

January 2009 Monthly Theme: "POWER UP!"

Boys explore the science of energy through solar, electrical, and wind power and how this energy is used in their everyday lives. They can explore different ways to conserve energy and protect the world we live in. Work on the Science or Weather belt loop and pin. Boys can invite friends to join in the pinewood derby and discover the power behind those little cars. What types of things are powered up by the flip of a switch? A field trip to the local water works or power plant might be part of the den's monthly plan. Finish up the month with a real power-packed pack meeting. The boys can power up by being physically fit and working on the Physical Fitness belt loop and pin.

Webelos Activity Badges: First year, Fitness; Second year, Complete Scientist

PRAYERS & POEMS FOR SCOUTERS

Show him the Rainbow

Show him the rainbows for rainbows don't wait
And soon he's all grown up, too soon it's too late.
Rainbows and Childhood too soon disappear
Like an Illusion, you thought they were here

Someday a rainbow may be hard to find
And childhood and rainbows will be hard to find
Like ripples on water they soon fade away
Then what will become of the plans you have made?

So take time to show him the wonderful things
Like snowflakes and dewdrops and butterfly wings
Show him the moonbeams that shine down at night
A sky full of starlight all twinkling at night

Soon you'll discover some treasures can't wait
So show him the rainbow before it's too late
Yes, show him the rainbow while he is still small
Or soon you will find there is no rainbow at all.

-- Adapted from JoAnn Ridings

Survival Kit for Leaders

Place all of these things in a box, label it "Survival Kit", copy the notes below and place inside with the items.

Small Bag Of Confetti: To remind you to always have fun.

Chewing Gum: A stick of gum to remind you to stick with it.

Snickers Bar: A Snickers bar to remind you to take time and laugh.

Starburst: A star burst to give you a burst of energy on the days you don't.

Smarties: A Smartie to help you on those days when you do not look so smart.

A Straight Pin: A pin to remind you to stay sharp.

Tootsie Roll: To remind you not to bite off more than you can chew.

M&M'S: To color your world on rainy days.

A Match: To light your fire when you are burned out.

A Hershey Kiss: A kiss to remind you that you are loved.

Weather Sayings

"Everybody talks about the weather but nobody does anything about it."

Attributed to Mark Twain but actually written by Charles Dudley Warner

More Weather Sayings

If animals have an especially thick coat of fur, expect a cold winter.

When squirrels bury their nuts early, it will be a hard winter

Hornets' nest built in the top of trees indicate a mild winter is ahead; nests built close to the ground indicate that a harsh winter is coming.

If you hear an owl hoot in the daytime, a storm is approaching.

When clouds look like rocks and towers, the earth will be refreshed by showers.

When clouds look like chicken scratches or mare's tails it will soon rain.

High clouds indicate fine weather will prevail; lower clouds mean rain.

Smoke that curls downward and lingers means a nearing storm.

Roosting birds indicate a storm, because thinning air is harder to fly in.

If the rooster goes crowing to bed, he'll certainly rise with a watery head.

A warm November is the sign of a bad winter.

If the woolly worm's (a type of caterpillar) head is more black than colored, the coldest part of the winter will come in the first months of winter.

If fruit trees bloom in the fall, the weather will be severe the following winter.

If the first snow falls on unfrozen ground, expect a mild winter.

If spiders leave their webs, expect rain

Spiders enlarge and repair their webs before bad weather.

"Rainbow in the morning,

Shepherds take warning.

Rainbow toward night,

Shepherd's delight.

Rainbow at noon,

Rain very soon."

Weather Fact

The lowest temperature around the world, on record, was in Vostok, Antarctica. It was -129 degrees F on Aug. 24, 1960.

TRAINING TIP

Cub Scouts is more than having a group of boys at your den meeting to say the Pledge of Allegiance, or playing games with their friends. Getting Cub Scout Leader Training will allow you to understand, then meet the aims of the Boy Scouts of America's program through Cub Scouting.

The Boy Scouts of America's program has three overall aims:

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To build character:

To build self-reliance, self-discipline, self-confidence and self-respect

To foster citizenship:

To foster love of community, country and world, along with a commitment of service to others and an understanding of democratic principles.

To develop fitness:

To develop physical, mental, emotional, and moral fitness that will stay with a Scout for the rest of his life.

These aims are met through the purposes of the Cub Scouting which are:

- Influence the development of character and encourage spiritual growth.
- Develop habits and attitudes of good citizenship.
- Encourage good sportsmanship and pride in growing strong in mind and body.
- Improve understanding within the family.
- Strengthen the ability to get along with other boys and respect other people.
- Foster a sense of personal achievement by developing new interests and skills.
- Show how to be helpful and do one's best.
- Provide fun and exciting new things to do.
- Prepare them to be Boy Scouts.

These are the purposes of Cub Scouting. Activities planned by leaders and enjoyed by boys relate to one or more of these purposes. These purposes help us achieve the overall aims of the Boy Scouts of America.

More information on "What is Cub Scouting?" can be found in Chapter 1 of the Cub Scout Leader Book available from your Scout Shop.

Knowing the purposes of Cub Scouting and reading the CS Leader Book will not make you a trained CS Leader.

Cub Scout Leader Basic Training is a training course for Cubmasters, Cub Scout den leaders, Webelos den leaders, Tiger Cub coaches, den leader coaches, their assistants, pack committee members, and all other Cub Scout leaders.

Trained Cub Scout leaders provide a quality, fun-filled program for boys. When leaders understand the whys and hows of Cub Scouting, they are more effective in their roles. Trained leaders know how to use the available resources to provide an exciting and worthwhile program for the boys. Trained leaders also have confidence in carrying out their roles and responsibilities. As a result, Cub Scouts receive a program designed to achieve Scouting's aims of citizenship training, character development, and personal fitness.

Remember your Cub Scouts deserve Trained Leaders. Contact your local council office to find out when training dates are for adult leaders in Cub Scouts.

We (I) always have the TV going at home, I just need the noise. Recently a very old Full House was on, and one of the characters was a substitute teacher in an elementary classroom. To get the students attention he said he would show them how to suck an egg in a bottle. I thought, "I HAVE DONE THIS!" Or at least I think I have done this twice, once for my Webelos working on the Scientist Activity Badge, and maybe once during a presentation of "What Is Cub Scouting" as a trainer. And it is so cool, no matter how you use it. You will find all the details for sucking an egg into a bottle under this month's Webelos Section. For those of you that train and do "What is Cub Scouting?", you could have a jar sitting on the table with the egg on top next to you during your short presentation. At the end remind trainees, that Cub Scouting is fun, then light your piece of paper, drop it in the jar and let everyone watch as the egg gets sucked into the jar. Most trainees will like seeing something like this, and it is a special way to end your presentation.

Lydia P. suggested this month that there be a Words of Wisdom Column, which is a great idea along with the suggestions of reminding leaders to get trained.

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Sometimes "Words of Wisdom" will help a leader to realize the importance of being trained. In this section you found the aims and now some quotes provided by Britt B, an online scouting friend that are about training and leadership.

The moment you stop learning, you stop leading. Rick Warren

A leader takes people where they want to go. A great leader takes people where they don't necessarily want to go but ought to be. Rosalynn Carter

Sermons we see, you might use parts of this without taking too much away from the true message.

I'd rather see a sermon than hear one any day;

I'd rather one should walk with me than merely tell the way.

The eye's a better pupil and more willing than the ear,

Fine counsel is confusing, but example's are always clear;

And the best of all the preachers are the men who live their creeds,

For to see good put into action is what everybody needs.

I soon can learn to do it if you'll let me see it done; I can watch your hands in action, but your tongue too fast may run.

And the lecture you deliver may be very wise and true,

But I'd rather get my lessons by observing what you do;

For I might misunderstand you and the high advice you give,

But there's no misunderstanding how you act and how you live. Edgar Albert Guest 1881-1959

True leaders are not those who strive to be first but those who are first to strive and who give their all for the success of the team. True leaders are first to see the need, envision the plan, and empower the team for action. By the strength of the leader's commitment, the power of the team is unleashed.

Leadership is action, not position. Donald H. McGannon

Of those whom much is given, much is required. John F. Kennedy

Never tell people how to do things. Tell them what you want to do and they will surprise you with their ingenuity.

George Patton

Give a man a fish and you feed him for a day. Teach a man to fish and you feed him for a lifetime. Chinese Proverb

A leader is anyone who has two characteristics; first, he is going someplace; second, he is able to persuade other people to go with him. W.H. Cowley

Leadership in the 90's is the productive integration of diversity.

David Bruno

If we take people as we find them, we make them worse, but if we treat them as though they are what they should be, we help them to become what they are capable of becoming.

Johann Wolfgang von Goethe

No man will make a great leader who wants to do it all himself, or to get all the credit for doing it.

Andrew Carnegie

The key to successful leadership today is influence, not authority.

Kenneth Blanchard

If anything goes bad, I did it. If anything goes semi-good, we did it. If anything goes really good, then you did it. That's all it takes to get people to win football games for you.

Paul "Bear" Bryant

1. Ten Steps for Effective Leadership:
2. Learn from your mistakes.
3. Exercise self-control.

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4. Always be considerate.
5. Do the best you can.
6. Encourage others often.
7. Respect the rights of others.
8. Shoulder your responsibility.
9. Have a good attitude.
10. Infect others with enthusiasm.
11. Practice perseverance.

No man will make a great leader who wants to do it all himself, or to get all the credit for doing it. Andrew Carnegie

You manage things; you lead people. Grace Murray Hopper

Leaders must be close enough to relate to others, but far enough ahead to motivate them. John Maxwell

Strong people don't need strong leaders. Ella Baker

LEADER IDEAS

So Many Broken Toys, Recycle Them

During the Christmas season there are many organizations collecting new or used toys for young Children. There are many Fisher-Price toys in toy boxes that could be cleaned up and given to those less fortunate, except they are broken. Fisher-Price publishes a "Bits & Pieces" catalog, filled with replacement parts for the toys they manufacture (I don't know how much replacement parts are).

You can get a copy of the catalog for free:

Fisher-Price Consumer Affairs

636 Girard Ave

East Aurora, NY 14052

1-800-432-5437

NOTE: I haven't checked into this myself, and only offer it as a suggestion.

We Care Kit

Materials: small plastic bag, a small eraser, a penny, a marble, a rubber band, a string, Hershey's Hug and Kiss candies. Put these items in bag, staple following instructions to outside of bag.

AN ERASER - So You Can Make All Your Mistakes Disappear

A PENNY - So You Will Never Say I'm Broke.

A Marble - In Case Someone Says, "You've Lost All Your Marbles"

A RUBBER BAND - To Stretch Yourself Beyond Your Limits

A STRING - To Tie Things Together When Everything Falls Apart

A HUG & KISS - To Remind You That Someone Somewhere Cares About You!!

TIGER CUBS

Simple Skit for Tiger Cubs

Setting: Seven boys, carrying various types of exercise equipment for the following lines.

Cub 1: To keep your body strong and healthy

It's more important than being wealthy.

Cub 2: When you are fit, you feel so good,

And try to do the things you should.

Cub 3: It helps us lend a helping hand

To needy folks around the land.

Cub 4: Eating the right foods is always wise,

And everyone needs some exercise.

Cub 5: Stand on tiptoes, one, two, three.

Touch your toes, don't bend a knee.

Cub 6: Run a while, then slow your pace,

Practice will help you win the race.

Cub 7: Scouting builds boys into men,

Cub Scouting is where it all begins.

Ask me if I'm a Tiger.

Are you a Tiger?

Yup. Ask me if I'm a Wolf.

Are you a Wolf?

No, I just told you I'm a Tiger!

Tiger Cub Graduation Ceremony

Personnel: Tiger Cubs and parents, Cubmaster

Props: Small plant (perhaps even just a bean growing in milk carton) or package of seeds for each

Cubmaster

(Calls forward Tiger Cubs and parents) I hold in my hands a package of seeds. The seed is the beginning of a wonderful phenomenon of nature. If you care for it, give it soil, water and sunshine, it will grow into a beautiful plant. Our Tiger Cubs and their adult partners have searched, discovered and shared the wonders all around them. They are now ready for the next step in the Cub Scouting Program.

Like the seed, the Bobcat is the beginning step for you as new Cub Scouts. As you care for your seed, and give it all the necessary things to grow, your pack, den and your parents will provide you with all the things you need to grow and learn. With all this love and care you will advance in rank from Bobcat, to Wolf, to Bear, to Webelos and to Arrow of Light in the years to come. I present to you, Tiger Cubs, a package of seed to plant and take care of, and challenge your parents to take care of you as you advance in the Scouting program.

Tiger Cub Badge Award Ceremony

Narrator: When a boy joins our pack as Tiger Cub, he has started on a journey that will lead him to Bobcat, Wolf, Bear, Webelos, and finally the Arrow of Light. He doesn't take this path alone. He does this with the help of his Cubmaster, Den Leaders, and parents. In Tiger Cubs, the parent and boy are a Team, and so are involved together in every activity the Tiger Cub does. Tonight we are honoring the boys who have earned the newest rank in Cub Scouting, the Tiger Cub badge.

Will the following boys and their adult partners please come forward: [List Names Here]

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Narrator Or Cubmaster: I can see by your knowledge of the Tiger Cub Motto, the Cub Scout Sign, the Cub Scout salute, and by the five achievements you have completed that you have worked hard together. These achievements are important because they have helped you begin scouting with the sense of adventure and fun captured in the Tiger Cub Motto.

Tiger Cubs, please say the Tiger Cub motto with me so everyone can hear: "SEARCH, DISCOVER, SHARE".

Narrator:

Orange is the color of the Tiger Cub. Will the Cubmaster please mark the Tiger Cub's left cheek with orange to signify achieving the Tiger Cub rank. *[Read the following while marking is happening. Stop at an appropriate point when every Tiger Cub is marked: Tiger Cubs must complete all 15 requirements of five achievements. The achievements emphasize five of the 12 core values of Cub Scouting: responsibility, citizenship, health and fitness, respect, and faith. Each achievement consists of a den activity, a family activity, and a field trip, or "Go See It". Accomplishment of each requirement is recognized by the award of an orange, black, or white bead worn on the Tiger Cub belt totem. Beads are awarded during the den meeting. The Tiger Badge is worn on the belt totem until the boy enters a Wolf Den. It is then moved to the blue Cub Scout uniform shirt in the position where the Webelos badge was formerly worn].*

Blue is the color of the Bobcat. Will the Den Leader please mark the right cheek to signify the next step in scouting - the rank of Bobcat. *[After getting their Tiger Cub badge, Tiger Cubs can be awarded yellow Tiger Track Beads by completing electives. These electives provide an opportunity to learn and grow while having fun with their adult partner. Tiger Cubs also will be mastering the Cub Scout Promise, the meaning of Webelos, the Law of the Pack, the Cub Scout Salute, and the Cub Scout Handshake, so that they can earn their Bobcat badge while a Tiger Cub. Tiger Cubs transition into a Wolf Den in May or June during a ceremony at the Pack meeting, leaving behind the orange of the Tiger Cub for the blue Cub Scout uniform. By earning the Bobcat badge while still a Tiger, they can start working on Wolf advancement requirements with their family right away].*

Red represents the Boy Scout program. Will the adult partner please mark the chin of their son with red to signify their commitment to help their son achieve his goals along the path of Scouting. *[Being a Tiger Cub is the first step in building lifetime values through Boy Scouts. Scouting has the goal of helping boys grow to be self-reliant and dependable, worthy and caring. Organizations, leaders, and, most importantly, parents work together to achieve the purposes of the scouting program. The purposes of Cub Scouting are character development, spiritual growth, good citizenship, sportsmanship and fitness, family understanding, respectful relationships, personal achievements, friendly service, fun and adventure, and preparation for Boy Scouts.]*

Finally, will the Cubmaster present the Tiger Cub badge to the adult partners. It is then the adult partners who will present them to their Tiger Cubs. . . . *[It is done this way to represent the key role that the adult partner plays in the Tiger Cub program. In Tiger Cubs the adult partners participate in what is called shared leadership. This differs from the rest of Cub Scouting in that they host den meetings and arrange Go See Its. Adult partners participate in every activity - the program is not possible without them. For many parents this is their first involvement in Scouting, and you learn that you, too, are Akela, or "good leader" and an important part of Cub Scouting. When a Tiger Cub transitions to a Wolf den, it is a good time for every adult partner to consider taking a position on the pack leadership team. There are many opportunities for helping with Cub Scouting, and your boy will be more successful and enjoy his experience if you are there along with him].*

Ladies and Gentlemen, I present to you the pack's Tiger Cubs! Thank you.

PACK/DEN ACTIVITIES

Rain Gauge

Materials: Plastic medicine bottle, permanent marker, ruler (I have also seen these made with skinny olive jars)

Directions: Mark off regular intervals onto the medicine bottle using the ruler and indicate each with a mark of permanent marker. Place outside where it won't be knocked over. After each rain, see how much rainwater filled the gauge.

Pinwheel

Materials: Construction paper, brad, penny, straw, hole punch, scissors, pencil

Directions: Cut paper into a 6" x 6" square. Draw diagonal lines from corner to corner. Using the penny, trace a circle in the center. Cut the diagonal lines to the edge of the circle in the center. Punch 4 holes in the pinwheel, to the right of each cut close to the edge, and one in the center. Punch a hole through the top of straw using hole punch. Fold each corner, without creasing, to the center and fasten together with the brad. Push the brad through the hole in the top of the straw and loosely fasten the brad. Hold in the wind!

Air Painting

Give each boy a straw and a piece of construction paper. Spoon a little watered down tempera paint on each boy's paper. Have each boy blow through their straw to move the paint around on the paper to create an air blown painting.

Making A Switch

Collect a battery and a light of the same voltage (electronic supply stores have these), electrical wire, two brass paper fasteners, a paper clip and an index card. Use a hole punch to punch two holes in the index card, about 1" apart. Put a brass paper fastener through the paper clip and then through one of the holes in the index card. Put the other fastener through the other hole. Cut three short lengths of electrical wire and remove a small amount of insulation from each end. Attach one wire to the ends of one paper fastener and the battery, one wire to the battery and the light, and the final wire to the light and the ends of the second paper fastener. Show the boys the circuit and demonstrate how the light comes on when the paper clip is positioned to touch both paper fasteners. Tell them that the paper clip is like a switch. When it touches both paper fasteners, the circuit is complete and the light will come on. When it is not touching, the circuit is not complete and light will not come on.

Electric Light Show

Contact a local high school's Physics Department Chairperson to see if anyone has some neat demonstrations they can do at the Pack Meeting. For example, you might find someone who does demonstrations with Van DeGraff Generators and Tesla Coils. These make super impressive exhibits that the boys and their families will talk about for years to come.

Rocket Pinwheel

Description: Construct A Balloon- Powered Pinwheel.

Contributed by: John Hartsfield, NASA Glenn Research Center

Edited by: Roger Storm, NASA Glenn Research Center

Materials: Wooden pencil with an eraser on one end Sewing pin Round party balloon Flexible soda straw Plastic tape

Method:

1. Inflate the balloon to stretch it out a bit.
2. Slip the nozzle end of the balloon over the end of the straw farthest away from the bend. Use a short piece of plastic tape to seal the balloon to the straw. The balloon should inflate when you blow through the straw.
3. Bend the opposite end of the straw at a right angle.
4. Lay the straw and balloon on an outstretched finger so that it balances and mark the balance point. Push the pin through the straw at the balance point and then continue pushing the pin into the eraser of the pencil and finally into the wood itself.
5. Spin the straw a few times to loosen up the hole the pin has made.
6. Blow in the straw to inflate the balloon and then let go of the straw.

The Amazing Electric Lemon

Materials:

- Clean galvanized zinc nail
- 2 ' insulated copper wire
- X-Acto or utility knife
- Small flashlight bulb
- Electrical tape
- Large lemon
- Clean penny

Cut your wire into two 1' sections and strip off one inch of insulation from all four ends of wire. Attach one end of each wire to the light bulb so that one end is touching the metal threads on the sides and the other is touching the metal cap on the bottom. Being careful that the two wires do not touch, secure them with electrical tape.

Cut two small notches into opposite sides of the lemon with your knife. Insert the penny halfway into one notch and the zinc nail halfway into the other. Be sure that the penny and the nail do not touch. Take one of the free ends of wire and tape it to the nail.

Now when you touch the remaining exposed end of wire to the penny, the flashlight bulb should give off a faint glow.

Try this same experiment with different fruits, such as oranges, grapefruits and limes. Rate the amount of light given off by each fruit battery. The more acidic the fruit, the brighter the light.

A Doctor

Make a first aid kit using a videocassette case. Fill with the following:

1. Band-Aids
2. Gauze
3. Tape
4. Small scissors
5. Alcohol wipes
6. Neosporin
7. Tongue depressor
8. Q-Tips
9. Tweezers
10. Individual wrapped aspirins
11. Latex gloves
12. Sample size tube of sunburn screen

Use red tape to make a red cross on the top of the cassette.

Fog Formation in a Bottle

Purpose: To illustrate how fog forms.

Materials: A 2 liter bottle, water, and a match.

Procedure: Put a very small quantity of water in the bottle. Light a match and drop into the bottle to create a small amount of smoke. Cap the bottle tightly and squeeze and release rapidly and repeatedly until fog appears in the bottle when released.

Principle: The air inside the bottle is saturated with water vapor. The smoke provides a nucleus upon which the water droplets can form. The droplets will form on the smoke particles at the lower pressure.

Fog Formation #2

Purpose: To illustrate how fog forms.

Materials: One gallon glass bottle, water and a match.

Procedure: Place a small amount of water in a bottle. Drop in a burning match. Use your mouth to increase and decrease pressure in the bottle. A fog will form quickly under low pressure..

Principle: The air inside the bottle is saturated with water vapor. The smoke provides a nucleus upon which the water droplets can form. The droplets will form on the smoke particles at the lower pressure.

Weather Detective

Grade Level(s): 2, 3, 4

Subject(s):

Science/Meteorology

Description: This is an introductory lesson to a second grade weather unit. Basically what the students will be doing is observing the weather each day for one week and recording their observations in a chart. The students will be integrating information learned in English by using adjectives in their descriptions. After the students have collected data for a week, in cooperative groups, they will predict the weather for the next week. The teacher will show the students guides or weather reports from past years for that particular week in order to guide them in a direction of an accurate prediction.

Goal: The students will understand how observational skills can help them evaluate the weather.

Objectives:

1. The students will record 5 daily observations in their observation charts for 5 days.
2. The students will learn to read a thermometer and record the daily temperature two times each day in their observation chart for five days.
3. In cooperative groups of 3-4, the students will make a three day prediction of the weather which includes the following: temperature morning and late afternoon, sky conditions, precipitation, and wind speed. These predictions will be recorded in the observation chart in addition to writing the basis for these predictions.
4. The students will be able to determine what types of clothing are necessary for the present weather conditions by writing a clothing suggestion to accompany their observations and predictions.

Background Information for the Teacher: I created this lesson to arise an awareness of weather being all around us. In addition, it will also give the students a little taste of other major concepts that will be covered in the lesson such as temperature, air changes, wind direction and speed, in addition to cloud cover. I also believe that this is a good lesson to practice and utilize observational skills.

Concepts Covered in the Lesson:

1. Reading a thermometer.
2. Weather observations.
3. Temperature differences (could be integrated into the math area).
4. Adjectives as describing words (could be integrated into the English area).
5. Charting.
6. Prediction skills.

Materials Needed:

1. Observation chart
2. Writing utensil
3. Thermometer

Procedure:

1. Each student will bring an observation chart and a pencil outside.

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2. At the start of the day, the teacher and students will stand outside for approximately 5-10 minutes making group observations of the weather. The teacher may ask the students questions like what they think is the reason behind the air feeling hot or cold, or how come clouds are different shapes.
3. The students will then record observations into their charts and return to the classroom.
4. Then when the students return to the classroom, the teacher will demonstrate how to read a thermometer. The students will then read the indoor/outdoor thermometer that is provided in the classroom and record the temperature.
5. While the students are out at recess, they will make more observations and record any differences from the morning results, in addition to recording the temperature when they return from recess.
6. Repeat steps one through five for five days.
7. After the last recording on the fifth day, divide the students into cooperative groups of 3-4, and have them compare their data. During their group time together, the students will predict what the weather will be for the next three days and write it into the observation chart.
8. The students will then write a short paragraph explaining how and why they came to the predictions that they did.

Assessments:

1. The observation chart in itself can be used as an assessment tool for each student.
2. The prediction paper will also be used in assessing their knowledge of weather, in addition to observational skills.

Example of observation chart:

Mon Tues Wed Thurs Fri

Sky conditions

Temperature-morning/noon

Wind speed (guess)

Prediction

Actual

Difference between actual and prediction

Weather Forecast Aired from Pack Meeting

Contact one of the local television stations to come to your Pack Meeting to broadcast the weather live from your meeting. You may have to move your meeting time around to accommodate it, but look at the fun the boys would have!

Rain Gauge

With this rain gauge you can be the one who can tell exactly how much rain has fallen at any time. Materials needed include: test tube or plastic tube, block of wood about 3" by 8", a 6-inch ruler, wire, small tacks, and a little clay if your tube is not flat on the bottom.

Drill small holes in the ruler; then tack it to the block of wood with 0-inch mark at bottom of rain gauge. Then fill the bottom of the tube with clay if using a round bottom type. Make flat surface for more accurate measurement. Lay tube alongside ruler to make holes for drilling. Drill holes for wire, and attach tube, being sure bottom is level with ruler. A small scrap of wood may be nailed below the tube if needed to keep the tube from slipping.

The gauge may be propped up in an open area of the yard, or a stake may be tacked to the back of the gauge so it can be driven into the ground to hold the gauge straight up for most accurate measurement.

Water-Proof Container For Matches

As long as you do not punch a hole in the canister it makes a great waterproof container for matches.

Sun Dial

Most animals and plants use the sun as their natural time teller. Cub Scouts can too, by building their own sundial. Cut a piece of wood about 11 inches square. Then take a compass and draw the largest circle that can fit inside the square. Mark the center of the circle with a dot. Drill a hole and glue a long, thin stick into the center. This will be the pointer that will cast a shadow on the sundial. Draw a line straight through the center of the circle, perpendicular to the top edge of the wooden block. This will be the 12 o'clock marking. Set the sundial so that the 12 o'clock mark points north. (Use a compass to get north.) Attach the sundial to the top of a flat object or post and put it in a place that gets full sunlight. From 6 am to 6 p.m. make a dot each hour where the shadow hits the outside of the circle. Decorate your sundial with some sunny pictures.

Travel Sewing Kits

I always save those little sewing kits you get in hotels and they can be made to fit into a film canister.

Survival Kits

You can make a neat survival kit, which contains: waterproofed match, birthday candle, sugar packet, beef bullion cube, band-aide, needle, piece of tin foil etc.

Trapper Trails Council

Fun roll calls for everyone, instead of the boys saying here, have them answer in the following ways:

- Types of weather
- Names of weather instruments
- What months does it snow?
- Names of weather forecasters
- Type of clouds
- Water weather conditions, such as hurricane, blizzard, monsoon and so on.

Telling Time by the Sun

Early sailors used the following technique to estimate how long it would be until sunset. Hold your hands out at arm's length so your palms are facing you and your fingers are parallel to the horizon. Keeping your fingers close together, let the sun rest on your index finger.

Each finger between the sun and the horizon equals approximately 15 minutes.

Burrometer

Materials: Cardboard, Construction Paper, String, rope or colored yarn.

Trace or enlarge drawing. Add Letters and a tail. If you are going to hang burrometer outside, cover with plastic before adding tail.

If the words are hard to read in the following graphic they are:

If tail is dry—Fair

If tail is wet---Wet

If tail is swinging---Windy

If tail is wet and swinging—stormy

If tail is frozen—Cold

If tail is gone---Tornado



GAMES

Grasshopper Relay

Relay teams line up single file. The first player in each team holds a beanbag or ball firmly between his knees. At signal, he hops to goal line and back to the starting line where he hands the bag to the next "grasshopper" in line. If a player drops the beanbag, he goes back to the starting line. Team to finish first wins.

Centipede Race

It is best to run this race outdoors on soft ground. If you try it on a hard floor, it will be hard on hands and knees. Divide the group into teams of two players each. The players on each team get down on their hands and knees, one behind the other. The one in back grasps both ankles of his partner in front of him, so that each pair forms something resembling a centipede. On signal, the centipedes move away from the starting line, and creep toward the finish line.

Apple Race

Contestants are required balance an apple on top of the head and walk to a goal line. If the apple falls off, the contestant must go back to the starting point and begin again. This race could be done with almost anything on top of the head, apples, oranges, books, etc.

Birds Fly

All players stand with hands on hips. The leader stands in front, calling out the names of various animals and saying that they fly. If the animal really does fly, the boys make flapping motions with their "wings". If a boy makes an error - says that an animal flies, but it doesn't - he is eliminated. The leader may try to confuse the players by flapping his own wings every time. Examples of calls: "Robins fly, pigs fly, ducks fly, hawks fly, horses fly," etc.

Stay Out Of The Puddle

Establish two lines about 20' to 30' apart. Divide the group into two teams, then divide each team in half. One half of each team stands behind each line on the playing field. The object of the game is to move each half of each team to the opposite side of the "puddle" (playing field). This is done using 2 large juice cans or 3lb coffee cans.

To begin, the first players from each team stand on a can behind one of the lines while holding another can in one hand. When the leader says "Go," each player places the second on the ground in front of the line and steps on it. While balancing on this can, the players pick up the first one and put it in front to serve as the next step. If a player loses his or her balance and touches the ground, that play must start again from the beginning.

When players reach their team members on the other side, they place a can in back of the line for the next player to stand on to get his or her balance. The first player hops off in back of the line and hands the next player the free can. The next player crosses back across the "puddle." The game continues until one team has successfully switched all players from one side to the other.

Erosion

Spread out a plastic sheet on a fairly level (but slightly sloped) surface. Divide the sheet into two areas so that both the left and right areas slope top-to-bottom next to each other. Place something like a plastic peanut (the pink things in shipping boxes that pad the contents) at the "top" of the sheet. Divide the den in two groups, give each boy in each group a small Dixie cup (the 2- or 3-oz bathroom size) and access to a "supply" of water (like a 5-gallon bucket). On "go" the teams try to convey their peanut to the bottom of the sheet by "eroding" it

down the sheet pouring the water "upstream" from the peanut so that it carries the peanut "downstream" toward the bottom of the sheet). The boys on each team take turns moving the peanut down the sheet until it crosses the "finish line" you set up.

Static Electricity Balloon Race

This one will need a fairly dry room to work best. Blow up enough balloons that there is one per boy and some extras. Have boys work in teams or pairs. Each boy rubs his balloon against something (his hair, a furry piece of material, etc.) to build up enough of a charge that the balloon sticks to his teammate's back. Each boy does this, sticks the balloon to his friend's back and they move from the "start line" to the "finish line." First team across the finish line wins.

Wind Storm Race

Find a fairly smooth surface to run this race. Divide the den into teams. Each boy on each team must convey a ping-pong ball from the starting line, to a turn-around point and back where the next boy takes over. First team to have all its players run the race wins. This should give the boys a sense of power that the wind exhibits.

In The Pond

Mark a big circle on the floor. This is the pond. The whole group stands around the edge. The leader is the referee. When he shouts "In the Pond," you all jump into the circle. When he shouts "On the Bank," you all jump out. But sometimes he will try and trick you by saying "On the Pond" or "In the Bank." When he does this, nobody should obey. Anyone who moves, on a wrong order, is out of the game or may pay a forfeit and get back in.

Blizzard Game

Divide the pack into two equal teams lined up on opposite sides of a line marked across the room. **Give each boy** one page of newspaper and have them rip it in half and make two "snowballs" apiece. On a signal, boys throw the snowballs across the line, creating a blizzard. They pick up snowballs and throw them back until a second signal, when the blizzard stops. The team with the most snowballs on its side loses the game because it has been most affected by the blizzard.

Big Wind Blows (circle/passive)

The group forms a large circle sitting at an arm's length apart. One person is chosen to be the "wind", and stands in the center of the circle. The game begins when the person in the middle acts like the wind (by turning in a circle and waving their arms) and says "**The Big Wind Blows**". At this point they must specifically state what the wind blows, a statement which must be true about themselves. ie "The Big Wind Blows everyone who has blue eyes." All of the kids who have blue eyes including the wind must stand up and run through the circle to a position that is now empty on the other side. Upon reaching this spot, they sit down. One person will be left over, they are now the wind and the game continues. There is no winner or loser, just a lot of fun.

Rainmakers (circle/passive/coop)

All of the participants need to sit in a circle. This activity will create a rain storm at your camp without actual rain. Each action that is to be done will start with the leader. As the action comes to each player, they will join in. You can not start the action until it is your turn. The action sequence is; - Rubbing hands together - Snapping - Clapping - Slap thighs - Stomp feet. Then reverse the whole process. This will sound like a rain storm starting and then slowing down again.

Airplane

Pin a map (U.S. or world) to the wall. Mark a central spot on the map as the "takeoff" spot. Provide each player with a cardboard cutout of an airplane with a thumbtack or pushpin in it. Place several obstacles (chairs, tables, wastebaskets, etc.) in the center of the room. Give each player a minute to study the location of the obstacles before blindfolding him. In turn, each player crosses the floor without touching any of the obstacles, and pins the plane on the map as far as possible from the takeoff spot. Anyone whose plane lands in the water is out. You may play that anyone touching one of the obstacles has "crashed" his plane and is out. The pilot with the longest flight from the "takeoff" spot wins.

Tin Can Stilt Race

Players make stilts by running twine or light rope through tomato cans. The players race to a goal on these cans. Make sure rope or twine is long enough for players to hold it comfortably while standing on can.

Back-To-Back Relay

The boys are divided into relay teams of two and take their place behind the starting line. The two boys stand back-to-back and link arms so that one will walk forward and the other backward. At the signal, the two pairs head for the goal, when they get there, they reverse direction so that the one who was walking backward is now walking forward. They continue walking until they get back to the starting line to touch off the next two players on the team.

Thumblers

Materials: Enough tape to give each boy two 6" strips of tape

Have the boys help each other to tape their thumbs and forefingers together, immobilizing both thumbs. Ask them to untie their shoelaces and see who can retie them the fastest. Then give each boy, an orange to peel. Then pair off the boys and have each one try to tie a neckerchief around his partner's neck.

Crab Race

Materials: Hoops for each four boys

Jam teams of four boys into hula hoops-back to back. Race to a finish line. Boys must keep their hands outside of the hoop as they race.

Underhand Tug-of-War

Two boys stand back-to-back with a line marked on the floor between them. They bend over, grasp each other's right hand between their legs, and try to pull each other across the line.

Balance Tag

Have two players start, one is "it" and the other is the runner. Give each a book that he must balance on his head during the chase. This game results in some funny positions!

CUB GRUB - Fun Food

Mud in the Hole

Ingredients:

- 4 C canned chocolate pudding
- 8 ice-cream cones

Open can of pudding, fill each ice cream cone and serve immediately

Fruit salad:

Ingredients:

- One large mango, peeled and diced
- 2 C fresh blueberries
- Two bananas, sliced
- 2 C fresh strawberries, halved
- 2 C seedless grapes
- Two nectarines, unpeeled and sliced
- One kiwi fruit, peeled and sliced

Honey orange sauce:

- 1/3 C unsweetened orange juice
- 2 Tbsp lemon juice
- 1-1/2 Tbsp honey
- 1/4 tsp ground ginger
- Dash nutmeg

Pudding In A Cloud

Ingredients:

- 2 c Thawed Cool Whip, non-dairy -whipped topping
- 1 package (4 serving size) Jello chocolate instant pudding
- 2 c Cold milk

Spoon 1/3 cup of whipped topping into each of six dessert glasses. Using back of spoon, make depression in center and spread topping up sides of glass.

Prepare pudding with milk as directed on package. Spoon pudding into glasses. Chill. Makes 6 servings.

Chocolate Thunder Cake

Ingredients:

- 1 chocolate cake box mix
- 1 12-16 oz. jar hot fudge ice cream topping
- 1 12-16 oz jar caramel ice cream topping
- 1 12 oz. cool whip
- Snickers bars

Bake cake according to box directions. As soon as it comes out of the oven, poke holes in it with a wooden spoon handle. Melt each of the ice cream toppings and pour over hot cake. Let cool completely. Top with Cool Whip and cut up Snickers bars.

Hurricane Cake

Ingredients:

- 1/2 cup margarine
- 1 cup chopped pecans
- 1 cup flaked coconut
- 1 (18.25 ounce) package German chocolate cake mix
- 1 (8 ounce) package cream cheese
- 1/2 cup margarine
- 3-3/4 cups confectioners' sugar

Directions:

1. Preheat oven to 350 degrees F. Melt and spread 1/2-cup margarine in the bottom of a 9x13 inch pan. Sprinkle coconut and pecans evenly over the bottom of pan; set aside.
2. Prepare cake mix as directed on package. Pour batter over coconut and pecans in pan. In a saucepan over low heat, melt cream cheese and 1/2cup margarine. Stir in confectioners' sugar until mixture is smooth. Spoon cream cheese mixture randomly over top of cake batter.
3. Pour batter into prepared pan. Bake in the preheated oven for 35 to 40 minutes, or until a toothpick inserted into the center of the cake comes out clean. Allow to cool and serve from the pan.

Jello-O Pinwheels

Ingredients:

- 1 package JELL-O Brand Gelatin any flavor
- 1/2 cup warm water
- 1-1/2 cups Miniature Marshmallows or 12 Jet-Puffed Marshmallows

Lightly spray 8 or 9 inch square pan with no-stick cooking spray. Use a paper towel to spread on bottom and sides.

Mix gelatin and water in 1-1/2 to 2 quart microwavable bowl. Microwave on high 1-1/2 minutes. Stir to dissolve completely. (Cooking time varies with oven)

Add marshmallows to gelatin. Microwave 1 minute or until marshmallows are almost melted. Stir until completely melted and mixture is smooth. (Creamy layer will float on top.)

Pour into prepared pan. Refrigerate 45 minutes or until set. Loosen edges using knife dipped in warm water. Starting at one end, roll up tightly. With seam-side down, cut into 10-12 slices. Serve immediately or refrigerate until ready to serve

Shaggy Dogs- Campfire-Style

Ingredients:

- A package marshmallow
- 1 Can chocolate ice cream topping
- Coconut
- Chopped nuts

Warm chocolate topping. Toast marshmallows on a stick and dip into the chocolate syrup, then roll in coconut and nuts. For variations use caramel, pineapple, or strawberry ice cream topping.

Abracadabra

Ingredients:

- 1/2 cup vanilla milk chocolate pieces (white chocolate)
- 1 teaspoon shortening
- 10 long pretzel logs

Decorative candies or color sugar (the kind you decorate cupcakes with). Melt the white chocolate with shortening. Dip pretzels half way in chocolate, then roll in candy or sugar. (I have also seen these rolled in chopped pecans--Baloo)

Pack Meeting Gathering Activities

What's Happening

Collect some magazine photos of different weather events, like hurricanes, tornadoes, etc., and post them around the room. Have each picture numbered for identification. Hand out slips of paper with the kinds of weather events listed and have folks match the pictures with the event names. (You can have more than one picture of the same event)

Weather Station Demo

If you can make arrangements with the local weather station, have a demonstration of some of the tools and activities the meteorologists use and do.

Tongue Twisters

The bleak breeze blights the bright blue blossom
Lesser weather never weathered lesser wetter weather.
Fat frogs flying past fast. (plagues???)

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Chocolate Math

This only takes 30 seconds. Work this out as you read.

1. First of all, pick the number of times a week that you would like to have chocolate. (Try for more than once but less than 10)
2. Multiply this number by 2 (Just to be bold)
3. Add 5. (For Sunday)

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4. Multiply it by 50. I'll wait while you get the calculator.
5. If you have already had your birthday this year add 1750. If you haven't, add 1749.
6. Now subtract the four digit year that you were born. (If you remember!)

You should now have a three digit number. The first digit is your original number (i.e., how many times you want to have chocolate each week). The second two digits are your age.

Eight on a Neckerchief (for Pack competition)

Place a Cub Scout neckerchief (I would cut scrap fabric to size in place of an actual neckerchief). All eight-den members have to stand on this neckerchief. This is accomplished by 3 or 4 boys getting their feet on it and holding on to each other. The others that cannot get both feet on the neckerchief have to hang on, climb on, or get one foot or toe on and hold fast to the other Cubs to balance themselves. The winning den is the first one to accomplish the feat without falling over. It is a good rough and tumble game.

Olympic Torch Relay

Players line up in relay formation. The leader of each team holds a Ping-Pong ball balanced on top of a roll of newspaper. On signal, he runs to goal line and back to his team, passing the torch on to the second player. If the ball drops, the runner must return to starting line.

Pack Meeting Openings

Opening Ceremony I

The room is darkened (dimmed lights). A den of boys comes out playing with pinwheels, hand-held electronic games, solar-powered calculators, etc.

The Cubmaster, using a flashlight, walks over to turn on/up the lights in the room. One boy looks at his watch and says, "Wow, it's time to go, so they can get on with the show!" The boys hurry to their seats.

Cubmaster: I'm sure you know by now that this month's theme is "Turn on the Power", one of the most powerful things here tonight is the Power of Scouting. Will the boys of den ___ please present the Colors.

Cub Power

Have the Cubs make up 8-1/2 by 11 sheets with the letters spelling out "CUB POWER" using really "electrifying" colors. Tape the boys' lines to the backs of the pages.

C - Cub Scouts are the brightest.

U - You will see tonight.

B - Because we really can,

P - Power up the night.

O - Outdoors, indoors, anywhere

W - We will have great fun.

E - Everyone will know

R - Really! Cub Scouts are Number One!

LEADER: Let's start our fun off tonight with the Pledge of Allegiance.

[All stand, salute, and say the Pledge.]

At the very end of the Pledge, the Den can shout out "Cub Power" like people shout "play ball" at ball games.

POWER

P Perseverance to keep trying until we succeed.
O Open to new ideas and ways to develop new skills.
W Willing to test our limits and beyond.
E Eager to help others whenever we can
R Ready to have fun and adventure

The **POWER** is within each of us. It is in each of us whether or not we decide to turn it on.

Blessings

Personnel: 8 Cubs - each boy reads a line - colors are posted and Pledge of Allegiance is recited.

Cub 1: It is our family's belief
Cub 2: And one for which we pray
Cub 3: That Thanksgiving become a lifestyle
Cub 4: And not just a day.
Cub 5: We're thankful for our family,
Cub 6: And for good friends it's true,
Cub 7: For all the blessings we've received
Cub 8: Today, and all year through.

Nature Opening

Cub #1: America and Cub Scouting are just one big outdoor adventure.
Cub #2: The outdoors can be mild or wild..
Cub #3: I will use my mind to watch out for its dangers and protect myself.
Cub #4: I will use my sense for nature is forceful.
Cub #5: If you don't know the forces, read about them.
Cub #6: Let us show our respect for the nature of our land, please rise and join me in the Pledge of Allegiance.

Conservation Pledge Opening

(Provide copies of the "Conservation Pledge" below to each person in audience, and ask them to repeat it together. Follow by Pledge of Allegiance.)

Conservation Code

"I give my pledge as an American to save and faithfully to defend from waste the natural resources of my country - its soil and mineral, its forests, waters and wildlife."

"Nature" Opening

Arrangement: 6 uniformed Cub Scouts, each holding sign with a letter to spell the N-A-T-U-R-E, read the lines which have been written on back of signs.

1st Boy: N - stands for all the nests in the trees.
2nd Boy: A - is for all the acorns to be.
3rd Boy: T - stands for the trunks so firm and high.
4th Boy: U - is for under the stars in the sky.
5th Boy: R - stands for the rain that makes things grow,
6th Boy: E - is for the earth that we all love so.

The Rainbow

Personnel: Narrator and 6 Scouts

Equipment: Large flannel board, cardboard rainbow cut into separate bands.

Narrator: Almost everyone loves to watch rainbows. They remind us that even on rainy days, the Sun is not far behind.

Cub Scout 1: (Put up the inside purple band) Purple is for hope, as we remember it is always darkest just before the dawn.

Cub Scout 2: (Put Blue band up) Blue is the joy of fair skies and the peace of calm, starry nights.

Cub Scout 3: (Put Green band up) Next is for the rain, turning the spring world to Green.

Cub Scout 4: (Put Yellow band up) Yellow is the sun's gentle warmth, coaxing seeds from the earth each spring.

Cub Scout 5: (Put Orange band up) Orange reminds us of the contrast between the seasons' the beauty of spring, summer's freedom, falls bounty, and winter's time of rest once more.

Cub Scout 6: (Put Red band up) Last of all. Red is for dreams, born like kites, high on the wind.

Forces of Nature

Personnel: Eight Cub Scouts

Equipment: Script for each Cub Scout on the back of a picture representing his words. (Suggested pictures are shown in parentheses; they can be hand drawn by the boys, or otherwise prepared.)

Cub Scout 1: "Forces of Nature" sounds scary. It makes us think of tornadoes, hurricanes, lightning, blizzards, floods, earthquakes, and volcanoes!

(Picture one of the natural disasters mentioned.)

Cub Scout 2: But the actual forces-earth, air, fire, water-were thought of by the ancient Greek philosopher Aristotle as the world's four basic elements. (The earth)

Cub Scout 3: The forces of earth include gravity, which keeps us from flying off the earth, and magnetism, which helps us find our way (Compass)

Cub Scout 4: The forces of air bring us gentle breezes and power for windmills, kites, and sailboats. (Sailboat)

Cub Scout 5: The forces of fire from lightning were first tamed by humans in 500,000 BCE, and people have used fire for all kinds of purposes ever since. Benjamin Franklin invented the lightning rod in 1752 to help keep people safe from this natural force. (Fire or lightning)

Cub Scout 6: The forces of water have created great canyons and seashores, and we have tamed them for irrigation and harnessed them for turning mills and making electricity. (Niagara Falls)

Cub Scout 7: The forces of nature are strong-they are here for us to work with, play with, and learn to live with so our lives can be better.

(Irrigation)

Cub Scout 8: Every time we see a rainbow, we should think of the greatness of the forces of nature. (Rainbow)

AUDIENCE PARTICIPATIONS

Franklin Discovers Electricity

Franklin: "A Penny Saved"

Lightning: "Zap-Zap-Zap"

Experiment: "Try it! Try it! Try it!"

Electricity: "Shocking!"

It was the 1740's when Ben **Franklin** started working with **Electricity**. He conducted many different **Experiments** to try to understand more about it. His most famous **Experiment** being his kite flying one in June of 1752. **Franklin** believed that **Lightning** was a flow of **Electricity** taking place in nature. To test his hypothesis, he tied a metal key to a child's kite and flew the kite during a thunderstorm. The key became charged with **Electricity**, and Ben had proof that **Lightning** is really a string of **Electricity**. His kite **Experiment** and his others helped him develop many of the words and terms that we still use today when dealing with **Electricity**: charge, discharge, conductor, minus, plus, electrician, electric shock, and others.

Franklin's numerous experiments with **LIGHTNING** led to his invention of the **LIGHTNING** rod. The **LIGHTNING** rod is used to protect buildings and ships from getting struck by **Lightning**. Benjamin **Franklin** was a huge contributor to the field of **Electricity**. He is said to be the first man to discover anything spectacular about **Electricity**, and he is well known by people everywhere for that.

Unlike some other inventors in electricity, Franklin did not spend his entire life working with it. He invented many other things that had nothing to do with **Electricity**, such as bifocals, the **Franklin Stove**, and the odometer. In 1831, he founded what is considered as the first public library. He wrote Poor Richard's Almanac, which was published from 1732 to 1757. He also established the first Fire department, and a police force. **Franklin** was also a huge political power in colonial America. Benjamin **Franklin** died at age 84 on April 17, 1790. He will forever be remembered for his contributions to **Electricity** and the rest of the world.

The Lion Hunt

The leader takes a seated position in front of audience so all can see him and instructs everyone to make signs and gestures as indicated.

Leader:

Would you like to go on a lion hunt? O.K. -- let's go.

Way, way down in the deep dark jungles of Africa, there lives a tribe of Pygmies.

One morning the chief got up, yawned, stretched, and looked at the sky.

(All go through motions.)

He called all the Pygmy from their huts. (Sound one "whoop" by cupping hand over mouth.)

They all come out, stretch, and answer their chief with two whoops. (All give two whoops.)

The warriors go to the chief's hut to talk over the plans.

(Sound effect: All repeat "Soda water bottle, soda water bottle.")

The Pygmies say good-bye to their wives.

(Make sound, "Low wo-wo-wo," by cupping hands over mouths.)

Here we go down the trail. (Everyone produces sound of marching Pygmies by striking knees with palms of hands, alternating.)

We're getting out in the tall grasses now.

(Rubbing palms of hands back and forth against each other.)

Up ahead there's a big river with a bridge. Here we go across the bridge.

(Hit chest with fists, alternating.)

We're across. (Regular marching resumed.)

We're starting up a mountain (tempo slows).

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This is hard work. (Slower and slower.)

We're getting close to the top now. (Tempo quite slow, then back to normal.)

We're on top now; here we go down the other side.

(Speed marching up to a run tempo, then back to normal.)

O.K., we're back on level ground.

Oh! Oh! Narrow river. No bridge. Better jump. Run!

(Slap knees fast, long pause, then one smart slap.)

Made it. More tall grass. (Rub palms together.)

Sh-h! (All repeat Sh-h!)

Sure looks like lion country. Yep, there's a lion ahead. We have to sneak up on him.

(Walk fingers of right hand across palm of left hand.)

Suddenly the lion charges with a roar. **R O A R!** The Pygmies turn and run

(Running tempo against knees. Now repeat all actions and gestures in reverse):

We're back to the mountain...jump the creek...cross the bridge...run through the grass...through the gate...slam the gate shut...bit sigh of relief. And then the wives start asking questions all at once. You know how women talk.

(All say "rhubarb, rhubarb" in a high pitch to imitate old women.)

O.K. We've been on a Pygmy lion hunt.

Clancy To The Rescue

Divide the group into seven smaller groups and assign each group one of the words listed below. Read the story. After each of the

words is read pause for the group to make the appropriate response.

Clancy (feel your muscles, like a strong man)

Horses (Slap thighs)

Yell (Indian fashion, with hand over mouth)

Fire Engine (High-pitched siren sound)

Bell (Swing arm like a clapper saying, *Clang, clang, clang!')

Hose (Shh-sh-sh sound like water from a hose)

Steam (Hissing s-s-s-s-s sound)

If you like **Horses**____, you would have enjoyed living back in the 1800's when they had old-fashioned **Steam**____ type **Fire Engines**____, pulled by **Horses**____. One of the **Fire Engines**____ was driven by the greatest hero ever, **Clancy**____! Yes, Sir! **Clancy**____ was a real hero. Every day when there was no fire, he would take the **Horses**____ out for exercise, trotting them gently up and down the streets. If there were children along the way, **Clancy**____ would always stop and let them pet the **Horses**____.

Sometimes the alarms were in the daytime, but sometimes they were at night. When the alarm sounded at night, one man would **Yell**____ up to the firemen above, and the men would run to the **Fire Engine**____ where the **Steam**____ was up, and away they would go to the fire, clanging the **Bell**____, with **Clancy**____ driving the **Horses**____.

One night most all the men were in bed and the others were playing checkers when the alarm sounded. Where was the fire? At the mayor's big two-story house! Quick as a flash they were there. **Clancy**____ stopped the **Horses**____ and **Yelled**____, "Keep the **Steam**____ up men." They started the fire **Hose**____ and began to squirt water on the fire.

Clancy____ strained to see upstairs where the mayor's wife was trapped. Flames were everywhere! **Clancy**____ **Yelled**____, "You'll have to jump!" The mayor's wife was afraid, so **Clancy**____ threw her a rope and she came right down into the middle of the net.

The firemen kept fighting the fire. They got the **Hose**____ on it and kept up the **Steam**____ in the **Fire Engine**____. Before long, the fire was out, so they turned off the **Hose**____, got back on the **Fire Engine**____, and

went back to the fire house, clanging the Bell____. To Clancy____ and the other firemen, it was all in a day's work. The sleepy firemen went back upstairs and soon were sound asleep.

ADVANCEMENT CEREMONIES

Power and Energy Advancement Ceremony

For this ceremony, you will need large cardboard cutouts or drawings of sources of energy/power against back wall. If desired, the cutouts could be supported on a stand and have the awards attached to them. If this method is used, the Cubmaster walks to each picture to get the awards as he speaks.

Cubmaster: (Points to picture of wind.) "Just as the wind blows and creates energy, our Scouts have created energy in working on their advancements. Our Bobcats have worked hard, and deserve our recognition. Would the following Bobcats and their parents please come forward?"

(Points to picture of sun.) "The sun heats our earth, and provides solar energy for generators. Our Wolves are also full of energy. They have accomplished many feats to earn their awards. Please help me recognize them for their achievements. Would the following Wolves and their parents please come forward?"

(Points to picture of liquid fuel.) Liquid fuel provides the energy to heat our homes, and power our cars and airplanes. This energy has allowed us to travel far, and discover new things we never thought possible. Our Bears are also discovering new things. They have worked to learn new ideas, and deserve our acclaim. Would the following Bears and their parents please come forward?"

(Points to picture of electricity.) Electricity has changed the way we live. It provides energy to provide light, cook our food, run our computers and control temperature. Just as electricity changed the way we live, so have our Webelos changed. They have worked on discovering new activities, and learned about working on their own. They are becoming young men, and growing every day. We are proud of their accomplishments, and wish to honor them with their awards. Would the following Webelos and their parents please come forward?"

Sometimes our boys seem full of energy. Just as man learned to control energy and create useful power, these boys can use their energy for positive things. Let us commit to helping these boys continue on their path of achievement and become a source of power for others,

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Some ideas for using chemical magic in award ceremonies.

Magic water test

Setup: Styrofoam or paper cup (not plastic!) with slush powder ("Aqua-gel", "Joke-gel") in bottom of cup. Approx. 1 teaspoon of powder per 4 ounces of water. Slush powder is available at magic supply stores and novelty shops (usually in the gag gift section with the pepper gum, plastic vomit, etc.)

Effect: water is poured into a cup and then inverted over the boys' heads without spilling.

Scenario: Final test for boys advancing in rank. Pour water (I use water colored with blue food coloring) into the glass and tell the boys that if they are ready to advance in rank, then the spirit of scouting will protect them in this final test. Turn the cup upside down over the boys' heads.

Variations: have parents hold small cups with gelled water over each boy and have the boys stick a straight pin through the bottom of the cup. Be sure that the cups are held above the sight of the parents as well so that they cannot see the gelled liquid inside.

How it's done: The slush powder causes the water to gel on contact and will not pour/leak from the glass.

Energy

Setting: A group of Scouts stand with flashlights around the awards area. As the ceremony starts, the lights are turned off so the area is lighted with flashlights, as Cubs and their families are called forward to receive awards.

CM: It took a lot of energy to achieve this award. Energy of fathers to supply materials and support, energy of mothers to guide and lead the Cub Scouts, and of course (names of Cub Scouts who are receiving awards) who devoted time and energy to complete the achievements and gain this award, and who decided to use this energy wisely.

Everything worthwhile takes energy. Use your energy wisely.

Pilgrims & Indians

Personnel: Cubs are dressed like pilgrims and Cubmaster as an Indian

Pilgrim: The pilgrims came to America so they could worship as they chose. The New World was not easy. Many things had to be learned and endured so they could survive that first year.

Indian: Survive they did, with the help of the Indians. The Red Man showed the pilgrims how to grow corn and how to survive.

Pilgrim: After their first year in the New World, the pilgrims gave thanks and celebrated with a great feast.

Indian: The Indians were invited and came to help celebrate with their paleface brothers. We were different, but the same; we were brothers in this land that became known as America.

Pilgrim: Just as the Pilgrims and Indians gathered, we are here tonight for a celebration. We give thanks for what we have and celebrate the accomplishments of our Cub Scouts. The Pilgrims and Cub Scouts had to work for what they got.

Indian: Our Cubs, like Pilgrims, had to learn new skills and crafts. While the Pilgrims had the friendly Indians to help them, our Cubs have their parents and leaders to help them.

Pilgrim: We have Cub Scouts that have a special reason to celebrate because they have achieved the Bobcat Rank, the first rank in Cub Scouts.

Indian: Will the following Cub Scouts and their parents please come forward to our celebration?
(reads names)

Pilgrim: When the Pilgrims first arrived in the New World, they were like our new Bobcats. They were new and did not know what to expect. They met people that were different from them. The Pilgrims and our Bobcats had faith and the ability to learn. Parents, I have the honor to give you the Bobcat rank so you may present it to your son. (Parents present badges)

Indian: Will the following Cub Scouts and their parents come forward to join our celebration?
(reads names)

Pilgrim: These Cub Scouts are celebrating tonight because they have gone beyond the Bobcat and have earned the Wolf Rank, the second rank in Cub Scouts. These Scouts, like the Pilgrims, soon got to work after they arrived and learned to do many things. Their skills were crude but their faith was strong. Their tests were harder, their accomplishments were greater and their reason for celebrating is larger than when they were Bobcats just starting to learn. Parents, I give to you the Wolf Rank badges for you to present to your sons. (Continue in the same manner for the Bear Rank. The Webelos Advancement badges can be given to the Webelos Leader for him to present to the Webelos.)

Volcano Advancement Ceremony

Equipment: A secret message for each advancing boy prepared by writing in milk or lemon juice on a piece of paper. A light bulb heat source to reveal the message disguised in a model of a volcano. Make sure the bulb is hot enough to reveal the message and in a short amount of time.

Personnel: Cubmaster, advancing boy and parent(s).

Hints: See the Wolf book to see how to write these secret messages.

You can have the boy or his parent(s) heat the message to reveal messages such as "Way to go _____!" "Congratulations on your Bear Rank _____!" "I knew you could do it!"

The Cubmaster puts the paper over the volcano and tells everyone the light represents the Spirit of Scouting and calls forward the boy and his parent(s). Speak briefly about the work or steps the boy took and you might want to ask boys you know are comfortable about speaking in front of people to tell about the most "fun" thing he did.

Have a parent pin the badge on the boy and have the boy or a parent hold the message over the bulb and when it is clear have the boy read the message aloud.

Bobcat Induction Ceremony

Personnel: Bobcat candidates and parents, Cubmaster, -

Equipment: Three straight tree branches or poles, 4' - 5' long and 3' length of heavy cord, Bobcat badges.

Cubmaster: (Calls forward Bobcat candidates and their parents) "Before you receive your Bobcat badges, I will ask you to repeat with me the Cub Scout Promise. Please give the Cub Scout sign." (Leads candidates in the Promise.)

Cubmaster: "Cub Scouts, your parents will be helping you all the way through Cub Scouting, just as they have helped you earn your Bobcat badge. So I will ask them to share in this ceremony welcoming your families into the pack by presenting you your first badge." (Cubmaster gives the parents Bobcat badges.)

Cubmaster: (Picks up the cord) "Boys and parents, pretend that this cord represents the pack." (Picks up one branch, stands the branch on end and lets go. It falls.): The Cub Scout does not join the pack all alone. (He ties the two branches together at the top, stands them on the floor, and asks one of the new Cub Scouts; "Will these two branches stand up by themselves?"

(Cub Scout replies that they will fall over- Cubmaster lets them fall. Picks up the third branch.) "This third branch represents your parents. Let's tie it to the other two." (He does so forming a tripod.) "Now we see that it takes all of us--Cub Scouts, leaders, and parents--working together to make our pack go. Take away the parents, the leaders, or you Cub Scouts, and the pack will fall. Let's remember that and stand tall together!

Advancement Ceremony

Setting: A large tree, cut from cardboard and set firmly in a stand. A large green construction paper leaf is made for each boy who will receive an award. If desired, names can be written on the leaves. As each person receives his award, he tapes his leaf on the tree.

Cubmaster:

What do we plant when we plant a tree?

A thousand things that we daily see!

The paper for books from which we learn,

Tools to help us do a good turn,

The wood for a Pinewood Derby car,

For model planes that we can fly far,

We plant the staff for the flag of the free,

Yes, we plant all these when we plant a tree.

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But what do we plant when we plant a lad?
With the help of high mother and hid dad,
We plant a Cub who'll become a Scout,
We plant ideas that will round him out,
The silk, the games, the joy to be had,
We plant a Scout when we plant a lad.

(Cubmaster calls boys and parents forward to receive awards. As awards are presented, each boy tapes his leaf on the tree.)

You have all helped make this tree more beautiful, and it is a part of you, Just as Mother Nature's trees endure for many years, you have learned many things from your achievements, electives, and activity badges that will last you a lifetime. May you always stand straight and tall like a tree, and be a worthwhile resource of our country.

What do we do when we plant a lad?
We plant a Scout when we plant a lad.
Congratulations to all of you.

Call forward advancing Cub Scouts and Webelos Scouts and their parents.

Cubmaster: Cub Scouts, we have a song called "Cub Scouting We Will Go," which is sung to the tune of "Jingle Bells." It goes like this (sing or read):

Cub Scouting we will go
To a den where we can play;
Sunshine, rain or snow,
Happy on our way.
As buddies we will greet,
Faces gleaming bright;
What fun it is when we can meet,
And do the things we like!

That little song tells us that Cub Scouting is for all seasons, rain, or snow. It should be fun anytime. But to enjoy Cub Scouting to the fullest, you have to advance by learning new things and doing various projects. Tonight we have some Cub Scouts who have done that, and we will recognize their work by presenting them their badges.

Fake Rocks

Comments: At our Blue and Gold this year our ceremonial fire was ringed with fake rocks. We made the rocks and in the center were plastic arrowheads. Each cub, and sib was able to take home a rock with a memento of the evening. The rocks looked real but broke open easily. There was a lot of excitement once one of the boys in the know let the rest know what the rocks held. The recipe is easy.

- 1 cup used coffee grounds
- 1 cup flour
- 1/2 cup salt
- 1/4 cup sand

Mix then add 1/2 to 1/3 cup water slowly until the consistency of dough.

Color may be added by using powdered tempera paint in the mixture. (we did not color our rocks)

This made about three baseball sized rocks. We added the arrowheads by flattening the dough placing the arrowhead in and then reforming into a rock.

Dry in a low oven 150 degree for 20 minutes, or air dry for two days. (we found the time varied by the moisture in the rocks. Even rocks that were several weeks old opened easily.

Make it count

Have a battery, and empty water bottle

Cubmaster: When Mother Nature makes her presence felt, survival will depend on things that work. (Hold up batter) Just because this battery is here does not mean that it works. We have to test it and if it is empty inside and doesn't work, what good is it? The same holds true with this water bottle, not very useful if it's empty. It's what's inside that counts, the same way a badge of rank should mean something, otherwise, its just another piece of cloth. So don't be afraid to test yourself. Wear a useful badge, one that you can count on, in good times and bad, as a boy or as an adult.

Let us present the following earned and useful ranks. (Could pull ranks out of a first aid kit)

-- Adapted by John Brogan, Jr., H.A.D. District, Pack 251

SONGS

Singin' In The Rain

We're singin' in the rain, just singin' in the rain,

What a glorious feeling, we're happy again.

Thumbs up! (Audience repeats)A-root-ta-ta, root-ta-ta, root-ta-ta-TA

Add each of the following in turn:

Thumbs Up, Arms Out, Elbows In, Knees Together, Toes Together, Butt Out, Chest Out, Head Back, Tongue Out

If It's Raining

(Tune: If you're Happy)

If it's raining and you know it clap your hands (Clap,Clap)

If it's raining and you know it clap your hands (Clap,Clap)

If it's raining and you know it then your clothes will surely show it

If it's raining and you know it clap your hands (Clap,Clap)

If the mud is only knee deep, stamp your feet (Stamp, Stamp)

If the mud is only knee deep, stamp your feet (Stamp, Stamp)

If the mud is only knee deep, and you wish that it were hip deep

If the mud is only knee deep, stamp your feet (Stamp, Stamp)

If the wind is really blowing, shake your head (Shake, Shake)

If the wind is really blowing, shake your head (Shake, Shake)

If the wind is really blowing, and your permanent is going

If the wind is really blowing, shake your head (Shake, Shake)

If the temperature is falling, rub your hands (Rub, Rub)

If the temperature is falling, rub your hands (Rub, Rub)

If the temperature is falling, and your spirits are appalling

If the temperature is falling, rub your hands (Rub, Rub)

I Hear Thunder

(Tune Frere Jacques)

What's the weather?
What's the weather?
What's the weather like today?
Is it rainy?
Is it windy?
Are their clouds or is there sun?

Cub Scout Hiking Song

(Tune: Battle Hymn of the Republic)

Oh, we can sing out loud and we can sing out oh so strong,
For we're a group of Cub Scouts just traveling along.
And when you see us coming,
You will know that we are here
For miles around you'll hear is
As we sing so loud and cheer.

CHORUS:

Yes, we are a group of Cub Scouts,
Yes, we are a group of Cub Scouts,
Yes, we are a group of Cub Scouts,
Just listen and you'll hear our shouts.

Take Me Out To The Forest

(Tune: Take Me Out to the Ball Game)

Take me out to the forest.
Let me hike in the wild.
Show me a skunk and a few bear tracks.
I won't care if I never come back.

But it's look, look, at your compass.
And if it rains, then it pours.
And it's ouch, slap, sting and your bit
In the great outdoors!

To The Woods

Hi ho, hi ho, it's to the woods we go.
To catch some snail on backwoods trails.
Hi ho, hi ho, hi ho.

Hi ho, hi ho, it's in the woods we go.
To gaze at stars, won't hear no cars.
Hi ho, hi ho, hi ho.

Hi ho, hi ho, it's through the woods we go.
To search the skies for butterflies.
Hi ho, hi ho, hi ho.

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Hi ho, hi ho, out of the woods we go.
We'll pitch our tent, our legs are spent.
Hi ho, hi ho, hi ho.

Tarzan Of The Apes

(Tune: Battle Hymn of the Republic)

I like bananas, coconuts and grapes. (3X)
That's why they call me Tarzan of the Apes!

(When you are singing 'I like bananas, coconuts and grapes, bend over with arms swinging in front of you like an ape. Say very loudly and stand up and beat your chest).

The Flying Birds

(Tune: The Flying Trapeze)

They fly through the air
with the greatest of ease.
Those big flocks of pigeons
and gulls from the seas.
No dog on the ground
or big snakes in the trees,
Can fly high like the ducks and the geese.

I once had a duck,
and that duck's name was Phil.
One morning he woke
with a terrible chill.
The dew was too heavy,
he drowned on the hill,
Yes, he died from an over dew bill.

Once just for a joke
me and Tim, my big brother,
Caught fifteen wild geese
who were downed by the weather.
We poured on some glue,
and found birds of a feather,
In fact really do stick together.

Oh cows have no feathers,
and zebras can't fly.
And aardvarks and beavers
can't zoom through the sky.
And I can't take off
although I always try,
I guess I'll be an earth bound guy.

Scout Wetspers

(Tune: "O Tannenbaum")

Softly falls the rain today
As our campfire floats away.
Silently each scout should ask
"Did I bring my SCUBA mask?
Have I tied my tent flaps down?
Learned to swim, so I won't drown?
Have I done and will I try
Everything to keep me dry?"
(Lyrics by Chuck Bramlet, GCC)

All You Et-a

(Tune: Alouette)

All you et-a
Think of all you et-a,
All you et-a,
Think of all you et.

Think of all the soup you et-a
Think of all the soup you et-a,
Soup you et, soup you et,
Oooooohhh,

All you et-a
Think of all you et-a,
All you et-a,
Think of all you et.

Think of all the corn you et-a,
Think of all the corn you et-a,
Corn you et, corn you et,
Oooohhhh

Continue with: Potatoes, Salad, Meat, Ice Cream, etc.

By the Light of My Scout Flashlight

(Tune: By the Light of the Silvery Moon)

By the light of my Scout flashlight
Wish I could see, what it was that just bit my knee
Batteries, why-y did you fail me?
The chance is slim, the chance is slight
I can last through the night, with my Scout flashlight

Let's Go

Tune: Row, Row, Row Your Boat

Ride, ride, ride your bike
Pedal for goodness sake.
Up and down, up and down
How the legs do ache.

Ride, ride, ride your horse,
Following the trail.
Oh, no, I fell off
I'm glad the horse can't tell.

Ride, ride, ride the bus,
Ride it here and there.
Seeing all the pretty sights
Without a driving care.

Fly, fly, fly a plane,
It's really lots of fun.
Gliding high up in the sky.
Just see the setting sun.

SKITS

Just A Poor Conductor

Props:

- Plain chair with arms on it (lawn chair?)
- Straps, belts (to strap in conductor)
- Stainless steel bowl (about "hat size") with wires taped to it dangling down
- Chairs for other boys to use
- Lollipop
- Cellophane tape
- Train tickets (plain pieces of paper)
- Hand-held hole punch

Setting:

Chairs are arranged like seats on a train. Boys are sitting in seats holding tickets for the conductor. Conductor is at the back of the "passenger car," coming forward to punch the tickets. One Cub (in middle row) is clearly visible, enjoying a lollipop.

Narrator: Not so long ago, on a train not so far away, a group of Cub Scouts were taking the train to another place not so far away. As the train took off from the station, the conductor began checking the passengers' tickets.

Conductor: Tickets? Tickets? (Walks "forward," punching tickets)

Narrator: Suddenly, the lights in the train went out!

(Have someone turn off all the lights in the room and have boys on stage make shuffling noises. Tape lollipop to sleeve of conductor. Then turn on the lights again. Boys are looking around wondering what happened.)

Narrator: When the lights came on again, [name] discovered someone had taken his lollipop.

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Cub: Hey! Who took my lollipop? Where'd it go? Hey, look! The conductor took my lollipop! Call the police!

Narrator: And so the conductor was arrested, taken to jail, and tried for the heinous crime of taking a Cub Scout's lollipop.

(Rearrange stage to be a "courtroom." Have a judge behind the table and the accused standing in front of him.)

Narrator: Throughout the trial, the conductor pleaded his innocence.

Conductor: But honestly, judge, I didn't do it! I don't know how it got on my sleeve, but I am just a poor, poor man. I don't have anything. (Pulls pocket linings out of pockets) I tell you, I'm just a poor conductor!

Narrator: But the evidence was against him and the jury found him guilty of first degree lollipop swiping. He was sentenced to the electric chair!

Conductor (being dragged offstage): But I didn't do it, I didn't do it! I'm just a poor conductor!

(Scene changes: Electric chair is at center stage and the conductor is ushered in.)

Conductor: Please, please, you have to believe me! I didn't do it I tell you. I'm just a poor conductor!

Narrator: Despite his cries of innocence, the conductor was strapped in the electric chair. (Boys strap him into the chair and put the bowl on his head.) And at the stroke of midnight, the switch was pulled. (Have one Cub on the side acting as if pulling a big breaker switch. At the same time, have someone flicker the lights and have the conductor "jolt around.")

Conductor: Hey, that hurt! Let me go. I didn't do it.

Narrator: Something was wrong. They hit the switch again. (Repeat switch, lights, and jolting actions.)

Conductor: Stop! Stop! Let me go. I'm innocent!

Narrator: They tried it one last time. (Same actions.)

Conductor: Please stop! Don't do this to me! I didn't do it!

Narrator: Something was really wrong. The chair didn't seem to bother him. But it was the law that, after three tries, if the accused was still alive, he had to be set free.

(Boys undo straps and conductor stands up.)

Conductor: There you have it folks. It's like I've been telling you:

"I'M JUST A POOR CONDUCTOR!"

Do Your Best

Props:

- Two "copies" of a model (like a simple plastic model of a car), one not put together yet and the other built to look really good.
- Model making supplies (glue, paints, etc.)
- "First Prize" ribbon
- Light bulb (plastic one, if possible)
- Circuit card (out of an old computer)
- Telephone
- Potable radio (remember the transistor radio?)
- Telegraph (Morse Code) key or spool of wire

Set Up:

Cub #1 is sitting at a table with an unassembled model and model making supplies in front of him. He is looking quite frustrated. Other Cub Scouts enter. They have their props near at hand but out of sight.

Cub #1: Hi guys. This is impossible. No one can figure out these things! I'll never get this model done by the Pack Meeting "I Did It" Show. I give up.

Cub #2: Oh come on; you just have to try. You can get it done.

Cub #3: Yeah, you know—Do Your Best, like our Cub Scout Motto says.

Cub #1: Forget it! That's just a bunch of words. I can't do this. There's no sense in even trying. I'll just tell them I couldn't do it. And besides, even if I do my best, it still won't be any good.

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Cub #2: Hey, man! Don't say that. Think of all the people who have done their best and look at what it's done for us.

Cub #1: Naw! You guys are just a bunch of talk. I can't think of anything that anyone has done that does us any good.

Cub #2: Tell that to Samuel Morse! (Holds up telegraph key or spool of wire) By doing his best, he invented the telegraph and a special code that could be used to send messages all over the world.

Cub #1 Okay, but that's all—just a telegraph. And nobody uses it anymore!

Cub #3: Nope, not just a telegraph. The telegraph led to other things. What about Alexander Graham Bell? He believed he could get our voices to travel through wires to one another. He and his assistant, Watson, spent lots of time working on it and look what they finally invented! (Holds up the telephone) That wouldn't have happened if they hadn't done their best.

Cub #4: "jumps in": And what about Thomas Edison? He did his best and look what that got us! (Holds up the light bulb) I read that Thomas Edison and the people who worked for him tried hundreds of different ideas before they finally came up with a working light bulb. They sure did their best.

Cub #5: Ever hear of a guy named Marconi? He had an idea that information could travel through the air as electrical signals—no wires! He worked and worked until he finally got it. He did his best and look what we have now! (Holds up the radio)

Cub #6: And we studied about these two Americans, William Shockley and John Bardeen,. They kept working on an idea they had until they finally invented the transistor. That opened the way to other inventions that finally brought us modern electronics like we have in computers. (Holds up the circuit card) If they hadn't done their best, we might not have the computers and electronics we have today!

Cub #1: Okay! Okay! I get it! I really should do my best at whatever I am doing! But you guys have to help!

Others: Sure, we'll help!

(They pick up the table and move it out of sight. Then they all come back on stage with the others crowded around Cub #1 as they enter. He has the completed model in one hand and the "1st Place" ribbon in the other.)

Others: See what we told you! All you have to do is try! Way to go! Good job!

(They move out of the way so the audience can see him with the model and ribbon)

Cub #1: Yeah, you guys sure were right. All we have to do is "Do Your Best" and it pays off in the end. And thanks a lot for helping me—in more ways than one!

The Mongoose

Props:

- Box with coiled spring in it and fur tied to end of spring. When box is opened spring will shoot fur out of box.

Setting: 2 Scouts talking about what they caught in the woods.

Object: Get other Scouts to look in box and see the Mongoose.

Cub 1: Did you see what we caught in the woods last weekend?

Cub 2: No! What was it?

Cub 1: It's a Mongoose.

Cub 2: A what?

Cub 1: A Mongoose, they are very quick and hard to catch. Did you know that?

Cub 2: Where is this Mongoose?

Cub 1: Right here in this box.

Cub 2: Can I look?

Cub 1: Sure! But don't scare it. (Peek in box lid carefully.)

Cub 2: Wow did you see how shiny and glassy the eyes looked?

Cub 1: You know they are so fast that they kill snakes by grabbing their head?

Cub 2: Wow that's really neat. (Get someone to look and let the box lid come open quickly, so fur flies.)

The Weather Man

This is performed on a stage. Hang a large map, or a sheet with some outlines drawn on it, across the back of the stage. Since the skit involves water, it is a good idea to use a waterproof ground cloth to protect the stage.

Plan the skit, assemble the materials, and assign responsibilities ahead of time. Everybody except the Scapegoat knows what will happen. Let the Scouts decide what kind of weather to use, and what props are needed to represent it.

The Skit

The Weather Man stands in front of the map, and presents a parody of the television evening news report.

He reads from a script in his hand. As he announces each kind of weather, it appears, aimed straight at him from off-stage.

He announces that the South will have wind. The backdrop shakes and a large fan blows the papers in his hand.

The Weather Man reports that there will be snow in the North. White confetti drops from the sky, or over the map. He reports hail in the Midwest, and small white objects pelt him. (Plastic packing makes good hail.)

Each time the weather reacts to his report, the Weather Man acts more scared. Finally, he turns the page, stops, and protests that he can't do this any more. He needs a brave person to read the last forecast for him, and asks for a volunteer from the audience. With the help of the audience, the 'volunteer' is selected and pushed forward.

The Scapegoat is handed the script, and reads, "And tomorrow this area will have heavy rains." Instantly, he is hit by a bucket of water from offstage. [If inside, pretend bucket is full of water, but use confetti instead]

Variation

The Weather Man and the Scapegoat will clearly expect something. In fact, the Weather Man will usually have a hard time hiding his anticipation. Without warning him about the actual outcome, get him wet instead of the Scapegoat.

Another Variation:

Hang or hold up a large map, or a sheet with some outlines of states on it. The scouts should decided on the weather and the props in advance. The Weatherman stands in from of the map and presents a weather report, (like on TV) He reads from a script in his hand. As he announces each kind of weather, it appears, aimed straight at him from off stage. He announces that the South will have wind. The backdrop shakes and a large wind blows (be creative). The Weather man reports there will be snow in the North.

White confetti falls from the sky over the weatherman. He reports hail in the Midwest and white objects pelt him. The weatherman acts more and more scared. Finally he turns the page and stops and quits. He asks for a volunteer to take over. A volunteer is force to continue. He is handed the script which reads: Tomorrow This Area Will Have Heavy Rains, the reader is immediately drenched with buckets of water. (Variation, go ahead and drench the weatherman, especially funny if you have the scoutmaster be the weatherman and he does not know skit.) [If inside, pretend bucket is full of water, but use confetti instead]

Foggy Warning

A small vessel is approaching the Weser river delta from the north sea. The fog is so dense that the captain sends a deckhand to the bow and reduces speed to dead slow ahead.

"Can you see anything !?", the captain shouts.. "Not a tiny thing!" is the answer from the bow.

The captain lets the ship move ahead at lowest speed, only hoping that the currents don't set the ship off to far. "Still nothing in sight!?", the captain asks.

"Nothing at all!", is the reply. "Oh, now there seems to be something! It's almost ahead, just a bit to starboard!"

"Well, and what is it !?"

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"I can't tell! By now, it's just a shadow! We need to close in a bit so I can see better!" Cautiously they proceed and the captain turns the ship a little bit to starboard, decreasing the distance to that object.

"Can you see it now?" - "Not really, it's still just a shadow!" "Yes! It looks like a buoy ... oh yes, now I can recognize the shape, it is a buoy! Just close in a little bit more!"

After a short moment: "What type of a buoy, can you see that?"

"No, I can't! Can not distinguish it's colors, see just a shadow in this fog! Go on closer! It's still slightly to starboard!" Again, the captain turns the ship a bit and they continue dead slow ahead through that thick fog.

"Now, what kind of buoy is it!?", the captain shouts.

"It's , uhm ..., it is ... " Crunch! They hit the ground. "Oh yes, now I can see it!" replies the deckhand, "It's a shallow water warning!"

Poison Spring

One by one the boys drag on stage crying for water. Each reaches a bucket with a ladle and takes a drink, splashing some water to show there is really water in it and dies. Ham up the dying as much as you want. More than ladle may be needed so that there is plenty of water to slosh around. The next to the last person starts to drink from the bucket, when the last person comes in, sees all the dead bodies and yells for the other guy not to drink from the bucket, that it is poison.

The last person throws the bucket in the audience which really only contains rice or confetti; only the ladles had water.

Lorie McGraw sent a fun skit for those who might be having a Cowboy Day camp. Or use this whenever.

Cowboy Joe

A cowboy rides up to a Saloon, goes inside and orders a drink. He's just about got the glass of sarsaparilla to his lips, when a guy comes running up to the door, and yells "Hey Joe! Your house is burnin!"

The man leaps up, runs out and jumps on his horse just as he thinks... "Hey, I don't have a house." He goes back in and sits down, and raises the glass to his lips again.

Just then a man comes running up to the door and yells "Hey Joe! Your dad has died!"

So he leaps up, runs out, gets on his horse and starts to head down the street when he thinks... "Wait a minute, my dad died years ago."

He goes back to the bar, and sure enough, he's just about to take a sip of his sarsaparilla when another guy runs up. "Joe! Congratulations! You've won the lottery! There's a pile of money waiting for you down at the post office!"

The cowboy gets up, leaps on the horse, and starts flying towards the post office. He almost gets there when he thinks, "Hey, wait a minute. My name ain't Joe..."

To Build or Not to Build

A couple of not very bright guys drove their pickup truck into a lumberyard. One saunters into the office and said, "Howdy. We need us some of them four-by-twos."

The clerk said, "You mean two-by-fours, don't you?" The guy says, "Maybe right. Hold on. I'll go check," and headed out went back to the truck. A minute or so later he ambles back in and says, "Yep. That's it, I meant two-by-fours."

"Fine... How long do you need them?"

The slightly confused person paused for a minute, scratched his beard, then said, "Well now I'd better go check."

After awhile, he returned to the office and said, "A long time. Ya see, we're gonna build us a house."

STUNTS & APPLAUSES

Riddles

What did the light bulb say to the generator?

"I really get a charge out of you!"

How do you pick out a dead battery from a pile of good ones?

It's got no spark!

A man with a hearing problem walked into a powerplant for a tour. He arrived late and had to join the rest of the group already on the tour. The man was reviewing what he had just told the group. He told the group that they wouldn't move on until they answered this one question: "What is the unit of power equal to one joule per second called?" The man with the hearing problem hadn't heard the question very well, so he raised his hand and asked "What?"

Why do transformers hum?

They don't know the words.

What did the baby light bulb say to the mommy light bulb?

"I love you watts and watts!"

Why was the free electron so sad?

It had nothing to be positive about!

Why did the lights go out?

Because they liked each other!

Two atoms were walking down the street one day, when one of them exclaimed, "Oh, no I've lost an electron!" "Are you sure?" the other one asked. "Yes," replied the first one, "I'm positive."

Why are rivers so poor when floods come?

Because the water washes away the banks

Why was the tornado arrested?

Because it was shoplifting

What is up in the sky but not a cloud or a plane or a man?

The sun.

What's worse than raining cats and dogs???

HAILING TAXIS!!!

Run - Ons

Cub 1: (Wearing headband with feather)

"Bring in 10 scalps, kill 5 buffalo bare-handed and go into the desert without water for a moon. Then I will pronounce you Big Brave."

Cub 2: What do I do to get pronounced Little Brave.

Cub 1: I bet I can jump higher than a house.

Cub 2: I bet you can't

Cub 1: Yes I can. Did you ever see a house jump.

Knock, knocks

Knock, knock

Who's there

Goose

Goose who?

Goose who's knocking at your door.

Knock knock

Who's there ?

Andy Green.

Andy Green who?

Andy Green grass grows all around.

Den Yells

Chase 'em down the alley,

Run 'em down the street

Den ____ can't be beat.

We're not like the rest

There's only one best.

Den ____ , Den ____ ,

Put us to the test.

Jokes

Cub picks up ringing telephone, and says, "You don't say, you don't say. you don't say. "

Who was that?

I don't know. He didn't say.

I've been seeing spots before my eyes

Have you seen a doctor?

No, just spots.

Man points to sky, "Is that the sun or the moon up there?"

I dunno, I'm a stranger here too.

Boy, those are loud socks!

I know - they keep my feet from falling asleep!

Cub #1: How do you keep a turkey in suspense.

Cub #2: I don't know, how?

Cub #1: I'll tell you tomorrow.

Applausea

Locomotive: Begin by slapping your left arm slowly with your right hand. Gradually increase the speed, working down over the left palm to the end of the fingers. Then place your right hand over your eyes as if peering into the distance. Imitate a train whistle, "Whoo-whoo, whoo".

Turkey Applause: Say, "Gobble, gobble, Gobble", then rub your stomach saying, "Yum, yum."

Where does a bird go when it loses its tail?

To the retail store.

What goes up when the rain comes down?

Umbrellas.

Run-Ons

Subject: some thoughts

A good pun is its own reword

A pessimist's blood type is always B-negative.

My wife really likes to make pottery, but to me it's just kiln time.

I used to work in a blanket factory, but it folded.

I used to be a lumberjack, but I just couldn't hack it, so they gave me the axe.

Corduroy pillows are making headlines.

Sea captains don't like crew cuts.

Time flies like an arrow. Fruit flies like a banana.

Reading whilst sunbathing makes you well-red.

Walk Ons

Walk On (if someone is dressed as the weather man): Postcard to Weather Bureau: "Sirs: I thought you would be interested in knowing that I have just shoveled three feet of partly cloudy from my front steps."

CLOSING CEREMONIES

Closing Ceremony

Props: Large cardboard cutouts or drawings of sources of energy/power against back wall

Cubmaster and boys form a circle. Cubmaster: (pointing to props). Just like all of these things, there is power in us all. If we all join together (have everyone in the circle join hands) our power increases, and our boys will reap the benefits. That is the Power of Scouting.

TURN ON THE POWER

What is the most powerful thing you can think of? Is it a locomotive that can pull a hundred railroad cars? Or is it a mighty rocket with giant engines that roar and belch fire? Is it a nuclear energy plant with enough power to light up a whole city? Or is it the sun, with enough energy to warm a whole planet? As powerful as all these things are, there is a limit to their energy. A locomotive and a rocket can run out of fuel, and the fuel rods of a nuclear plant wear out after a while. Even the sun sets after a few hours, leaving half the world cold and in darkness. But there is another power source that never runs out of energy and that will never leave us in the cold. That power is God, and it's important that we learn how to connect with God's power. We learn how to do that by regularly attending our family's place of worship and by practicing its teachings. Why don't you "plug into" the greatest power in the universe by worshipping God this week?

Aim for the Stars

The words, "Aim for the Stars" have an important meaning to Cub Scouts. Think of Thomas Edison who tried and failed hundreds of times before he perfected the electric light bulb. He never quit trying. A Cub Scout, who tries to do his best and keeps trying, is preparing himself for greater responsibilities when he becomes a man. What you do and how well you do it becomes your launching pad to "Aim for the Stars."

The Best Things Closing

The best thing to give your enemy is forgiveness;

To an opponent tolerance;

To a friend understanding;

To a child a good example;

To your father deference;

To your mother conduct that will make her proud;

To yourself respect and

To all men charity.

Good night Scouts!

Quality Family Time Closing

Young boys dream of treasures and we as parents can only help our boys discover the treasures of their dreams. When you are at home this month, set aside some quality family time. Communicate with each other, share your ideas and your dreams. Parents, our boys are our greatest treasure. And a boy's dream is a treasure that we cannot afford to lose or take for granted. Scouting is here to aid in the discovery and fulfillment of his dreams.

"Wildlife Pledge" Closing

(Provide copies of the "Wildlife Pledge" below to each person in audience, and ask them to repeat it together.)

"I pledge to use my eyes to see the beauty of all outdoors. I pledge to train my mind to learn the importance of nature. I pledge to use my hands to help protect our soil, water, woods, and wildlife. And by my good example, show others how to respect, properly use, and enjoy our natural resources."

Closing Thought

(Provide copies of the closing thought so audience can read it together:)

"This is my country. I will use my eyes to see the beauty of this land. I will use my ears to hear its sounds. I will use my mind to think what I can do to make it more beautiful. I will use my hands to serve it well. And with my heart, I will honor it."

Man & Nature

Unknown Speaker addressing the National Congress of American Indians in the mid 1960's "In early days we were close to nature. We judged time, weather conditions, and many things by the elements—the good earth, the blue sky, the flying of geese, and the changing winds. We looked to these for guidance and answers. Our prayers and thanksgiving were said to the four winds—to the East, from whence the new day was born; to the South, which sent the warm breeze which gave a feeling of comfort; to the West, which ended the day and brought rest; and to the North, the Mother of winter whose sharp air awakened a time of preparation for the long days ahead. We lived by God's hand through nature and evaluated the changing winds to tell us or warn us of what was ahead. Today we are again evaluating the changing winds. May we be strong in spirit and equal to our Fathers of another day in reading the signs accurately and interpreting them wisely."

Smoky Closing

Boys hold cards with letters

S - Smokey the Bear has a message to tell

M - Make it a point to hear him well

O - Only you can prevent forest fires Smokey does say

K - Keep yourself safe in being careful that way

E - Everybody must do his part

Y - Yes, we can stop forest fires before they start.

Compass Closing Thought

Cubmaster: I have here a compass. Normally, because of the natural magnetic forces of the earth, the needle faithfully points north and keeps you on the right path. But when a magnet is brought near the compass, the magnet is an outside influence on the character of the compass. The integrity of the compass can no longer be trusted. This compass represents Cub Scouting. The Cub Scout Promise and the Law of the Pack are the natural magnetic field that directs the compass needle of our boys just like this magnet, influences are trying to adversely affect our purposes. Our youth are continually faced with temptation-temptation to get by without working, to lie, to cheat, to give in to the negative peer pressure of friends.

If our boys are going to grow up to be the good citizens we want them to be, watch out for the magnets in their lives. Help them work hard to live up to and live the ideals of Scouting.

It's Up to You

Personnel: 5 Cub Scouts

Cub 1: God gave you this day
To do just what you would,
You can throw it away;
Or do some good.

Cub 2: You can make someone happy;
Or make someone sad.
What have you done
With the day that you had?

Cub 3: God gave it to you
To do just as you would,
You can do what is wrong;
Or do what is good.

Cub 4: You can hand out a smile;
Or just give them a frown,
You can lift someone up;
Or just put them down.

Cub 5: What did you do
With your beautiful day?
God gave it to you;
Did you throw it away?

Cubmaster Minutes

A wise man once noted that all sunshine is what makes the desert. Just as rain and snow are necessary for plants and animals to exist, so it is in our lives. We gain our strength and ability to live, not from the days when all goes right. But rather, it is from days of adversity and overcoming difficulties that we grow.

Weathermen have tools that they use daily to do their jobs. They use barometers to measure the air pressure. This helps them to know what type of weather to expect. One of our tools in Cub Scouting is the Cub Scout Promise. It helps us to remember what is expected of us. Let us now all repeat the Cub Scout Promise together.

Lying on the grass we look at the clouds gently floating by. Then something strange begins to happen. They begin turning into ominous gray clouds telling us a storm is in the making. We run for shelter just as torrents of rain fall, happy to be safe and dry. As scouts you must always be ready for the unexpected to come your way.