

## August 2009 Monthly Theme: "Fun in the Sun"

Let's go outside and have fun in the sun. Plan some outdoor activities this month that will encourage dens to meet and make preparations together for your pack event. It's a great time for a pack picnic, with each den planning a game or activity. Have a Cubanapolis derby with dens preparing their vehicle and practicing maneuvers during den meetings. Stress good sportsmanship and team building during the planning stages, as well as during the actual event. Create kites in your dens and have a kite flying derby or a family picnic to show off your creations! This might be a great month to work on the Cub Scout Outdoor Activity Award or a Cub Scout Sports belt loop or pin.

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

### PRAYERS & POEMS FOR SCOUTERS

#### No Difference

Small as a peanut,  
Big as a giant,  
We're all the same size  
When we turn off the light  
Rich as a sultan,  
Poor as a mite,  
We're all worth the same,  
When we turn off the Light.  
Red, black or orange  
Yellow or white,  
We all look the same,  
When we turn off the light.  
So maybe the way  
To make everything right  
Is for god to just reach out  
And turn off the light!

#### Opening Prayer

*CS Program Helps*  
We give our thanks this day  
In our work and in our play  
We always strive to be kind and good  
And act as Cub Scouts should **Amen**

### Philmont Grace

For Food, For Raiment,  
For Life, For Opportunity,  
For Friendship and Fellowship.  
We Thank thee O Lord Amen

### Sea Base Blessing

Bless the creatures of the Sea  
Bless this person I call me  
Bless the Keys you make so grand  
Bless the sun that warms the land  
Bless the fellow-ship we feel  
As we gather for this meal. Amen

### Northern Tier Wilderness Base Grace

For food, For Raiment  
For Life and Opportunity  
For Sun and Rain  
For water and portage trails  
For friendship and fellowship  
We thank thee, oh lord **Amen**

## PACK/DEN ACTIVITIES

### Water Fun Activities

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

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

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

### Cup And Bottle Relay

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

## Pond Viewer

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

## Stream/Pond Study

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

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

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

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

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

The commas twitch - they are tiny tadpoles. Within ten days, they will wiggle out of the jelly. Use a strainer to scoop up some frog's eggs. Put them in a big jar with pond water and cover the jar. Then take it home and watch the eggs develop. It takes two to three months for a tadpole to become a frog. Hind legs grow first, then front legs. As the tail gets shorter, the tadpole stops breathing under water like a fish. It starts breathing air, like a land animal and soon becomes a grown up frog. Catch a frog, if you can, and watch it breathe. Its throat goes up and down while it takes in air through its nose.

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

## Life Ring Toss

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

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

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

### Seashell Slide

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

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

### Octopus Slide

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

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

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

### Crafts With Rocks

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

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

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

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

### Explore A Tree

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

### Waves in a Bottle

#### Materials:

- A flat, clear glass or plastic bottle such as a 20 oz. soda bottle
- Water
- Food coloring
- Vegetable oil

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- A cork to fit the bottle or its own cap

### Directions:

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

## Bike Rodeo

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

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

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

### Equipment:

50 feet measurer or yard stick  
Chalk, tape or sting - for lines  
Traffic cones or weighted cans  
Score sheets and pencils  
Clipboards - for volunteers  
Stop Sign  
Bicycles and helmets

**Organize** so there is as little waiting as possible.

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

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

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

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

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

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

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

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

## GAMES

### Balloon Volley Ball Game

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

### Water Balloon Toss Game

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

### Water Race

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

### Watermelon War Game

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

### Sponge Relay

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

### Cold Toes Ice Cub Relay

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

### Hula Hoop Sprinkler

**Materials:**

- Hula hoop, Washer, Water hose, PVC fitting
- Hose connector, Hammer, Long nail

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

### Independence Tag

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

### Taking a Trip

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

### Spider Hunt

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

Spider on a web

A spider not on a web

A spider caught in a web

Part of a web that is sticky

Part of a web that is not sticky

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

A web near the ground

A web in the corner of a building

A web in a tree or a bush

**A messy web**

**A spider egg case**

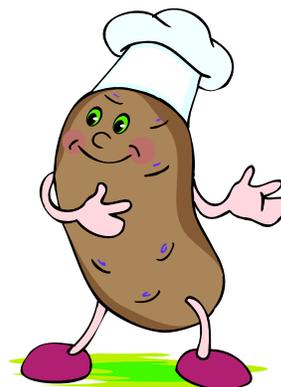
**They should try to find as many items as possible within set boundaries and given a time limit.**

### SPUD NIGHT

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

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

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



### **Bowling for spuds**

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

### **Driving the spuds to market**

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

### **Potato wheel-barrow race**

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

### **Spud of the Nile (potato pyramids)**

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

### **Chip taste test**

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

### **Speed spud**

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

### **Potato stuffing**

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

### **Mr. and Mrs. Potato Head**

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

### **Marble spud**

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

## **Getting back to the purposes of Cub Scouting -**

Use the event to tell your Scouts about the food value in potatoes. Did you know the lowly spud holds almost all the minerals and vitamins a person needs to survive, including vitamin A, B, C, and D?

Make a list of all the ways we eat potatoes: baked, scalloped, mashed, fried, stuffed, boiled, potato chips. Talk briefly about the need for good eating habits and nutrition. When your night finishes, donate undamaged potatoes to the local food bank, then start making plans for a gourd night. What a great event for a winter camp, Cuboree, or just to recharge your program during mid-winter blahs. Your kids will love the unexpected, comical twist.

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## **Slithering Snake Game**

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

Blind Man Nature Game

Circle Ten Pow Council Wow Book

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

## **Deer, Shelter, Water, And Food Game**

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

## **Jump The River Game**

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

## Pack Meeting Gathering Activities

### Water Word Search

This puzzle contains words and phrases related to Water Fun and Safety.  
See how many you can find.

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

BOATING  
FISHING  
LIFEGUARD  
OBEY RULES  
SAFETY  
SAILING

BUDDY SYSTEM  
FLOATING  
MARCO POLO  
PFDROW BOAT  
SAFETY AFLOAT  
SPRINKLERS

CANOE  
FUN FUN FUN  
MEMORY LAKE  
SAIL BOAT  
SURFING

### Miniature Scavenger Hunt

The object of the game is to gather as many items as you can from other people in the room. Each person can only give you one item. All items must fit inside the 35 mm film can. Have the people sign after they give you item. That way you know who to whom give it back when the game is done.

- 1) Paper clip \_\_\_\_\_
- 2) Bobbi pin \_\_\_\_\_
- 3) Penny \_\_\_\_\_
- 4) A Different Coin \_\_\_\_\_
- 5) Button \_\_\_\_\_
- 6) Safety Pin \_\_\_\_\_
- 7) Battery \_\_\_\_\_
- 8) Patch \_\_\_\_\_
- 9) Piece of String \_\_\_\_\_
- 10) Thumb Tack \_\_\_\_\_
- 11) Key \_\_\_\_\_
- 12) Match \_\_\_\_\_
- 13) Nail Clipper \_\_\_\_\_
- 14) Piece of Paper \_\_\_\_\_
- 15) Picture \_\_\_\_\_

### Water Showdown

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

### Find Fun In The Sun

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

F \_\_\_\_\_  
U \_\_\_\_\_  
N \_\_\_\_\_  
I \_\_\_\_\_  
N \_\_\_\_\_  
T \_\_\_\_\_  
H \_\_\_\_\_  
E \_\_\_\_\_  
S \_\_\_\_\_  
U \_\_\_\_\_  
N \_\_\_\_\_

### Pack Meeting Opening Ceremonies

#### The Outdoor Code Opening Ceremony

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

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

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

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

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

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

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

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

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

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

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

**Note:**

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

### The Den Hike

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

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

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

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

Cub 5: We will protect them from harm.

Cub 6: We will follow the Laws of Nature.

Cub 7: We are going on a hike.

### OPENING CEREMONY: I AM YOUR FLAG

**LEADER** - As you know Flag Day is coming up June 14.

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

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

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

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

**Cub # 1.** I am the moon. Explorers came to me from your country many years ago. They left a beautiful flag that flies on my surface forever.

**Cub # 2.** I am Mount Everest, the tallest mountain on Earth. Americans have climbed my peak and their flag now waves from the top of the world.

**Cub # 3.** I am your hometown. The American flag waves proudly over my homes, schools, businesses, and government buildings.

**Cub # 4.** I am your flag. I was created to be a symbol of freedom at a time when our country needed to unite to gain that freedom. I have watched my country grow through war and peace. I have wept for those who have fallen, and rejoiced for those who have succeeded. I am the symbol of unity, strength, and freedom.

## August 2009: "Fun in the Sun"

- Cub # 5.** I am a Cub Scout. I am just learning about my nation and what freedom is all about. Teach me about our flag; show me how to respect and care for it. Help me to become a better American. Let's join together in the Pledge of Allegiance.
- Cub # 6.** World Book tells us that the Public-school children first recited the pledge as they saluted the flag during the National School Celebration held in 1892 to mark the 400th anniversary of the discovery of America. The original pledge was probably written by Francis Bellamy (1855-1931), though some scholars believe James B. Upham (1845-1905) wrote the pledge. Both men were from Boston and worked for The Youth's Companion. The National Flag Conferences of the American Legion expanded the original wording in 1923 and 1924. In 1942, Congress made the pledge part of its code for the use of the flag. In 1954, it added the words "under God." **Let's join together in the Pledge of Allegiance.**

### CHAPLAIN OR CUB SCOUT 7:

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

## AUDIENCE PARTICIPATIONS

### In Search Of Sun Screen

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

**Vance** - "I love to swim"

**Swim** - "Splash, splash, splash"

**Cub Scouts** - "Do your best"

**Sunscreen** - "Aaaaaaaaah, Oooooooooooooo"

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

**Vance** found his **swimming** suit and his towel and even his thongs without any trouble. But search as he might he could not find his **sunscreen**. This was terrible. All the **Cub Scouts** had learned at one of the den meetings about the importance of always using **sunscreen**. **Vance** knew that he must protect his skin from the intense Arizona sun while he was young so that he would not get skin cancer when he got older. Also, he did not want to get bad sunburn. One of his friends in **Cub Scouts** had fallen asleep in the sun and couldn't sit down or lay in bed comfortably for a week!

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

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

### Why The Bear Is Stumpy Tailed

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

**FOX:** Snicker, Snicker!!

**BEAR:** Grow!!!

**FISH:** Yum, Yum!

**FOREST:** All sounds together.

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

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

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

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

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

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

## SKITS

### The Water Table Skit

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

The customer then enters the restaurant and is shown to his table. The waiter introduces himself and asks if he can get anything. The customer says he would like a glass of water while he looks over the menu. The waiter returns with a glass of water that he carefully balances on the back of the "table person." All of a sudden, from off stage, someone yells Fire! Fire!

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

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

### Going the Distance

Personnel: Any number of boys

Opening: All start out walking:

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

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

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

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

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

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

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

### Tracking

Boys enter with magnifying glasses as if following a trail.

Cub # 1. Look at those tracks!

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

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

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

Cub # 5. No, wolf tracks!

Cub # 6. Bobcat tracks!

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

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

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

## ADVANCEMENT CEREMONIES

### Fun In The Sun Advancement Ceremony

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

### Summertime Advancement Ceremony

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

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

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

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

### Dimming Campfire - Opening

Equipment: Electric Campfire with dimmer switch, which an Akela may operate unseen. Start with it dim.

**Akela:** Tonight we have gathered at the ceremonial campfire to hear an ancient tale. It was once believed that a campfire had great magic. Of course it cooks our food, lights our way and wards off wild animals, but the magic of this Pack Council Fire is that it can light up our future! But only when we approach it after making a great accomplishment.

Will (Read names) and their parents please stand by their chairs? See how the fire burns only dimly when there are no advancing Scouts nearby? Now please come forward and join me at the fire's side. See how it has begun to burn brighter now! Have an Akela slowly increase the firelight

The fire tells us that you have completed all the requirements for your \_\_\_\_\_ rank. You have worked hard to be worthy of this great honor, so the fire has given us a sign that you will continue to find great joy and success in Cub Scouting. You will soon be on your way to earning the next rank in Scouting. The fire tells us you will do so!

Please stand. I present this award to your parents to present to you. Congratulations! (Akela sits again so he can work the controls to dim fire as Scouts leave.) I now dismiss you to your seats, and watch the fire as you leave its side! (Repeat as many times as needed for awards.)

## SONGS

### Summer Fun In The Sun

(Tune: My Bonnie)

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

**Chorus:**

## August 2009: "Fun in the Sun"

Fun in the Sun  
Fun in the Sun  
For Cubs it's a natural thing to do

Fun in the sun  
Fun in the sun  
But plan in for safety first, too.  
A water fight's great in the summer  
With water balloons galore.  
But it's better to go to the park, cause  
In the house it can mess up the floor

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

## Backyard Adventure

(Tune: Clementine)

**Chorus:**  
In your backyard, in your backyard,  
You can have a lot of fun.  
If you look at what's around you  
You'll have fun 'til day is done.  
  
Did you ever watch an ant work?  
Have you listened to the bees?  
Have you watched birds build their nests?  
And been thankful for the trees?

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

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

## Camper's Lament

(Tune: "Battle Hymn Of The Republic")

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

## August 2009: "Fun in the Sun"

When will I see the sun?

Chorus:

Pouring, pouring, not a single speck of light.  
Pouring, pouring, thru the day and thru the night.  
Pouring, pouring, wish my boots were water tight.  
When will I see the sun?

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

**Chorus:**

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

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

## The Scout Who Never Returned

(tune: Charlie on the MTA)

Let me tell you a story of a Scout named \_\_\_\_\_

On that tragic and fateful day;  
Put his Scout knife in his pocket;  
Kissed his dog and family;  
When to hike in the woods far away,

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

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

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

## STUNTS, APPLAUSES & JOKES

### Water! Water! , a classic run on

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

## August 2009: "Fun in the Sun"

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

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

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

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

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

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

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

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

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

### Riddles

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

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

What's the double tree? Pear

What tree is nearest the sea? Beech

What is a calendar tree? Date

What tree will keep you warm? Fir

What tree is used in kissing? Tulip

### Applauses

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

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

## CLOSING CEREMONIES

### The classic Cub Scout Garden from many sources

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

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

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

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

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

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

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

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

## **Sunscreen Closing**

**Props:** A bottle of sunscreen

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

## **Captain Of All Scouts - A Classic Closing**

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