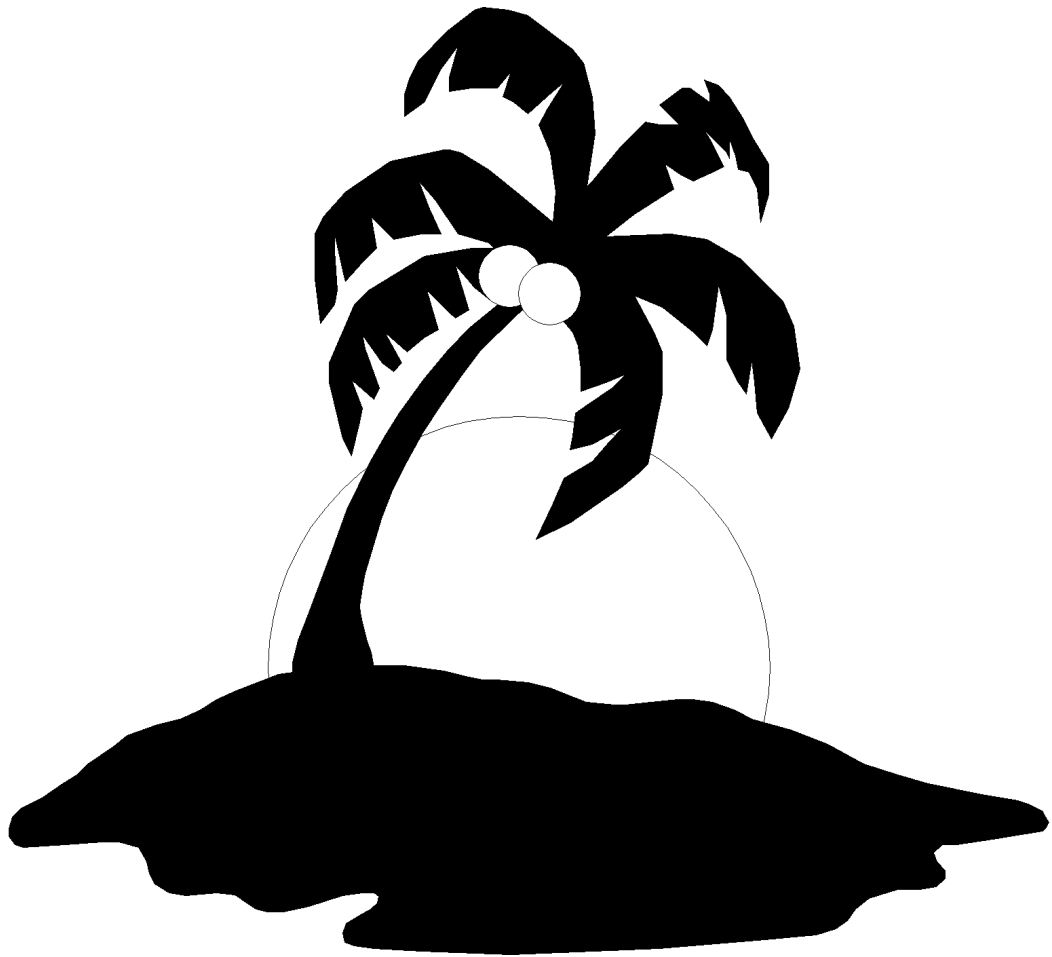


See What You Can Sea



JULY 1998

SUGGESTIONS ON HOW TO LIVE A HAPPY AND REWARDING LIFE

Take time to smell the roses. Take a nap on Sunday afternoon. Drink eight glasses of water a day. Never deprive someone of hope; it might be all they have. Give thanks before every meal. Don't be afraid to say "I'm sorry." Don't take good health for granted. Don't interrupt. Don't tailgate. Improve your performance by improving your attitude. Wave at children on the school bus. Listen to your children. Leave everything a little better than you found it. Leave the toilet seat in the down position. Keep it simple. Keep good company. Keep your promise. Be kinder than necessary. Take good care of those you love. Make it a habit to do nice things for people who will never find out. Wear outrageous underwear under the uniform. Vote. Judge your success by the degree that you're enjoying peace, health and love. Be a good loser. Be a good winner. Be romantic. Live so that when your children think of fairness, caring and integrity, they think of you. Enjoy real maple syrup. Never refuse homemade brownies. Never give anyone a fruitcake. Remember other people's birthdays. Sing in the shower. Don't nag. Don't gossip. Don't expect money to bring you happiness. Be forgiving of yourself and others. Never give up on anyone; miracles happen everyday. Say thank you a lot. Say please a lot. Take your dog to obedience school; you'll both learn a lot. Slow dance. Don't rain on other people's parades. Don't postpone joy. Stop blaming others; take responsibility for every area of your life. Take care of your reputation; it's your most valuable asset. Count your blessings. Whistle. Call your mother. Do more than is expected. Be there when people need you. Be someone's hero.

WATER SAFETY

Before you take your pack or den out for any water-related activities, please read:

Safe Swim Defense
Home Swimming Safety Rules
Water Rescue
Safety Afloat

in Cub Scout Leader Book, Chapter 12, pp. 2 to 5. (Chapter 8 in the book published before 1997)

Safe Swim Defense and Safety Afloat are also available in pamphlets at the Scout shop. The pack may want to purchase them for its leaders.

PLAY SAFE AND HAVE FUN

Most cities offer recreation swimming at their pools with qualified lifeguards on duty. Call your city's Parks and Recreation Department or Community Services office for specific locations, hours and fees. Some YMCA offices open pools outside their normal facilities for more affordable fees. Call the YMCA near you for more information.

Some pools require you to let them know ahead of time if you are planning to bring a large group so that they can arrange to have more lifeguards on hand.

PACK AND DEN ACTIVITIES

Raingutter Regatta

For suggestions, see Cub Scout Leader How-to Book, pages 9-47 to 48.

Pirate Picnic

For suggestions, see Cub Scout Leader How-to Book, pages 9-9 to 9-10.

Water Carnival

For suggestions, see Cub Scout Leader How-to Book, pages 9-15 to 9-16.

Fishing Derby

For suggestions, see Cub Scout Leader How-to Book, pages 9-16 to 9-18.

Field Trips

Summertime is a good opportunity to go a bit farther than you would during the school year. Try Monterey Aquarium--Alcatraz--Angel Island.... The National Maritime Museum at the Hyde Street Pier is fun. Tour the historical schooners or a submarine. The National Maritime Museum also offers an overnight program for Scouts aboard the U.S.S. Pampanito (submarine) or the Thayer (schooner). Refer to the Field Trip section for more information.

PACK AND DEN ACTIVITIES (continued)

Beach Day

Take a field trip to the beach on a day the tide is low and explore the tide-pools. At state beaches like Natural Bridges, rangers can help you set the date and also conduct tours of the tide-pools. (See the Field Trip section) Explore the beach with the boys. Pop seaweed near your ears. Look underwater with an easy-to-make underwater viewer. (Cut the bottom and top off a milk carton or tin can. Fasten a piece of plastic wrap to one end can with a tight strong rubber band. Plunge the plastic covered end of your viewer into the water and enjoy.) Draw a foot square on the sand and see what you can find within that square, above and under ground. Take sand toys and shovels to the beach and have a sand castle building contest or dig holes in the sand. (Refill any hole you dig so no one trips.) Play beach volleyball or ultimate. (Don't forget to recognize the boys with sports loops at the next pack meeting.) Can you find flat stones? Teach boys how to skip stones. There's always a parent or two in the pack who have hidden talents in this area. No matter what you do, have at least two parents watching the waterfront for the safety of the children; water is an irresistible attraction to the boys. Even if they are not in the water, enforce the buddy system. Don't forget the sunscreen, either.

Please note: At some beaches, it's against the law to remove anything, even empty shells or rocks.

See Cub Scout Leader How-to Book for beach-related activities.

BACKYARD WATER PARTY

This is a great parent-guided den activity. Tell your parents your party will be a great way to water their lawn. Invite family members. Make sure you tell everybody to come in a swim suit and bring a towel to dry off with afterward. Here are some suggested activities.

Water slide: Spread an old plastic shower curtain, a big plastic tablecloth or tarp on the grass.

Anchor the corners with plastic jugs filled with water. Lay a hose at one end. Adjust the nozzle for fan spray and turn on the water. When the plastic is completely wet, jump in front of the hose nozzle and start sliding. Make up contests as to who can go the fastest or farthest, who can do the most spins, and so on. You may want to move the water slide to a new place after half an hour to avoid damaging the lawn.

Ice block slide: If the area you are holding the party has a slope, buy a big block of ice. Place a towel over it. Sit on the ice and slide down the slope.

Ice sculpting: Freeze a mixture of juice and water in empty milk cartons or plastic containers ahead of time. To "sculpt" use only mouths and fingers (wash hands first!).

Glove sprinkler. Have some wild, wet fun with a hose and an old kitchen rubber glove. Cut small holes in the fingertips of the glove and attach the wrist of the glove to the end of a hose using several elastic bands or some string. Turn on the water and look out!

Have a water spray fun: Use sprayers, squirt guns, water balloons or lunch baggies filled with water and tied off. Or fill a bucket with sponges and water and toss them at each other.



FISH FUN

1. What fish would an actor like to be?
2. What fish should wear a crown?
3. What fish might say, "Bow wow"?
4. What fish can play in a band?
5. What fish might chase a mouse?
6. What fish may be found on a boat?
7. What fish is the best fish of all?

1. Starfish. 2. Kingfish. 3. Dogfish. 4. Drumfish. 5. Catfish. 6. Sailfish. 7. Angelfish.

GATHERING OF THE SCHOOLS - PREOPENING GAME

Pin pictures of fish on people as they arrive. Have cutouts of swordfish, tuna, trout, catfish, etc. On signal, they are to see which "school of fish" can assemble first.

LET'S SEE THE SEA!

A homophone is a word that sounds the same as another word but has a different spelling and meaning, like see and sea or too and two.

Each of the following sentences has a pair of homophones. Can you complete each sentence using each of the words below just once and figuring out its homophone? The first one is done for you.

BY, RED, HIGHER, MEET, ATE, WEEK, RODE, SAIL, NOSE, RAISE

1. That sail boat is on sale.
2. He _____ his _____ is bleeding.
3. She _____ the book so long that her eyes got _____.
4. You have to _____ the shades to let in the sun's _____.
5. We went _____ bus to _____ the theater tickets.
6. All _____ I've been feeling _____.
7. He _____ a horse along the country _____.
8. He was so hungry that he _____ _____ cookies.
9. I'll _____ you in front of the _____ market.
10. I'll _____ the person whose profits are _____.

SEA-ADVENTURES OPENING

Each of the thirteen Cub Scouts holds a large card. On one side of each card is one of the following letters, and on the other side is the accompanying saying. Each Cub Scout raises his card to reveal the letter as he reads the saying. When finished, the cards should spell SEA ADVENTURES.

S - is for SCOUTING, a well rounded activity.

E - is for EACH Cub Scout doing his best all the time.

A - is for AWARENESS of our duty to God and Country.

A - is for ALL people working together.

D - is for DEPENDABILITY, which we always are.

V - is for VIGOROUS, what we are at work or play.

E - is for the EXCITEMENT of our activities.

N - is for our NATION, of which we are all proud.

T - is for THOUGHTFUL, which a Cub Scout strives to be.

U - is for UNITED, as we all work and play together.

R - is for RECOGNITION for jobs well done.

E - is for the ENTHUSIASM we have for our daily good turns.

S - is for SERVICE to our communities.

WHEN GOD MADE THE OYSTER

(An opening)

When God made the oyster, He guaranteed him economic and social security. He built the oyster a home, a shell to protect him from his enemies. When he is hungry, the oyster simply opens his shell and food rushes in.

But when God made the eagle, he said, "The sky is the limit. Go build your home," and the eagle went and built his house on the highest mountain crag where storms threaten him everyday. For food he flies through miles of rain, snow, and wind.

The Eagle, not the oyster, is the emblem of America! Please join me in the Pledge of Allegiance.

"THIS IS MY COUNTRY" OPENING CEREMONY

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 and care for it.

And with my heart, I will honor it.

Will the audience please stand and join me in the Pledge of Allegiance.

PATRIOTIC OPENING CEREMONY

Audience stands and faces the front. Lights go out and a spotlight shines on the right side of the stage. Three Cub Scouts carry a flag across the stage and place it in the stand, back off two steps and stand facing the flag. A voice over the loud speaker system:

I am your flag. I have a special meaning to the Boy Scouts of America, because your Scout promise emphasizes duty to God and Country, and I am your Country.

I am a symbol of America. I suppose you might say I am America. I am corn fields in the Midwest, bustling industries in the great cities, orchards and vineyards in the great valleys of California. I am mountains, rivers and lakes.

I am opportunity for any boy to become most anything if he has the skill and will to scale the heights. I am most things to everyone and everything to most people. As a matter of fact, I guess that's what I am most. People - Free People - YOU.

A different voice:

Let us all rededicate ourselves to our duty to keep America great and free. The Pledge of Allegiance.

BEACH PARTY CLOSING CEREMONY

Cubmaster carries a water squirter and a beach towel. Now he lays them down after wringing out some imaginary drops of water.

Well, we've come to the end of another deliciously delightful pack meeting. In planning a successful activity for Cub Scout age boys, there are five essential ingredients to include:

First is ACTION. Boys find it impossible to sit and do nothing. Action makes everything much easier. Today we had ACTION!

Second is SOMETHING TO WATCH. Watching and helping celebrate another's accomplishments and hard work is one of the best ways to have fun watching.

Third is having SOMETHING TO TALK ABOUT. It's fun for Scouts to hear adults telling stories and fun for them to do things that are worth talking about later. I think we accomplished that today.

Fourth is SOMETHING TO LAUGH AT. We all need to enjoy laughter; and sharing fun experiences is one of the best ways to do that. Did we succeed with laughter?

Fifth is SOMETHING TO HELP WITH. Parents, leaders and family members are involved in helping Cub Scouts move along on their trail toward Bobcat, Wolf, Bear, Webelos, and Arrow of Light. But just in case you missed out on helping this week, we have one more chance -- after the retiring of the colors, you can all HELP with the cleanup!

See Staging Den and Pack Ceremonies for "The Six Ships of Scouting" (pp. 54-55)

HORIZONS - CLOSING

We speak of horizons...not one, but plural...horizons. Did it ever occur to you that there are more than one? When you have worked and planned to reach your horizon, you stop to rest and look up to see before you still another horizon, just as far away as the last. When that horizon is within your grasp, wonder of wonders, still another is waiting. Few men ever reach all horizons. Some never even reach the first, and still others never start. Look at what they miss. All they ever see is the small area around them. This is not the Cub Scout way. Cub Scouts must reach a series of horizons on the climb to the Arrow of Light. Small horizons, granted, but they lead to the farther horizons of Scouting and manhood. Boys, keep working to reach those far horizons. Parents and leaders, let's boost the boys on their reach for those horizons; they may let us come along.

THREE ESSENTIAL THINGS - CLOSING THOUGHT

To the sailor, three things were essential - a compass, a sextant, and a flag to tell which way the wind blows. To Cub Scouts, these three things are important - (show) a Wolf badge, a Cub Scout book, and a candle. The badge tells who you are and where you are going; the handbook tells how to get where you are going, and the candle is a symbol of the light of Cub Scouting which penetrates the darkness of hate, prejudice, and distrust. It is a light that must be kept burning in the heart of every Cub Scout.

CREW CONCEPT - CLOSING THOUGHT

When a ship heads out to sea, it should be under the direction of a knowledgeable captain, someone who understands the sea and can safely guide the ship to its destination. But equally important is the crew. These are those who work in the boiler rooms and swab the deck, taking care of all the necessary, although sometimes unpleasant, jobs that must be done for the ship to complete its journey. There can only be one captain, but many crew members are needed. It is the same in Scouting and in life. We may not always be the captain, but we are always important. Without the job we do our best at, things could not run as smoothly as they should.

KING NEPTUNE'S COURT ADVANCEMENT

Props: Cubmaster is King Neptune. (Costume: Wig and beard made of gray yarn or a mop head. Cardboard crown. Sheet draped over one shoulder, held with rope tied at waist. A trident.)

Cubmaster points to the boy advancing. Calls him forward with his parents. Boy kneels in front of King Neptune. Neptune touches boy on shoulder with trident and says:

“You have crossed the Cub Scout Equator of Advancement and landed on the Island of _____. (Wolf, Bear, etc.). You will now set your compass for the next island on the Cub Scout map. I, King Neptune, magistrate of the Undersea Empire, hereby dub you Sea _____ (rank).

“SAILING THE SEVEN SEAS” ADVANCEMENT CEREMONY

Equipment: Toy sailboat, seven candles in candle holders, each with a small sign indicating what it represents (see below).

Personnel: Cubmaster or awards chairman. An assistant to move boat and light candles.

In days of old, men spoke of sailing the seven seas. A sea voyage then was long and hard and very dangerous. Today our boys sail the Seven Seas of Cub Scouting. Their journey is quite different from that of the old days.

The first sea a boy navigates is the Bobcat Sea. (Move boat to first candle.) Tonight we have (#) Cub Scouts who have crossed the Bobcat Sea. Will (names) please come forward with their parents? (Congratulate new Bobcats and give parents badges to pin on uniform shirts.)

Bobcats next sail across the Strait of Goodwill and into the Wolf Ocean. We have (#) boys who have reached the Sands of Success and earned their Wolf badges. Will (names) and their parents please come forward? (Move boat, light candle, and present awards.)

The Wolves sail on, over the Funtime Flow, and around the Cape of Akela. (Move boat.) When they are safe in the Harbor of Happiness, they have earned their Bear badges. (Light candle.) Will (names) please come forward with their parents? (Present awards)

Some of our Wolves and Bears have steered their ships beyond their main port and reached the Island of Gold. (Move boat) Will the following boys and their parents come forward to receive Gold Arrow points? (Call boys, light candle and present awards.)

Those who have steered to the Island of Gold might travel on into the Silver Surf. (Move boat.) They earn Silver Arrow points as token of their new skills. Will (names) please come forward with their parents? (Light candle and present awards.)

When a Cub Scout reaches fourth grade, he sails under the Bridge of Beginnings into the Webelos Waters. There he finds very special fish called activity badges. (Move boat). Will the Webelos den leader come forward and present the activity badges? (Den leader calls boys and parents forward and presents badges. If Webelos badges are being presented, this is done next.)

Our Webelos Scouts sail on toward the Sea of Boy Scouting. Near the end of that voyage, they find something special pointing the way. It's the Arrow of Light. (Move boat) The Arrow of Light is the highest award in Cub Scouting, and we are very proud that (names) have earned it. Will they and their parents come forward? (Light candle and present awards.)

***SAIL OUT TO THE EXCITING SEA OF CUB SCOUTING AT THE DISTRICT
ROUNDTABLE***

SCHOOL OF FISH ADVANCEMENT

Equipment: A poster board or a sheet colored blue imitating water gradually getting deeper, four different size fish made of cardboard, awards.

Setting: Cubmaster is in front of room with “water” behind him.

Cubmaster:

The small fish starts out in shallow water (place smallest fish in shallow water) and the first step is to learn how to maneuver in the water, just as our beginning Scout is becoming familiar with Cub Scouting. The first part of becoming a Cub Scout is that of a Bobcat. Would the following boys please come forward with their parents? (Award badges)

As our small fish becomes stronger and larger (place the next fish further out in the water) he moves further into the water finding new adventures and discovering new areas. Just as our fish is developing so is our Cub Scout. The next step is that of a Wolf. Would the following boys please come forward with their parents? (Award badges and/or arrows)

Our fish has grown into a larger fish (place 3rd fish further out in the water) and has moved out further into the water becoming more acquainted with the other fish and is learning to maneuver faster in the water. Just like the fish, the Cub Scout is learning and meeting more challenges and is becoming more acquainted with the pack. The next step is that of the Bear. Would the following boys please come forward with their parents? (Award badges and/or arrows)

Our fish has finally reached the stage where he can go into the deepest water (place largest fish in the deepest water) and has learned quite a lot about the water and what lies in it. This stage of growth is like that of the Webelos. The Webelos has matured and learned much about the pack and is ready to move on into Boy Scouting. Would the following boys please come forward with their parents? (Award Webelos badge and/or activity pins)

Just as the fish has developed and has gone out into deeper water, we know our Cub Scouts have learned and developed as we send them on into Boy Scouting and beyond.



BEACH CHEER: Divide the audience into three groups. When you point to group one, they yell, “Sand.” When you point to the second group, they yell, “Surf.” And when you point to the third group, they yell, “Sun.” Vary the order and speed.

OCEAN APPLAUSE: (Best done with a big group or where you have at least four rows of seats.) Have all the people in the odd number rows start swaying one way. Have all the people in the even number rows start swaying the other way. Then have them start to sing, “Sailing, sailing over the bounding main!!!” (Or have them say, “SWOOSH, SWOOSH, SWOOSH!”)

REGATTA APPLAUSE: Hold your right hand palm up in front of your mouth and pretend holding a sailboat. Release the boat with a series of puffing blows.

IN SEARCH OF SUN SCREEN

Divide audience into four groups. Assign a part to each group and have them practice. As narrator reads the story, they respond to the appropriate word.

Vance: "I love to swim."
Cub Scouts: "Do your best."
Swim/Swimming: "Splash, splash, splash."
Sun Screen: "Aaaaaaaah-Oooooooooo."

The day of the summer pack meeting was hot and dry. That was good because it was to be a SWIMMING party. The CUB SCOUTS and their families were to meet at the Miller's house at noon. VANCE started getting ready at 9 o'clock in the morning. He loved to SWIM. He had just completed SWIMMING lessons at the local SWIMMING pool and had his card stating that VANCE had passed Advanced Beginners. He knew all his CUB SCOUT friends would be surprised. It was just last year that VANCE could not SWIM at all.

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

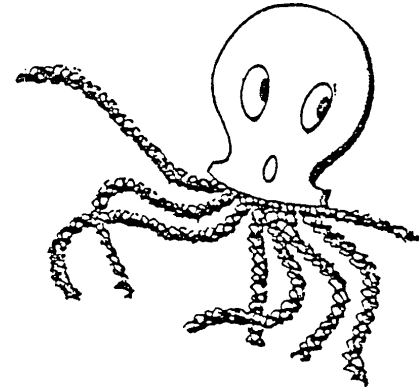
"Where are you, SUN SCREEN?" asked VANCE as he started looking through the house again. It was almost time for the SWIMMING party. He didn't want to be late. That was when he found it. Way in the back of a bathroom drawer, there was the SUN SCREEN. He grabbed it but to his dismay, the tube felt very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

Just then VANCE'S big brother Westen came bursting through the kitchen door. "What's the matter? He asked when he saw VANCE sitting dejectedly in the living room. "I'm all out of SUN SCREEN. I can't go SWIMMING with the CUB SCOUTS," was the reply. "Here, you can use mine," said Westen, tossing his little brother a new tube of SUN SCREEN. VANCE couldn't believe it. Just that fast his problem was solved. "Thanks, Wes!" VANCE shouted as he headed out the door to the SWIMMING party with the CUB SCOUTS. And for a whole week he didn't say one bad thing about his brother!
(By Joalene Witmer)

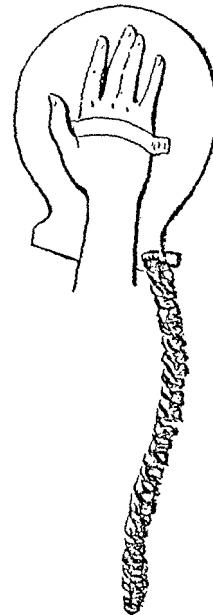
CUB OCTOPUSES

Using huge octopus hand puppets, each Cub Scout speaks a verse as he wiggles his puppet. Make octopus arms from thick rope, braided cord, crushed rolled paper or soft tubing.

- Octopus 1: In tying knots, I am a champ
With the bowline or clove hitch.
But when my eight arms get in the way,
I can't tell which is which.
- Octopus 2: Being an octopus, I like to hike
Over underwater hills'.
But, when I "left" and "right" with two legs,
Six others give me spills.
- Octopus 3: I'm patriotic and salute the flag
Of America, that I'll fight for.
But since we must salute with our right hand,
I can't tell which are my "right" four!



- Octopus 4: Now, in rowing a boat, I'm a speedy one
With eight arms to move me fast.
For no matter how hard the others use their oars,
They'll row into shore, tired and last.
- Octopus 5: I have two arms to gather firewood,
Two arms to start the fire's flame.
Two arms to cook my tasty meal,
With two arms left to play a game.
- Octopus 6: I can pass all swimming tests,
The dog-paddle, breast stroke, or crawl.
'Cause when we octopuses get in the water,
We really have ourselves a ball!



- All Octopuses: We may be Cub Octopuses now
But soon it will sure be neat
'Cause we'll be special Tenderfoot Boy Scouts
As we octopuses have eight tender feet.

—  **RUN ON**  —

- Boy: How many fish have you caught?
Fisherman: None yet. But I've only been fishing for an hour.
Boy: That's better than the man who was fishing here yesterday.
Fisherman: How's it better?
Boy: It took him five hours to do what you've done in just one.

THE TREASURE CHEST

The following skit could provide a good opportunity to thank the Cubmaster and give him a little recognition. It would be fun to pull this positive recognition as a surprise on your Cubmaster. As the curtain opens a den of Cub Scouts dressed as pirates are studying a treasure map. Some carry shovels, etc. They all huddle around the map looking puzzled and scratching their heads.

Pirate 1: I think we're looking in the wrong place.

Pirate 2: I think we're looking for the wrong thing.

Pirate 3: What do you mean the wrong thing?

Pirate 4: We're looking for a chest of gold, aren't we?

Pirate 5: Of course we are, but where's the best place to look for a chest of gold?

Pirate 6: Probably at the end of the rainbow, but I don't see one.

Pirate 7: Let's look out there in that sea of faces. (Points to audience.)

Pirate 8: I've found it! (Walks over to Cubmaster and asks him to come with him to center stage.) (All pirates look puzzled.)

This is by far the best chest of gold, for in that chest (points to Cubmaster's chest) beats a heart of pure gold! Otherwise why would he spend so much time being our Cubmaster?

All Pirates: That's right!

At this point, if desired, the pirates could present the Cubmaster with a small token of their appreciation for all the hours he donates to their pack. HINT: A plaster model of an open treasure chest could be painted and have different colored gems glued in it. Right in the center, glue a heart shaped button, painted gold, or carve one out of scrap wood. You could even use a small heart shaped button for the lock on the chest. Then glue this treasure chest on a wooden or plaster base and carved into the plaster, or burned in the wood, could be something such as: Presented to our Cubmaster, Who has a heart of gold, From Pack ___ and the date.

KNOW TO WHOM YOU'RE SPEAKING!

The captain of a ship saw what looked like the lights of another ship heading towards him. He ordered his signalman to contact the other ship. The message was: "Change your course 10 degrees to the south."

The replay was: "Change YOUR course 10 degrees to the north."

Then the captain said: "I am a captain, so you change YOUR course 10 degrees to the south."

Reply: "I am a seaman first class; change YOUR course 10 degrees to the north."

This last exchange infuriated the captain so he signaled back: "I am a battleship; change YOUR course 10 degrees to the south."

Reply: "I am a lighthouse. Change YOUR course 10 degrees to the north."

See <u>Cub Scout Leader How-to Book</u> for a puppet play "The Pirates' Big Decision" (p. 5-5)

'BOYS IN THE WATER' GAMES

STEAL THE TURTLE

Play in waist-to-chest-deep water. Divide boys into two equal teams that line up facing each other 20 feet apart. Each team member is given a number. A leader tosses a large rubber ball in the middle of the play area and calls out a number. The opposing players with that number race for the ball. The player who gets it and returns to his place without being tagged by the opposing player scores one point. When both boys are back at their places, the leader calls out another number. For a real scramble, call all numbers at once.

YACHT RACE

Line up the boys at one end of the swimming area, giving each racer a soda straw and a small sailboat which has been made from a flat piece of board, an upright stick, and a paper sail. (A good den project or the boys can make the boats quickly before the race with meat trays.) On signal, the players must blow their yachts forward by puffing through their soda straws. The use of hands to put the boats back on course is forbidden.

LIFE JACKET RAFT RACE

Provide a life jacket and one small paddle per team. (Paddles could be made from thin board.) Have a Cub Scout put the life jacket on, lie on his back and paddle across the pool using only the paddle, not his legs. When he returns to his team, the next boy repeats the action.

SHARKS AND WHALES

Two teams of five or more players each. One team is called the sharks; the other, the whales. The teams line up facing each other in parallel formation. Each team has a home base about 10 feet behind it. One player chosen to be the leader calls; "Sharks." The whales turn around and run to their home base, while the sharks chase them. Any whales tagged become sharks. The leader then calls: "Whales" and the situation is reversed. The team having the greatest number of players at the end of a given time is winner.

WATER DODGE BALL

Two teams of five or more players each. Team 1 forms a large circle around Team 2. A large rubber ball is given to Team 1 and its members try to hit players on Team 2 with the ball. Team 2 players may duck, dive, dodge, or stay underwater to avoid being hit, but they must remain inside the circle. When a player is hit, he joins Team 1 and helps them get remaining Team 2 members. When all Team 2 members are eliminated, the players change places so that Team 2 forms the circle and Team 1 is in the center.

BALLOON-PUSHING RELAY

Each den is split into two equal groups about 30 feet apart in chest-deep water. An inflated balloon is given to the lead Cub Scout in each group. On signal, he begins pushing the balloon in front of him with hands, arms, and head towards the other group. He may not hold the balloon. When he gets to the other group, the lead Cub Scout there pushes it back. Continue until all have had a turn.

For more water games, see Cub Scout Leader How-to Book, pp. 2-44 to 2-47.
Also see 'Aquanaut' in the Webelos section of this book.

'PLAY WITH WATER' GAMES

WATER BALLOON CATAPULT

Enlist the help of Webelos Scouts and dads to build a 6-foot wooden catapult. Use catapult to toss water-filled balloons at the boys who stand a distance away. Boys who catch a balloon without it bursting (and covering them with water) are entitled to a prize. Later use the catapult for an Egg Drop contest to see whose packaging of raw eggs survive the catapult throw.

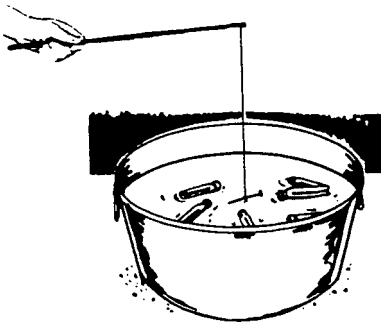
THROUGH THE SWAMP RELAY

Divide teams evenly. The first player puts on one old rubber boot and fills it to the top with water (by either plunging it into a large container of water or using a glass). He then runs to another container, takes off the boot, dumps remaining water into second container and returns boot to next player. First team to fill second container wins.



FIREMAN'S BLAST

String gallon milk jug on a line between two trees. Cub Scouts use garden hoses to try to move jug to opponent's tree. Variation: Glue paper cups together at the bottom, string on fishing line between two posts and let boys use spray bottles to move cups to opponent's side. (Make sure cups slide easily on the fishing line.)



DEEP-SEA FISHING

You will need a tub or large basin filled with water; about 20 "fish" (the kind of clothespins that do not have springs); and poles, each with string or fishing line attached and a bolt or nail tied at the end of the line. Prepare one pole for each boy in the den. The boys "fish" by trying to maneuver their line between the prongs of a clothespin so that they can lift out the "fish." Have a pack contest; each den fishes for 5 minutes.

DIP, DRIP AND DUMP

Divide group into equal teams. Give each team a bucket of water and a small plastic cup with two nail holes punched in the bottom. About 20 feet away, place a 2-liter pop bottle. At signal, first player dips cup into bucket, runs to pop bottle, and dumps any water remaining into bottle. He runs back and gives cup to next player, etc. First team to fill pop bottle wins.

WET PAPER RACE

Divide into pairs and give each pair a sheet of newspaper and a glass of water. On signal, one boy holds newspaper open while the other pours water in it without spilling any. They then run forward, holding the paper, until the water breaks through. When paper breaks, they must stop. Team that gets farthest is the winner.

OCEAN WAVE

This game is for ten or more players. Each one sits on a chair. The chairs are arranged in a circle. One player goes to the middle of the circle, leaving his chair empty. He then calls "Slide Right" or "Slide Left" and all players move quickly to the right or left of them. The object of the game for the seated players is not to have an empty chair next to them in the direction they are supposed to move (they can move more than one chair). The object of the game for the player in the center is to grab an empty seat. There is always an empty seat. When the player in the center finally grabs a chair, the player who should have taken that chair becomes "it." "It" may keep changing the direction he calls.

IN THE SEA

Arrange the players around the circle. Have your Den Chief become a leader. If the leader calls "In the sea," all are to jump in. When he calls "On the beach," all jump back. Anyone making a mistake is out of the game. The last player is the winner.

OCTOPUS RACE

Divide into groups of four. Team members line up with backs together linking elbows. On signal they race down to and around a chair (or a tree) and back to the starting point.

RAFT RACE

Teams line up in relay formation. The first player in each team is the skipper and he stands with his feet on separate sheets of newspaper (several sheets together under each foot). The second player is the passenger and he stands on the same pads of newspaper with the skipper. On signal, the skipper bends over and takes hold of the pads, one in each hand. By shifting weight and sliding the pads forward, the two boys maneuver themselves across the "river" to the goal line where the passenger picks up the pads of newspaper and runs back to his team and brings the next teammate across the "river." First Team done wins.

SEA HUNT

Before the boys arrive, hide seashells in a certain area. Before the hunt begins define the area where the seashells are hidden. Give each boy a bag to hold the shells that he finds. This can lead to another activity, such as trading shells, crafts using seashells like gluing shells on a box for a jewelry box, etc.

See <u>Cub Scout Leader How-to Book</u> for more games:	
"Fish and Net" (p. 2-13)	"Fishpond Games" (p. 2-21)
"Sardines" (p. 2-18)	"Pass the Lifesavers" (p. 2-39)

ON AKELA

(Tune: Michael Row the Boat Ashore)

Cub Scouts sail the ship to sea,
On Akela.
Best crew on the seven seas,
On Akela.

Our ship's name is Akela,
On Akela.
We are brave Cub Scout sailors,
On Akela.

Webelos will trim the sail,
On Akela.
Bobcats look a little pale,
On Akela.

Ocean is deep and ocean is wide,
On Akela.
Milk and cookies on the other side,
On Akela.

**WE WERE SAILING ON THE SEA
ONE DAY**

(Tune: We Were Strolling Through the Park...")

We were sailing on the sea one day,
In and out of Irish Bay;
We were taken by surprise
By a pair of glowing eyes,
While sailing on the sea one day.

We tried to turn our ship around;
A green and slimy thing we found.
It was swimming by the shores,
Making silly, goofy snores,
While sailing on the sea one day.

We anchored to let the creature near;
He was here and there and there and here.
He smiled and rolled his eyes,
So we waved and said good-byes,
While sailing on the sea one day.

SUPERCALIFORNIA SURFER

(Tune: Supercalifragilisticexpialidocious)

Supercaliforniasurfer, expert of the ocean.
Even though the most of them
Do not use suntan lotion.
When they hit the waves too hard,
They always cause a motion.
Supercaliforniasurfer, expert of the ocean.

Um diddle diddle diddle um diddle ay!
Um diddle diddle diddle um diddle ay!

Because I was afraid to surf
When I was just a lad,
My father took my board away,
And told me I was bad.
But then one day I learned a word
That every surfer knows,
The biggest word you ever heard,
And this is how it goes:

(Repeat first verse and chorus)

CUB SCOUT TREASURE CHEST

(Tune: Yo, Ho, Ho)

We are Cubs on a pirate quest.
Yo, Ho, Ho and a bottle of bug juice
Looking for gold in a treasure chest.
Yo, Ho, Ho and a bottle of juice.

What will we find inside the chest,
Yo, Ho, Ho and a bottle of bug juice
Just a note saying "Do your best"
Yo, Ho, Ho and a bottle of juice.

Here's to Cub Scout Treasure Chest
Yo, Ho, Ho and a bottle of bug juice
Throw out the juice and leave the rest.
Yo, Ho, Ho and a bottle of bugs.

AT THE SEASHORE

(Tune: Are You Sleeping?)

Finding seashells
 At the seashore
 Salty mists
 Spray my face
 Cool sea breezes fan me,
 And the ocean water
 Feels so good,
 Feels so good.

WATER SPORTS

(Tune: Yankee doodle)

Water sports are what we like,
 For summer, spring and fall.
 When summer comes you now must know.
 We'll have a great big ball.

CHORUS:

Cub Scouts always having fun,
 Cub Scouts in the water,
 Swimming, diving, fishing, too,
 Safely like we "otter."

TWELVE DAYS OF VOYAGE

(Tune: Twelve Days of Christmas)

On the first day of voyage, my captain gave
 to me
 A seagull on a dinghy.

- 2 tug boats
- 3 winches
- 4 spinnakers
- 5 golden cleats
- 6 skippers shouting
- 7 crewmen climbing
- 8 storm flags flapping
- 9 schooners tacking
- 10 anchors dropping
- 11 tillers turning
- 12 buoys bobbing

RAINGUTTER

(Tune: Sailing, Sailing over the Bounding Main)

Sailing, sailing, let's have some backyard
 fun.

We find the Regatta appealing
 To sailors old and young

Sailing, sailing, poof, poof,
 go the racing ships.
 Come join in the fun Cub Scouts.
 The winners have puckered lips.

LOBSTER, STARFISH

(Tune: The Old Gray Mare)

Lobster, starfish, octopus and tuna fish,
 Octopus and tuna fish, octopus and tuna
 fish,

Lobster, starfish, octopus and tuna fish,
 Live in the deep blue sea,
 Live in the deep blue sea,
 Live in the deep blue sea,
 Lobster, starfish, octopus and tuna fish,
 Live in the deep blue sea.

Next verse, use:

Flounder, porpoise, mackerel and flying fish

FUN AT THE BEACH

(Tune: 99 Bottles of Beer)

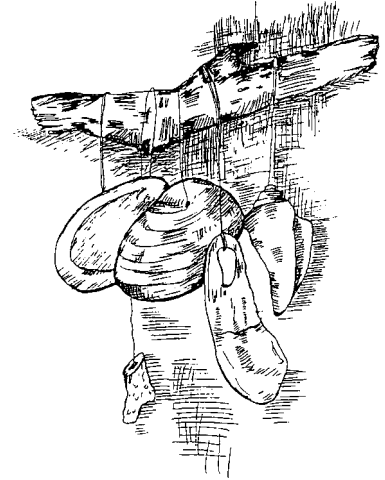
Squishing my toes through the sand on the
 beach.

Enjoying the sand, sea and sun;
 And making time to swim a short swim,
 Going away to the beach is sure fun.

Water related songs in Cub Scout Songbook:
 "Row, Row, Row Your Boat"
 "Raingutter Regatta Song"
 "The Swimming Hole"

SEASHELLS

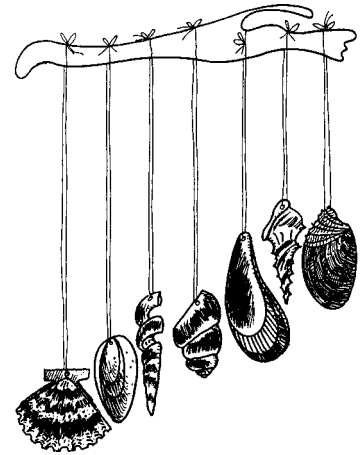
Seashells are fun to work with, and are as different from each other as snowflakes. You can purchase seashells at your local craft or hobby stores, or ask your den parents if they have any they can donate. Or collect them with the boys along the beach (note that collecting is not allowed at some beaches).



WIND CHIMES

You will need: Shells. Driftwood or branch. Strong colored yarn or cotton cord. Drill with a fine bit. Scissors. Goggles.

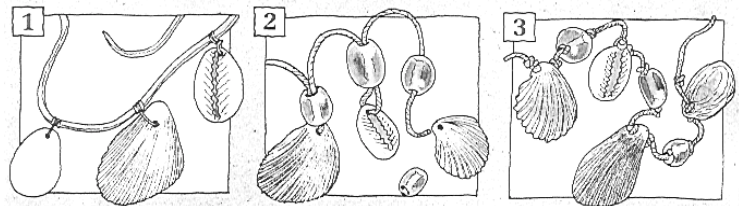
1. Drill hole in one end of each shell. (Adult help needed. Make sure the boys wear eye shields.)
2. Cut yarn to lengths for hanging from branch.
3. Thread shells onto the yarn. If you wish, tie more than one shell to each piece of yarn, leaving spaces between. Knot between shells to prevent slipping.
4. Hang branch between two chairs.
5. Tie yarn to branch at different spots, keeping yarn strands close enough together to touch when the wind blows.
6. Check to be sure shells will bump each other when the wind blows.



NECKLACE

You will need: Shells. Leather thong or colorful cord. Beads (wooden beads are better). Drill with a fine bit. Goggles.

1. Drill hole in one end of each shell. (Adult help needed. Make sure the boys wear eye shields.)
2. String shells and beads as you like. Try adding small pieces of driftwood too.



SEASHELL TRAY

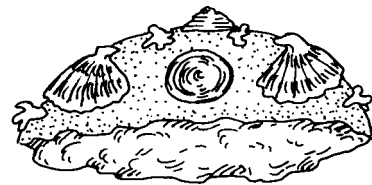
You will need: Large, open faced seashell. 3 marbles. Glue. Paint (optional)

1. If desired, paint inside the shell.
2. Glue three marbles on the outside of the shell. Check to see the balance.

SAND CASTING

You will need: Assorted objects to embed (seashells, twigs, stones, seed pods, etc.) Plaster of Paris. Stirrer. Throw-away container to mix the plaster in. Sand. Tempera paint (optional). Wire or paper clip (for a wall hanging).

1. Wet the sand with water and dig a shallow hole. Pat the sand to smooth it.
2. Press shells and other objects in the moist sand. Make sure the sides you want to see on the finished product later are against the sand (away from you).
3. Mix the plaster following directions on the package. If you want colored plaster, add small amount of paint.
4. Pour the plaster carefully and gently over the objects to a depth of 1" to 2". The plaster will be like thick cake batter. If you want a wall hanging, insert a paper clip or ends of bent wire into the plaster.
5. Wait about 30 minutes while the plaster hardens and dries. Then carefully lift up the hardened plaster and gently brush the loose sand away with your hand. Be careful, the plaster is not completely dry yet.
6. Use as a paperweight or wall hanging.



SAND CASTLE KEEPER

You will need: 6 cups sand. 1 cup PAPER PASTE (see below). Water. Cardboard or plywood for background. Assorted containers (cans, plastic cups, small buckets, plastic toy pots, etc.)

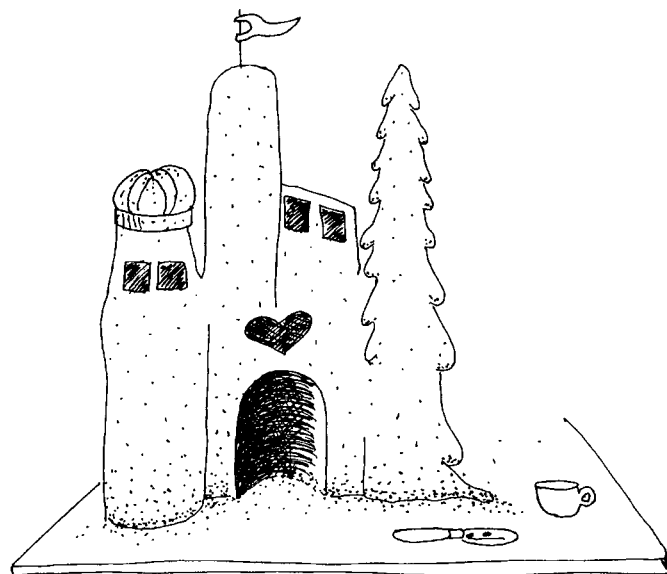
1. Mix PAPER PASTE and sand.
2. Add water until claylike. It should pack firmly into containers.
3. Start with large base and add smaller shapes. Cut windows and shapes with a spoon, knife or other tools.
4. Dry to permanent hardness.

PAPER PASTE

You will need: 1/3 cup flour. 2

Tablespoons sugar. 1 cup water

1. Mix flour and sugar in saucepan
 2. Gradually add water, stirring vigorously.
 3. Cook over low until clear, stirring.
 4. Remove from stove. The paste should be soft, smooth and thick.
- Makes 1 cup.



BUBBLE FUN

Blow a soap bubble and watch it float in the air. Blow gently to keep it aloft without popping it. Have a contest to see who can keep a bubble in the air longest, or how far you can blow your bubble before it bursts.

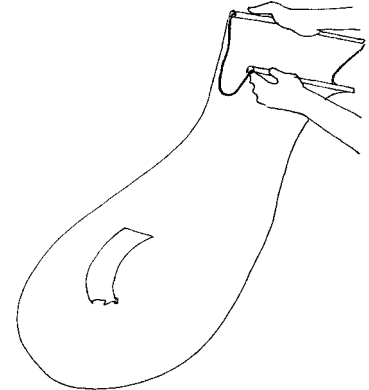
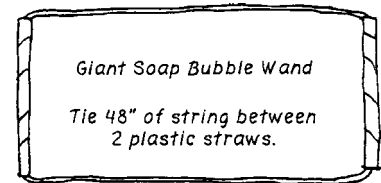
BASIC BUBBLE SOLUTION

1 cup Joy or Dawn
 3-4 Tablespoons glycerin (optional, available at drug stores)
 10 cups clean cold water (up to 50% more on dry days)

In a clean pail, mix the ingredients well. Do not stir too much; you don't want froth on the top. Leave it overnight if you have time. You don't have to have glycerin but it makes the bubbles last longer and get larger without breaking.

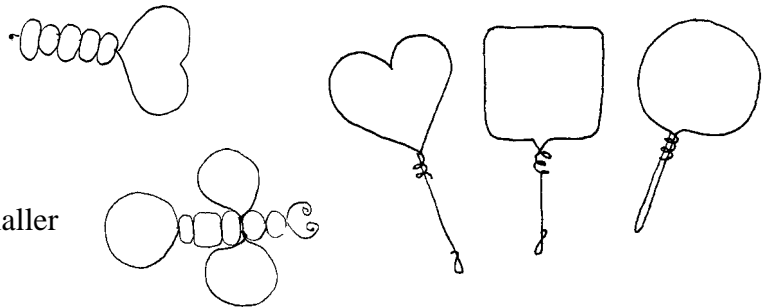
GIANT BUBBLE WAND

Thread the string through both of the straws and knot the ends. Lay the straws and string down in the BUBBLE SOLUTION. Gently lift up the straws, one in each hand. Spread the straws apart as you lift, and a giant bubble will form. Wave your arms across in the air, and it will be set free, to float up, up and away!



ASSORTED WANDS

Twist thin wire into fun shapes. Use beads for handles for smaller wands.



NECKLACE BUBBLE BLOWER

You will need: Plastic bottle (like vitamins come in). Cork to fit bottle. Permanent markers or acrylic paint. 12" of 18- or 20-gauge wire (e.g. dry flower arranging wire). 1 yard of cord.

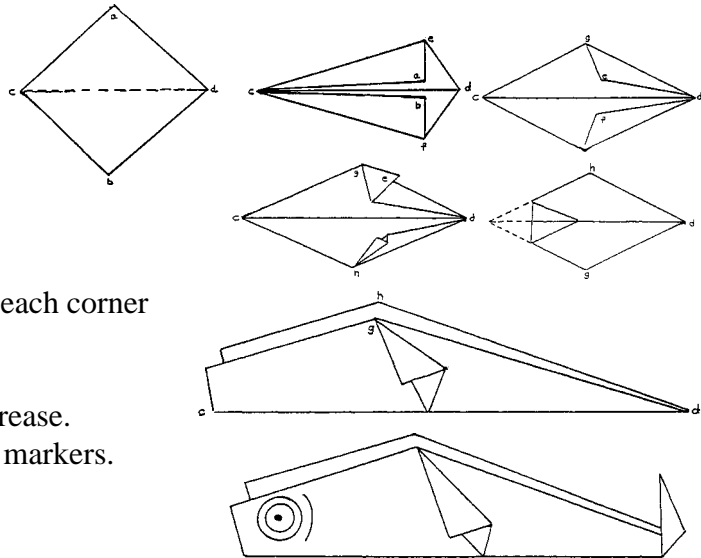
1. Paint designs on bottle. Let it dry.
2. Bend wire in half. Poke both ends into cork from the bottom. (Adult help may be needed. Adult may want to use an ice pick to make holes though the wire should be stiff enough to push through without any guide holes.)
3. Twist wire with pliers at bottom of cork so wire forms a circle. Make sure it fits in the bottle.
4. Curl top wire ends around pliers to make a handle.
5. Tie cord around the lip of the bottle.
6. Fill bottle with the BUBBLE SOLUTION.

ORIGAMI SEA MOBILE

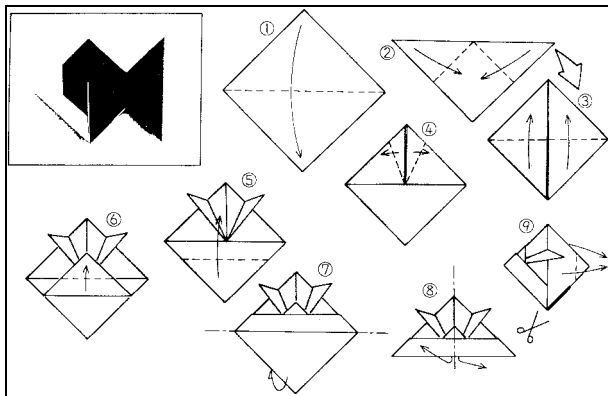
For origami, use any size square paper.

ORIGAMI FISH OR WHALE

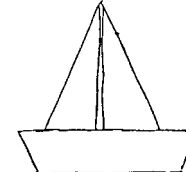
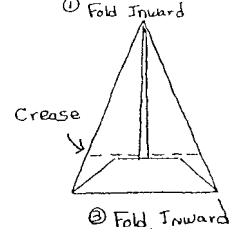
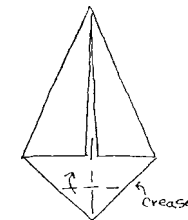
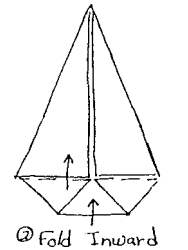
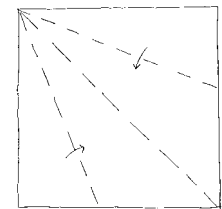
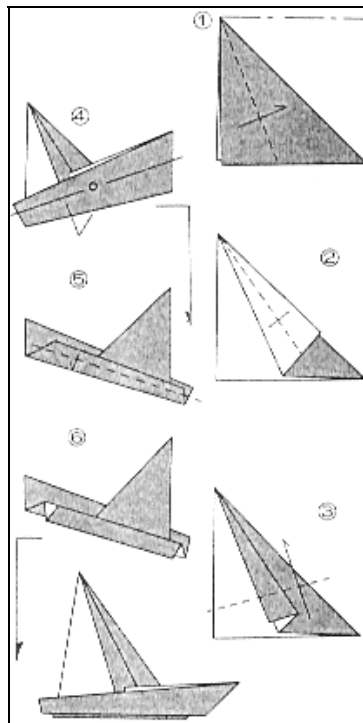
1. Fold ac and bc to center line (like a kite).
2. Bring ed and fd to center line.
3. Bring e and f to outside edges and fold each corner part-way for fins. Fold back a little.
4. Turn paper over and fold back c.
5. Fold on the center line so g meets h. Crease.
6. Fold up d to form tail. Add detail with markers.



ORIGAMI FISH



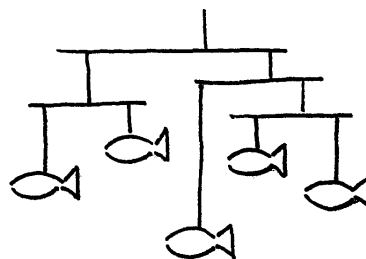
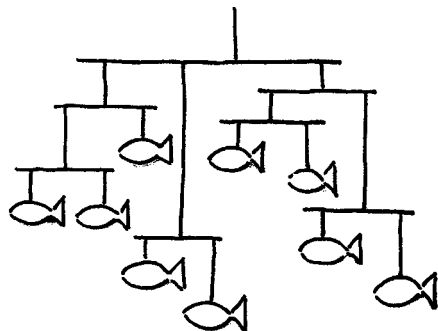
ORIGAMI BOATS



④ Finished Boat

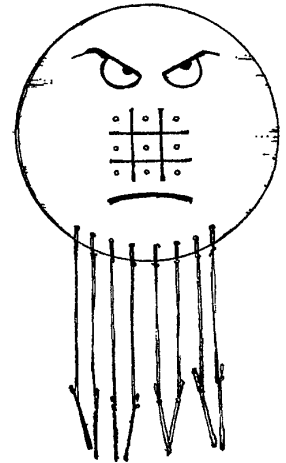
SEA MOBILE

Fold several fish and hang them in a mobile. Add a few boats as well.



OCTOPUS TICK TACK TOE

On plywood circle, draw eyes and mouth and drill holes in tick tack toe section. Also drill holes for string legs. Tie colored pipe cleaner markers (2 colors) at end of each stringer. Use these markers to play the game.



ICEBOATS

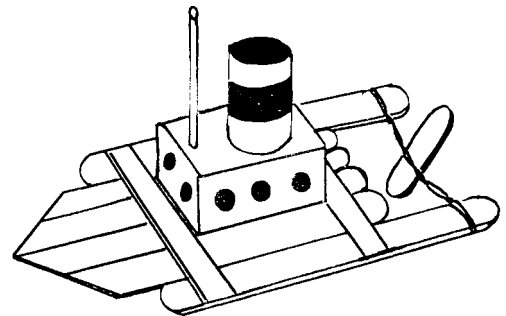
Materials: Pint-size Juice or milk carton Duct tape
 Food coloring (optional) 12 inch wooden dowel
 Colored cellophane Stapler

Fill the carton with 1 1/2 cups water and several drops of food coloring. Seal the top with duct tape and shake gently. Lay the sealed carton on its side and use a craft knife (adults only) to cut an X through the center of the side facing up. Push the dowel through the opening and set the carton in the freezer overnight. Next, cut out a cellophane sail (8 inches high, 7 inches across the base, and 11 inches across the diagonal). Fold the 8 inch side 3/4 from the edge and staple along the fold. Finally, cut the carton away from the frozen boat and slip the sail onto the mast. Launch the boats on a pond or wading pool and see whose melts last.

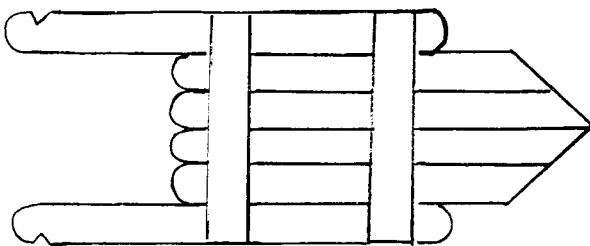
PADDLE BOAT

You will need: 9 popsicle sticks. 1 rubber band. 1 small match box. 1 toothpick. 1 paper tube 1" x 1 1/2" (roll a piece of thin cardboard). Scissors. Glue. Acrylic paint or enamel.

1. Glue all sticks together as shown.
2. When dry, shape bow to pattern.
3. Notch side sticks.
4. Cut paddle to size and use a rubber band to hold it suspended between the side sticks.
5. Use match box as a cabin, toothpick for a mast, and a paper tube for a funnel. Glue all these in place and decorate with paint.



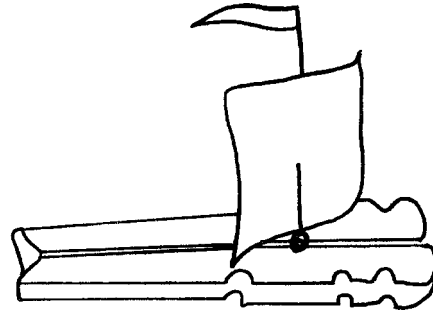
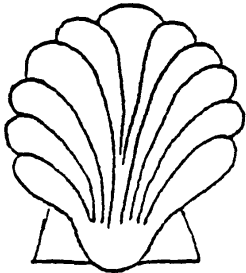
To operate boat, wind rubber band tightly by turning paddle. Hold from slipping with fingers and set into water. Release paddle and watch your boat go!



CLOTHESPIN BOAT

You will need: 1 spring type clothespin. 1 toothpick. Glue.
Piece of paper (1" x 2").

Glue two clothespin halves together. For a sail, cut a piece of paper, 1" x 2", and thread it onto a toothpick. Glue the bottom of the toothpick in the small opening near the rounded end of the boat.

**SEASHELL SLIDE**

You will need: Attractive shell. Glue. PVC pipe piece (1/2").

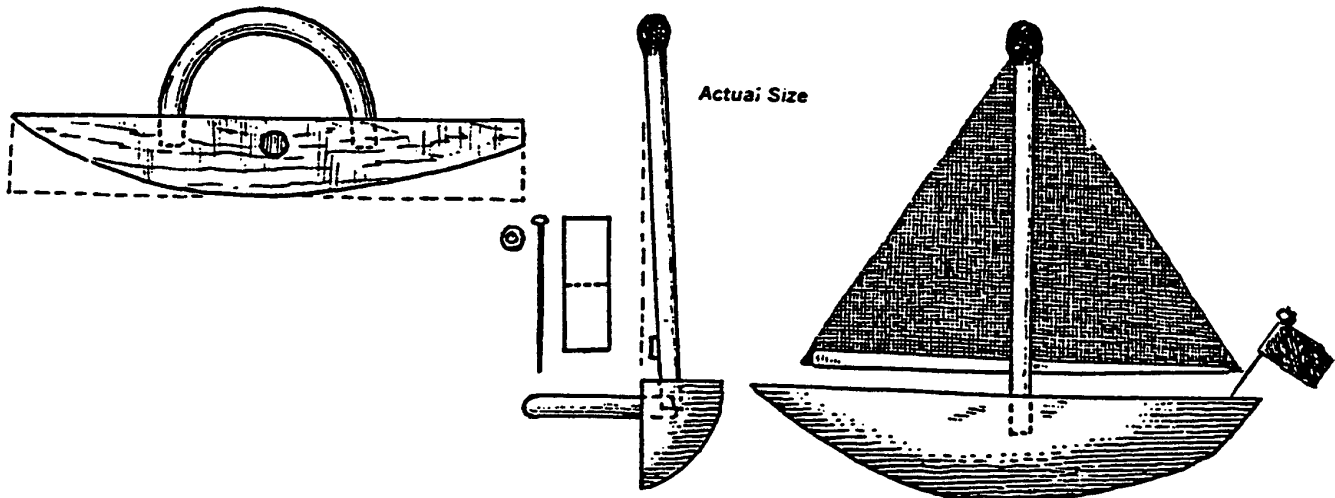
After choosing an attractive shell the boy should choose the front and which way he wants it to display. Glue the pipe piece to the back and let it dry.

SAILBOAT SLIDE

Hull: White pine or balsa or any other soft wood.
Mast: Burned match or a small dowel.
Sails: Percal, silk or paper. White or bright color.
Boom: Toothpick.

Little flag: Straight pin with colored sticky tape folded over. You can use construction paper too.
Scarf ring: Part of a plastic clothesline loop or thick wire.

1. Whittle and sand the hull. The hull is flat on back and curved on front. Drill three holes, one on top of the hull for the mast, 2 on the back of the hull for the ring.
2. Glue the mast in place.
3. Glue the boom to the lower edge of the sail.
4. Glue the sail and boom to the mast and let the glue dry.
5. Glue the ring in place. While it is setting, fix up and add the little flag at the stern.



SEA FOAM FRIZZLE

Lemon lime soft drink
Whipped cream
Gummy worms

Fill cup half full of whipped cream. Pour soft drink over whipped cream. Whipped cream should expand and look like sea foam. Add gummy worms (sea monsters) into the whipped cream.

OYSTER COOKIES WITH PEARLS

Vanilla wafers (2 for every “oyster”)
White frosting
Silver cake decorating candy

Coat flat underside of wafer and place a silver “pearl” on the edge. Next add a dab of icing to opposite side of pearl and put second wafer into dab, so it stands at about a 45 degree angle.

BANANA BOAT

Great at barbecue. (It can done in the oven at home. Place wrapped bananas on a cookie sheet.)

4 unpeeled bananas
1/2 cup milk-chocolate pieces

1/2 cup miniature marshmallows
Heavy-duty aluminum foil

1. Cut wedge-shaped section along the length of each banana. Pull back peel over wedge (do not remove peel). Remove wedge-shaped piece from banana. Fill cavity with chocolate chips and marshmallows. Eat the wedge-shaped piece.
2. Replace peel over filling. Tightly wrap bananas in foil.
3. Use tongs to place banana boats in hot charcoal. Heat about five minutes until chocolate and marshmallows melt.
4. Remove from charcoal. Unwrap, peel, and enjoy!

DEVEILED EGG BOAT

5 hard boiled eggs
3-4 Tablespoon mayonnaise
1-2 Tablespoon vinegar to taste
2 Tablespoon chopped olives

1 Tablespoon sweet pickle relish
10 toothpicks
5 cheese slices

Carefully cut egg lengthwise and remove the yolks. Put yolks into a small bowl and mash with a fork. Add the rest of the ingredients and mix well. Spoon back into egg white boat. Cut cheese in half diagonally and stick toothpick through the middle of the triangle cheese and poke in the middle of yolks.