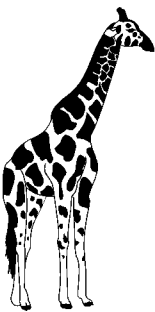
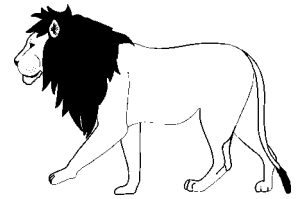
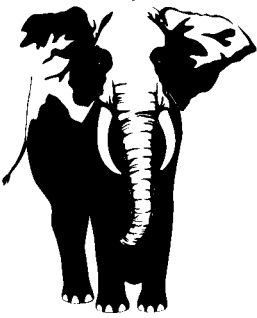


Cub Scout Safari



MARCH 1998

A CUB SCOUT PARENTS PRAYER

Look down upon my son, dear Lord,
 this smiling Cub of Mine.
Please take his hand along the way,
 so he may never stray.
Bless my son tonight, dear Lord,
 and help him walk with Thee.
Give him comfort, warmth, and love,
 he's all the world to me.
Bless his daily efforts,
 and make him strong and true,
For life's a heavy burden,
 and we're all in need of You.
 Amen

SPECIAL DEN OR PACK ACTIVITIES

Field Trips:

Happy Hallow Zoo in San Jose has an excellent educational and fun program given by zoo attendants. (Information in the Field Trip Section)

Youth Science Institutes at Alum Rock Park, Sanborn-Skyline County Park and Vasona County Park are all great.

Ask rangers at Alum Rock Park, county parks, and state parks to talk to the Cub Scouts. Ask them in advance. If you have specific topics you want the rangers to talk about, they can often accommodate you. Rangers also can help you by conducting nature walks and sometimes creek walks.

Audubon Society has a birding walk.

See the Field Trip Section at the end of this book for more places to visit.

Go on a neighborhood "safari":

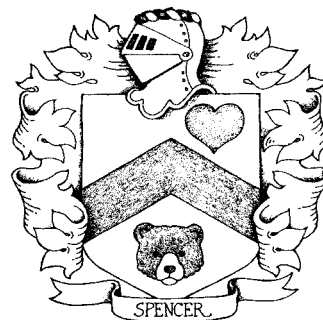
See what kind of domestic and wild animals your boys can find. Look for signs like footprints or feathers on the ground, and spider webs. Don't forget to turn rocks or leaves over. Some of the rules in the wild also apply to the neighborhood walks: For example, "stay on the trail (sidewalk)," and "don't stick your hand where you can't see." Discuss more rules with the boys.

Have a "pet show":

Instead of having boys bring their pets to the den or pack meeting, have them take pictures (Bear elective) or make drawings of their pets. They can show the photos or drawings and talk about their pets. A den can make a collage of the photos and drawings, title it like "Our Zoo," and display it at the pack meeting.

Animal as heraldic symbols:

Each boy adopts an animal that he likes best or animal that he thinks represents his personality or ideal. For example, a strong boy may choose a bear and a boy who likes humor may choose a monkey. Make coats of arms at a den meeting. Display at the pack meeting.



Free Gorilla poster and information (offer good only through 1998):

Boys can send for a poster of Koko and information about gorillas written just for kids. Each boy needs to print his name, address and request neatly on a postcard and send it to:

The Gorilla Foundation, WFSK, Box 620-530, Woodside, CA 94062

DID YOU KNOW?

An earthworm doesn't breathe through a mouth or nose like you; he breathes through his skin.

A deer gets a new set of antlers every year. During the winter his old set begins to get itchy, and he rubs them against trees until they come off. If you see him early in the spring, he won't have any antlers at all!

Birds have a calendar too. Birds have a special way of telling how long the days are. When the days get shorter in the fall, they know it is time to go south. And when the days get longer in the spring, it is time to come back. It took scientists a long time to learn this secret, and they still do not know everything about it.

A hummingbird's wings buzz because he beats them more than five thousand times each minute. If you could flap your arms that fast, you would buzz too!

A fish can't see as far as you can. But, he can point his eyes in two directions at once!

If a bird doesn't have any teeth, how can he chew? He swallows his food whole, and his gizzard grinds it.

A bird stays on a perch when asleep because of an automatic locking mechanism in his feet.

The eggs of hummingbirds are about the size of peas. Those of the ostrich are about seven inches long.

A porcupine has about 30,000 quills in his arsenal, and, if he loses any, they will grow back in a few months.

A litter of baby armadillos is born usually four at a time and will be all brothers or all sisters, never both in the same litter.

The opossum is the only marsupial in North America. Marsupials have pouches in which to carry their young. New-born opossums are smaller than bees - a whole litter would fit into a teaspoon.

The albatross is a large seabird with a wingspan of six to twelve feet. It sleeps while it glides through the air.

The sea horse is famous for the way it helps its young. The male sea horse carries the female's eggs in a pouch on its underside. After the young hatch, the father lets them out one by one into seaweed where they can find food.

Sea turtles give their young no care at all. The mother sea turtle digs a hole on a beach and lays her eggs. Then she covers them with sand and returns to the sea, leaving the sun to hatch the eggs.

ANIMAL RHYME TIME

These are pairs of rhyming definitions. Try them out, then make up some of your own. The boys will enjoy making them up, as well as working them. (It would be easier to make if you don't limit it to animals.)

- | | |
|-----------------------------------|------------------|
| 1. A skinny young horse | (bony pony) |
| 2. A seafood platter | (fish dish) |
| 3. Comic little rabbit | (funny bunny) |
| 4. Well-behaved rodents | (nice mice) |
| 5. Timid insect | (shy fly) |
| 6. A bee's home | (live hive) |
| 7. A jittery fowl | (jerky turkey) |
| 8. A feverish young fowl | (sick chick) |
| 9. An escaped fowl | (loose goose) |
| 10. A dam builder's kitchen knife | (beaver cleaver) |

NATURE DID IT FIRST

For most modern inventions there already exists a counterpart in nature. Here is a list of animals and the inventions. Try matching the animal with the invention.

- | | |
|--------------------|-------------------|
| 1. Bat | A. Parachute |
| 2. Armadillo | B. Snowshoes |
| 3. Chameleon | C. Helicopter |
| 4. Eel | D. Suction Cup |
| 5. Flying Squirrel | E. Hypodermic |
| 6. Squid | F. Radar |
| 7. Hummingbird | G. Camouflage |
| 8. Snake | H. Electricity |
| 9. Abalone | I. Tank |
| 10. Caribou | J. Jet Propulsion |

WILD, WILD ANIMAL RIDDLES!

- Where do wild animals like to play? (On the jungle gym!)
- With what big cat would you never play cards? (The cheetah!)
- Where do little bears sit on a train? (In the Cub-oose!)
- What is the largest mouse in the world? (A hippopota-mouse!)
- Why do lions roar? (They would feel silly saying, "Oink!")
- What business did the father ape want his son to go into? (The monkey business!)
- What happened when the tiger ate a lemon? (He became a sour puss!)
- When do giraffes have eight legs? (When there are two of them!)
- What is bigger than an elephant but lighter than a feather? (An elephant's shadow!)
- What's the best year for a kangaroo? (Leap year!)

ANIMAL CELEBRITIES

What famous animal character am I?

1. "What's up doc, I often say."
2. "I have a problem with the color 'green' in my life."
3. "I had quite large ears, but my mother still loved me."
4. "There were 101 of us at one time."
5. "They nicknamed me 'Smokey.'"
6. "I have many yellow feathers covering my big body."
7. "Walt Disney said I brought him good luck."
8. "I posed as Red Riding Hood's Grandmother."
9. "I have three nephews, Huey, Dewey and Louie!"
10. "I helped Wilbur from a horrible fate."
11. "Pinocchio needed me around to keep him honest."
12. "Somehow I can never catch that roadrunner."
13. "I live with the man with the yellow hat."
14. "I used to live in Paris. Now I live in Africa with Celeste and the children."
15. "As I always say, 'That's all folks.'"

1. Bugs Bunny. 2. Kermit the Frog. 3. Dumbo. 4. 101 Dalmatians. 5. Smokey the Bear. 6. Big Bird. 7. Mickey Mouse. 8. Wolf. 9. Donald Duck. 10. Charlotte. 11. Jiminy Cricket. 12. Wyle E. Coyote. 13. Curious George. 14. Babar the King of Elephants. 15. Porky Pig.

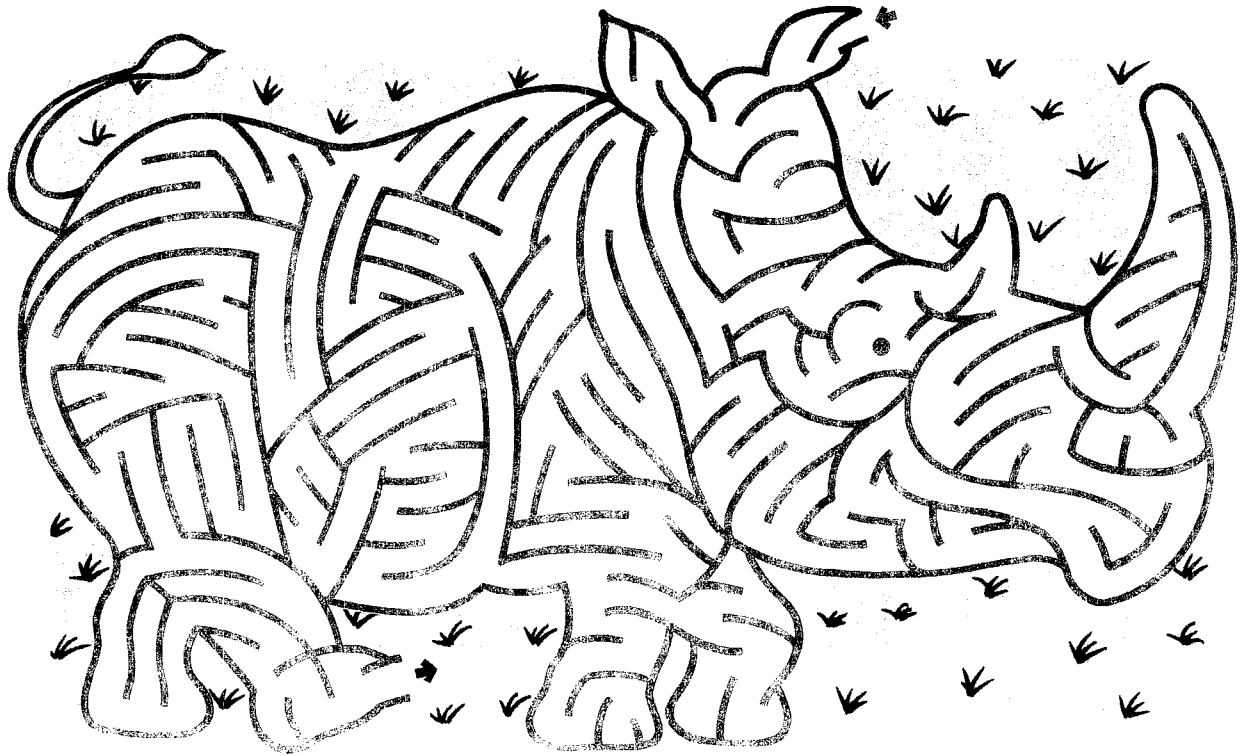
ANIMAL TONGUE TWISTERS

One old Oxford ox opening oysters.
 Two tired turkeys trotting to the trolley.
 Three terrible tigers tipping ten tall trees.
 Four fat felines foolishly fishing for flowers.
 Five funny foxes fanning fainting flies.
 Six sick squirrels squinting at the squeamish squids.
 Seven sinister sea lions swallowing soothing syrup.
 Eight elegant elephants eagerly eating eclairs.
 Nine nimble gnats neatly nibbling nothing.
 Ten tiny ticks throwing terrible temper tantrums.

A skunk sat on a stump;
 The stump thunk the skunk stunk
 And the skunk thunk the stump stunk.

Sheep shouldn't sleep in a shack;
 Sheep should sleep in a shed.

Three gray geese sat on the green grass grazing.

RHINOCEROS MAZE**ANIMALS**

As people arrive, everyone is given a different animal name, a pencil and a piece of paper. Each person tries to guess the other animals by asking up to six questions such as: Are you big or small? Are you furry or smooth? Do you eat meat or grass? None can ask a direct question such as “What animal are you?” Each person proceeds to write down their guess. During the meeting, each stands up and tells the others what he is. Give a great cheer to the one who guessed correctly most often.

HOW OBSERVANT ARE YOU?

Before your meeting starts prepare about a dozen objects (e.g. a homemade spider hanging on a thread in an easy-to-see place; a rubber snake fastened to the back of the Cubmaster’s belt; a den leader with a fake honey bee in her hair; a butterfly on a father’s shoulder). Just before the meeting starts, ask, by a show of hands, how many have spotted the spider, snake, etc. You now have their attention; proceed with your meeting.

CUB SCOUT SAFARI OPENING

- C is for cobra, crocodile, cheetah, and chimpanzee.
 U is for umbrella bird.
 B is for buffalo, baboon, bear, and bobcat.
- S is for snake, squid, shark, spider, and sloth.
 C is for chameleon, crab, cat, and centipede.
 O is for owl, octopus, orangutan, opossum, okapi, and ocelot.
 U is for urchin as in sea urchin.
 T is for tiger, turtle, toad, and tapir.
- S is for starfish, salamander, sparrow, and scorpion.
 A is for alligator, antelope, ants, and anteater.
 F is for falcon, frog, fox, and flamingo.
 A is for armadillo, aardvark, albatross, and alpaca.
 R is for rattlesnake, rabbit, raccoon, and rhinoceros.
 I is for iguana, impala, ibis, and ibex.

ALL: Birds and fish, beasts, and bugs. Let's go on a safari and see them all! (Have the boys come up with animals for each letter too.)

JUNGLE OPENING

Begin with Cub Scouts grouped in the front. Baloo enters from the rear of the hall and calls:

Listen, O Cubs of the jungle	Now raise your voice to the jungle,
To these words of old Baloo,	Let the shadows echo it back;
On your left paw (Cubs turn to face left)	Once, twice, and again repeat
Turn to follow the trails laid down for you.	The Law of the Wolf Cub Pack.

At the final 'pack,' the Cub Scouts start a slow, march around a circle, repeating the Jungle law three times. (The Cub respects the Old Wolf; the Cub respects himself.) By the end, they are in a complete circle and Baloo can call, "Pack, Pack, Pack!"

ANIMAL OPENING

Cubmaster stands in front and calls, "Tigers."	All Tigers come in the room roaring.
Cubmaster calls for Wolves.	Wolf dens come in the room howling.
Cubmaster calls for Bears.	Bear dens come in the room growling.
Cubmaster calls for Webelos.	All Webelos Scouts come in the room yelling, "We-be-los! We-be-los!"

When all the boys are in the room, the Cubmaster makes the Cub Scout sign and calls:
 "Akela welcomes the jungle animals to his pack. Let's see to it that we work and play in peace and become strong and wise Cub Scouts."

The Cubmaster then asks everyone to stand and repeat the Pledge of Allegiance.

BINOCULARS CLOSING

Personnel: Cubmaster and denners (the denners remain in the audience with their respective dens.)

Equipment: A pair of binoculars and a flashlight for each denner.

Staging: Dim the lights in the meeting room. Cubmaster is on stage.

Cubmaster: Did you know you can look through either end of a pair of binoculars? (*Look through the wrong end*) If you look this way, everything is tiny and distant. The binoculars make the view worse instead of better. (*Points to the right end*) But you can really see for a great distance doing it this way. (*The words "great distance" are the cue for the denners to turn on their lights*) Now what do I see? All around the room I see the bright lights of the Spirit of Cub Scouting - the kind of spirit that made this country great and will keep it great in the years ahead. Let us all join in signing "God Bless America".

PRAYER FOR THE WILD THINGS - CLOSING

(Read by Cubmaster, or by one or more Cub Scouts)

Oh, Great Spirit, we come to you with love and gratitude for all living things. We now pray especially for our relatives of the wilderness - the four-legged, the winged, those that live in the waters, and those that crawl upon the land. Bless them, that they might continue to live in freedom and enjoy their right to be wild. Fill our hearts with tolerance, appreciation, and respect for all living things so that we might live together in harmony and in peace.

(Marcellus Bear Heart Williams)

NATURE - CLOSING THOUGHT

This month our dens have learned about animals, big and small. The boys explored the worlds of mammals, birds, marsupials, reptiles, insects, fish, and more. They have learned fascinating facts about them and, I'm sure, have developed an appreciation for them. As the boys have found, you don't have to go far to learn about animals. You can go on a "safari" in your own backyard, a nearby park, the woods and fields, and on a country road. Continue exploring and you will find many wonderful things that we have been given to enjoy.

ANIMAL ADVANCEMENT CEREMONY

Have you ever wondered why most of the ranks in Cub Scouting are named after animals? Think about the animals Bobcat, Wolf, and Bear for a moment. What images come to mind?

The Bobcat is a little smaller than most of his cousins in the wild cat family. But his features, especially his ever-alert ears, make him very distinctive and his movements are sleek and swift. We have several Bobcat Cubs here tonight who swiftly tracked the seven steps of what it takes to be a Cub Scout. Would the following boys and their parents please come forward? (Call the names of the boys receiving the Bobcat and have their parents present them with their badges.)

The Wolf is a very intelligent animal and is known for his loyalty to the pack. He is very quick to defend his territory much like a Cub Scout who is quick to stand up for what he believes is right. Would the following boys and their parents please come forward to accept the rank of Wolf? (Call the names of the Cubs advancing to the Wolf rank.)

The Bear is one of the largest animals on our continent and for that reason is often feared. His strength is legendary and his senses are keen. But if you watch him closely, you will probably see that the bear has a sense of humor and likes to play. He also knows how to plan ahead as we see in his preparations for the winter. We have some Cubs here tonight who have proven their strength and sharpened their senses and are now ready to be awarded the rank of Bear. Would the following boys and their parents please come forward? (Call the boys' names.)

The Webelos rank may not be named after an animal, but it does stand for something special. Who can tell me what Webelos means? (pause for a response) Right! We'll Be Loyal Scouts. Part of being a Scout is being a friend to animals--a protector of their homes and their right to survive. Webelos are apprentice outdoorsmen, foresters and naturalists, and they are learning what is meant to be a Boy Scout. Would the following boys and their parents please come forward to be awarded the rank of Webelos? (Call the names.)

Boys who have earned the Arrow of Light award have made a commitment to live their lives by the Scout Oath and Laws. This commitment makes them the king of the forest, the ruler of the roost, and the leader of the pack. Would the following candidates and their parents please come forward for the presentation of the Arrow of Light, the highest award a Cub pack has to offer. (Call the boys' names and have the parents present the award.)

Congratulations to all the boys and their parents who have earned awards tonight.

More ceremonies in Staging Den and Pack Ceremonies:

“Shere Khan--Wolf Advancement” (pp. 74-75)

“Hunters--Bear Advancement” (pp. 78-79)

THE MIGHTY HUNTER

Lion: Loud roar
Tarzan: “A-aahhh (Tarzan yell)”
Cheta: “Chee, chee, chee,” with chimpanzee movements
Mighty Hunter: “Ready, aim.”

Last August, a MIGHTY HUNTER decided to go on a LION hunt in the jungles of Africa. The MIGHTY HUNTER wanted more than anything to get the head of a LION for a trophy. After getting all his equipment together and saying good-bye to his friends, this MIGHTY HUNTER boarded the plane en route to Africa for an exciting LION hunt.

A long flight brought the MIGHTY HUNTER to the jungles and who should meet the plane, but TARZAN and his chimpanzee friend CHETA. The MIGHTY HUNTER was delighted to meet the famous TARZAN, and CHETA proved to be such fun to play with, the MIGHTY HUNTER almost forgot about going on the great LION hunt.

The following morning, TARZAN woke the MIGHTY HUNTER, telling him CHETA was ready for breakfast. After a fantastic breakfast of toast, eggs, bacon, milk, and fresh fruit, the MIGHTY HUNTER prepared himself for the LION hunt. With his jungle hat on his head and his gun in hand, the MIGHTY HUNTER, TARZAN, and CHETA started out in the jeep to look for a LION.

It was almost noon when CHETA started making strange noises and jumping up and down wildly. TARZAN who knew CHETA's moods, told the MIGHTY HUNTER that CHETA could smell a LION. The MIGHTY HUNTER took a deep breath and felt himself breathing faster and faster. Just about that time, TARZAN had stepped out of the jeep with CHETA close by his heels. The MIGHTY HUNTER followed and, watching ever-so-closely, saw TARZAN point to a group of trees about sixty yards away.

Almost hypnotized, the MIGHTY HUNTER, TARZAN, and CHETA watched as a tiny LION cub made his way toward them. TARZAN carefully led the way to the tiny cub, picked him up, and proceeded cautiously to the clump of trees. There the MIGHTY HUNTER saw the mother of the cub dead on the ground. Some animals had evidently killed the mother LION while she tried to protect the baby cub. The animals had heard the jeep coming and had run away. The MIGHTY HUNTER realized they had saved the life of the tiny LION cub. TARZAN was not surprised when the MIGHTY HUNTER announced his hunting trip was over. Instead of the MIGHTY HUNTER taking home a LION head trophy, he took home a real live LION cub for the zoo so that the LION cub could receive proper care and many people could enjoy watching the LION cub grow up.

But what a surprise, as he walked up the boarding ramp to the plane to go home, CHETA ran after him, gave him a kiss, right on the cheek of the MIGHTY HUNTER.

THE LOST LIZARD

Cub Scout: "I'll do my best."

Lizard: "Scurry, scurry."

Cap: Pantomime putting on cap

Coat: Pantomime putting on coat

(The audience is told to follow the narrator in pantomime besides doing their assigned parts.)

Once there was a CUB SCOUT who had a pet LIZARD which he kept in a box. One day the CUB SCOUT looked in the box and the LIZARD was gone. "I guess I'll have to put on my CAP and COAT and look for my LIZARD," he said. So the CUB SCOUT put on his CAP and his COAT and he put the box in his COAT pocket and went outside to look for the missing LIZARD.

First the CUB SCOUT looked under the porch (pantomime looking under porch). No LIZARD. Next the CUB SCOUT looked behind a tree (pantomime). No LIZARD. Then the CUB SCOUT looked in the bushes (pantomime). No LIZARD.

Just as the CUB SCOUT was losing hope of finding his lost LIZARD, the March wind came around the corner of the house and blew the CUB SCOUT's CAP off. Holding his COAT tightly around him, with the box in his COAT pocket, the CUB SCOUT ran down the street after his CAP (pantomime).

The CUB SCOUT chased his CAP past the fire hydrant to the street corner. After looking carefully both ways (pantomime), the CUB SCOUT ran across the street after his CAP. The wind was blowing strong, so the CUB SCOUT held his COAT tightly around him as he chased the CAP into the park.

Finally the March wind put the CAP down on a rock, and the CUB SCOUT caught up with it. And when the CUB SCOUT picked up his CAP, what do you think he saw? There on the rock, under the CAP, was his lost LIZARD! He picked up the LIZARD, put it in the box, put the box in his COAT pocket, put his CAP on his head and went straight home.

When he got inside the house, the CUB SCOUT took off his COAT and his CAP and took the LIZARD out of the box. To his surprise, he discovered that this wasn't his missing LIZARD after all. Sitting quietly on his desk, the CUB SCOUT found his own LIZARD.

"Oh well," said the CUB SCOUT. "I'll take the new LIZARD to the den meeting this afternoon. Mrs. Smith will put him in our den zoo. Won't she be proud of me?" And with that, the CUB SCOUT put both LIZARDS in the box and went outside to play...after putting on his CAP and COAT, of course.

Additional audience participation's in Cub Scout Leader How-to Book:

"The Thing" (p. 6-5)

"The Three Trees" (p. 6-5)

"The Five Old Crows" (pp. 6-9 to 10)

CUB SCOUT ANIMALS - WE GROW IN SCOUTING

- Cub Scout 1: I'm just a little Tiger Cub (dressed in Tiger T-shirt)
An orange shirt with pride I wear.
I'm preparing to be a Cub Scout,
As I go search, discover and share.
- Cub Scout 2: I am now a Bobcat. (dressed in uniform)
In my uniform as you can see.
I know the Promise and the Law,
So a full-fledged Cub Scout I be.
- Cub Scout 3: Now I am a Wolf Cub, (uniform and large arrow pinned on shirt)
With a gold arrow too.
Soon I'll have a silver one
To sew on my shirt of blue.
- Cub Scout 4: I am now a Bear Cub, (uniform and blue neckerchief)
Growing taller and stronger, I hope.
At meetings we have a great time
Whittling bears out of soap.
- Cub Scout 5: Webelos is the name for me. (Webelos cap and neckerchief)
And now it is the time
They teach us to be Boy Scouts,
And the leaders keep us in line.
- Cub Scout 6: At last I am a Boy Scout, (Boy Scout cap)
And my Cub Scout days are done.
When I think back the last 5 years,
It really has been fun.
- Cub Scout 7: I'm still a Boy Scout, (Scout cap and badge)
But progressing up the trail,
Some day I'll be an Eagle Scout
Now, won't that be the day!
- Cub Scout 8: For now this is the end of our Scouting skit
Of how we grow and grow...
And now it's time for us to go,
But, we really hope you liked our show.

A DOG OF A SKIT

Cub 1: Say _____ (fill in name) what kind of dog do you have?

Cub 2: I have a setter (walks on stage carrying a chair, sits on the chair, quickly rises and exits.)
(As each succeeding player comes in, Cub 1 repeats, "Say _____ what kind of dog do you have?" Each makes his response as follows and exits.)

Cub 3: (pointing a stick at audience) I have a pointer.

Cub 4: (carrying a large spring) I have a Springer Spaniel.

Cub 5: (with a bucket) I have a Water Spaniel.

Cub 6: (with a clock or watch) I have a watch dog.

Cub 7: (with box or boxing gloves) I have a Boxer.

Cub 8: (enters with a mop)

Cub 1: Say _____ what kind of dog do you have?

Cub 8: I have a puppy! (Both exit.)

THE LOST PET

(This skit can also be played by one person by wearing two different hats and crouching as a boy and looking downward as a man.)

Boy: (Enter crying, dragging a dog leach) Waaaaaah! Waaaaaah!

Man: Little boy, whats the matter?

Boy: My pet ran away! Waaaaaah!

Man: Don't cry, little boy. I'll help you find it. What color is your pet?

Boy: Yellow, with black stripes. Waaaaaah!

Man: Don't cry, little man, I'll have your pet back in no time.

(Search about the stage, muttering to self) Yellow with black stripes...hmmm...

Boy: I want my pet! Waaaaaah!

Man: Maybe he wandered down the street. You just wait here while I go look for him.

(Exit, quickly put on a ragged coat, muss up hair. Enter, running, shouting) Why didn't you say it was a TIGER? (Exit, running.)

More skits in Cub Scout Leader How-to Book:

"The Spider's Plea" (p. 4-7)

"Who's Zoo" (puppet play) (p. 5-4)

"Wilfred, the Woody Woodpecker" (puppet play) (pp. 5-5 to 6)

JOKES AND RUN-ONS

Jokes can be expanded into skits or used as run-ons. Older boys love to make their own.

Two snakes sunned themselves on a large rock.

Suddenly, one shouted, "Ouch!"

"Say," it then asked the other snake, "are we poisonous?"

"Nah," replied the other snake. "Why?"

"Cause I just bit my tongue!"

1: Why are you wearing that green string around your finger?

2: To keep the lions away.

1: But there are no lions around here.

2: See how well it works?

1. What is Smokey the Bear's middle name?

2. The!

What is the difference between a buffalo and a flea?

A buffalo can have fleas but a flea can't have buffaloes.

What did one flea say to the other?

Shall we walk or take a dog?

How can you lift an elephant?

Put an acorn under him and wait twenty years.

Cheetah: I'm a great jumper.

Rhino: I can jump too. I bet I can jump higher than that tree.

Cheetah: This I gotta see.

(Rhino jumps a little hop)

Cheetah: That higher than that tree?

Rhino: Sure. That tree can't jump at all.

When is a purple dog most likely to walk into your house?

When the door is open.

How do you keep a skunk from smelling?

Hold its nose.

Hello, operator? I'd like to speak to the king of the jungle.

Sorry sir, but the lion is busy right now.

A duck walks into drugstore and asks for some chapstick.

"Cash or charge?" the druggist asks.

"Oh, just put it on my bill..."

What's considered good eyesight for a fly?

20/20/20/20/20/20/20.....

Guide: I saw some panther tracks about a mile east.

Hunter: Good, which way is west?

HOW TO WASH AN ELEPHANT

This is a communication game. Before introducing this game, choose three people to leave the room. They should not overhear the narrator. Narrator explains to the audience that the game is called "How to Wash an Elephant," a classic example in communications. He tells the following story and pantomimes the motions as he goes or choose a person to pantomime as he reads the story:

One morning, Farmer Friendly went out to the barn to begin his chores. (Pantomime walking.) He threw open the barn door, and to his surprise, he found an elephant in his barn. (Pantomime throwing open door, surprise.) The farmer didn't know what to do with the elephant so he decided that the first thing to do was to wash it. He led the elephant from the barn. (Pantomime picking up elephant's trunk and walking with it over your shoulder. Open and close barn door.) He left the elephant near the pump, got a bucket and scrub brush and pumped the bucket full of water. (Pantomime actions.) Now he was ready to begin. First he scrubbed the right side. (Pantomime scrubbing. Lift up elephant's ear and wash it.) Then he was ready for the stomach. (Lie on floor. Wriggle under elephant and pantomime scrubbing underside.) Next, the left side. (Repeat same actions as for right side.) Then he scrubbed the elephant's face. (Pantomime scrubbing between eyes and down length of trunk.) Almost done? (Walk to rear of elephant, gingerly lift up tail and quickly scrub there.) There, that's done! (Pantomime throwing out the rest of the water, putting brush in bucket and setting bucket beside pump. Take the elephant by his trunk and lead him back to the barn, open door, lead him in, go out and shut door behind.)

Narrator tells audience he will call people back in, one by one, and pantomime the stunt, without benefit of narrative. The first person will pantomime what he remembers for the second, and so on. He will, of course, have no idea what the motions mean, so it can be very funny. And by the time the actions are pantomimed for the third person, it will be distorted and bear little resemblance to the original version.

After all three have tried their luck, narrator explains the story and tells them what they are doing. (Careful when choosing volunteers. You do not want them to feel ridiculed.)

You can also use this as a pantomime audience participation without the 3 volunteers.

TIGER ROAR

Players stand in a circle. The leader explains that the players must make correct cries for the animals he calls. If he says, "Tigers," the players roar. "Bobcats"--meow, "Wolves"--howl, "Bears"--growl. But when he says "Webelos," the players must remain quiet. The leader mixes the animals and their cries and tries to catch any player who does not follow him. Example: Leader says, "Bobcats meow" (meow); "Bears growl" (growl); "Wolves meow" (growl). If anyone meows, he is out of the game and sits down. The last player standing is the winner. The leader leads the roars and howls with vigor and lots of animation so the game is lively and lots of fun.

CROCODILE

Two teams line up on opposite sides of a large open space that is designated “the river.” The crocodile is “it,” and he points or calls to a player on one side to cross the river. This player calls or points to one on the opposite side and they try to cross the river and change places without being tagged by the crocodile. If one is caught, he becomes the new crocodile.

BUSY ZOO

Players stand or sit in a circle. Each is assigned an animal name and statement as listed below. The game leader, who acts as zoo keeper, walks about the circle and suddenly asks someone, “What are you doing?” The player must then speak his statement while acting it out. For example the monkey player would say, “Peeling a banana,” while pretending to peel a banana. The leader can keep things in an uproar by quickly going from player to player.

1. Monkey: Peeling a banana
2. Bear: Taking a nap
3. Kangaroo: Hopping around
4. Lion: Roaring very loud
5. Gorilla: Beating chest
6. Cat: Lapping milk
7. Dog: Running with a bone
8. Wolf: Howling at the moon
9. Elephant: Knocking down trees
10. Tiger: Pacing back and forth
11. Squirrel: Cracking nuts
12. Deer: Running away
13. Crocodile: Snapping teeth
14. Rabbit: Munching a carrot
15. Walrus: Swimming around

BALLOON KANGAROO JUMPING

Have two boys stand side by side, each with a balloon between his knees. When the game leader gives the signal, they hop to the other side of the room and return to the starting line. If anyone breaks his balloon, he is out of the game. If a boy drops his balloon, he must replace it between his knees before making further progress. Declare a winner after each race, or continue the race on an elimination basis until there is an overall winner.

ANIMAL TAG

Have the Cub Scouts in a scattered formation. Select an “it.” “It” names an animal and all the boys assume the identity of the animal as they move about. “It” also assumes a like identity and tries to tag one of the animals, who becomes “it.” Example: “It” calls “kangaroo,” and all must hop like kangaroos until a tag is made.

OWLS AND CROWS

This is an outdoor nature game. Divide the boys into two equal groups, one will be “owls” and the other “crows.” Line up the two groups, about two feet apart. About fifteen feet behind each team draw another line for home base.

The leader make a statement about nature and animals aloud, and if the statement is true, the owls chase the crows, trying to catch them before they reach their home base. If the statement is false, the crows chase the owls. Any one caught must join the other team.

Some questions will confuse the teams and you’ll have owls and crows running toward each other, and others running toward home base. Let the action continue until the dust settles; then reveal the answer.

Sample nature questions: “This seed comes from an oak tree.” “ Kangaroos are found in Africa.” “The wind is coming from behind the crows.”

CENTIPEDE ROPE RACE

Divide boys into teams and give each team a VERY long rope. On signal each boy, in turn, ties an overhand knot around his waist. The first team whose members are all tied together wins.

NET THE ANIMAL

This game must be played in an area with boundry lines. For each net you will need four boys holding hands forming a circle. You will need one boy to be the animal. Each group consists of four boys and one boy who does not want that team to catch him. Make as many nets and animals as you can. Boys must chase the animal and catch him inside the circle without dropping hands. The first team to “net the animal” wins.

ANIMAL, ANIMAL, WHO ARE YOU?

The boys sit in a circle. One boy sits in the center and acts out the movements or makes the sounds of an animal. The other players raise their hands to guess what animal the player is imitating. The player who guesses correctly then acts out another animal. You may have the boy whisper to you the name of the animal he will imitate before he acts it out. Then you can be sure the player has the animal clearly in mind.

CAMEL RACE

Make groups of three Cub Scouts. One is the head, another makes the back and holds the waist of the “head,” the third is the rider, who is seated. Race over a given distance. This can be played with the “head” blindfolded being steered by the rider.

There are many animal-related games in Section 2 of Cub Scout Leader How-to Book.

MAKE BELIEVE

(Tune: I've Been Working on the Railroad)

Let's pretend we're on a safari
 hunting lion and more
 Let's pretend we're in the jungle
 seeking wild animals galore
 Or would you rather go sight-seeing
 while riding in a jeep east to west?
 No matter what we are pretending
 our brains will meet the test.

It's fun to make believe,
 It's fun to make believe,
 It's fun to make believe and pretend.

It's fun to make believe,
 It's fun to make believe,
 It's fun no matter what our age.

MONKEY SEE, MONKEY DO

(Tune: Jingle Bells)

Monkey see, monkey do
 Just the same as you.
 If you blink, then he will blink,
 He likes to copy you.
 Monkey see, monkey do
 Just the same as you.
 If you blink, then he will blink,
 He likes to copy you.

More verses:
 Substitute other actions.

LONG-NECK GIRAFFE

(Tune: Three Blind Mice)

Long-necked giraffe, long-necked giraffe,
 You make me laugh, you make me laugh.
 It's true you can reach the highest tree,
 But it's hard bending down to talk to me,
 'Cause your neck is too long for your body,
 Long-necked giraffe.

THE ANIMAL HOKEY POKEY

(Tune: Hokey-Pokey)

You put your rabbit's foot in,
 You put your rabbit's foot out,
 You put your rabbit's foot in,
 And you shake it all about.
 You do the Hokey-Pokey
 And you turn yourself around.
 That's what it's all about.

More verses:

Monkey's hand; Duck's tail;
 Giraffe's neck; Chicken's beak;
 Elephant's trunk; Kangaroo's pouch;
 Lion's mane, etc.

THE FEET OF THE HIPPO

(Tune: The Wheels on the Bus)

The feet of the hippo go
 Thump, thump, thump,
 Thump, thump, thump,
 Thump, thump, thump.
 The feet of the hippo go
 Thump, thump, thump,
 All day long.

The nose of the hippo goes
 Snort, snort, snort,
 Snort, snort, snort,
 Snort, snort, snort.
 The nose of the hippo goes
 Snort, snort, snort,
 All day long.

The tail of the hippo goes
 Swish, swish, swish,
 Swish, swish, swish,
 Swish, swish, swish.
 The tail of the hippo goes
 Swish, swish, swish,
 All day long.

(Have the boys make more verses with
 different animals.)

THE BEAN SONG

My dog Jelly likes to roam,
 One day Jelly left his home.
 He came back all neat and clean,
 Where, oh where has Jelly bean?

Jelly bean, Jelly bean,
 Where, oh where has Jelly bean?
 Jelly bean, Jelly bean,
 Where, oh where has Jelly bean?

More verses, substitute Jelly with:
 Lima, Coffee, Garbanzo, Refried, and more!

THE CENTIPEDE SONG

(Tune: Polly Wolly Doodle)

Oh, I lost my leg,
 Said a thousand-legged worm,
 Has anybody seen a leg of mime?
 If it can't be found,
 Then I'll have to hop around,
 On the other nine hundred ninety-nine.

Hop around, hop around,
 On the other nine hundred ninety-nine.
 If it can't be found,
 Then I'll have to hop around,
 On the other nine hundred ninety-nine.

CRAZY CROCODILE

(Tune: Alouete)

Crocodile, crazy crocodile,
 Crocodile swimming in the swamp.
 Eating all that she can see.
 Eating all that she can see.
 She can see, she can see, OH--
 Crocodile, crazy crocodile,
 Crocodile swimming in the swamp.

QUARTERMASTER'S STORE

There are snakes, snakes, snakes,
 As big as garden rakes,
 At the store, at the store.
 There are snakes, snakes, snakes,
 As big as garden rakes,
 At the Quartermaster's Store.

CHORUS

My eyes are dim, I can not see,
 I have not brought my specs with me.
 I have not brought my specs with me.

More verses (choose a few):

Beavers	Wielding rusty cleavers
Bobwhites	Wearing silken tights
Eagles	With ears as big as beagles'
Foxes	Stuffing little boxes
Owls	Shredding paper towels
Bears	With curlers in their hairs
Buffaloes	With mud between their toes
Antelopes	Eating cantaloupes
Mice	Running through the rice
Spiders	Swimming in the cider
Fleas	Landing on the cheese
Bats	Bigger than the rats
Goats	Eating all the oats
Bees	With little knobby knees
Apes	Eating all the grapes
Fishes	Washing all the dishes
Rats	As big as alley cats
Cub Scouts	Eating Brussels sprouts
Leaders	Slapping at the skeeters

For more for animal-related songs, see [Cub Scout Songbook](#).

ZANY SOCK PUPPETS

Move the stick up and down and have a puppet play.

General instruction:

You will need: Adult-size sock (tube sock works best). 8 oz. Yogurt container, large plastic cup, or a section of large cardboard tube. Styrofoam ball smaller than the diameter of the container or tube (or you can make a tight ball out of newspaper). Dowel or bamboo plant stake (cheaper.)

1. Make sure the head piece is smaller than the diameter of the container. It needs to go down the container at least part-way with the sock too.
2. Glue the dowel or plant stake into the styrofoam or newspaper ball.
3. Stuff the ball into the toe of the sock.
4. If using a container or cup, poke a hole in the center of the bottom large enough for the stick.
5. Insert the stick through the tube, container or cup.
6. Pull the sock over the tube/container/cup. Secure the sock below the tube with ribbon or glue.

Baloo



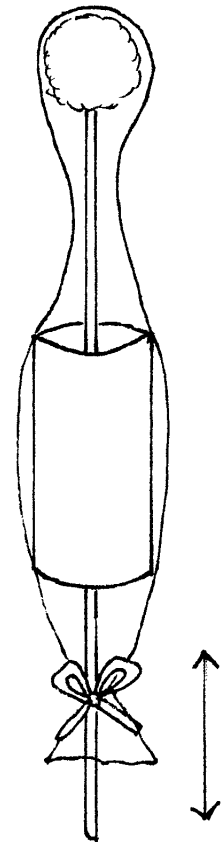
Sherekhan



Individual puppet: Glue specified pieces using illustration as guide. You don't have to use specified pieces. Improvise. Make different animals. Make it fun!

Suggestions:

- Eyes: Wiggle eyes. Felt pieces. Buttons. Rhinestones. Pompom and felt (Frog)
- Nose: Pompoms (pink, black). Felt pieces.
- Ears: Felt pieces, same color for the outer ears, pink for the inner ears.
- Cheeks: Pompoms. Felt pieces.
- Mouth: Rickrack. Felt pieces.
- Collars: Ribbon. Felt pieces. Rickrack. Rhinestones (cat's collar). Scrap fabric (Tiger).
- Whiskers: Pipe cleaner (inserted through sock face). Rickrack. Thick yarn.
- Antenna: Pipe cleaners glued to the head piece through sock and pompoms.
- Body: Rickrack. Ribbons. Felt pieces.
- Caps: Ankle part of another sock drawn together and a pompom.
- Straw hat: Store-bought, available at a craft store. Attach ears to the hat (Rabbit).



ROCK CRITTERS

Collect as many different stones and pebbles as possible. It's wise to look for 2, 4, or 6 similar pebbles so that you can match them later. Pebbles make good accent pieces like nose, feet, ears, etc. Be creative. You may want to add felt pieces, yarn or pipe cleaners for ears, tails and manes. Wings may be made from pipe cleaners and tissue paper.

This project is better done over two meetings, first to glue pieces and second to paint the critters.

Besides rocks, stones, and pebbles, you will need:

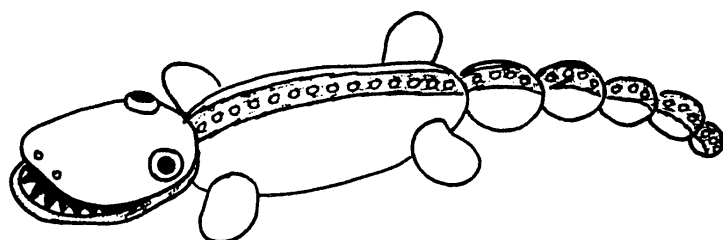
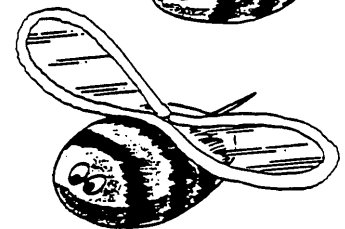
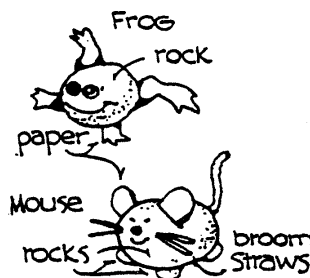
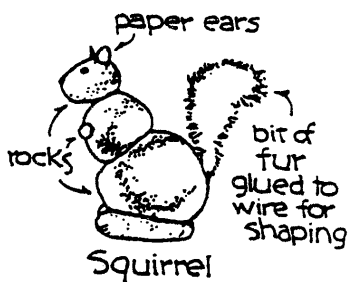
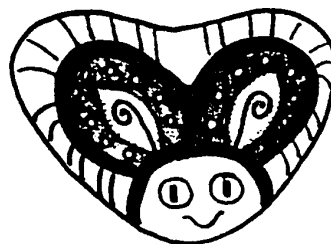
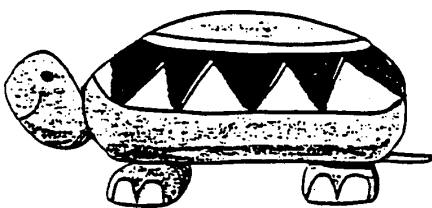
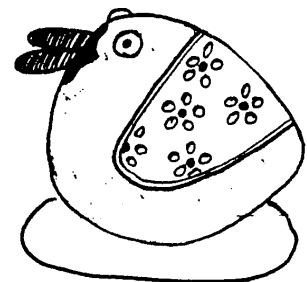
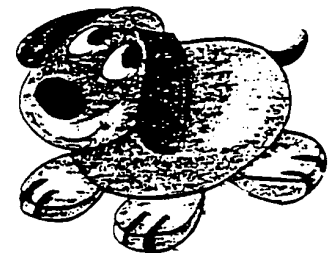
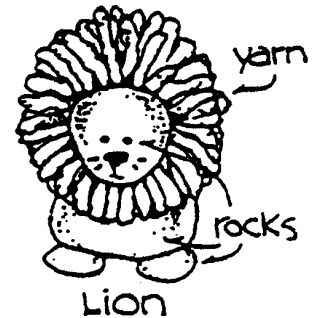
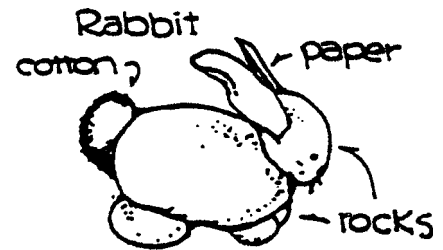
GLUE--clear drying. Fast drying glue is not suggested as it is almost impossible to make any changes and/or corrections once set. Glue guns do not work on rocks.

NON-HARDENING MODELING CLAY--invaluable for fixing and holding stones together while they are being glued and while glue dries.

PAINT--Use poster or acrylic colors. Best to use light colors and just enough to give a good opaque color. Usually painting can be done when entire figure is finished, but in some cases, where very small stones are used as accents, painting first before gluing is suggested.

VARNISH--The use of a varnish is a matter for personal taste. The color of a varnished stone will look as fresh as if it were under water and does bring out the natural texture.

PAINT BRUSHES--Use small size and softest bristle available. Rough out desired pattern first and get used to painting thin lines.

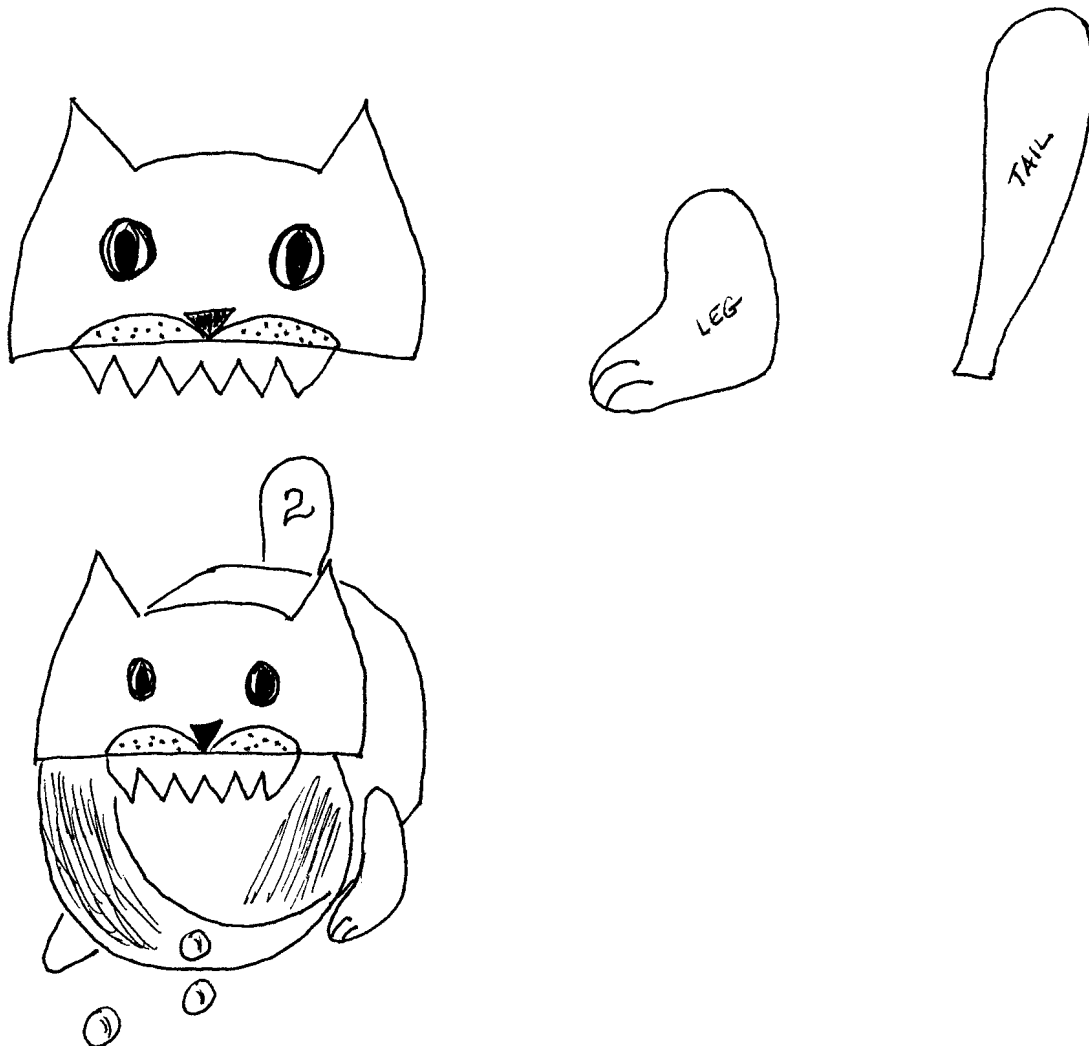


FEED THE BULLDOGS

Make one set for the den and keep it in the den chest of games.

You will need: 3 empty coffee cans. Brown wrapping paper or grocery bags. Glue. Cardboard. Scissors. Red and white construction paper. Paint and paintbrushes. Some balls or marbles to play the game.

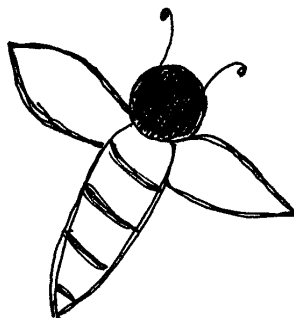
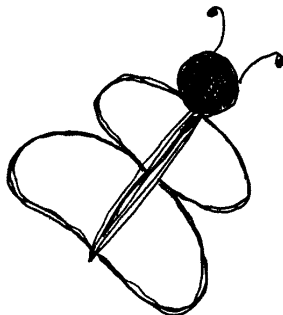
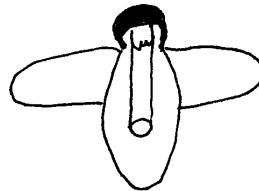
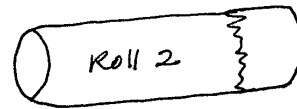
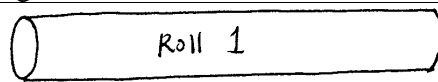
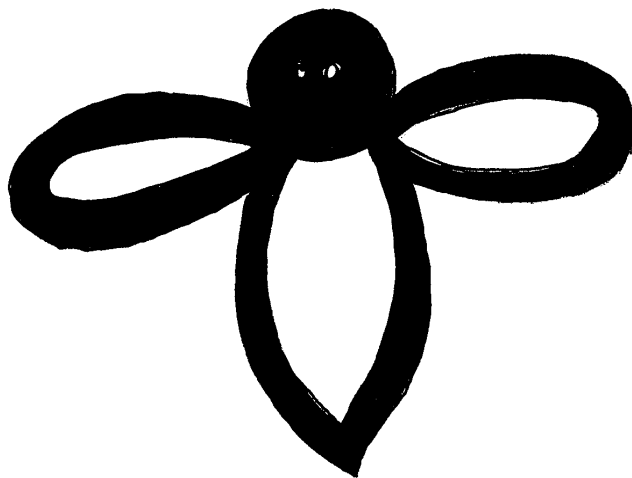
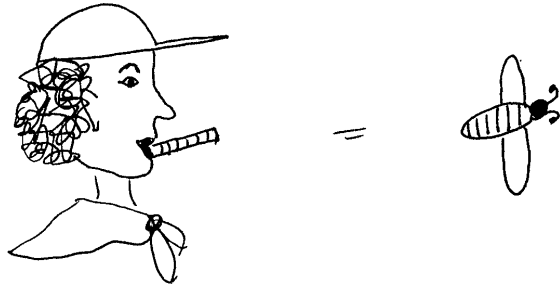
1. Cut out 3 cardboard head halves as shown. Cut sharp teeth out of white construction paper and attach to the heads. Paint faces.
2. Cut 3 tails and 6 legs out of cardboard. Cut 3 tongues out of red construction paper.
3. Wrap the wrapping paper around the coffee can and glue the paper to the can.
4. Heads, tails, and legs will also be glued to the cans. Glue the tongue to the can as shown.
5. On the tails, paint the numbers 1, 2, 3. Then stand the animals up and try to throw balls (or marbles) into their mouths.
- 6.



BLOW-AWAY "FLIERS"

You will need: Lightweight cardboard pieces. White drawing paper. Tracing paper or colored tissue paper. Ruler. Pencil. Scissors. Glue.

1. Cut out of cardboard, one 4" x 4" piece, and one 3" x 4 1/2" piece.
2. Roll the 4" x 4" piece and glue it together (Roll #1).
3. Roll the 3" x 4 1/2" piece and glue it together (Roll #2). It should be larger in diameter than Roll #1.
4. Glue tracing paper on one end of Roll #2.
5. Draw the bumblebee shape on cardboard. Cut it out. Cut out the insides too, leaving an outline shape only.
6. Glue tracing paper on the cutout places. Gently decorate it.
7. Glue Roll #2 onto the bottom of the bumblebee.
8. Now insert Roll #1 into Roll #2 and blow!
9. You can make all kinds of fliers like butterflies, birds, dragonflies, etc.



PENCIL TOP PALS

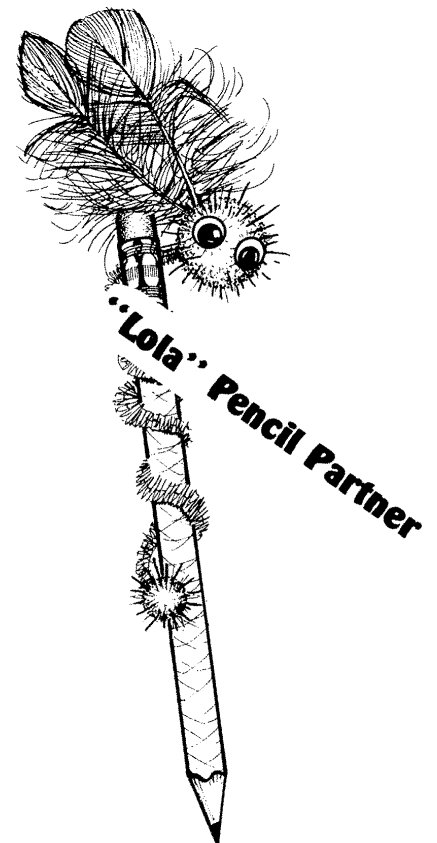
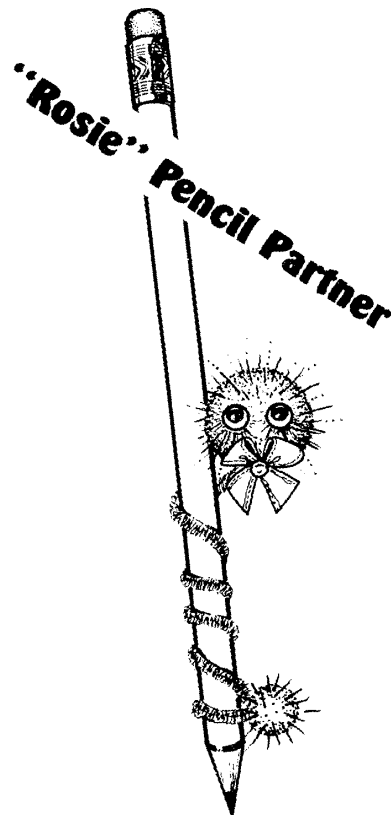
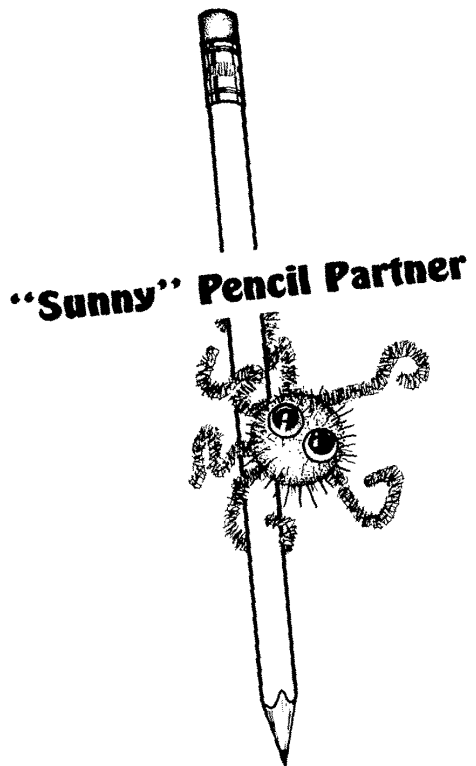
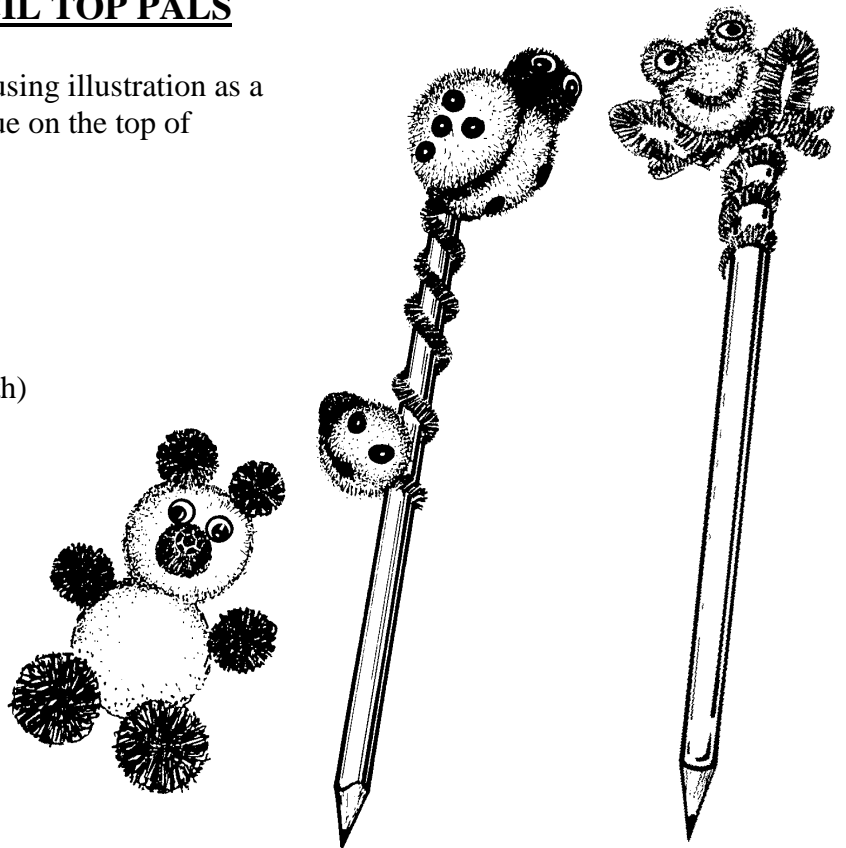
Make pencil tops with pompoms, using illustration as a guide. Make other animals and glue on the top of pencils, too.

FILHERT FROG

- 1 Giant green pompom
- 2 Mini green pompons
- 3 Thick green pipe cleaners
- 1 Red pipe cleaner (small for mouth)
- 2 Wiggle eyes

LOVABLE LADY BUGS

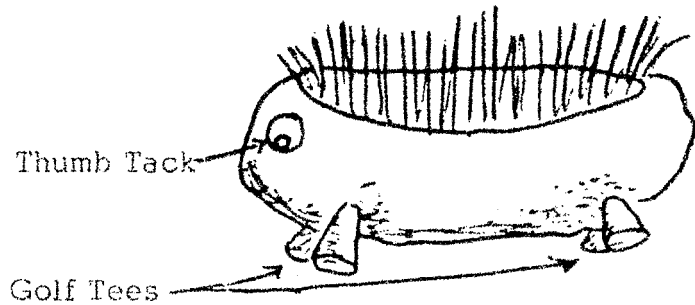
- 1 large red pompom
- 1 Small red pompom
- 1 Med. black pompom
- 1 Mini black pompom
- 1 Black pipe cleaner
- 1 Pkg. black sequins
- 2 Small wiggle eyes (10 mm)
- 2 Mini wiggle eyes (5 mm)



PORCUPINE POTATO PLANTER

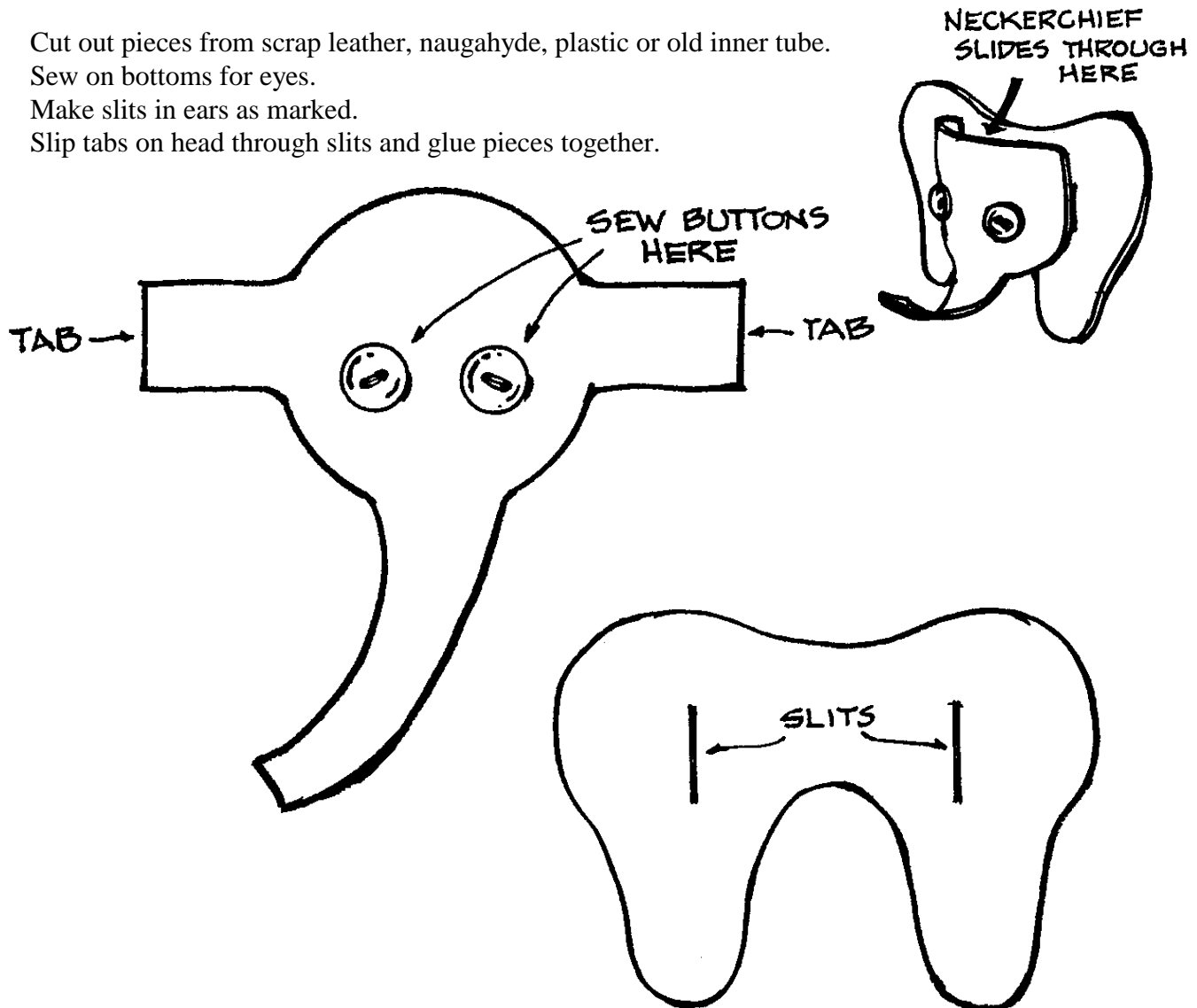
You will need: 1 potato. 4 golf tees. 2 thumbtacks. Dirt. Grass seeds.

1. Scoop out center of potato, leaving a solid shell.
2. Fill with dirt.
3. Scatter grass seeds (rye grass grows fast) over top of dirt.
4. Insert golf tees for feet and thumbtacks for eyes.
5. Set the potato creature near the light and water every other day and watch your porcupine's quills grow.



ELEPHANT SLIDE

Cut out pieces from scrap leather, naugahyde, plastic or old inner tube.
 Sew on bottoms for eyes.
 Make slits in ears as marked.
 Slip tabs on head through slits and glue pieces together.



ANIMAL CUP CAKES

Use store-bought frosting and jel in tubes, available in the cake section.

DOG

Frost cupcake with white frosting, piling high to form a rounded top. Add Oreo cookies for ears. Using round tip, pipe chocolate icing for eyes. Insert white breath mints in centers. Add jelly bean for nose. Pipe red gel for mouth (or use small piece of red candy lace).



MOUSE

Tint frosting with red food color to make pink. Frost cupcake with frosting, piling high to form a rounded top. Add vanilla wafers for ears. Cut a red gumdrop in half for nose (or use red peanut M & M). Use two red-hot candies for eyes. Cut red candy laces into four 1 1/4" pieces for whiskers and one 3-4" piece for tail.

LION

Tint frosting with yellow and red food colors to make gold. Using star tip, pipe frosting around edge of cupcake, pulling frosting away from edge to make manes. Pipe another row closer to center. Pipe a circle of frosting in center. Add green breath mints for eyes and a yellow or brown peanut M & M for nose. Pipe red gel for mouth (or use small piece of red candy lace). Pipe chocolate gel for whiskers. Add candy corn for ears.



BUNNY

Frost cupcake with white frosting, piling high to form a rounded top. Dip into coconut to coat frosting. Tint a portion of the frosting with food color to make a light pink. Spread a thin layer of pink frosting on the sides of two ladyfingers. Insert ladyfingers for ears, securing them in an upright position with toothpicks. Add jelly bean and red-hots for nose and eyes. Cut red candy laces into six 1 1/4" pieces for whiskers.



TURTLE

Tint frosting with green and yellow food colors to make a yellowish green. Frost cupcake with frosting, piling high to form a rounded top. Add large gumdrop (any color) for head and small gumdrop for tail. Add pecan halves for feet. Pipe design on back with chocolate gel. Pipe eyes and nose with red gel.

ZEBRA STRIPE COOKIES

3 cups all-purpose flour
 1 cup of granulated sugar
 2/3 cup of powdered sugar
 1 teaspoon of vanilla
 1 1/4 cups of margarine or butter, softened
 1/4 teaspoon of salt
 1 egg
 1/4 cup of cocoa



1. Mix flour, sugars, vanilla, margarine, salt and egg until dough forms. Divide dough into halves. Mix cocoa into 1 half. Pat or roll each half into 9-inch square. Cut each square into three 3-inch strips. Cut strips crosswise into halves.
2. Lift 1 brown strip half with large metal spatula onto plastic wrap. Top with 1 white strip half; press firmly. Top with remaining 10 brown and white strip halves, alternating colors and pressing firmly to form into a bar about 4 1/2 inches long, 3 inches wide and about 3 inches high. Wrap in plastic wrap and refrigerate until chilled, 1 to 2 hours.
3. Heat the oven to 375°. Cut bar crosswise into about eighteen 1/4 -inch slices; cut each slice crosswise into halves. Place on an ungreased cookie sheet.
4. Bake cookies until edges begin to brown, 8 to 10 minutes. Makes 36 cookies.

Note: If you like, cut the 18 slices of dough with a floured horse cookie cutter, about 3x2 inches. Bake as directed. Repeat by forming another bar of dough; chill, cut and bake. Makes about 30 cookies.

—  **APPLAUSES**  —

A FROG'S FIRST AID FOR BUMPS: "Rubbit, Rubbit, Rubbit!"

LION APPLAUSE: "Roar, Roar, ROAR!!"

ALLIGATOR APPLAUSE: Everyone puts their arms out in front of their body - palms together, open the jaws of the alligator by spreading the arms in vertical motions, slowly, then snapping the jaws shut very quickly - do this three times.

BEAR APPLAUSE: Growl like a bear four times, turning halfway around each time. Growling gets louder each time you turn.

BEAVER APPLAUSE: Cut a tree by tapping front teeth together, slap your tail by slapping a palm against your thigh, then yell, "Timber!"

BEE APPLAUSE: Put arms straight out and pretend to fly while saying, "Buzz! Buzz! Buzz!"

CRICKET OR FLEA APPLAUSE: Flick middle fingernail and thumbnail together.

MOUSE APPLAUSE: "Squeek, squeek, squeek."

WOLF CHEER: Cup hands around mouth, bend over at the waist and as you howl like a wolf, come up until you are tilting your head back and leaning backwards. Do this three times: "Aaaaaaaarrrroooooo!!!"