

August 1999



Splish Splash

# August 1999 –Splish Splash

Focus. Water is great! It quenches the thirst. It grows the plants. And it gives the Cub Scout something to live for! This month, let loose and get wet! The boys will help you out all you want and then some!

## Pack Meeting Ideas

### PreOpening Activities

#### Splish-Splash Word Search

Go to the end of the section for another fun and exciting word search puzzle. This one is all wet!

#### Water, Water West

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

### Opening Ceremonies

#### Six Ships of Scouting

From Indian Nations Council Pow Wow -1973

Arrangement: Six Scouts hold large cardboard cutouts of ships with flags on which have been printed the following words:

- SCHOLARSHIPS
- FELLOWSHIP
- SPORTSMANSHIP
- WORKMANSHIP
- STATESMANSHIP
- FRIENDSHIP.
- 

NARRATOR: Tonight Pack \_\_\_\_ would like to tell you

about the six ships of Scouting. These are ships which were launched in America - strong and mighty—ships that will last forever.

CUB 1: SCHOLARSHIP - This ship is very important on the sea of Education, On her deck stands such officers as Ambition, Determination, Intelligence and Application. Her flag bears symbols of the letter "A" and the plus sign.

CUB 2: FELLOWSHIP --This ship stands for good spirit, fine cooperation and never-failing unity. It's flag floats high - the flag of Scouting.

CUB 3: FRIENDSHIP - This is the most handsome ship of all. It is true blue and it's flag golden - since friendship is golden.

CUB 4: WORKMANSHIP - This ship's every line, every part, every mast represents the best that a person can give. Its flag bears a laurel wreath.

CUB 5: SPORTSMANSHIP - This ship is a player. It knows that it's not whether you win or lose, but how you played the game that matters. Its flag is the handshake of fairness.

CUB 5: STATESMANSHIP - This ship represents wise guidance, constant, unselfish interest and sincere endeavor. Its flag is white with purity.

CUB 6: And there you have six strong and sturdy ships to brave the sea. Three cheers for the SCOUTING SHIPS!

## Activities

### Water Fun Activities

For most Cub Scouts, when you say "water" they hear "fun!" So this month's theme can be just about anything dealing with water and it's sure to be a splash—I mean smash. But don't forget to follow the BSA Safe Swim Defense Plan when doing anything around water. Whenever the Cub Scouts are in or around water, safety needs to come first!

Here is a list of all kinds of activities your Pack can do to make a great August Pack Meeting.

- Water Carnival
- Fishing Derby
- Raingutter Regatta
- Backyard Beach Party
- Sea Adventure Pirate Night
- Trip to a Water Theme Park
- Swim and Picnic at the local park
- Arrange to get a day at Camp Tuckahoe to use the Athletic Field and Memory Lake

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

## Songs

### Singin' In The Rain

We're singing in the rain, just singing in the rain.  
What a glorious feeling, we're happy again.

Thumbs up! [Group echoes.]  
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 Bent,  
Knees together, Toes together, Butt out, Chest out,  
Head Back, Tongue out

### Gilligan's Island

Just sit right back and you'll hear a tale,  
A tale of a fateful trip.  
It started from this tropic port,  
Aboard this tiny ship.

The mate was a mighty sailing man,  
The skipper brave and sure.  
Five passengers set sail that day,  
For a three hour tour, a three hour tour.

The weather started getting rough,  
The tiny ship was tossed.  
If not for the courage of the fearless crew,  
The minnow would be lost, the minnow would be lost.

The ship struck ground on the shores of this  
Uncharted desert isle,  
With Giligan, the Skipper too.  
The millionaire and his wife.  
The movie star, the Professor and Maryann, here on  
Giligan's isle.

So this is the tale of our castaways,  
They're here for a long, long time.  
They'll have to make the best of things,  
it's an uphill climb.

The first mate and the skipper too,  
Will do their very best,  
To make the others comfortable,  
In their tropic island nest.

No Phone! No Boat! No Motorcar  
Not a single luxury.  
Like Robinson Crusoe  
As primitive as can be.

So join us here each week my friends,  
You're sure to get a smile,  
From seven stranded castaways,  
Here on Gilligan's Isle!.

## The Mermaid

'Twas Friday Morn When we set sail,  
and our ship wasn't far from the land.  
When our captain spied a pretty mermaid,  
with a comb and a glass in her hand.

### CHORUS:

Oh, the ocean waves may roll  
and the stormy winds may blow  
But we poor sailors go skipping to the top  
While the landlubbers lie down below, below, below  
While the landlubbers lie down below, below.

Then up spoke the captain of our gallant ship,  
And a fine old man was he.  
"This fishy mermaid has warned us of our doom,  
We shall sink to the bottom of the sea."

### CHORUS

Then up spoke the mate of our gallant ship  
And a well spoken man was he.  
"I've married me a wife in old Salem Town,  
And tonight a widow she'll be."

### CHORUS

Then up spoke the cook of our gallant ship,  
And a red hot cook was he.  
"I care more for my pots and my pans,  
Than I do for the bottom of the sea."

### CHORUS

Then up spoke the figurehead of our gallant ship  
And a well carved figure was she.  
"I'd rather be a figurehead of this gallant ship  
Than a log at the bottom of the sea."

### CHORUS

Then up spoke the cabin boy of our gallant ship  
And a dirty little rat was he.  
"There's nary a soul in old salem town,  
Who gives a lick 'bout me."

### CHORUS

Then three times around went our gallant ship,  
Then three times around went she.  
Then three times around went our gallant ship,  
And she sank to the bottom of the sea.

### CHORUS

## Skits

### Wet Applause

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

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

### I Gotta Go Wee

Five guys sleeping in a tent, all in a row. The  
Cubmaster on one end, the little scout on the other.

The little scout climbs over all the other sleeping  
scouts, who try to remain asleep, and shakes the  
Cubmaster. " Cubmaster! Cubmaster! I gotta go  
wee!"

"Huh? Wha? Go back to sleep." The little scout  
crawls back over everyone and goes back to sleep  
for 5 seconds.

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scouts, who try to remain asleep, and shakes the  
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scouts, who try to remain asleep, and shakes the  
Cubmaster. " Cubmaster! Cubmaster! I gotta go  
wee!"

"OK! OK!", says the Cubmaster, "If you've gotta go,  
then go."

The little scout stands up and waves his hands in the  
air: "Weee!!!"

## Water! Water!

A man, crawling across the stage: "Water, water!!"  
Someone walks by, and the crawling man tugs on his  
pant leg. "Water, Water!"

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

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

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

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

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

The crawling man sees a cup of water at the other  
end of the stage. "Water!!" He painfully crawls over  
there. "Water! Water!"

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

## The Water Table

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

The customer then enters the restaurant and is  
shown to his table. The waiter introduces himself  
and asks if he can get anything. The customer says  
he would like a glass of water while he looks over the  
menu. The waiter returns with a glass of water that  
he carefully balances on the back of the "table  
person." All of a sudden, from off stage, someone  
yells Fire! Fire! The customer, waiter, and all the  
other boys get up and run off stage, leaving the  
"table" to fend for itself. No one returns to remove  
the water glass—that's the volunteer's problem!

## Advancement Ceremonies

### Avast There Ye Swabs

CAPTAIN: Avast there, ye swabs - your attention or  
I'll have ye all up before the mast. Tonight we have  
reached the time for the division of our hard gained  
loot during our last assault on Fort Achievement and  
the harbor town of Cub Electives. E'en tho' stoutly  
defeated, these forts have been subdued by as fine a  
crew of hearties as had been aboard this deck in  
many a fine moon. Now, will the First mate call forth  
my brave lads and their partners that they may be  
richly rewarded for their valor.

FIRST MATE: (First Mate calls forth Cubs who are  
advancing and their parents.) The crew stand ready,  
Captain!

CAPTAIN: Aye, and a fine group of fellows we have  
here. (Present awards to parents to give to their sons  
as First Mate calls out names) Now then, me hearties  
-- Let's give a fine swash-buckling cheer for our pals  
who have ventured forth and returned with bountiful  
treasure. (cheer) And the rest of ye - mark my words  
- I'll have no slackards in my crew - on our next raid  
ye ALL better be coming forward for reward or the  
FISH will have bait in the harbor that night! (to those  
still up front) Get ye back to yer quarters now and  
prepare for another assault and more rich rewards  
from Cub Scouting!

## Closing Ceremonies

### Captain Of All Scouts

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

# Den Meeting Ideas

## Den Meeting Activity Ideas

### Stream/Pond Study

Orange County Council 1995

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

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

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

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

Other insects like dragonflies, damselflies and mayflies also lay their eggs in the water. On hatching these become

nymphs which have gills to absorb oxygen dissolved in the water. Snails lay eggs all spring and summer. Frogs lay eggs only in early spring. You can find them close to the shore in big clumps with thousands of eggs in them. Each egg is coated with jelly. At first the eggs are round and black. Then they change in shape and look like commas. The commas twitch - they are tiny tadpoles. Within ten days, they will wiggle out of the jelly. Use a strainer to scoop up some frog's eggs. Put them in a big jar with pond water and cover the jar. Then take it home and watch the eggs develop. It takes two to three months for a tadpole to become a frog. Hind legs grow first, then front legs. As the tail gets shorter, the tadpole stops breathing under water like a fish. It starts breathing air, like a land animal and soon becomes a grown up frog.

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

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

POND PLANTS can be just as fascinating as animals once you know what to look for. Living in water they have to cope with some rather special conditions.

The commonest pond plants are rushes and sedges. Clumps of these plants are always found in damp places. Rushes have round, spiky stems filled with white fluffy pith. They are smooth, with no leaves and bear bunches of brown flowers. Sedges have similar flower spikes and tough pointed leaves which grow out in three directions from a triangular stem. These plants form a dense band along the edge of the pond. Among them you may see the violet blue flag.

A **STREAM** is water on the move. As it rushes across the countryside it cuts or erodes a notch or valley for itself. To see the effect of water erosion, look for a bend in the stream. The bank on the outside of the bend is being cut away. Debris is deposited on the inside bank creating a beach.

Find out how fast the water is flowing by marking a 5 yard length of the stream. Note the time taken for a small piece of wood to float this distance. Divide the time by five to give the rate of flow in seconds per yard.

Animals that live in streams have to be able to survive the current. They are either strong swimmers

like freshwater shrimps and fish or clingers like leeches and flatworms.

Flowing water is better at taking oxygen from the air than still water. Animals must have oxygen to breathe and many stream creatures need lots of it. The plants are firmly rooted in the stream bed or securely attached to stones. They have long stems and like water milfoil finely divided leaves which do not obstruct the water's flow. Some plants like broad-leaved pondweed have fine submerged leaves and broad floating leaves. Fish like sticklebacks and young eels weave their way among the weeds. Mayfly and stonefly nymphs dart around while snails and flatworms glide over the stones.

#### INVESTIGATING FISH

Everyone who dips in a pond or stream hopes to catch a fish, but they are not always easy to find. Fish are sensitive to movement and vibrations. They can feel you walking along the bank and see your shadow if it falls on the water. Attract the fish by baiting with small pieces of bread or worms. Some fish always rise to take insects which land accidentally on the surface and become trapped. Insects struggling to escape attract these fish. This is imitated in fly-fishing. Other fish stay near the bottom of the pond, feeding on insects and snails.

Find a bridge over a clear fast-flowing stream. Watch how the fish swim against the current. They are well camouflaged to avoid predators and have more streamlined shapes than fish in ponds. If you want to catch fish and then release them unharmed remove the barb on your hook.

### Games

#### Life Ring Toss

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

The target can be anything from a hoola-hoop to a series of rings on the ground made from flour or lime.

Have the boys stand back a fair distance from the target (fair being determined by their age). Each one tosses the anchor (as if a life ring) at the target. Accuracy is what we're looking for here. You can set

up a point system for multiple tries (like darts) or just have "closest one" wins.

#### Water Balloon Toss

Water balloons are a great thing on a hot August day. For this game, have the boys pair off and have the pairs stand opposite one another. Each pair gets a water balloon to toss. The first toss is with the players close to each other. Each toss should be with the players at a progressively greater distance from one another. Last team with a water balloon wins.

#### Cup and Bottle Relay

From Baloo's Bugle and Viking Council

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

### Crafts

#### Make A Slide

Baloo's Bugle and Santa Clara County Council

##### SEASHELL SLIDE

You will need Attractive shell, glue and PVC pipe piece (1/2")

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

##### OCTOPUS SLIDE

On plywood circle, draw eyes and mouth. Also drill holes for legs. Tie colored pipe cleaners (2 colors) or strings for legs. Glue PVC pipe to the back and let dry.

A great site with lots of slide ideas:

<http://home.att.net/~llmcgraw/etowah/slides.htm>

Here is another variation from Lorie's site

### OCTOPUS SLIDE

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

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

## Pond Viewer

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



## Splish Splash WORD SEARCH

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

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

BOATING  
BUDDY SYSTEM  
CANOE  
FISHING  
FLOATING  
FUN FUN FUN

LIFEGUARD  
MARCO POLO  
MEMORY LAKE  
OBEY RULES  
PFD  
ROW BOAT

SAFETY  
SAFETY AFLOAT  
SAIL BOAT  
SAILING  
SPRINKLERS  
SURFING