be one your adult partner has, or a map that your adult partner draws with you. On that map locate your home, and find three places you like to go. Places to find on the map could be your school, your place of worship, the place where you have your pack meetings, a store, a park or playground, or the house of a friend or a relative. If the choice is made to draw a map be sure to put this in their scrapbook.

Big Idea #7 Helping Others

Practice the Cub Scout Salute, handshake and sign; set up a trash walk for your community; have a Tiger food drive and donate what is collected to a local food bank. Go visit the food bank when you drop off what you collected. Talk about how family members help each other at home.

Helping Others

This meeting should really be held in November. You have already participated in Scouting for Food and you have helped others by doing this. This week before Thanksgiving would be perfect for this meeting. Borrow the book "Stone Soup" from your local library. Assign boys different items to bring to your meeting, such as the potato, the carrot, and other items brought by the townspeople in the story. Assemble in a kitchen, if possible, if not, make sure you have two identical crockpots. Bring a nice stone and put it in the bottom of the crockpot with some water. Have the Tigers, as you read the story, bring their item up and you will put it in the crockpot. After reading the story, have the Tigers prepare the table, and bring out the other identical pot with vegetable soup that you have made ahead of time. Sit down and enjoy your stone soup that you have made ahead of time. Sit down and enjoy your stone soup and be thankful for the gift of sharing.

Snowball Throw

Use a large wad of cotton or a Styrofoam ball. The boys sit in a circle facing each other. "IT" sits in the middle of the circle and everyone tosses the snowball over "IT" while "IT" try's to catch the snowball. Once "IT" catches the snowball, the Tiger who threw the snowball becomes "IT".

Musical Package

A small package is wrapped in masses of paper and string in a circle, players pass the package as the music plays. When the music stops, Tiger with the package unwraps one layer. Start the music again. Tiger who unwraps the final layer gets a small trinket.

Indian Nations Council

Tours

1. Visit a nursing home.
2. Take a tray of favors for the children's ward of a hospital.

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3. Visit community organizations who give aid to the needy.
4. Visit a recycling center. Take aluminum cans and/or plastic containers.

Tiger Cub Activities

Name Tag

The boys can make a helping hand name tag. The boys trace their hand on fun foam or construction paper. You can hot glue or use Elmers glue to attach a safety pin. You can also use a straight pin.

Greeting Cards

Preparation: Ahead of time, leader makes eraser rubber stamps using Art Gum Erasers. Draw a simple design on side or end of eraser. With X-acto (or other sharp knife) cut away the background, so that the design is raised about 1/8" or more. Boys use any rubber stamp with stamp pad ink. Then fold paper like a greeting card. Boys decorate the front and inside as desire.

The Pack Meeting

Gathering Activities

American Heroes Brain Teaser

Match these American heroes with why they are remembered.

Hero	Why remembered
Paul Bunyan	a. Spread the news the British are coming
Blackbeard	b. Samuel Clemens
Rip Van Winkle	c. Very big man with blue ox
Benjamin Franklin	d. Freed the slaves
Paul Revere	e. Slept for twenty years
Daniel Boone	f. Congressman turned frontiersman
Davy Crockett	g. Father of all Yankees
Casey Jones	h. Father of mass production
Mark Twain	i. Was a ghost at sea
Henry Ford	j. Established apple tree nurseries
Johnny Appleseed	k. Railroad hero
Abraham Lincoln	l. Hunter of Kentucky

Answers - 1c, 2i, 3e, 4g, 5a, 6l, 7f, 8k, 9b, 10h, 11j, 12d

Famous Pairs

As each person enters the room, he has a nametag pinned to his back. The object of the game is for each player to learn his or her secret identity. Each player is allowed to ask only one yes or no question of each other player. Before asking the question, the two people introduce themselves (their real names) and shake hands. *(This is the real purpose of the game - to meet other people)* Once you find your identify, find your partner by reading tag. Use a list of names that are associated with how you are presenting the theme - fairy tales, folklore, knights, ... For a list of American Folklore names, use the Bear Book.

Who Am I?

As each boy arrives, tape a card with the name of a famous character from history on his back, but don't tell him the name on the card. Each boy has to figure out who he is by asking others about the hero. For

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example, "Am I a man?" "Am I over 35 years old?" "Am I in sports?" "Do I wear a wig?" Play until everybody knows who they are.

People Bingo

Make a 5 x 5 grid, like a bingo grid. Write "FREE - Your Signature" in the center space. In all the other spaces, write things such as "Born in another state," "Is the youngest child in family," or "Plays a sport." Fill in all the grids with other items of interest. Run a copy for each person. Players are to get the signature of a person who meets the criteria for each section. We always play that a person can only sign another person's paper in one spot. The first person with a completed card wins. Variation: Rather than a bingo board, create a "Treasure Hunt" sheet with items such as the categories listed above. Encourage participants to meet as many people as they can in order to fill their treasure hunt list.

Here's how a sheet set up for the variation may look. Give everyone a piece of paper with a list like the following and have them collect signatures of people who match the description on the line -

Wears size 6 shoes _____

Likes pizza _____

Has the no. 5 on his telephone no. _____

Is left-handed _____

Birthday is in December _____

Favorite color is yellow _____

Drives a blue car _____

Plays tennis _____

Went to the cinema last week _____

Has a pet dog _____

Name beginning with "J" _____

Sings in shower _____

Talks in your sleep _____

Did not make bed today _____

Reads "Peanuts" _____

Takes naps _____

Loves ice-cream _____

Snores when you sleep _____

Never changed a diaper _____

Detective story fan _____

We use this for pre-opening, so they have from when they arrive until the Opening ceremony or You can give them a time limit and set them loose to find people who match a description. The one with the most signatures wins.

Again, the purpose is to meet people and learn their names, knowing something about them helps the name stick in your brain.

Now if you want to get sneaky - slip in some Scouting skills or admin skills that your unit needs and see if someone signs those blocks. Then you have a lead or two. Some ideas are -

Is an Eagle Scout _____

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Has been in Scouting before _____

Likes camping _____

Is a secretary _____

Is an accountant _____

Makes crafts _____

Loves to cook _____

Owns 6 knives _____

Avid computer user _____

Is an artist _____

Works with leather _____

Is a policeman or fireman _____

Loves to go to museums _____

Is a carpenter or woodworker _____

Drives a full size van _____

Opening Ceremonies

READING OPENING

Cubmaster: This month we've had "Adventures in Books" as our theme. We have some Cub Scouts to tell us about reading tonight:

[7 Cub Scouts have cards/paper with the letters R, E, A, D, I, N, G on one side and what it stands for on the back. As this is a poem, it might be good to have the boys practice to get the meter right.]

Cub Scout #1: R's for Remember the stories we'd tell

Cub Scout #2: E is for Endings that we all know so well.

Cub Scout #3: A is for Adventures we have in our mind.

Cub Scout #4: D is for D.E.A.R. time that we can't seem to find.

Cub Scout #5: I's for Imagination of the way places look.

Cub Scout #6: N is for the Number that's found on the book

Cub Scout #7: G is for Going for that's what I'll be... as we're all heading to the library!

Cub Scout #8: Please join me in the Pledge of Allegiance.

OPENING CEREMONY: AMERICAN FOLKLORE

CUB SCOUT 1: American Folklore is more than just heroes; real and make-believe.

CUB SCOUT 2: It is how the early settlers made clothing.

CUB SCOUT 3: How they trapped for food.

CUB SCOUT 4: How they worked.

CUB SCOUT 5: How they played.

CUB SCOUT 6: Folklore is about America.

CUB SCOUT 7: Let us do an American thing.

CUB SCOUT 8: Please stand and join us in the Pledge of Allegiance

Johnny Appleseed Opening Ceremony

VikingCouncil

Have the pack meeting room set up as a "campfire", with the Cub Scouts seated on three-legged stools, on the floor, or on "sit upons" (*If you have a Girl Scout to show you how to make them. My daughter taught me. CD*) in a three-quarter

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circle with their families behind them on chairs. Set up an electric council fire In the center of the circle. The opening in the circle will be the stage area. The Cubmaster (wearing a Johnny Appleseed costume(Pot for hat, sling holding apple seeds)) declares the campfire open, whereupon the council fire is lit. A Webelos honor guard presents the colors, leads the Pledge of Allegiance, and posts the colors behind the stage area. The Cubmaster leads the group in singing the Johnny Appleseed Prayer

American Folklore Opening

Cub # 1: American Folklore is more than just heroes; real and make-believe.

Cub # 2: It is how the early settlers made clothing.

Cub # 3: How they trapped for food.

Cub # 4: How they worked.

Cub # 5: How they played.

Cub # 6: Folklore is about America.

Cub # 7: Let us do an American thing.

Cub # 8: Please stand and join us in the Pledge of Allegiance

Across America

Cub # 1: I traveled across America and many legends I did meet.

Cub # 2: I rode the Pony Express from Missouri to California.

Cub # 3: I saw Daniel Boone in Kentucky.

Cub # 4: Met Davy Crockett at the Alamo.

Cub # 5: Rode with Pecos Bill in New Mexico.

Cub # 6: Looked for the Lost Dutchman in Nevada.

Cub # 7: Walked with Bigfoot in the Northwest.

Cub # 8: And rode Babe the Blue Ox across the Dakotas.

Cubmaster: But tonight, I'm going to meet the legends of tomorrow. Those legends are the Cub Scouts in Pack _____.

We Do Have Imaginations

Cub # 1: Everyone can't be brilliant, everyone can't be smart, but we do have imaginations and we have a great big heart!

Cub # 2: I can dam a stream with boulders, I can climb trees to the top, I can run for blocks and blocks and never ever stop.

Cub # 3: I can't solve a chemical equation; I can't explain Newton's rule. but I can make a peanut butter sandwich, that will really make you drool!

Cub # 4: We can do our best at home, we can do our best at play. We can treat each other fairly, by watching what we do and say.

Cub # 5: I don't know much about flowers, but smelling them is a joy. We don't think we are failures. Imagine That! we're boys!

Three Different Opening Thoughts

Here are three sayings to use instead of simply saying, "Salute the Flag and Repeat the Pledge of Allegiance" Remember, you should have a Pack SHOW not just a meeting. A few years ago Scouting Magazine printed a list of 52 (one per week) ways to respectfully say "Let's Salute the Flag." See the website list to find it. CD

1. Growing up is an adventure. Every day brings new and exciting things in our lives. Cub Scouting providing many doorways to adventure for boys as they develop in character, personal fitness and citizenship. As we salute the US Flag, let's think about all the adventures which are ahead of us, and silently promise "to do our best".

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2. Part of our American heritage is learning how to care for our beautiful land so it will be here for future generations to enjoy. In Cub Scouting we learn to prevent those things which will destroy our land, such as fire. As we salute the emblem of America, let's vow to keep our land beautiful and free from fire. Please stand and join me in the Pledge of Allegiance.
3. When Columbus sailed for the New World nearly 500 years ago, he had a goal and was determined to reach it. He ignored the pleas of his crew to turn back. His words "Sail on, Sail on" became famous. As Cub Scouts, we must try to stick to the things we know are right and ignore the pleas of others which might lead us in the wrong direction. Please join me in the Pledge of Allegiance.

Face The Flag My Son

Adapted from John Wayne's "Face the Flag My Son"

The following may be used for an opening flag ceremony for Scout meetings, courts of honor, PTA meetings, or any flag ceremony where it would be appropriate.

Face the flag of stars and bars .
Of red and white and blue.

A flag that guarantees the rights .

For a people like me and you.

Face the flag friends, read what's written there

The history, the progress, the heritage we share.

Our flag reflects the past, but stands for so much more.

And in this age of Aquarius, it still flies in the fore.

It leads the forward movement, shared by all mankind;

To learn, to love, to live with peace of mind

To learn the mysteries of space as well as those of Earth,

To love each person for what they are regardless of birth,

To live without the fear of reprisal for belief,

To ease the tensions of a world that cries out for relief. .

Face the flag of stars and bars.

Of red and white and blue.

A flag that guarantees the rights

For a people like me and you.

Face the flag friends, take a good long look,

What you see now can't be found in a history book.

It's the present, the future, friends, is being written now,

And you're the ones to write it, and the flag can show you how.

Do you know what it stands for? What its makers meant?

To think, to speak, the privilege of dissent,

To think our leaders might be wrong, to stand and tell them so,

These are the things that people under other flags will never know.

But, responsibility, that's the cross that freemen must bear.

If you don't accept that, then freedom isn't there.

Face the flag of stars and bars Of red and white and blue.

A flag that guarantees the right for a people like me and you.

Face the flag friendly and face reality.

Our strength and our freedoms are based in unity.

The flag is but a symbol friends, of the world's greatest nation.

So do what "you got to do", but always keep in mind

A lot of people believe in peace, but there are the other kind.

If we want to keep the freedoms we may have to fight again, God forbid.

But, if we do, let's always fight to win.

The fate of a loser is futile, it's bare;

No love, no peace, just misery, despair.
Face the flag friends and thank God it's still there.

Stories and Audience Participations

A TO Z AUDIENCE PARTICIPATION SKIT

Letter 2 sets of 26 cards with the letters of the alphabet. One set of the cards is then handed out to the audience and they are to put a word on the card beginning with the letter on the card. These they keep. During the meeting the Cubmaster tells a story. As he pauses and holds up the next letter for the story the member of the audience with that letter reads off the word on his card, first A, then B, C, all the way to Z. There will be some unusual results.

"The other day I saw A and B walking down the C. I said D to them but they didn't say E. F I said and ran after G. Again I yelled H. This time they heard me. When they stopped, I saw they had I and a J with them. "we can't talk now, we are going to the K with this and L is waiting for it. So I said good bye and got in my R to go S. When I got there, I found I had lost my T. Then I knew it was going to be a bad U. So I picked up my V, W, and X, said so long to my Y and got on my Z and left."

Discovery of the Jolly Green Giant

Jolly Green Giant - "Ho-Ho-Ho

Vegetables - "Crunch, crunch"

Water—"Sprinkle, Sprinkle

Green Thumb—"Dig and plant, dig and plant"

Many, many years ago, in fact, so many years ago that nobody can remember when it was, the expression **Green Thumb** was started to describe those rare people who could plant and care for growing things and **Water** them just enough so they would grow up onto healthy plants.

Now it seems there was a curious little boy named Johnny who lived near a big **Vegetable** farm from which the finest crops were cared for and raised to take to market to sell. It seems that the finest **Vegetables** were raised on this farm. Certainly the farmer who owned it must have a **Green Thumb**, at least that's what Johnny heard everybody say. But the mystery was that nobody ever saw the farmer **Water** his fine crop of **Vegetables** but still they thrived and were some of the finest in the land.

So little Johnny decided that he must solve the mystery of how the crops got **Watered** and grew so well. So, one night when there was a full bright moon, Johnny slipped out of bed and quietly made his way over to the big **Vegetable** farm which was not far away. As he neared the farm he thought he could hear the sound of running **Water**. He was breathless! Was little Johnny about to solve the mystery of how the farmer gained his **Green Thumb** with little or no care to his **Vegetable** plants.

As he peeked around a large corn stalk, Johnny could hardly believe his eyes. There right before him was the biggest **Jolly Green Giant** that anyone could imagine.

There he was sticking his enormous **Green Thumb** into the damp earth which he had just finished watering and dropping seeds into the holes.

So now little Johnny knew where the expression **Green Thumb** had come from. Suddenly he realized that the fine **Vegetables** from the farm were truly cared for by the **Jolly Green Giant**, who would reach up to the sky and pull the rain clouds down to **Water** the **Vegetable** plants and used his giant thumb to plant seeds and pull the weeds from among the plants.

That night little Johnny felt 10 feet tall, in fact, almost as tall as the **Jolly Green Giant** as he hurried home with his newly found secret. He was just bursting to spread the news to all the world about his discovery of how the **Vegetables** are watered and cared for by someone who really and truly has a **Green Thumb**, the **Jolly Green Giant**.

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So to this day those people who can grow things successfully are said to have a **Green Thumb** and little Johnny is proud of the fact that he was the one who discovered the **Jolly Green Giant**.

The Fair Maiden's

Divide the pack into 4 groups and assign each group a sound.

KNIGHT - Clankety-clank

MAIDEN - Help, help

MEAN KING - Gr-r-r-r

DRAGON - Roar-r-r-r

Back in the days of bold **KNIGHTS** and fair **MAIDENS** there lived a **MEAN KING** with his daughter, who was indeed the most beautiful **MAIDEN** in all the land. All those who passed by their castle would see this fair **MAIDEN** sitting by the hour in the window longing to be set free.

It was told about the land that this fair **MAIDEN** had a curse put on her by a wicked witch, that if a **DRAGON**, which lived in the woods close by, were ever to look upon her, she would suddenly become the most ugly **MAIDEN** who ever lived. That is why the **MEAN KING** kept her locked within the castle.

Of course, after hearing this, all the brave **KNIGHTS** for miles around came to that part of the land, hoping to kill the terrible **DRAGON** and thus save the fair **MAIDEN** from a terrible fate. Night and day the brave young **KNIGHTS** searched for that terrible **DRAGON**. Each one hoped to save the fair **MAIDEN** and take her away from the castle of the **MEAN KING**.

One day there came a gallant **KNIGHT** who was much wiser than all the rest. He decided that since the **DRAGON** was nowhere to be found that maybe there was another reason why the **MAIDEN** didn't come out. He rode his horse as swiftly as he could and charged at full speed right through the door of the castle, sending debris and rubble flying in all directions.

It seems the **MAIDEN** couldn't find the door because the castle was such a mess and that is why she didn't come out.

The brave young **KNIGHT** bounded up the stairs and carried his fair **MAIDEN** down and put her on his horse. They rode away from the castle of the **MEAN KING** and left the other **KNIGHTS** still searching for the terrible **DRAGON**, which didn't exist!

The Little Orange House

As you tell the story, cut a piece of orange paper as described. Or, you could hand out orange paper and scissors and have everyone participate.

Once upon a time a very small witch was walking in the woods. The cold wind was blowing the dry leaves all around her. The little witch was frantically searching for a house for the winter. She could not find one. Suddenly, a piece of orange paper, blown by the wind, landed at her feet. She picked it up.

The little witch looked closely at the paper, and then she said, "I shall make myself a little house from this piece of orange paper." She folded the paper in half. Then she took her scissors (she always carried a pair of folding ones in her pocket) and cut off the two corners to make a roof.



"This will do just fine," she said, as she looked at her new house. "But I will need a door." With her scissors, she cut a special door. It looked like this.



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The little witch walked through the door into the little orange house. It was very dark inside. She quickly hurried back out. "I will need to make windows to let in the light," she said. She cut a front and back window that looked like this.



Oh, it was a very fine looking house. Her very own little house with a roof, a door, and windows, was all finished. But just as the little witch started to go inside for the winter, she saw a tiny ghost floating down the windswept path. As the tiny ghost came to a stop near the little house, the witch saw that she was crying.

"Why are you crying?" asked the little witch.

The tiny ghost stopped crying and answered, "It is cold and windy. It is getting dark and I have no place to spend the winter."

"You may spend the winter with me in my new house," said the kind little witch.

"Oh, thank you," the happy, tiny ghost said, as she peeked in through the window. "This is a very nice house."

"First," said the little witch, "I will need to make you a little door of your own." She took her scissors again and began to cut. She cut a very tiny door. It looked like this.



The two happy friends went inside. The tiny ghost went in the very little door, and the little witch went through her own special door. All winter long they lived happily together inside the little orange house.

If you want to see inside their little orange house, get a piece of orange paper and do just what the little witch did.

*Then unfold the paper—**Surprise!***

The Fire Of The Dragon

<u>CHARACTERS:</u>	<u>RESPONSE</u>
ORION (The Hunter)	CHAR-R-R-GE
PEGASUS (Winged Horse)	NEI-I-I-GH
BIG DIPPER	DRIP-DRIP (Loudly)
LITTLE DIPPER	DRIP-DRIP (Softly)
MILKY WAY	M-M-M-M-M-GOOD
THE DRAGON	FIRE AND BRIMSTONE

On a clear night in the winter months you can look up in the sky and see something happening if you use your imagination. We are going to do just that tonight. Pay attention now, so you won't miss any of the story.

Once upon a time, on a very dark night a great hunter named **ORION** started out to hunt a **DRAGON**. Now everyone knows that a **DRAGON** can set almost anything on fire and **ORION** knew this, so he took along with him the **BIG DIPPER** and the **LITTLE DIPPER** and the **MILKY WAY**. As he mounted his horse, **PEGASUS**, he spilled the **MILKY WAY** and had to dismount and refill the **BIG DIPPER** and the **LITTLE DIPPER**. Once again he mounted **PEGASUS** and away they flew. For **PEGASUS** had wings and could fly through the sky... Now to find the **DRAGON**, thought **ORION**. He must be around here somewhere and just then he saw him. He was really hard to miss as the **DRAGON** was up to his old trick of breathing fire just to scare people. Whoa, **PEGASUS**, said **ORION**.

We must sneak up on him or he'll burn us before we can put out his fire. **PEGASUS** stopped and **ORION** got off and took with him the **BIG DIPPER** and the **LITTLE DIPPER**. Very carefully **ORION** made his way toward the **DRAGON** then, just as he was about to pour the **MILKY WAY** from the **BIG DIPPER** and the **LITTLE DIPPER** on him, the **DRAGON** turned and saw him and started spouting dreadful fire at him. When **PEGASUS** saw what was happening he flew over the **DRAGON** beating his wings, and at the same time, **ORION** threw the

MILKY WAY from the **BIG DIPPER** and the **LITTLE DIPPER** on him and put out his fire. The **DRAGON**, with his fire out, turned and fled into the darkness and to this day he will only appear in the daylight and is known to us as The Sun.

Advancement Ceremonies

Daniel Boone Ceremony

ARRANGEMENT: Assistant Cubmaster is dressed in Daniel Boone costume; complete with wooden rubber handgun. Cubmaster is in uniform.

DANIEL: Howdy, folks! My name is Dan'l Boone. I understand this is a good place to get me a mess of Bobcats.

CUBMASTER: You must be a stranger around here. This is a Cub Scout meeting and the only Bobcats around here are the Cubs who have earned the Bobcat badge. Would the following Cub Scouts and their parents please come forward. (Cubmaster relates story Bobcat badge, how Bobcats are so fierce and mean that the badge can't be turned upside down, so the boy must be turned upside down. *Dan'l could comment about that sounding like a tall tale to him!* (Cubmaster presents badges and pins to families and they return to their seats.)

DANIEL: Well, that was very interesting, but you must have that pack of Wolves I was told about.

CUBMASTER: No, Mr. Boone, our Wolves are the Cub Scouts who have climbed the trail of Scouting to the next advancement rank. (Cubmaster calls forward boys and parents receive wolf rank and presents badges.)

DANIEL: Very impressive! But I don't see nary a single bear out there. (Shades eyes and looks into audience.)

CUBMASTER: Our Bears are a year older and wiser than our Wolves. They have learned to take care of knives and tools, learned how to tie knots, and even learned about you, Mr. Boone. (Cubmaster calls forward Bear recipients and their parents and presents badges.)

CUBMASTER: Would you like to see our Webelos get their awards?

DANIEL: What in tarnation is a Webelos?

(Prompt boys in advance to yell "We'll be loyal Scouts!")

DANIEL: Now, that I understand. I'm a loyal "Trail" Scout, too.

CUBMASTER: Webelos Scouts have learned about our government, know the rules of outdoor fire safety and have slept under the stars. (Cubmaster presents activity pins and Webelos badges.)

DANIEL: Well now, Cub Scouting sounds like a mighty fine way to raise up a young'un Wish we had Cub Scouts when I was a lad. So long, now.

Mark Twain Awards Ceremony

Scene: Cardboard backdrop of unpainted fence to be white-washed by Huck Finn and Tom Sawyer.

Props: Abstract cardboard paint brushes - (awards should be taped to back of brushes and names of recipients printed on front of brushes - large paint buckets carried by Finn and Sawyer in which awards are carried on stage.

Costumes: Characters are Tom Sawyer and Huck Finn, dressed in jeans or overalls, plaid shirts, bandanna neckerchiefs in hip pockets, straw hats, either barefoot or wearing sneakers.

NOTE: No set dialogue needed for this ceremony.

Enter Sawyer and Finn, each carrying paint bucket with brushes and awards inside -they talk loudly to each other so audience can hear - Tom might say to Huck, "Boy, this is going to be fun... there's nothin' I'd rather do than whitewash a fence. How 'bout you, Huck."

Huck might say, "Me either, Tom, you really gotta be a good painter to do this" (Pantomime painting fence) Tom might say, "We really gotta be good painters to do this." Huck might say, "Yeah, you're right, Tom, hey,

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I've got an idea. Let's ask (give names of boys to receive Bobcat or Wolf badges). They really do their best and they've had lots of experience." Tom and Huck get these people up and stand them in front of the fence. Give them their award which is taped to cardboard brush and get them to pantomime painting, have Huck say, "Tom give that board another coat", or "hey, you missed a spot", Tom might say, "Ya' know, Huck, if we had more painters, we might get the job done faster. Let's ask (boys for Bear awards)"

As each new "awardee" comes to the front of the room, he is handed a cardboard paintbrush (with award taped to back) and instructed to pantomime painting the fence.

Meanwhile, first group is still painting. "Awardees" names are called as they get to the fence.

Tom and Huck continue to encourage all painters to keep on painting. Do a good job, isn't this fun, don't forget that corner, etc. The object is to have all painters pantomiming with backs to audience.

Huck might say, "Boy, we're really getting this ole' fence whitewashed. But if we had a few more painters, we'd be finished in no time." Tom might say..."Right as rain, Huck, I know what, let's ask (names for Webelos awards, etc.)

After getting last group of "painters" up to front, they are given their "Paintbrush Awards", instructed to paint fence, while Tom and Huck continue to encourage and point out places they missed. At this point, all boys eligible for awards should be standing in front of fence, pantomiming painting, with their cardboard brushes (with awards taped to back), with their backs to audience.

Tom might say to Huck... "Shucks, Huck, this ole' fence is gettin' such good ole' paint job and they're all havin' such a good time, let's you and me jes' go fishin'."

Huck grins, nods head and the two walk off whistling, leaving all "awardees" still painting the fence.

At this point have someone in uniform come forward and finish the ceremony by calling up the parents, thanking them for their help and recognizing the boys and doing whatever rituals your pack has for advancement.

Bobcat Induction Ceremony

Personnel: Bobcat candidates and parents, Cubmaster

Equipment: Three straight tree branches, a 3-foot piece of heavy cord to make a tripod.

Cubmaster: (At front of room) We have some newcomers with us today. Will these boys and their parents who have just joined our pack please come forward. (New Bobcats come forward with parents when their names are called.)

I want you to repeat with me the Cub Scout Promise and Law of the Pack. Give the Cub Scout sign" (*They give sign and repeat Promise and Law.*)

Your parents will help you through the Cub Scout ranks—Wolf, Bear and Webelos—just as they helped you become Bobcats. It will be their privilege not only to share in your Cub Scouting fun but also to present you your first Cub Scout badge and your registration certificate.

(Picks up cord from table.) This cord represents the pack.

(Picks up one of the branches.) This represents all Cub Scouts joining the pack. (He ties the cord to the top of the branch on the floor and lets go of it. It falls.)

The Cub Scout does not join the pack alone and therefore, cannot stand alone in the pack.

(Picks up second branch.) This branch represents the Den Leaders. (The Cubmaster ties the two branches together at the top of the cord, stands them on the floor and addresses on of the new Bobcats.) What happens when just you and your Den Leaders join the pack?

Bobcat: "They will fall over."

Cubmaster: (Lets go of branches) That's right

(He picks up the third branch.) This branch represents the parents joining the pack. (He ties all three branches with the cord at the top and spreads them at the bottom to form a tripod.) Now, when all three join the pack, each member of this family lends support to the other.

(Turning to a new Bobcat) What happens, (name), if the parents pull away from the pack?

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(Cubmaster withdraws one of the branches from the cord.)

Bobcat: It will fall down.

Cubmaster: (Picks up the two branches and asks another new Bobcat) What happens if the Den Leader pulls away from the pack?

Bobcat: It will fall down.

Cubmaster: Right you are, (name). This is exactly what happens to the fun of Cub Scouting, as it happened here in this ceremony.

So, Cub Scouts, let's all stand together and help the pack go, and the pack will help the Cub Scout grow and give goodwill.

Cub Scouting's Seeds

EQUIPMENT: Sack labeled "Johnny Cub Scout Seed" with advancement awards inside.

CUBMASTER: Most of the heroes of American Folklore were fictional people. They were born around the campfire in the 19th century when story telling was like TV is today the main entertainment of the people.

But a few of them were real. One was Johnny Appleseed, who wandered through Ohio and Indiana for 40 years after the American Revolution planting apple orchards. For generations afterward those trees helped feed the people.

The badges we're awarding tonight are like those seeds. They are symbols of growth for our Cub Scouts, who are themselves growing straight and tall like Johnny Appleseed's trees. And like those trees our Cub Scouts will help other people. (Take badges from sack and give them to parents to pin on son's shirts.)

You could attach seed packets to badges as a reminder that Cub Scouting helps a boy grow. And that Cub Scouting plants the seeds of good citizenship in boys.

Knights' Advancement

Equipment: Wooden sword, candle holder with 3 candles, badges

Personnel: Cubmaster costumed as King Arthur, Assistant to light candles, advancing Cub Scouts and their parents.

Arrangement: Candle holder is on table, assistant with lighter behind. Cubmaster in front with boys and parents forming a semicircle facing audience.

Cubmaster: In the days of old, knights of the roundtable who had performed special feats were recognized by their king. In Cub Scouting, we honor those who have advanced in rank. Before we bestow these honors, it is necessary that we ask knights to pledge again their loyalty to God, country and Cub Scouting. I ask these knights to join me in the Cub Scout promise while _____ lights the candles representing the three parts of the Promise. (They repeat the Promise)

Cubmaster: I ask those knights receiving the Order of the Bobcat to kneel on one knee before me. (when all are kneeling, King Arthur touches each boy on the shoulder with his sword and says) "I dub thee Sir Bobcat."

(He then presents the parents with the badges to pin on their sons' shirt) Repeat for Wolf, Bear etc.

Legendary Advancement Ceremony

It is well known that Tigers are very powerful. They can leap ten feet in a single bound. Their roar can be heard a mile away. Would the following awesome Tigers and their partners please come forward? These Tigers have explored big ideas and hunted excitement.

Our legendary Wolves can be heard howling. Wolves are persistent hunters and social animals. Would the following Wolves and their parents please come forward? These wolves have demonstrated their hunting skills by completing the Cub Wolf trail.

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Bears are famous for their might. They are also known for being cuddly. Our Bears are known for their sharp claws and skill at sharpening and taking care of knives. Just as bears in the wild forage for food, these Bears shared their cooking expertise with their den. Would the following Bears please come forward?

Webelos are mysterious creatures. They are legendary for their energy and enthusiasm for fire building. Our Webelos are no different. They have mastered the requirements for the Webelos badge. Would the following Webelos and their parents please come forward?

American Folklore Ceremony

Props: Four candles in holder, each candle a different length.

Cubmaster: Our history is filled not only with the tall tales of American Folklore, but also with the true deeds of some very brave men who explored, fought and in some cases died, to extend the frontiers of our country. Men like Davy Crockett, Daniel Boone, Kit Carson, Lewis and Clark, Buffalo Bill Cody, and many more.

The Scouting trail is much like the trail these famous men followed and so, at this time we will recognize those Cubs in our Pack who have advance along this trail. As I call your names, please come forward with your Parents. (call names)

As you Cubs can see, the candles get taller as you advance. This represents the additional skills that you must learn as you earn each higher rank. (Light Shortest Candle).

The Bobcat is the start of the trail and the simplest to earn. (light next candle.)

The Wolf is a big step forward and harder as is (light the next candle) the Bear.

Finally, at last, (light the tallest candle) you became a Webelos Scout, and can earn the highest rank, the Arrow of Light. And so with the spirit of the great explorers, folklore heroes and frontiersmen to guide you, may you continue to climb the Scouting Trail. (Present awards by Den and congratulates Cubs and parents).

Advancement Song

Tune "When Johnny Comes Marching Home"

Santa Clara County Council

When the Cub Scouts all achieve a rank, Hoorah! Hoorah!

When the Cub Scouts all achieve a rank, Hoorah! Hoorah!

The moms will cheer (*moms cheer*)

and the dads will shout (*dads shout*)

The leaders all will turn about

(*leaders turn around in a circle*)

And we'll clap our hands (*all clap*)

When the Cub Scouts achieve a rank!

This song could be sung before the Advancement Ceremony any month. Maybe, make it like the Announcement Song that is sung when the Cubmaster says the word Announcements. Have this sung when the Cubmaster announces Advancements. CD

Songs

If you are not using songs (and lots of them) in your Den and Pack program, you are missing an important part of the Cub Scouting program. Putting a song into the heart of a Cub Scout will put something even more valuable into yours. Fill your heart with the music of Cub Scouting. Many thanks, to Jim Denny for contributing some of his original songs for you to share with your Cub Scouts during the coming year.

HEROES IN A BOOK

(Tune: She'll Be Coming 'Round the Mountain)

Cub Scouts learn a lot from heroes In A Book

Cub Scouts learn a lot from heroes In A Book

Cub Scouts learn a lot from heroes,

Oh they learn a lot from heroes,

Oh they learn a lot from heroes In a Book.

2. You can climb the highest mountain In A Book. (etc.)

3. You can visit Mars and Venus In A Book. (etc.)

4. You can save the world from evil In A Book. (etc.)

5. You can go and solve a mystery In A Book. (etc.)

6. Fight the dragon, save the damsel In A Book. (etc.)

7. Visit great men in our history In A Book:: (etc.)

8. So lets keep on reading and learning - Read a Book. (etc.)

I'VE BEEN READING THE NEWSPAPER

(Tune: I've Been Working On The Railroad)

I've been reading the newspaper

All my live long days

I've been reading the newspaper

Just to learn what I can learn.

I read about the news and sports,

Comics and classifieds.

I enjoy reading all about it,

Just so I can know it all.

The more I read and learn each day,

The more I can grow and grow.

The more prepared I will be

For the Boy Scout I become.

I'll keep reading the newspaper

All my live long days.

I'll keep reading the newspaper

So just you wait and see.

Swingin' Through The Grapevines

(Tune: Heard It Through the Grapevine)

Indian Nations Council, By Jim Denny

Oh, I read a book last Friday night,
'Bout a man filled with jungle might.
His skin was white and his muscles strong.
He even looked a little like King Kong.
I once had heard of such a man.
And he went by the name of Tarzan.

(Chorus)

They saw him swingin' through the grapevine,
He sure is one of a kind.
Not a chimp, or orangutan,
He's Tarzan the Apeman.
Where he came from, we don't know.
The book written by Edgar Burroughs.
Tarzan the Apeman.

Tarzan's girl, her name was Jane.
Her hair was soft as a lion's mane.
They had a son, his name was Boy,
Don't know why they didn't name him Roy.
Grapevines hung for many miles,
Kept them above the crocodiles.

(Chorus)

Lions knew he was the law,
When he called "Ah-eee-ahh-eee-ahhh."
Boy came home from school one day,
Said he had a job for dad to play.
Now each month he keeps them coming back,
He's Cubmaster of the jungle pack.

(Chorus)

A Boy Named Kim

(Tune: Beverly Hillbillies)

Let me tell you a story 'bout a boy named Kim
Who grew up in India, they wrote a book 'bout him.
He identified jewels by the touch and by the feel,
And helped other people, his true heart was real.
A good boy, an orphan, on his own.

Now Kim's friends said, "Kim, we love to have you here. You can help us win the battle from the thugs that we fear."

So he got an education, and when he was through.
He helped his friends, the British, cause he knew what to do.
Tricky, a spy, he could sneak in anywhere.
Rudyard Kipling told the tale of Kim's life,
How he grew up in India in times of great strife.

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You can read it on the pages that are in this great book. To start the adventure, all you have to do is look. Open the cover, turn the page, read.

Indiana Jones

(Tune: Oklahoma)

Indiana Jones finds buried treasure in the caves.
He finds chests of gold and mysteries old,
And old Indian relics made by braves.
Indiana Jones, adventure is his middle name.
He finds snakes and rats, and skulls and bats
On his search for fortune and for fame.
Oh we know that he once was a Scout,
Where he learned what adventure's about.
And when we say, Scouts and Indy all the way,
We're only saying you're doing fine Indiana,
Mr. Jones, you're OK!

Paul Bunyan

(Tune: Three Blind Mice)

Paul Bunyan and his ox, Paul Bunyan and his ox.
Chopped up the west, Chopped up the west.
He carved Grand Canyon, And dug Great Lakes.
He cut down redwoods to cook pancakes.
A Cub would never make such mistakes.
Doing his best, Doing his best.

On Top of Old Baldy

On top of old baldy, There's nary a hair
But only the memory, Of half that was there.
Hair parts in the middle, Hair parts on the side
But parting is sorrow, When the part is too wide.
So come all you lovers, And hear what I say
Be sure that his gold locks, Are not a toupee
On top of old baldy, So bare and so neat
There's no trace of dandruff, Cause what would it eat.
A bald head's appealing, When wearing a hat
But when he removes it, That takes care of that.

Ten Little Goblins

West Michigan Shores Council

One little, Two little, Three little goblins,
Four little, Five little, Six little goblins,
Seven little, Eight little, Nine little goblins,
Ten little goblin ghosts.

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Variations -

Try singing the above as "Ten Little Indians" - second verse "Ten little, Nine little," etc.

Divide the group into ten parts and assign each a number from 1 to 10. As each number is reached in the first verse, have that group stand. Then sit when the number is reached in the second verse.

Then do the whole thing another time, but a lot faster.)

The Ballad of Davy Crockett

Born on a mountain top in Tennessee,
Greenest state in the land of the free
Raised in the woods, so's he know ev'ry tree
Kilt him a b'ar when he was only three
Davy, Davy Crockett, King of the Wild Frontier

Fought single-handed through the Injun war
Till the Creeks was whipped and the peace was in store
While he was handling this risky chore
Made himself a legend forevermore
Davy, Davy Crockett, King of the Wild Frontier

Went off to Congress and served a spell
Fixing up the government and laws as well
Took over Washington, so I hear tell
And patched up the crack in the Liberty Bell
Davy, Davy Crockett, King of the Wild Frontier

He give his word and he give his hand
His Injun friends could keep their land
The rest of his like he took the stand
That justice was due every redskinned man
Davy, Davy Crockett, King of the Wild Frontier

When he came home, his politickin' done
The western march had just begun
So he packed up his gear and his trusty gun
And lit out grinnin' to follow the sun
Davy, Davy Crockett, King of the Wild Frontier

He heard of Houston and Austin and so
To the Texas plain he just had to go
Their freedom was a fightin' another foe
And they needed him at the Alamo
Davy, Davy Crockett, King of the Wild Frontier.

We Are Knights

(Tune: Three Blind Mice)

We are Knights!
We are Knights!
We wear our swords!
We wear our swords!
We fight and joust and go off to war!
We save fair damsels and slay dragons galore!
We're loyal to King Arthur and Camelot's soil,
Oh, we are Knights.

We are Cub Scouts

Tune - SpongeBob SquarePants Theme

Are you ready Scouts?
Yes sir, Cubmaster!
I can't hear you!!
YES SIR CUBMASTER!!!

Ohhhhhhhhh!

Tigers "Go See It" and earn lots of beads!
WE ARE CUB SCOUTS!
Wolves help the Pack go and do those good deeds!
WE ARE CUB SCOUTS!
Bears like to whittle when e're they go out!
WE ARE CUB SCOUTS!
Each WEBELOS will one day become a Boy Scout!
WE ARE CUB SCOUTS!
Ready?
WE ARE CUB SCOUTS!
WE ARE CUB SCOUTS!
WE ARE CUB SCOUTS!
WE ARE! CUB SCOUTS!!!!!!!!!!!!!!

Other potential verses:

Who's out selling popcorn through all of the fall?
WE ARE CUB SCOUTS!
Who thinks going camping and hiking's a ball?
WE ARE CUB SCOUTS!
At Pi-inewood Derby we ra-ace our cars!
WE ARE CUB SCOUTS!
We like to go out out and look up at the stars!
WE ARE CUB SCOUTS!

Skits

D. E. A. R. TIME - A SKIT

(D. E. A. R. Time = Drop Everything And Read Time)

A group of Scouts; two with speaking parts

Props - books for all of the Scouts, binoculars, a few chairs, Scout #2 should have a pen and paper in his pocket

[Group of Scouts is visiting, holding books at their side (except Scout #2 - he has a pair of binoculars around his neck - however he should have a book for later in the skit)]

Scout #1 announces to the group: [Looking at his watch] It is now DEAR time.

[All Scouts - except Scout #2 - sit down somewhere and start to read]

[Scout #2 lifts the binoculars and starts looking around.]

[Scout #1 notices that Scout #2 is not reading, but peering through binoculars]

Scout #1: [to Scout #2] What are you doing?

Scout #2: I'm looking for deer - you said it was deer time, right?

Scout #1: Yes, I said it was dear time, but I didn't mean deer spelled D-E-E-R.

Scout #2: You didn't? How do you spell it?

Scout #1: D-E-A-R

[Scout #2 pulls out some paper and a pencil/pen and sits down and starts to write on the paper]

[Scout #1 notices that Scout #2 isn't reading]

Scout #1: What are you doing now?

Scout #2: You said it was dear time, D-E-A-R time, so I'm writing a letter to my grandmother... "Dear Grandma..."

Scout #1: That's not what dear time is either. D-E-A-R time doesn't mean it's time to write a letter!

Scout #2: Oh. So, what does it mean?

All Scouts together loudly at Scout #2: Drop Everything And Read!!!

[Scout #2 drops his pen and paper, grabs a book from nearby and joins the other Scouts reading]

THE CASE OF THE MISSING READER!

(Adapted from a skit used in the Summer Reading Program from the State of Idaho)

Cast: Sherlock Holmes & The Book Bandit (perhaps best if played by Cubmaster and Pack Committee Chair or played by several Den Leaders or Pack Committee members.)

Props: Sherlock Holmes costume, magnifying glass, Book Bandit costume, bag for Sherlock Holmes with items not normally carried around, silly picture (drawing) of Book Bandit, book - "The Case of the Missing Readers!" (make your own cover)

[Book Bandit enters room carrying book, quickly glances around, opens door and peeks out, closes door and runs in the room. Says to audience...]

Book Bandit: Shhhhh! Where can I hide? Ah! Over there! [to audience] Now nobody's seen me - got that?

[Sits at a table and whispers to person next to her to keep passing the book on discretely through the audience]

[Sherlock Holmes enters room walking with one hand behind back - examines things in room with magnifying glass - then walks hunched over looking in magnifying glass, searching for clues, picking up things, saying hmmm, very interesting. Looks closely at someone's face with magnifying glass, looks surprised and jumps and then says to audience. . .]

Sherlock: Oh! There you are! I wonder if you could help me. I'm working on a very important case, the case of the missing readers. The last thing I remember was I was sitting at my desk. When I woke up, my head was

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missing and there was a nasty bump on my book! No, no wait, [feel for head] that can't be right! My book was missing - yes, that's it! And I noticed a nasty bump on my head!

Well, I've been searching for clues and gathering evidence. I'm now text messaging the fingerprints I found on the chair to police headquarters on my handy mag/pod/cam/private eye/tooth brush cell phone [mimic text messaging - use thumbs] Oh it's ringing!

Sherlock Holmes: [gasp!] Hello? What's that? The fingerprints belong to the Book Bandit? What? Someone spotted him running into the Pack Meeting carrying a large book? Aha! That means he can't be far away!

Sherlock Holmes: [to audience] Headquarters just notified me that the notorious Book Bandit is somewhere in this room! Fortunately, I just happen to have a police sketch of the Book Bandit in my bag. [pulls out something in bag] Oh no, that's not it, here it is [pulls out something else in bag - shows audience] He looks just like this... [keeps looking in bag] No no! That's not right! I know I've got it somewhere! Here it is! [show silly drawing of Book Bandit]

He looks just like this [hold up drawing] Has anyone seen him? [ignore audience]

Book Bandit: Shhhhh! [mimics making a call on cell phone - loud whisper sounds]

Sherlock Holmes: [answers magnifying glass] What? Speak up, I can't hear you! What? You can't speak up because you're in a library? What that you say? You have it in good authority that the Book Bandit is at the Pack Meeting. What? The Book Bandit is in the Kalamazoo Public Library? Who is this? Hello? Hello?

[Book Bandit hides behind Sherlock Holmes and circles with her]

Sherlock Holmes: Who was that? Let me check the caller ID. Aha! The Book Bandit! He's not in the Kalamazoo Public Library! He IS right here in this room! I'm sure of it! But where?

[Sherlock Holmes looks under her legs, BB bows her legs. Sherlock walks in straight line with BB behind her walking just like Holmes - showing off to audience doesn't see when Holmes turns and catches her]

Sherlock: AHA! I've caught you, you scoundrel! Now hand over my book!

BB: What book?

Sherlock: The Case of the Missing Readers! You must return my book at once or you will spend the rest of your days in lock-down with Thing 1 and Thing 2!

BB: No! Boo Hoo! Not Thing 1 and Thing 2! I only took your book 'cause I wanted to see how the story ends! My book was overdue Boo hoo hoo!! I just love reading too much!

Sherlock: Well, hmmm, you see, I love reading too. Maybe we can work out a deal.

You return the evidence, and help me solve the case of the missing readers, and I won't put you in lock down with Thing 1 and Thing 2.

BB: OK, I promise I won't steal any more books! I'll just borrow yours - uh - I mean - I'll just borrow books from the library.

[cell phone rings]

Sherlock: Hello? Headquarters? What's that? Whoever returns the evidence - my book - the case of the missing readers will receive a special recommendation from headquarters and a reward? [give detective badge and invisible ink to child who returns book]

BB: [looks inside book] Hey! I solved the case of the missing readers! [point to audience] They're right here!

Tall Tales For Small Males

Characters: Den Leader, Cub Scouts, Johnny, David, Casey Paul and Jan (pronounced yawn)

Setting: A den meeting. All are seated.

Den Leader: Today, Cub Scouts of Den One, we're going to have ourselves some fun. This month "Once Upon a Time", is our theme, so answer roll call as a Tall Tale character with a your own story.

Johnny: My name is Johnny, and long time ago my great grandpa planted many a row, and if he hadn't we would all cry, cause we wouldn't have any apple pie. You see, he was Johnny Appleseed.

Den Leader: Very Good, Johnny. Now David

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David: My name is Davy, and back many a year, the forest bears would shake with fear if by chance they saw a coonskin hat, cause that was my uncle Davy Crockett.

Den Leader: That's a great tale David. Now let's hear from Casey.

Casey: When I was little, and Christmas came, my folks gave me a model train. I guess folks thought I was kind of racey, cause now they call me "Lil Casey."

Den Leader: Oh, Casey, what a story. Alright Paul, it's your turn.

Paul: Just call me Paul, that's my uncle's name. His blue ox, Babe, was part of his fame. When Babe got thirsty from the heat, Uncle Paul dug the Great Lakes, wasn't that neat? He was Paul Bunyan.

Den Leader: Great story Paul. Now last, let's hear from Jan (yawn).

Jan, My last name is Winkle, and it may not be right. But I'm always sleepy (Yawns). So, good night. (Drops head and pretends to sleep).

Den Leader: Well boys, I'd no idea that Den One had such famous uncles and granddads. I've never heard such tall tales, from so many small males.

Dragon Around

Cast: Dragon (with head of boy and as many body pieces as you need finishing with the tail.), Sir Cub Scout

Props: Cardboard bushes, sword, flames (red tissue paper), feather, hotdog, red sock.

Setting: The dragon comes on stage. Head boy sticks red-socked hand out of the mouth occasionally as if fire is shooting out.

Dragon: Ahhhhh Choosoo...(as dragon sneezes throw red colored tissue paper on fake bush as if it had caught fire, do this a couple of times)

Sir Cub: Now cut that out. Dragon, prepare to be slain.

Dragon: Sir Cub Scout, why are you going to slay me? I'm a peaceful dragon. I have done you no harm.

Sir Cub: No harm! What do you call all these burning bushes? You are destroying the king's forest. I promised the king I would take care of you, and that's just what I'm going to do.

Dragon: But, you don't understand. It's not my fault. I just can't stop sneezing. Maybe you can take care of me another way?

Sir Cub: (Reaches into the dragon and pulls out the feather) Here is the problem, no wonder you couldn't stop sneezing. But, in order to satisfy the king we must find something useful for you to do.

Dragon: What can I do? Being a dragon is all I know.

Sir Cub: I have an idea. (Pulls out hot dog and puts it on a stick and holds it in front of the dragon) Now blow on this, you can be the king's personal cook. His favorite food is charcoal broiled hotdogs.

Aesop's Fables

Characters: Aesop (dressed in long flowing sheet belted with a rope. White cotton beard.)

Scene #1 - 8 Knights (shield, sword and helmet; optional)

Scene #2 - 1 Rabbit (cardboard ears tied around head and sign saying "RABBIT" around neck.), 2 or 3 Boys as a snake (paper sack head and sheet or paper as body)

Scene #3 - 1 Boy as Bully (wears "BULLY" sign around neck), 2 Boys as themselves (lick lollipops)

Arrangement: This skit is divided into 3 very short simple scenes with little props and very simple costumes. Cubs can play one or more parts, except Aesop. Aesop is the narrator and holds up a sign at the end of each scene that states the moral of the story.

Aesop: Ladies and gentlemen. Tonight I would like you to meet some of the people I have written about.

Scene 1: (Enter 8 knights. One knight does battle with the other 7 knights, taking on one at a time. When he has finally finished defeating the seventh knight, who has fallen "dead" on the floor, the victor staggers then collapses in complete exhaustion.)

Aesop: The moral of this story is: (holds up a sign with the words) "Seven Knights Make One Weak."

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Scene 2: (A rabbit is quietly eating a carrot. Along comes a snake. The rabbit disappears under the sheet - the snake has eaten him.)

Aesop: The moral of this story is: (holds up a sign with the words) "Hare Today, Gone Tomorrow."

Scene 3: (This scene needs a couple of simple props - a sign saying "Men Working", a small sawhorse, if available, and a box with a sign on it saying "Ditch. " As the scene opens, 2 boys are calmly licking big lollipops. They are standing by the "ditch" when the Bully enters.)

Bully: Okay, you guys, I'm hungry. You give me your candy.

Boy # 1: No, I won't.

Bully: Okay, then I'll take it (gets into a scuffle with boy #1 and yanks the candy from him. While the two are fighting, Boy #2 tosses his candy into the "ditch")

Bully: Now, where's yours? (Speaking to Boy #2) I want it too.

Boy #2: Oh, I ate it.

Bully: Chicken. (Leaves stage eating first boy's candy. Boy #2 retrieves his lollipop from the "ditch" and leaves stage with Boy #1)

Aesop: The moral of this story is: (holds up sign that says,) "A Ditch In Time Saves Mine".

The Unknown Legend

Scene: A group of boys standing around.

Cub #1: I hear the unknown legend is coming.

Cub #2: Have you seen him?

Cub #3: No.

Cub #4: Couldn't be as strong as Paul Bunyan.

Cub #5: Nor as courageous as Casey Jones.

Cub #6: Couldn't be as good a shot as Pecos Bill.

Cub #7: Oh yeah? He's more than all those folk heroes put together!

All: Here he comes!

Out walks a Cub Scout, flexing muscles and grinning. (Curtains close/boys exit.)

Stunts and Applauses

NIGHT SCHOOL

(Dim lights)

Cub Scout #1: (wanders through, reading a book)

Cub Scout #2: What are you doing?

Cub Scout #1: Reading a book.

Cub Scout #2: It's kinda dark out.

Cub Scout #1: That's all right. I went to night school.

KNOCK KNOCK

Webelos Scout #1: [carrying some books] Knock, Knock

Webelos Scout #2: Who's there?

Webelos Scout #1: Carrie

Webelos Scout #2: Carrie who?

Webelos Scout #1: Carry my books please.

TALLEST BUILDING

What is the tallest building in the world?

Answer: The library of course, it has the most stories!

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POLICE

Why did the book join the police department?

Answer: So he could work undercover.

DICTIONARY

Here on earth it is always true that a day follows a day. But there is a place where yesterday always follows today. What place is that?

Answer: The dictionary!

LONGEST WORD

What is the longest word in the English language?

Answer: Smiles (There's a mile between the first and last letter.)

WHAT BOOK?

What book was once owned by only the wealthy, but now nearly everyone can have it? You can't buy it in a bookstore or take it from a library.

Answer: A telephone book.

TALKING BOOKS

What did one math book say to the other math book?

Answer: I have a lot of problems!

Cheers and Applauses

Tarzan Applause: Beat chest and make the Tarzan call "aheeeeaaheeeeah!" call.

Paul Revere Applause: Pretend to be riding on a horse while moving up and down and say "The British are coming, the British are coming."

Superman Applause: "Faster than a speeding bullet, more powerful than a locomotive, able to leap small Cub Scouts in a single bound. It's Superman."

Ghost Applause: Wail like a ghost three times,

"Whoooooo, Whoooooo,, Whoooooo,!"

Columbus Applause: Put hands up like you're holding a telescope and shout "Land Ho."

Black Powder Gun Cheer: Pretend to have black powder in your hand. Pour powder down the barrel. Stamp it down, raise the gun and fire saying "Click, Bang".

Pony Express Applause: Have everyone gallop in place and shout "Yipppeeeeeee".

Model "T" Applause: Pretend to honk your horn and say "Ooooga, Ooooga, Ooooga".

Casey Jones Applause: Hold left arm straight out, palm up, using right hand start clapping on shoulder, slowly speeding up while moving down left arm, until clapping hands, then use right hand to make motion of pulling whistle cord and go "Whoo, whoo" followed by crashing sound.

Paul Bunyan Cheer: Divide group in 2 sections. Have group 1 say "Chip" when you point to them and have group 2 say "Chop" when pointed at. Have the groups speed up and at the end yell "Timber ... Whoosh".

Patriotic Applause: Shout, "USA" and thrust hand with double fist skyward, shout "Hooray, onward and upward".

Circle Ten Council

Superscout Cheer or Yell: Faster than a speeding bullet, more powerful than a locomotive, able to leap tall buildings in a single bound. It's Superscout!

Paul Bunyan Cheer 2: Make motions as if sawing down a tree, meanwhile, alternately blowing out and sucking in air with "Shhhh" sounds. After all these, and the tree is cut down, yell: "Timber" with a hand along side your mouth.

Dragon Applause: "Roar, hissss, roar!!! Hissss, Roar!!!"

Canned Applause: Use any size can or container with a lid that can be lifted easily. Instruct the group that they are to applaud while the lid is off. For a little more fun throughout your meeting, use cans of graduated sizes, increasing the volume of the applause with the size of can.

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Jokes

Why is a river like a dollar bill?

Because it goes from bank to bank.

What is the best way to keep a skunk from smelling?

Hold his nose.

If you were facing east, what would be on your left hand?

Fingers.

Which burns longer, a 2' or an 8" candle?

Neither, they both burn shorter.

Run-ons

Cub #1: What do birds say on Halloween?

Cub #2: "Twick or tweet!"

Cub #1: What do little ghosts chew?

Cub #2: Boo-ble gum.

Cub #1: Why did Dracula go to the orthodontist?

Cub #2: To improve his bite.

Cub #1: What do you do with a blue monster?

Cub #2: Cheer him up.

Cub #1: He's recovering from an unusual accident.

Cub #2: What happened?

Cub #1: A thought struck him.

Tongue Twisters

1. How much dew would a dewdrop drop if a dewdrop could drop dew.
2. Jasper the genius genially jogged and jumped joyously.
3. Four flat flounders fought five ferocious flukes.
4. Bluebirds bathe in the blue birdbath.
5. She sheared six shabby sick sheep.

Closing Ceremonies

A BOOK IS A FRIEND CLOSING

Cubmaster: This month we've focused on the adventures we can have while we are reading. The places we can go, the people we can meet and the fun we can have without leaving our chair are great if we will take the time to read. Here's a poem that I'd like to share with you.

"What is a Book?" by Lora Dunetz

A book is pages, pictures, and words

A book is animals, people, and birds;

A book is stories of queens and kings,

Poems, and songs - so many things!

Curled in a corner where I can hide,

With a book I can journey far and wide.

Though it's only paper from end to end,

A book is a very special friend.

ANOTHER CLOSING IDEA

Cubmaster - Share your favorite childhood book with the Pack. Explain why and read it to them - if it isn't too long.

ADVENTURES IN READING ADVANCEMENT IDEAS

-Create a large book (lap size or bigger) out of poster board. On each "page" attach an award. You could even write a few sentences about the Cub Scout receiving that award on each page. The parents could come up and remove the award from the page and then award it to their Cub Scout.

-At a thrift or Goodwill type store, find inexpensive books that would interest boys in your pack. Attach each boy's awards inside the book (where possible) and award the book with the rank advancement, arrow points or belt loops/pins.

AMERICAN FOLKLORE HEROS

CUB SCOUT 1: All our American Folklore heroes were hard working people. You won't find a shirker in the bunch.

CUB SCOUT 1: Campfire stories about them tell us so.

CUB SCOUT 2: All were Americans trying to improve this young country of ours.

CUB SCOUT 3: As we leave here tonight, let us keep those hard working Americans in our mind.

CUB SCOUT 4: Do the same as they did, do more than your share.

CUB SCOUT 5: Help your parents whenever they ask and even when they don't.

CUB SCOUT 6: Maybe some day, there will be a legend that tells about your great deeds.

American Folklore Heroes

Cub # 1. All our American Folklore heroes were hard working people. You won't find a shirker in the bunch.

Cub # 2. Campfire stories about them tell us so.

Cub # 3. All were Americans trying to improve this young country of ours.

Cub # 4. As we leave her tonight, lest us keep those hard working Americans in our mind.

Cub # 5. Do the same as they did, so more than your share.

Cub # 6. Help your parents whenever they ask and even when they don't.

Cub # 7. Maybe some day, there will be a legend that tells about your great deeds.

Honoring the Flag Closing

Personnel: Cubmaster, 2 scouts who know how to fold the flag properly.

Cubmaster: Now, and at most of our pack meeting, we post the U.S. flag when we begin and we leave it standing until the meeting is over. Why do we do that?

I think there are two main reasons.

First, we honor the flag by including it as part of our meeting,

And second, we show that we are under the protection of the flag and all it represents - our Constitution and our laws. We honor the flag by saluting and pledging allegiance. We can also honor it by displaying it properly and by taking it down and storing it the right way.

Now, _____ and _____ our Den Chiefs are going to show us how to retire the flag and fold it properly. As they do that, please join me in singing "Cod Bless America".

Cubmaster leads the song as the boys fold flag.

The Knight of Today

I envy not the Knight of old
Who lived for honor true,
Who rode away to distant lands
His Great Good Turn to do.
I envy not the soldiers brave
Who kept our country free.
For chances here will prove my strength,
They ever challenge me.
I shall not long for days gone by,
My chance to serve is here.
And with my motto "Do your Best"
My duties written clear.

Johnny Appleseed Closing

Preparation: Prepare a basket of apples. These can be real or paper apples. Pin a thought on each apple.

Cubmaster - Johnny Appleseed was a character from American Folklore. Here is a basket of his apples. Let's see what he might say to us if he were here. Cubmaster picks up an apple and reads the thought that is on it. The following are thoughts that can be put on the apples:

SMILE - A smile costs nothing but creates much. It happens in a flash but the memory sometimes lasts forever. It cannot be begged, bought, borrowed, or stolen, but it is something that is no earthly good to anyone unless it is given away. So, if you meet someone who is too weary to give you a smile, leave one of yours. No one needs a smile quite as much as a person who has none left to give.

FITNESS - A Cub Scout keeps himself strong and healthy, not just for his own sake but so that he can be a more useful citizen. When you are fit physically, you can be more helpful to those around you.

DO YOUR BEST - One of the hardest things for anyone to do is to stick to what he knows is right while his friends are coaxing him or while his enemies are threatening him to do just the opposite. A Cub Scout always does his best to do what he knows is right.

CHEERFUL - We have a choice. We can be pleasant or unpleasant. Which do you choose? You can be grouchy and grumbly, or happy and cheerful. It's up to you.

THE VALUE OF A BADGE - A Cub Scout badge is a piece of embroidered cloth. It's not worth a lot of money. But the real value of a badge is what it represents, the things you've learned to earn it - how to keep healthy, how to be a good citizen, and how to use new skills. Does your badge represent these things? Were you prepared to meet each test at the time you passed it, or did you just try to get by? Maybe you were prepared when you passed the test but you've forgotten the skill now. If this is true, then the badge has little real value now. Don't wear a cheap badge. Wear one that represents what you can really do and know.

DON'T GIVE UP - To be good at anything you have to believe that you can do it and then practice it until you can. There's no easy way to become an expert. You have to keep at it, over and over. There may be times when you think you just can't do it, but don't give up if it seems hard. Few things are worth doing that are easy to do at first.

HONESTY - Lord Baden-Powell, the founder of Scouting, said this about honesty: "Honesty is a form of honor. An honorable man can be trusted with any amount of money or other valuables with the certainty that he will not steal it. When you feel inclined to cheat in order to win a game, just say to yourself, 'After all, it is only a game. It won't kill me if I do lose.' If you keep your head this way, you will often find that you win after all. It's great to win, but if you can't win, be a good loser."

A Poem For Closing

Let us be quiet as we go
In earnest thought of what we owe
To Those who all about us make
The Scouting movement Let us Take
With gratitude what they bestow
And for the men who long ago
Started this movement we help grow
Lest we their vision should forsake
Let us be quiet as we go
For all the Scouting good we know
Things, thoughts, but most the spirits glow
Strong, straight, and mentally awake
For country, god and other's sake let us be quiet as we go

The Many Sides Of A Cub Scout

- DL:** We will try to show you the many sides to the little boys we so proudly call son, but remember, these are all sides to just **one** boy.
- Cub # 1.** I'm the one full of dirt, so very sure that soap and water will hurt.
- Cub # 2.** I'm the one who lives in his dreams, always off on a cloud, at least that's how it seems.
- Cub # 3.** I'm the show-off and athlete. I just can't stand to get beat.
- Cub # 4.** I'm the pouter, sensitive and shy. But I try to make people think I'm a real tough guy.
- Cub # 5.** I'm the angel, neat and obedient. Mom wouldn't trade a day with me for all the money in the mint.
- Cub # 6.** I'm the Cub Scout, the one we boys like best. That's 'cause I'm different from all the rest. So everyone, please join us as we recite the Promise we try to live by every day.
- All:** Recite the Promise
- DL:** They are all these boys and even more. There are lots of surprises for you in store. So love them, protect them, and try to understand. It's a very hard job growing up to be a man!

American Folklore Heroes

- Cub # 1.** All of our American Folklore heroes were hard working people - not a shirker in the bunch.
- Cub # 2.** Campfire stories about them tell us so.
- Cub # 3.** All were Americans trying to improve this young country of ours.
- Cub # 4.** As we leave here tonight, let us keep those hard working Americans in our mind.
- Cub # 5.** Do the same as they did, do more than your share.
- Cub # 6.** Help your parents whenever they ask and even when they don't.
- Cub # 7.** Maybe some day, there will be a legend that tells about your great deeds.

Good Deeds of Old

Tonight we have enjoyed recalling the days of old when brave men went forth doing good deeds. They carried their banners high, proud to show who they were. Tonight we would like one member from each den to come forward (either with the den flag or use the number on the sleeve. Line the boys in a row in front showing the den number.) Now, as we look at the symbol that stands for our group let us all stand and sing "God Bless America."

(All sing.)

Let us now go forth and be proud of our Cub Scout uniform and make every effort to live up to our Cub Scout Law and Promise.