

BEAR CUB SCOUT PROGRAM HELPS



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For each monthly theme, the left-hand page has a four-week planning chart. In many months, the third week is a theme-related or advancement-related field trip.

The right-hand page of the monthly theme contains songs, crafts, games, and ceremonies to support the monthly theme. These are all included as part of the planning chart.

Additional ideas can be found in the *Cub Scout Leader How-To Book*, the monthly Cubcast (www.scouting.org), and at your monthly district round-table and your council's annual pow wow or University of Scouting.

Plan to have a meeting of all parents or guardians during the summer or early fall to let them know about the fun your den will have during the next year. Try to include as many adults as possible in various activities for your den, from bringing refreshments, driving on field trips, to helping with paperwork of a den newsletter. *The Cub Scout Leader Book*, Chapter 5, has a long list of potential volunteer opportunities for parents or guardians.

Bear Cub Scout Advancement*

While much of advancement in Cub Scouting is intended to be accomplished within the family, many requirements may be met by attending organized den meetings. Den meeting outlines in this chapter include several advancement requirements each month.

Completion of den meeting activities along with home assignments will ensure that each boy receives his next badge of rank at the pack's blue and gold banquet in February. If a Bear Cub Scout has not completed the Bobcat yet, he will need to do all of the requirements at home with his family. The chart below has a list of recommended activities for Wolf Cub Scouts that den leaders may assign to be completed at home each month.

Some things to remember:

- Family involvement is an important purpose of Cub Scouting, and it includes the family being involved in the advancement process. For those requirements completed in the den, the Cub Scout should share his accomplishments with his parent or guardian, who in turn signs the boy's handbook.
- Advancement is a method of Cub Scouting, not a purpose. Boys learn and grow through a variety of activities. Den leaders should be flexible with den meeting plans as they learn what works for their particular den of boys.

	ACHIEVEMENTS To Be Completed at DEN MEETING	ACHIEVEMENTS To Be Completed at HOME	ELECTIVES That Can Be Completed at DEN MEETING
September	Bobcat Trail 1, 2, 4, 5, 6, 7, 3f, 8c, 9a, 9b, 22a	8g plus two more from 8	
October	3f, 5a, 5b, 5c, 5e, 9e, 15a, 16c	1a or 2a, 2b, 9a–g (any four)	
November	3a, 3b, 3f, 6g, 11d, 24d	3j, 11a–e, 11g	
December	3f, 15a, 15b, 16a, 24b	10a, 10b, 19a–d	9a
January	3f, 15c, 17b	16b, 24f plus any two others from 24	
February	4a, 4b, 18d, 18e, 18f		9a, 23d
March			2b, 2c, 6c
April	6g, 22a		
May	3f, 17b		
June	3d		
July	3, 17b		11
August	15b, 15e, 19d		15e

***Special note for Bear Cub Scouts:** Because Bear Cub Scouts can choose a combination of 12 achievements from the 24 available, many different combinations of achievements will bring the Cub Scout to his rank advancement. *Cub Scout Program Helps* provides only one pathway to that end. Allow boys the flexibility to choose their own interests.



SEPTEMBER 2009

▶▶▶ Cub Scout Pockets

BEAR CUB DEN MEETINGS

Dens may meet after school, in the evening, or on weekends. Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Have materials for Pocket neckerchief slides.	Have U.S. flag and supplies to make Pocket Snacks.	Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week's destination. Have supplies to make cookies (Achievement 9a) and supplies to make a den scrapbook (Achievement 8c).
Den leader collects dues.				
GATHERING	Practice requirements 1–7 on the Bobcat Trail . Pair new boys with boys who have earned their Bobcat badge.	Collect permission slips. Pair up the boys and do the two-person contests in Achievement 16b .	Collect permission slips.	Boys sign thank-you note or card. Den chief reviews the procedures for a flag ceremony.
OPENING	Form a semicircle around the flag and recite the Cub Scout Promise (Bobcat Trail 1).	Do the Bobcat Trail ceremony.		Den members share in creating a flag ceremony (Achievement 3f).
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Discuss the theme for the month. Ask if boys collect things. Use that information to select a specific location for the trip in two weeks.	Review Achievement 11c —what to do in a school bus accident.	Based on the boys' interests, take a field trip to a natural history museum. A trip to your local post office will serve to inform boys of the stamp collecting information available there (Elective 22a). At the end of the trip, lead a reflecting discussion with boys about their outing.	Practice the material the den will present as a part of the pack meeting.
ACTIVITY	Make Pocket neckerchief slides. Play Snap the Pocket.	Finish additional two-person contests as needed to complete Achievement 16b . Make Pocket Snacks (Achievement 9b).		Create a den scrapbook (Achievement 8c). Bake cookies (Achievement 9a).
CLOSING	Say the Law of the Pack. Send home permission slips for outing on THIRD WEEK.	Boys give the den leader the Cub Scout salute as they leave the meeting area.		Boys who participated in the flag ceremony now retire the flag. Sing "Taps" as the meeting ends (<i>Cub Scout Songbook</i>).
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK.		Den leader fills out advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Advancement possibilities highlighted this month: *Achievements 3f, 8c, 9a, 9b, 11c, 16b; Elective 22a; Bobcat Trail requirements 1, 2, 4, 5, 6, 7*

Pockets reveal many things. Pockets often reveal a boy's collecting passion. This theme presents a wonderful opportunity for boys to begin their own collections of neckerchief slides and patches, or the infinite variety of common items that people collect for fun such as sports cards and comic books. Making treats together and working together on the two-person contests will give the Cub Scouts the opportunity to get to know each other and learn about the fun of Cub Scouting.

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

- **Achievement 8e**, The Past Is Exciting and Important: Boys can explore the history of their community.
- **Achievement 11e**, Be Ready: Families can plan escape routes and practice in case of emergency.
- **Elective 22b**, Collecting Things: Mount and display a collection of objects.

OPENING CEREMONY: BOBCAT TRAIL

Boys form two lines. The two lines face each other. On signal from the den leader, all boys make the Cub Scout sign (*Bobcat 4*). The den leader explains what the Cub Scout sign means. Next, boys reach across the space between their two lines and give the Cub Scout handshake to those opposite (*Bobcat 5*). The boys in one line ask those in the other line to say the Cub Scout motto (*Bobcat 6*); the boys repeat, "Do Your Best," then switch, with the other line asking and the first line answering. All boys in unison say the Cub Scout Promise (*Bobcat 1*) and the Law of the Pack (*Bobcat 2*). Then all boys face the U.S. flag and give the Cub Scout salute (*Bobcat 7*).

PET ROCKS

Materials: Rocks and pebbles, glue, wiggle eyes, pom-poms, fun fur, scissors, acrylic paints, paintbrushes

Put pebbles and craft supplies in the center of a table and invite the boys to use their creativity to make and decorate their pet rocks. Look for natural features in the rocks that resemble noses, chins, ears, and so on. (Shells can also be used in this creative way.)

POCKET SNACKS

(Achievement 9b)

Ingredients: Wheat bread, cheese slices, finely chopped lettuce

Give each boy a piece of bread, a cheese slice, and lettuce. (Adjust the recipe if boys are allergic to any ingredients.) Lay the cheese on the open piece of bread; put the lettuce on one half of the cheese. Fold the bread over. To seal the open edges, press a fork along the sides of the bread.

COIN/STAMP COLLECTION MAP

Materials: Coins or stamps from other countries, world map

Have the boys bring to the den meeting coins or stamps from their native countries or any countries they have visited, or foreign coins they have accumulated. Tape a world map onto a large matte board. Have the boys point out where the coins or stamps came from. Place coins in plastic coin envelopes, then tape them to the corresponding location on the map.

SHELL-COLLECTING IDEAS

Tiny shells can be kept in small bottles with screw caps or corks. Medium shells may fit into matchboxes. Larger shells can be kept in cardboard boxes. Shells can be mounted on cardboard with household cement. Each shell should be identified and labeled. For a special display, use household cement to glue shells to golf tees, then press the points of the tees into a piece of rectangular foam.

POSTAGE STAMP NECKERCHIEF SLIDE

Materials: Craft foam, chenille stem, low-temperature glue gun, reproduced photographs

Photograph the Cub Scout den. On a computer or at a copy shop, have the photo reduced to 1¼ by 2 inches. Prepare a page of the photos so each Cub Scout will have one to use. Cut pieces of craft foam to fit the photo and glue photo in place. Glue a chenille stem ring to the back as the slider.

GAMES

Coin Toss

Equipment: Chair or stepladder, three coins for each boy, three open boxes

Give each boy three coins and direct the players to put the coins in their pockets. Place three open boxes on the floor in a row in front of

a sturdy chair or stepladder. Boys climb two or three steps up the stepladder, then drop a coin into an open box below. Score one point for every coin that lands (and stays) in a box.

Snap the Pocket

Explain that boys will click their heels to make sounds like pockets snapping shut. Boys stand with their feet apart. They jump upward, strike their heels together, and land lightly with their feet apart again.

POCKET NECKERCHIEF SLIDE

Materials: Blue craft foam or felt, glue, black pen, slider (1-inch piece of ½-inch PVC pipe or plastic tubing, or film canister with cuts for neckerchief to pass through), miniatures of things a boy might put in his pocket (plastic worms and frogs, snakes made from pipe cleaners, candy and gum wrappers, etc.)

Cut a rectangle of craft foam or felt, 3¼ inches by 1¾ inches; cut each short edge to a shallow point to look like a Cub Scout pocket and flap. Glue the pocket's contents (frogs, candy wrappers, etc.) about 2 inches up from the bottom. Fold over the top 1¼ inches to form the pocket flap; glue in place. Draw a button on the pocket flap (or glue or sew a small button onto the flap). Glue pocket to slider.



When writing on craft foam, use craft paint or ballpoint pen. Do not use felt pens—they take a long time to dry and tend to smear.



BEAR CUB DEN MEETINGS

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WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Gather poster materials, pens, pencils, markers, and reference materials. For each boy, have copies of Jungle Safari crossword puzzle and "Cub Scout Vespers" (<i>Cub Scout Songbook</i>).	Purchase trail mix ingredients to supplement the supplies that boys will bring. Prepare animal picture pieces for Where Am I? game. Have a globe or world map and a U.S. flag.	Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week's destination. Have a ball for kickball game.
Den leader collects dues.				
GATHERING	Work the Jungle Safari crossword puzzle.	Collect permission slips. Have boys find jungle regions on a globe or world map. Identify where Baden-Powell spent time in Africa.	Collect permission slips.	Boys sign thank-you note or card. Do relay races (Achievement 16c).
OPENING	Form a line. Selected boys perform a flag ceremony with the Pledge of Allegiance (Achievement 3f).	Circle around the U.S. flag and sing "America" (<i>Cub Scout Songbook</i>).		Each boy answers the den roll call with one idea he can do to help the animals in our world: recycle, conserve water, etc.
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Explain the Jungle Safari theme and the den's contribution to the pack meeting this month. Work on Achievement 5e : Talk about an extinct animal and some of the ways we may be contributing to the endangered species list.	Get posters that were made last week and practice how the den will present them at the pack meeting.	Visit a zoo, wildlife preserve, animal rescue facility, nature center, aviary, or game preserve (Achievement 5d) <i>OR</i> Take a virtual zoo tour online <i>OR</i> Watch <i>The Jungle Book</i> movie together as a den.	Practice the poster presentations for the pack meeting. Encourage boys to speak clearly and face the audience when speaking.
ACTIVITY	Have each boy make a poster of an animal or a bird (Achievement 5a). The den leader saves the posters for the next den meeting. Play Turtle Tag (Cub Scout Leader How-To Book).	Play the Where Am I? game. Make Trail Mix (Achievement 9e).		Play kickball (Achievement 15a). Conduct the What Does a Wildlife Conservation Officer Do? activity (Achievement 5c).
CLOSING	Sing "Cub Scout Vespers" (<i>Cub Scout Songbook</i>). Ask boys to bring an ingredient for the trail mix to be made next week. Send home permission slips for outing on THIRD WEEK.	Recite the Cub Scout Promise and the Law of the Pack. Discuss how Cub Scouts live by the Law of the Pack and how jungle animals live by the law of the jungle.		At the end of the trip or event, lead a reflecting discussion with boys about their outing.
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK.	Confirm transportation for next week's outing.	Den leader fills out advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Advancement possibilities highlighted this month: *Achievements 3f, 5c, 9e, 15a, 16c*

With a roar and a growl and an “eek, eek, eek,” the jungle comes alive for Cub Scouts this month. The history of the Cub Scout story highlights Baloo, the wise old brown bear who taught the wolf cubs the Law of the Pack. Perhaps this month, during a quiet moment in the den meeting, den leaders can share this story. This theme provides an opportunity to educate your Cub Scouts about our animal friends of the jungle and the world and the impact we can make on our world by being aware of the need for conservation in all aspects of our lives.

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

- **Achievement 8b**, The Past Is Exciting and Important: Cub Scouts can investigate how Cub Scouting has changed over the years.
- **Achievement 17d**, Information, Please: Boys can use a computer to get information on different animals that may be threatened.
- **Elective 14a**, Landscaping: Fall cleanup at a local church or in public areas is a good Cub Scout project.

WILDLIFE POSTERS

(Achievement 5a)

Materials: Poster materials, markers, pencils; books or magazine articles with information about animals and how they live

Each boy creates a poster to be presented at the pack meeting.

EXTINCT AND ENDANGERED ANIMALS

(Achievement 5e)

Materials: Information from your local library, magazines, etc., about extinct animals; a list of endangered species

Help boys discover the endangered animals and why some animals have become extinct. A simple Internet search will provide lists of extinct and endangered species. Present a variety of materials and prepare an example. Give boys the names of some endangered animals. Describe interesting aspects of the habitats of endangered animals and what the challenges are to the continued existence of these animals.

Adopt an Endangered Animal. The World Wildlife Fund (www.worldwildlife.org) has information on endangered species. Consider letting Cub Scouts “adopt” an endangered animal.

WHAT DOES A WILDLIFE CONSERVATION OFFICER DO?

(Achievement 5c)

For this role-play, divide the boys into three groups. Assign each group one of the three main areas of conservation-officer tasks (described in the *Bear Handbook*). After boys read their part, they prepare a role-play skit that describes that concept and present it to the den.

JUNGLE IN A JAR

Materials: Clean 64-ounce or larger clear glass or plastic jar (or substitute a clear plastic storage container with transparent, see-through sides and tight-fitting lid), small rocks, potting soil, small plants; one or two plastic, waterproof jungle animals (optional)

Put approximately 2 inches of small rocks in the bottom of the container; add soil, enough to more than cover the roots of the plants to be planted. Plant plants and add optional jungle animals. Water until soil is damp but not soggy. Put lid on so it is tight. The terrarium should not need watering if the lid is airtight.

GAME: WHERE AM I?

Materials: For each pair of boys, one animal picture cut in half

Boys move about to find the matching piece to complete their animal. When boys find each other, they can make the sound of that animal.

WHAT'S COOKING? TRAIL MIX

(Achievement 9e)

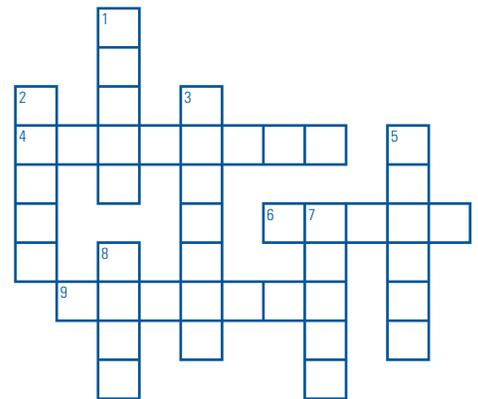
Materials: Ingredients for trail mix such as chocolate candies, nuts, raisins, pretzels, cereal, dried fruit, seeds, or granola. Have a large mixing bowl or smaller individual bowls, spoons, storage bags, and disposable gloves.

Make enough for the den meeting and for the outing on the third week. You could invite another den to participate.

RECYCLING DRIVE

Your den can sponsor a recycling drive for the pack. Let the boys make posters and distribute to all the dens with the rules and requirements. Have the materials brought to the pack meeting to see how large the pile is. Contact your local recycling center to arrange for pickup of the items.

JUNGLE SAFARI CROSSWORD PUZZLE



Across

4. I am always packed and ready to travel
6. I have a big horn on my nose
9. I have the longest neck of the animals

Down

1. I am an animal and a Scout
2. Stripes are my game, ___ is my name
3. I am the fastest cat
5. I like just hanging around
7. I think safari life is funny
8. I am the king of the jungle



NOVEMBER 2009

▶▶▶ Cub Scout Salute

BEAR CUB DEN MEETINGS

Dens may meet after school, in the evening, or on weekends. Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Prepare and make copies of the Learn the Meaning of the Pledge of Allegiance activity.	Bring magazines, newspapers, and library books for the famous Americans activity (Achievement 3b).	Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week's destination. Have paper for making paper hats.
Den leader collects dues.				
GATHERING	Do the Learn the Meaning of the Pledge of Allegiance activity.	Collect permission slips. Discuss Achievement 11d , what to do in a car accident.	Collect permission slips.	Boys sign thank-you note or card. Den chief and assistant den leader help boys to write what makes America special to them (Achievement 3a).
OPENING	Denner leads a flag ceremony (Achievement 3f).	Form a semicircle. Denner leads the Cub Scout Promise.		Conduct the Stepping Forward for Your Flag opening.
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Explain that the month's theme is Cub Scout Salute. Ask boys what they think that might mean. Explain that in three weeks they will be writing about what makes America special to them (Achievement 3a), and that their writings will be shared at the pack meeting.	Boys look at the books and magazines the den leader provides and find information about two famous Americans. They should be prepared to tell about the things those people do (or did) to improve our way of life (Achievement 3b).	Participate in a neighborhood cleanup project Achievement 6g . An additional field trip might be to a veteran's memorial in your community. At the end of the trip, lead a reflecting discussion with boys about their outing.	Practice how the boys will share their writings about America at the pack meeting. Have boys share their experience in telling someone they have done a good job (Achievement 24d).
ACTIVITY	Prepare Fruit Skewer Treats. Play the Smart Salute game.	Ask boys if they can think of any heroes in their community. Ask if firefighters are heroes. Play the Firefighters Relay.		Make paper hats.
CLOSING	Have boys tell one person that they did a good job today (Achievement 24d). Den leader challenges boys to tell another person during the week that they did a good job. Prepare to share during the FOURTH WEEK's den meeting. Send home permission slips for outing on THIRD WEEK.	Observe a moment of silence, remembering all the veterans who have sacrificed to keep America free and safe.		Recite the Law of the Pack.
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				

Advancement possibilities highlighted this month: *Achievements 3a, 3b, 3f, 6g, 11d, 24d*

A salute shows respect. A salute is a way to give attention to another. A salute is a good thing for a Cub Scout to learn and practice. As boys explore the idea of heroes around them, the obvious focus may be on citizenship. Boys will prepare for the pack meeting, where they will share their thoughts on America. If certain boys are uncomfortable about getting up and sharing, the den leader could share out loud some of their writings. Leaders will want all boys to participate in their own way.

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

- **Achievement 3c**, What Makes America Special? Exploring older homes near where boys live may reveal that historic heroes occupied these homes.
- **Achievement 22d**, Tying It All Up: Boys can learn how to coil a rope and toss it with accuracy.
- **Elective 19**, Swimming: Learning the basic skill of swimming will be an achievement with lifelong benefits.

GAMES

Match the Heroes

Obtain 16 photos or prints of men or women. Ten of them must be famous from the present or the past. Six can be anybody; they are decoys. For each famous hero, write a short descriptive phrase. *Examples:* "The father of our country" (Washington); "The inventor of a practical electric light" (Edison); "The mother of the civil rights movement" (Rosa Parks). Boys line up in relay fashion, facing a board with the photos mounted. The leader reads a descriptive phrase, and the first boy in each team races to the board to touch the correct picture. Score one point for the first to touch correctly. Continue through the 10 heroes.

Smart Salute

Boys sit in a circle. The leader should have his or her legs crossed. To play, give the Cub Scout salute and tell everyone that he must salute his neighbor the same way you do. Then observe each boy's salute and say "yes" or "no." The trick? The boys must also have their legs crossed. Have the assistant den leader in on the trick. Continue, giving hints and exaggerating the crossing of legs if needed until a Cub Scout solves the mystery of the Smart Salute.

Firefighter's Relay

Form relay teams. One person from each team stands on the opposite side of the playing area—he is the firefighter. On the start signal—"FIRE! FIRE!"—the firefighter from each team runs across the playing area to save his team members from a burning building. He takes one person by the wrist or hand and runs with him to the original position. (If desired, make the route an obstacle course, requiring boys to "crawl beneath the smoke" for a distance.)

When the firefighter and the rescued person reach safety, the rescued boy becomes the firefighter and races to rescue another team member from the opposite end of the playing area.

OPENING CEREMONY: STEPPING FORWARD FOR YOUR FLAG

Form a straight line in front of the U.S. flag. Boys say the Pledge of Allegiance. Then, starting at the beginning of the line, each boy steps forward, salutes the flag, and steps back into line.



Cub Scout Ceremonies for Dens and Packs contains many flag ceremonies that will help leaders build great, memorable patriotic ceremonies.

LEARN THE MEANING OF THE PLEDGE OF ALLEGIANCE

Directions: Circle the word that means the same as the word on the left.

PLEDGE	Polish	Family	Promise
ALLEGIANCE	Puppy	Loyalty	Garden
NATION	Country	Cereal	Building
INDIVISIBLE	United	Paint	Can't be seen
LIBERTY	Market	Lesson	Freedom
JUSTICE	Promise	Simple	Fairness
REPUBLIC	Bank	County	Form of government
CITIZEN	Suit	State	Person
FLAG	Banner	Rule	Pole

SNACK: FRUIT SKEWER TREATS

Ingredients: Assorted fruits such as blueberries, large blackberries, or other dark (bluish) fruit; strawberries or cherries; banana slices or large chunks of pineapple; large (not miniature) marshmallows; wooden skewers

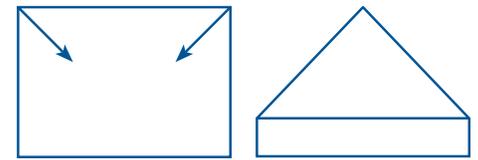
Lay out the fruit and marshmallows in a red-white-and-blue pattern and skewer the individual items or slices.

RESPONSE TO CAR ACCIDENT SCENARIO

(Achievement 11b)

Assistant den leader, parent, or den chief leads a role-play activity about what boys should do in a car accident. You might bring toy cars, draw a typical intersection on paper, and show various scenarios for role-playing.

HOW TO FOLD A PAPER HAT



Start with a sheet of newspaper. Fold the upper corners down to make a triangle shape, approximately 2 inches above the lower edge. Then take the lower edge and fold one side up above the folded triangle shape. Turn the paper over and fold the other side up above the folded triangle shape. Open to reveal a hat.

DEN LEADER'S MINUTE

Cub Scouts, we have explored what it is to be a hero. Did you know that you are heroes? Every time you help others, every time you show kindness to others in your class or church, every time you show your Cub Scout spirit and do your best, you show what a hero is. I salute you all.



DECEMBER 2009

Works of Art

BEAR CUB DEN MEETINGS

Dens may meet after school, in the evening, or on weekends. Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	<p>Call a local retirement home or children's hospital to schedule a time for your den to come Christmas caroling.</p> <p>Have supplies for Jingle Bell Bracelets and Artist Palette neckerchief slides.</p>	<p>Have paper, markers, and pens for creating holiday cards. Have U.S. flag and ornament-making supplies.</p>	<p>Call the destination of your outing to confirm arrangements, times, fees, etc.</p>	<p>Denner writes thank-you to last week's destination.</p> <p>Have a set of horseshoes and set up the playing area outside. Have U.S. flag.</p>
Den leader collects dues.				
GATHERING	<p>Make Jingle Bell Bracelets to take caroling during THIRD WEEK activity.</p> <p>Assign each boy an "artist name" for the month, such as Roger Renoir, Mark Monet, Daniel Donatello.</p>	<p>Collect permission slips.</p> <p>Practice singing the holiday songs the den will share when caroling during the outing.</p> <p>Make Holiday Ornaments.</p>	<p>Collect permission slips.</p> <p>Speak with boys about the conditions they may see in the hospital or retirement home. Encourage them to speak clearly and frankly with the patients or residents.</p>	<p>Boys sign thank-you note or card.</p> <p>Play horseshoes (Achievement 15a).</p>
OPENING	<p>Boys answer roll call with their artist name. Sing a holiday song.</p>	<p>Den chief leads the boys in the Cub Scout Promise and the Law of the Pack.</p>		<p>Perform a flag ceremony and say the Pledge of Allegiance (Achievement 3f).</p>
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	<p>Discuss the Works of Art theme and the plans for the meetings this month.</p> <p>Elect a denner and assistant denner for the month (Achievement 24b).</p>	<p>Explain the Works of Art theme and talk about next week's caroling.</p>		<p>Discuss the pack meeting plans and practice singing the songs the den will lead.</p>
ACTIVITY	<p>Do Achievement 16a, fitness stretching.</p> <p>Play Snowball Tag.</p> <p>Make Artist Palette neckerchief slides.</p>	<p>Create holiday cards to hand out next week at the children's hospital or retirement home.</p>	<p>Visit a local retirement home or children's hospital and go caroling.</p> <p>At the end of the trip, lead a reflecting discussion with boys about their outing.</p>	<p>Play the Who Is Missing? game.</p> <p>Play the Colors game. If weather permits, take this game outdoors.</p>
CLOSING	<p>Cub Scouts shout out their den yell.</p> <p>Send home permission slips for outing on THIRD WEEK.</p>	<p>Form a Living Circle and say the Cub Scout motto.</p>		<p>Den lines up before the U.S. flag. Boys observe a moment of silence. Wish each other "Happy New Year" as boys leave. Say good-bye using their "artist name."</p>
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	<p>Den leader files local tour permit with council service center for outing planned for THIRD WEEK.</p>	<p>Verify with the outing destination the time of arrival, location, and duration allowed for your visit.</p>	<p>Den leader fills out advancement report for the pack leaders' meeting.</p>	<p>Den leader mails thank-you note.</p>
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Advancement possibilities highlighted this month: *Achievements 3f, 15a, 15b, 16a (partial), 24b; Elective 9a*

What fun when each boy has an artist to identify with and learn about! The National Gallery of Art (www.nga.gov) has an index of artists from A to Z. There's a name for every boy. Start the month with a fun neckerchief slide to remind the wearer of the importance of art in everyone's life. Cub Scouts will do a Good Turn this month, visiting a local retirement center or children's hospital and sharing holiday songs. End the month at the pack meeting, singing those songs one more time with the whole pack joining in. This is a great way to close out 2009.

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

- **Achievement 9c**, What's Cooking? For many families, cooking together is an art form.
- **Achievement 12b**, Family Outdoor Adventures. Hikes can be fun in cooler weather. Your local community may have holiday light displays to enjoy.
- **Elective 9a**, Art: Find a favorite outdoor location and draw or paint it. Cub Scouts can compare the way their favorite places look in winter to the way they look during other seasons.

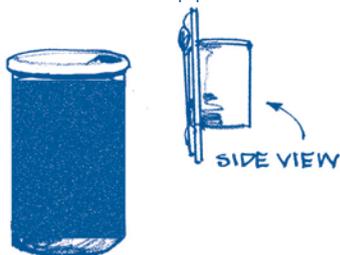
JINGLE BELL BRACELETS

Materials: Chenille stems, jingle bells

Boys feed the end of a chenille stem through the clasp at the top of a bell and twist the stem to secure. Then twist the length of the stem around the wrist to make an easy musical instrument. Each Cub Scout should make at least one bracelet. Boys may wear and use them when they go caroling.

ARTIST PALETTE NECKERCHIEF SLIDE

Materials: Palette shape cut from ¼-inch-thick wood, drilled with a thumb hole; sandpaper; paints; toothpicks; low-temperature glue gun; ½-inch piece of ½-inch PVC pipe



Boys sand all edges of the wood with sandpaper. To create a miniature paintbrush, paint the tip of a toothpick black (the bristles) and paint the opposite end black (the handle) with a ¼-inch ring of white separating them. Add spots of different paint colors to the palette. Glue the dried miniature paintbrushes to the top of the palette. Glue a length of PVC pipe to the back to make the slide ring.

FITNESS STRETCHING

(Achievement 16a)

Have the boys stand in a circle with enough room to stretch. The leader starts by doing a stretch and telling a story that goes with it. For example: "Last year when the snow was so deep, I bent over to make a snowball." Everyone stretches toward their feet. The leader

then asks the Scout to the right, "What did you do last year when the snow was so deep?" The Scout repeats the process, creating his own story and his own stretch. This repeats until every participant has an opportunity to tell his version of the story and do his stretch.

GAMES

Snowball Tag
(Achievement 15b)

Materials: Three to five soft play balls; or, in areas with snow, play outdoors with the real thing.

Form two teams. On signal, boys start to throw the balls to the other side. The object is to hit a player with the ball; then that player joins the team the thrower belongs to. If a boy catches a ball in the air, the player who threw it must join the opposite team. The only balls that count are those hitting below the waist.

Who Is Missing?

Boys form a circle and commence to walk around in a circle. On the leader's signal, all players cover their eyes with their caps or their hands. The leader touches one boy on the shoulder; that boy leaves the room as quickly and quietly as possible while the others continue to walk with their eyes closed. When the leader calls "Stop," the boys stop walking and uncover their eyes. The first one to shout out the name of the missing boy is the winner.

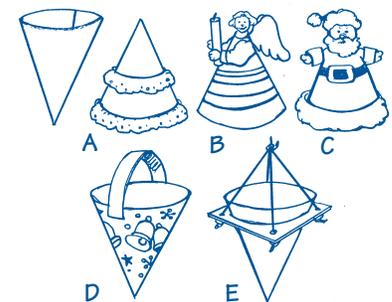
Colors

The den leader sits in the middle of the circle, points to a player, and calls out a color; e.g., "red." Before the leader can count aloud to 10, the Cub Scout must name an object that is red (tomato, fire engine, etc.). The same object cannot be repeated. If a player fails to think of an object before the leader has counted to 10, the two switch places. Continue with other colors.

HOLIDAY ORNAMENTS

(Elective 9a)

Materials: Cone-shaped drinking cups, construction paper, cotton balls or white fur, beads, etc.



Several different ornaments can be made from these cups. *A*, *B*, and *C* are ornaments for the tip-top of Christmas trees. *A* is made from two cups, fringed and curled, then painted red and gold. *B* is an angel with stiff paper arms, wings, and candle; she is gold and white. *C* is a red Santa with cotton-fur trimmings. *D* and *E* are candy baskets brightly colored and decorated with beads.

Serve As a Denner

(Achievement 24b)

The denner and assistant denners are elected positions in the den, responsible for helping the den chief and den leaders in meetings. They might help with setup and cleanup, lead opening and closing ceremonies, or have other special duties. The denner wears a gold double-strand shoulder cord on his left shoulder; the assistant denner wears a gold single-strand shoulder cord.

There are different ways to share this leadership position. Some dens will require that elections are held with only those boys who have not held the position being eligible. Encourage every boy to have a meaningful opportunity to serve as the denner.



JANUARY 2010

▶▶▶ Power Up!

BEAR CUB DEN MEETINGS

Dens may meet after school, in the evening, or on weekends. Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Gather equipment for game and Making Electricity activity, have supplies for popcorn treats, and have U.S. flag.	Have table-tennis balls for Blow Ball game, library books with pictures of wind farms, and materials for Power Pull game. Have U.S. flag.	Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week's destination. Have paper and envelopes for writing cards and supplies to make wind socks.
Den leader collects dues.				
GATHERING	Play Perpetual Motion game (Cub Scout Leader How-To Book).	Collect permission slips. Play Blow Ball (Cub Scout Leader How-To Book).	Collect permission slips.	Boys write a thank-you note or card. This might be to the place visited last week, to a parent helper, or to another person such as a teacher or clergy member who has helped a Cub Scout (Achievement 17e).
OPENING	Gather in front of the flag and recite the Pledge of Allegiance.	Conduct a flag ceremony (Achievement 3f).		Denner leads the den in the Law of the Pack.
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Talk about when and how electricity was discovered and that our theme this month is Power Up! Ask boys what we use electricity for. Invite boys to plan for a game to lead during the next few meetings.	Talk about wind power. Show pictures of wind farms. Give boys time to lead a game for the den (Achievement 15c).	Visit the local electric company, wind farm, solar electric facility, or lighthouse.	Discuss the pack meeting plans for this month. For the pinewood derby, remind boys of the starting times and check-in rules. Play charades (Achievement 17b).
ACTIVITY	Do the Making Electricity activity. Have Powerful Party popcorn treats.	Each boy makes a Power Pull game piece. Play the game.	At the end of the trip, lead a reflecting discussion with boys about their outing.	Make Wind Socks (Cub Scout Leader How-To Book). Play the Name That Power game.
CLOSING	Den forms a circle and repeats the Cub Scout Promise. Send home permission slips for outing on THIRD WEEK.	Denner gathers everyone together and all join in to shout the den yell.		Do the Cub Scout Power closing.
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK.		Den leader fills out advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Advancement possibilities highlighted this month: *Achievements 3f, 15c, 17b, 17e*

Power is in the air around us, whether static electricity or wind power, or created by us using chemicals and tools. Boys can explore different types of power that they have the ability to control. Cub Scouts will create one type of electricity and harness another. Boys will be finishing up their achievements this month for the Bear badge, and time is planned for them to present the necessary items or activities to the den. Den leaders and den chiefs will be a big help in making sure the Bear Cub Scouts are successful in their presentations.

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

- **Achievement 16**, Building Muscles: Stretching exercises and different physical movements help boys see the power that comes from being physically fit.
- **Elective 2**, Weather: The power of weather elements is another type of power to explore. Boys can learn how to read a thermometer, a good life-skill to have.
- **Elective 4**, Electricity: Boys can explore how electrical connections work by creating a doorbell and more at home.

MAKING ELECTRICITY

Materials: Playing card (not plastic), sheet of copier paper, comb, piece of tissue paper or cleansing tissue

By rubbing two unlike objects together, you can produce a type of electricity known as static electricity. It will not shock or hurt you. Do these four experiments to learn some of the ways that static electricity is produced.

1. Rub a playing card rapidly back and forth on a wool sweater or jacket. Press the card against the wall. If the wallpaper is not too slick or oily, the card will stick.
2. Rub a piece of copier paper quickly back and forth on the wall. If conditions are right, the paper will stick to the wall.
3. Comb your hair briskly with a dry comb. Hold the comb close to your hair and see how the static electricity draws the ends of the hair to the comb. If your hair is wet or oily, this experiment will not work.
4. Briskly comb your hair with a dry comb and touch it to a small piece of tissue. As the comb lifts the tissue from the table, watch as the tissue clings to the comb from the static electricity that was formed.

SNACKS

Powerful Party Spicy Popcorn

Ingredients: 1 cup popcorn kernels, ½ cup vegetable oil, one 1-ounce package taco seasoning mix, one 12-ounce jar unsalted dry-roasted peanuts

In a large pot, warm the vegetable oil over medium-high heat for a minute or two. Add the popcorn kernels. Cover and cook, shaking the pot until the kernels stop popping. Remove from heat and pour half the popcorn into a large

paper bag. Add taco seasoning and peanuts (be aware of any allergies). Add the remaining popped corn. Fold over the top of the bag. Shake well and serve.

Powerful Party Fun Popcorn

Ingredients: 2 cups miniature marshmallows, ½ cup melted butter, 3 quarts popped popcorn, one 3-ounce package fruit-flavored gelatin

Combine marshmallows and butter. Pour over popped corn and mix well. Sprinkle gelatin all over and toss to mix.

GAMES

Power Pull

Materials: Empty disposable cup, piece of string 3 feet long, wad of paper (or other small object that is easy to tie a string around)

One player gets the cup and the other gets the string and paper ball. Put the paper ball in the middle of a table top, between the two players. The cup person tries to trap the paper ball under the cup before the other player can pull the ball off the edge of the table to safety. When the ball has been trapped five times, players switch places and start a new round. Catching the string doesn't count. The ball must be under the cup to be trapped.

Next: Try the game on the floor with boys on their knees. Pull the string and ball "to safety" out of the playing area between the two boys.

CHARADES

(Achievement 17b)

Write down different sources of power for boys to use in their charades pantomimes.

Name That Power

Boys sit in a circle. The denner starts the game by saying, "I know something that takes power." The next boy must name something

related to power that begins with the last letter of the word at the end of the sentence. Thus, Boy 1 says "power" and Boy 2 must say a word starting with *R*, such as "run." The third boy will say a word starting with *N*, such as "nuclear plant." If a player is unable to supply a word, the play passes to the next player. The game continues until no words can be found.



Find ideas for games for the Bear Cub Scouts to present (**Achievement 15c**) in the *Cub Scout Leader How-To Book*.

CLOSING: CUB SCOUT POWER

Boys join together and chant, "Cub Scout—Power Up!" While chanting, clap five times, then stomp five times. The five-beat cadence goes *one* and *two* and *three-four-five*.

DEN LEADER NOTE

Many boys likely will finish their Bear badge requirements this month in time for presentation of the award at the blue and gold banquet next month. Check with individual boys to see whether they will need to have additional time set aside for the sharing activities that are required for specific achievements. Use your Cub Scout Advancement wall chart to provide a quick reference to the status of each boy.





FEBRUARY 2010

Happy Birthday, BSA

BEAR CUB DEN MEETINGS

Dens may meet after school, in the evening, or on weekends. Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Have materials for Blue and Gold Centerpiece and invitations.	Have U.S. flag, supplies to make placemats, and supplies for making Century Glasses.	Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week's destination. Have materials for Folklore Match Game (Achievement 4a), folklore books, crayons, paper, and pencils.
Den leader collects dues.				
GATHERING	Do the How Much Is 100? activity.	Collect permission slips. Make Century Glasses.	Collect permission slips.	Boys sign thank-you note or card. Play Folklore Match Game (Achievement 4a).
OPENING	Join in a circle. As their names are called, boys answer the roll by identifying something found at a birthday party.	Form den in a circle. Have a boy carry the U.S. flag into the center and lead the Pledge of Allegiance.		Say the Cub Scout Promise.
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Explain the theme for the blue and gold banquet this month. Share some history of Scouting (<i>Cub Scout Leader Book</i>).	Review additional aspects of the history of Scouting (<i>Cub Scout Leader Book</i>). Tell Cub Scouts the story of Scouting's founder, Lord Baden-Powell.	Visit a place of historical interest in your area OR Visit one of your council camping facilities for a tour. At the end of the trip, lead a reflecting discussion with boys about their outing.	Review plans for the pack blue and gold banquet. Send reminders to parents about details of the blue and gold program. Practice singing "Scouts in the Nation" while wearing Century Glasses.
ACTIVITY	Construct Blue and Gold Centerpiece. Boys make blue and gold banquet invitations for their families (Achievement 18d).	Make Blue and Gold Art to use as placemats for the blue and gold banquet. Sing "Scouts in the Nation," wearing the Century Glasses made earlier.		Read a couple of stories from the folklore books you brought. After reading the stories, have the boys write their own folklore story (Achievement 18f).
CLOSING	Form a Living Circle. Denner leads the boys in repeating the Cub Scout Promise. Send home permission slips for outing on THIRD WEEK.	Denner leads the Law of the Pack.		Cub Scouts form a Living Circle and shout "Do Your Best."
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK.		Den leader fills out advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Advancement possibilities highlighted this month: *Achievements 4a, 4b, 18d, 18e, 18f; Electives 9a, 23d*

You're invited to the birthday party for the BSA! Bear Cub Scouts are always looking for ways to have fun with their friends, and celebrating the 100th birthday of Scouting in America is a great reason to have a party. Using their imaginations, boys will put their artistic skills to work preparing for the blue and gold banquet by making table decorations and placemats, and by singing a song for the banquet. The month ends with learning about American folk heroes.

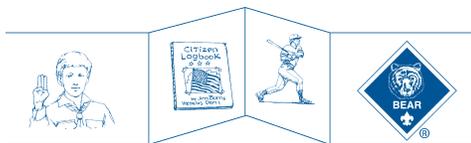
Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

- **Achievement 8d**, The Past Is Exciting and Important: Boys can explore their family history.
- **Achievement 18b**, Jot It Down: Write a letter to someone who will attend the blue and gold banquet with you. Describe the banquet and the 100th birthday of the BSA.
- **Elective 2f**, Weather: Watch the weather forecast during the two weeks before the blue and gold banquet so you can dress appropriately.

BLUE AND GOLD CENTERPIECE

(Elective 9a)

Materials: Colored pencils or crayons, tape, 5-by-7-inch cards that can be colored



Each boy makes a drawing of a certain achievement or maybe a rank advancement. When everyone is done, tape the cards together to form an accordion runner for the center of a table.

HOW MUCH IS 100?

Materials: 100 items for Cub Scouts to count: marbles, pencils, pennies, etc.

To help the boys better understand how much 100 is, have them count out 100 marbles, jelly beans, or other small objects; jump 100 times in place; mark off and run 100 yards; or say "Do Your Best" 100 times (an adult should tick off the repetitions on a sheet easily visible to the Cub Scouts).

Den leaders: Create your own 100 activities or objects to count, throw, or guess. Challenge the boys to come up with their own ideas.

CENTURY GLASSES

Materials: Three small paper plates per boy, scissors, elastic string

Cut the center circle out of two paper plates. Cut a third plate into a strip 2 inches wide down the center. Glue the strip and two circles together to form the number 100. Attach elastic string to the sides and wear as glasses.



BLUE AND GOLD ART

(Elective 9a)

Materials: Potato, knife for carving, yellow poster paint, blue construction paper

Cut a potato in half. Carve into the cut surface a bear paw print. Using the potato as a stencil, dip the paw print into yellow paint. Cover blue construction paper with yellow paw prints. Have the placemats laminated and use them as part of the table decorations at the blue and gold banquet.

SONG: SCOUTS IN THE NATION

Tune: "She'll Be Comin' 'Round the Mountain"

Scouts have been in the nation one hundred years.
Scouts have been in the nation one hundred years.
Scouts have been in the nation,
Scouts have been in the nation,
Scouts have been in the nation one hundred years.

Additional verses:

We are helping others and we do our best, *etc.*

We will join Boy Scouts and daily do Good Turns, *etc.*

MAP TO THE BLUE AND GOLD

(Elective 23d)

Materials: Paper, pencils, crayons, and sample maps

To get from one place to another, people often use maps. Create a map for your invited guests that shows how to get from your home to the blue and gold banquet location. Use different colors to represent different features on the map. For example, blue would represent water; green would represent vegetation

BLUE AND GOLD THANKS

(Achievement 18e)

Materials: Paper, crayons, pencils

Blue and gold banquets are loads of fun. It takes a good amount of work to put everything together for a fun party. Write a thank-you note to those who made the blue and gold banquet happen.

LEGENDS OF THE USA

(Achievements 4a, 4b)

Materials: Handbook and pencil

Have the boys describe what folklore is. Discuss stories and songs of historic legends and play the Folklore Match Game in the *Bear Handbook*. Use a map to discuss where the legends are from. (Point out the different map features like water, vegetation, roads, etc.)

NEW SCOUTING LEGENDS

(Achievement 18f)

Materials: Folklore books, paper, crayons, pencils

Reading about folklore legends is always fun. Let the boys read a story or two, then have them write stories about a make-believe Scouting legend. Be sure they include themselves in their story. What characteristics or traits would this legend have? Share the stories with each other, letting the boys read one another's work and identify Scouting traits.



BEAR CUB DEN MEETINGS

Dens may meet after school, in the evening, or on weekends. Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Have U.S. flag. Have materials to build Foul Weather Bird Feeder.	Have library books on the construction of paper airplanes. Have materials for Hand-Propelled Helicopters.	Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week's destination. Have materials for rain gauge (Bear Handbook, Elective 2c).
Den leader collects dues.				
GATHERING	Den chief works with boys to learn the Four Forces of Flight for the game. Have boys draw airplanes (Elective 6e).	Collect permission slips. With adult supervision, cut out propellers from aluminum cans.	Collect permission slips. Denner conducts an informal uniform inspection.	Boys sign thank-you note or card.
OPENING	Denner leads a flag ceremony with the Pledge of Allegiance.	Denner leads the Law of the Pack.		Den forms a semicircle around the U.S. flag. Sing "The Star-Spangled Banner."
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Discuss this month's theme with the Cub Scouts and get their input on what they want to share at the pack meeting.	Practice the den's pack meeting contribution.	Visit your local airport or airstrip. Review the types of aircraft the boys see. At the end of the trip, lead a reflecting discussion with boys about their outing.	Practice a skit or demonstration for the pack meeting. Explain to boys that weather conditions affect flight.
ACTIVITY	Play the Four Forces of Flight game. Start the Foul Weather Bird Feeder.	Make Hand-Propelled Helicopters. Boys use the helicopters to compete for distance, accuracy to a target, height, etc.		Make a rain gauge (Elective 2c) or other weather-related project. Finish the bird feeder started three weeks ago.
CLOSING	Sing "Taps" (Cub Scout Songbook). Send home permission slips for outing on THIRD WEEK.	Den joins in a circle around the den flag and gives the den yell.		Den joins in reciting the Cub Scout Promise.
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK.		Den leader fills out advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Advancement possibilities highlighted this month: Electives 2b, 2c, 6e

In the air—it's a bird, it's a plane, maybe it's a helicopter or any number of high-flying objects that the Bear Cub Scouts will learn about this month as they explore the Take Flight theme. The *Bear Handbook* provides activities for boys to investigate the wonder of flight in *Elective 6, Aircraft*. The boys will find many different types of flying objects to investigate during a visit to an airport or airstrip.

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

- **Achievement 20**, Sawdust and Nails: Boys may use and identify tools as they build models or bird feeders.
- **Elective 2**, Weather: Air flight and rocket launches depend on accurate weather information.
- **Elective 6**, Aircraft: Cub Scouts will find building model airplanes a fun learning activity.

GAME: FOUR FORCES OF FLIGHT

(Elective 6e)

Boys line up facing the den leader. The leader shouts out one of the four forces of flight; Cub Scouts respond by running forward for *thrust*, running backward for *drag*, falling to the ground for *gravity*, and jumping for *lift*.

Thrust. The engine turns the propeller, which pulls the aircraft forward.

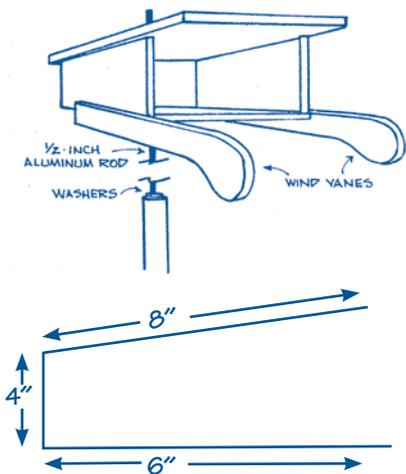
Drag. Air slows the aircraft's forward movement.

Gravity. Weight holds the aircraft down.

Lift. Air flowing over the wings and the angle of the wing into the wind moves the aircraft upward.

FOUL WEATHER BIRD FEEDER

Materials: Aluminum rod; washers; pieces of wood cut as follows: bottom (6 by 6 inches), back (4 by 6 inches), top (6 by 8 inches), sides (6 inches long, 4 inches high at back, 5 inches high at front); two wind vanes, as shown



Make a bird feeder with a cover, as shown in the drawing. Attach the wind vanes to the sides.

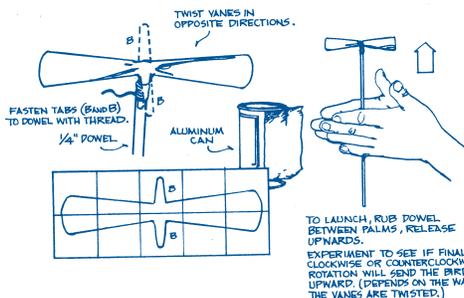
Set a wooden post into the ground. Get a short piece of 1/2-inch aluminum rod at a hardware store. Drill a hole in the post and insert the rod.

Place two or three washers over the rod. Cut holes in the bottom and top of the feeder and put the feeder on the rod.

This feeder turns so that its back is always to the wind. Snow won't blow in, and seed won't blow out.

HAND-PROPELLED HELICOPTER

Materials: Aluminum can, 1/4-inch dowel, heavy thread

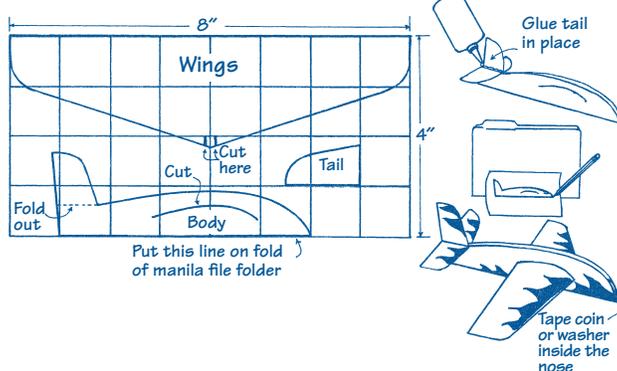


With adult supervision, cut out propeller from aluminum can. Twist propeller vanes in opposite directions. Using heavy thread, fasten tabs B and B to 1/4-inch dowel. To launch, rub dowel between palms; release upward.

MANILA FOLDER GLIDER

Materials: Paper or thin cardboard for patterns, manila file folder, pencil, shears or utility knife, glue, tape, coin or small washer, acrylic paints or marking pens

Enlarge patterns by the grid method so that the wing is about 8 inches, the fuselage 5 inches. Trace patterns onto manila file folder; put fuselage on the fold so it will be doubled. Cut out with shears or utility knife. Put tail piece all the way down between rear wings and tape or glue in place. Fold out rear wings. Slip big wing into fuselage. Cut and slide forward until wing cuts fit into fuselage. Glue or tape coin or small washer inside nose. Decorate with acrylic paint or marking pens. If glider sinks, try a smaller coin or washer in the nose and bend up rear wings slightly.



WEATHER STATION

(Electives 2b, 2c)

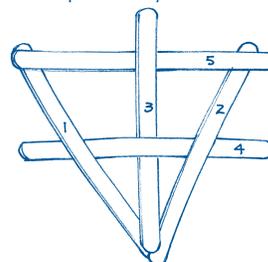
Build a Weather Vane. Record wind direction every day at the same hour for two weeks. Keep a record of the weather for each day.

Make a Rain Gauge. Follow the directions in the *Bear Handbook*.

AMAZING FLYING MACHINE

Materials: Five wide craft sticks or tongue depressors

Weave together five sticks as shown, in the order of the numbers on the sticks in the illustration. Begin by holding sticks 1, 2, and 3 in place by pinching together at the bottom tip; add the middle stick; finish with the top stick. Fly the creation like a flying disk. The craft "explodes" on contact with the ground or other surfaces. Reassemble and have more fun!





BEAR CUB DEN MEETINGS

Dens may meet after school, in the evening, or on weekends. Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Gather materials for the recycled wastebasket project (Cub Scout Leader How-To Book, chapter 2).	Have rope-whipping supplies; have paper supplies for boys to start task charts.	Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week's destination. Have paint for finishing wastebaskets; help den chief prepare to do Spring Stunts activities.
Den leader collects dues.				
GATHERING	Boys tear strips of paper to make wastebaskets.	Collect permission slips. Have den chief or assistant den leader demonstrate how to whip the ends of a rope (Achievement 22a). Practice until time for the opening.	Collect permission slips. Confirm you have any supplies that are needed to do the service project.	Boys sign thank-you note or card. Boys do Spring Stunts.
OPENING	Den chief leads the Cub Scout Promise opening ceremony.	Have boys answer roll call by describing the favorite service project they have worked on in the past at church, in Scouting, at school, or in the neighborhood.		Give the Cub Scout motto. Have boys share one example of something they did their best at during the past week.
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Review the Spring Into Action theme, the pack meeting plans, and service project ideas. Share that the den will sing a song for the pack meeting; teach the actions to "No Bananas in the Sky" (Cub Scout Songbook).	Cub Scouts make a chart of jobs they can do at home and track them for one week (Citizenship belt loop from Cub Scout Academics and Sports Program Guide). Practice song for pack meeting performance.	Take part in a den service project in your neighborhood, community, or senior citizens' center (Achievement 6g). At the end of the trip, lead a reflecting discussion with boys about their outing.	Review the job progress charts created two weeks ago for the Citizenship belt loop to see how well the boys felt they did. Lead a discussion on what they felt they did well, and ask them for ways they could improve.
ACTIVITY	Begin work on recycled wastebaskets (Cub Scout Leader How-To Book, chapter 2) to be painted at FOURTH WEEK den meeting.	Play Find the Leader (Cub Scout Leader How-To Book).		Finish wastebaskets started three weeks ago. Paint and/or decorate them. Practice "No Bananas in the Sky" for pack meeting performance.
CLOSING	Sing "No Bananas in the Sky." Send home permission slips for outing on THIRD WEEK.	Form a semicircle around the den flag and recite the Cub Scout Promise.		Den forms around the den chief and gives the grand howl in his honor (Cub Scout Ceremonies for Dens and Packs).
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK.		Den leader fills out advancement report for the pack leaders' meeting. Record service hours for the Good Turn for America project.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Advancement possibilities highlighted this month: *Achievements 6g, 22a*

This month's theme—Spring Into Action—offers a perfect opportunity to help Cub Scouts develop character, develop an attitude of friendly service, and work on having a positive attitude while exploring the responsibilities of citizenship. The boys will have that experience after they determine which project might mean the most to them. They might clean up a neighborhood or local park, plant flowers at a community location, perform a service project for your chartered organization, or give service at a local senior citizens' center. As the boys share leadership and periodically elect a new denner, use a meaningful ceremony to highlight this leadership opportunity for one of your Cub Scouts.

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

- **Achievement 6b**, Take Care of Your Planet: Plant a tree in your yard, on the grounds of the group that operates your Cub Scout pack, or in a park or other public place. This is an opportunity for the family to get involved with Scouting adventures together.
- **Elective 14a**, Landscaping: With an adult, boys help take care of a lawn or flower beds.
- **Elective 15c**, Water and Soil Conservation: Cub Scouts will find it interesting to see how Mother Nature replenishes after a fire. A burned-out forest or prairie-fire area in your locale would be an out-of-the-ordinary trip for boys and families.

OPENING CEREMONY: CUB SCOUT PROMISE

Equipment: U.S. flag

DEN CHIEF: We recently celebrated the 100th Anniversary of Scouting. The movement started in 1907 when Baden-Powell took 21 boys with him to Brownsea Island, off England's southern coast, for what was to be the world's first Scout camp. It was successful beyond his expectations. From this beginning, Scouting was organized in America and in many other countries. Today, there are millions of Scouts and Scouters around the world. Time changes many things, but the Scout Promise and Law have remained as important today as they were in the beginning. Please stand, give the Cub Scout sign, and repeat with me the Cub Scout Promise. Then we will join in the Pledge of Allegiance.

CEREMONY: DENNER ELECTION

Elect the denner in your usual manner. When the boy is elected, the den leader or den chief leads this ceremony:

Cub Scout (*name*) has been elected to represent Den (*number*) as we walk together through the doorway to Scouting adventure. We ask his help as each adventure begins and ends. It will be his duty to open the doorway of each meeting and to be sure the evidence of our adventure has been cleared away as the meeting closes.

Cub Scout (*name*), do you accept this as your responsibility? (*Cub Scout answers: "I do."*)

Then we present you this denner cord as your "key" to open the doorway for our next (*number of meetings he will be denner*) adventures.

ACTION SONGS

This month at the pack meeting, the Bear Cub Scouts will perform an action song, "No Bananas in the Sky," and encourage the audience to follow along. Help your Cub Scouts be successful:

1. Practice. During the month, practice many times so the boys are familiar with both the actions and the words of the song.
2. Have the words. Print out the lyrics for the boys to take home between den meetings.
3. Choreograph the animation. Encourage boys to be animated in their actions. For example, when pointing to the sky, be sure all boys use the same arm and point their first finger straight up.
4. Smile. At first the boys may be worried about not knowing the words, but after practice they will be more confident and can smile, smile, smile.
5. Practice the staging. Know ahead of time which side of the front of the room they will enter on. Line up the boys numerous times so they are comfortable knowing who they will be standing next to.
6. Encourage audience participation. One boy should announce at the beginning of the performance that the audience is invited to stand and join in the fun. Demonstrate the actions so the audience can follow along easily.
7. Close it out. When the boys are done, encourage them to linger for a moment to the

thunderous applause. Then bow and exit.

TAKE CARE OF YOUR PLANET (Achievement 6g)

Equipment: Work gloves, safety glasses, shovels, rakes, trash bags

Boys will learn about taking care of the world around them. What kinds of projects can they do? Examples include litter cleanup, school-yard cleanup, painting at a local park or playground, and planting flowers or trees at your chartered organization (all with permission and adult supervision).

SPRING STUNTS

It Can't Be Done. Tell your friends that you can jump backward farther than they can jump forward, if they do exactly as you do. Prove it by grasping your toes and hopping backward a few inches. When assuming the same position, the others find they cannot budge.

Strong Arm. Place your hands so the palms are against your chest, with the fingers touching in such a way that the arms and shoulders form a straight line. Your opponent tries to pull your fingers apart by holding your wrists and pulling.

Kneel and Stand. Have a mat or cushion to protect the knees. The player stands, toes to a line. With his hands clasped behind his back, he attempts to kneel and then rise from the kneeling position to a standing position without unclasping his hands.

Stomach Hold. The boys lie on their backs with their fingers interlaced behind their heads. Their knees are bent with their feet placed flat on the floor. Have the Cub Scouts raise their heads and arms and shoulders and hold this curled-up position as long as possible. See if the boys can talk while holding this position.



BEAR CUB DEN MEETINGS

Dens may meet after school, in the evening, or on weekends. Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Have materials for Movie Charades gathering activity.	Gather supplies for Musical Glasses.	Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week's destination. Write clues for charades on cards. Have materials for making Hummer Kazoos.
Den leader collects dues.				
GATHERING	Play Movie Charades.	Collect permission slips. Play the Who Is That Movie Star? game.	Collect permission slips.	Boys sign thank-you note or card. Den chief teaches the "Give Me a Comb" song.
OPENING	Cub Scouts form a Living Circle. Denner leads the Cub Scout Promise.	Sing "I've Got That Cub Scout Feeling" (Cub Scout Songbook).		Selected Cub Scouts perform a flag ceremony (Achievement 3f) .
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Introduce this month's theme, In the Spotlight, and talk with the boys about the song they may entertain with at the pack meeting.	Review the theme and discuss next week's outing. Talk about audience etiquette (silencing cell phones, not talking during a production, arriving on time, etc.).	Visit a television station to watch a live TV program; observe a dance or a mime class; or go to a high school or college play or musical production. At the end of the trip, lead a reflecting discussion with boys about their outing.	Make Hummer Kazoos. Practice the song learned earlier for the pack meeting.
ACTIVITY	Have a songfest. Practice songs from the Cub Scout Songbook and ask boys about any camp songs they may know.	Make Musical Glasses. Boys try to play simple songs using the glasses.		Play charades (Achievement 17b) . Try using musical instruments as clues.
CLOSING	Recite the Law of the Pack. Encourage boys to bring props for the Who Is That Movie Star? game next week. Send home permission slips for the outing on the THIRD WEEK.	Boys give each other the Cub Scout handshake.		Boys form a circle and play a song of their choice on their kazoos.
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK.		Den leader fills out advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Advancement possibilities highlighted this month: *Achievements 3f, 17b*

Do-re-mi and fa-la-la—it's entertainment time for Bear Cub Scouts. Boys will experiment with many different creative ways to make music and then share their creativity at the pack meeting. Outing possibilities abound as your den may choose to visit a television station, observe a dance class, see a production of a play or concert, or even put on a show of the boys' own. Anything and everything musical for the Bear Cub Scouts' creative outlet is welcome this month. Additional ideas for musical instruments can be found in the *Cub Scout Leader How-To Book*, "Razzle Dazzle" section.

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

- **Achievement 17a**, Information, Please: Cub Scouts and an adult choose a television show to watch together.
- **Achievement 24c**, Be a Leader: This is a good month for boys to talk with the den leader about conducting a den activity.
- **Elective 11a**, Photography: Vacation plans bring many opportunities for Cub Scouts to work with cameras and photography as a form of self-expression.

GATHERING ACTIVITY:

MOVIE CHARADES

Materials: Ads for current movies, in a bag

Collect several ads for movies—preferably current movies the boys may have seen. Put the ads in a bag. The first player reaches into the bag and takes out a movie ad, not showing it to the other players. After a few seconds to think, the player acts out the movie title until someone guesses it. The player who guesses correctly goes next.

GAMES

Who Is That Movie Star?

Everyone likes a certain actor or actress on television. Even better, boys enjoy acting. Have each Cub Scout act as his favorite actor. Plan this ahead of time. Have the Cub Scouts bring props (hats, shirts, guitars, or music, for example) to help them with their acts. The boys can pantomime, or they can talk and act at the same time.

SPOTLIGHT ON YOU

Equipment: Chairs, one for each player

Place chairs in a circle. The leader announces: "Everyone who can tie his shoes, move one chair to the right." The leader continues by announcing other conditions and actions. Players may end up sitting on laps. Some suggested moves: "Everyone who plays an instrument, move two chairs to the left"; "Everyone who has played baseball, move three chairs to the left"; "Everyone who can whistle, move one chair to the left."

MUSICAL GLASSES

Materials: Eight drinking glasses, water, spoons



When you have the proper amount of water in each glass, mark the level on each.

Fill first glass nearly full of water and tap it with a spoon. It should sound like *do* on the music scale. Pour a little less water into the next glass to make *re*. Continue with the other glasses until you have the full scale. Try simple tunes such as "Mary Had a Little Lamb," "Jingle Bells," or "My Bonnie Lies Over the Ocean."

HUMMER KAZOO

Materials: Plastic comb, waxed paper



Fold a piece of waxed paper over a comb. Press the waxed paper and comb against your lips and hum a song.

SONG: GIVE ME A COMB

Tune: "Home on the Range"

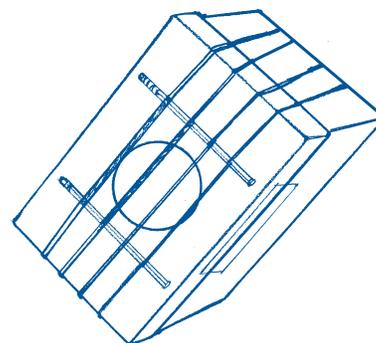
Oh, give me a comb,
And some wax paper, too,
And I'll make and I'll play a kazoo.

It's easy to do,
And me and my crew
Will serenade you all the day through.

(Hum tune again into comb kazoo.)

BANJO BOX

Materials: Shoe box, scissors, rubber bands, pencils



Cut a hole in the top of a box. Tape the top to the box. Stretch several rubber bands around the box and over the hole. Try rubber bands of different sizes and thicknesses. Slip a pencil under the rubber bands at each end. As different sizes of bands are used with different degrees of tightness, the resulting sounds will be different. Give the Cub Scouts plenty of opportunity to experiment before they settle on the sounds they want for their banjos.



BEAR CUB DEN MEETINGS

Dens may meet after school, in the evening, or on weekends. Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Have U.S. flag and materials to play Hoopla activity.	Have materials to make sponge balls.	Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week's destination. Have materials for bubbles activity.
Den leader collects dues.				
GATHERING	Practice folding the U.S. flag.	Collect permission slips. Boys practice being a color guard (Achievement 3f).	Collect permission slips.	Boys sign thank-you note or card.
OPENING	Denner leads a flag ceremony with the Pledge of Allegiance.	Say the Cub Scout Promise.		Conduct the Rope Hoop opening ceremony.
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Discuss flag etiquette and Flag Day. Discuss the Hoop-de-Doo! theme. This month's den contribution for the pack meeting will be a song.	Explain what sportsmanship means. Discuss the trip next week and the rules of the facility.	Attend a ball game, swim meet, or other sporting event in your community (Achievement 23e)	Review what Cub Scouts learned and enjoyed on their field trip. Review the pack meeting plans for the month. Practice "Head and Shoulders, Knees and Toes" (<i>Cub Scout Songbook</i>) for the pack meeting.
ACTIVITY	Teach how to raise and lower the flag for an outdoor ceremony. Practice. Play Hoopla.	Make sponge balls and play Sponge Ball Basketball.	OR Visit a historic building in your local area (Achievement 3d).	Make and play with Bubbles Hoop. Have contests of whose bubbles are biggest, last longest, go highest, etc.
CLOSING	Boys form a brotherhood circle with arms around each other's shoulders. Sing "Taps" (<i>Cub Scout Songbook</i>). Send home permission slips for outing on THIRD WEEK.	Conduct the Play Ball closing.	At the end of the trip, lead a reflecting discussion with boys about their outing.	Have a moment of silence and ask the boys to think about their good health and continued growth.
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK.		Den leader fills out advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Advancement possibilities highlighted this month: *Achievements 3d, 3f, 23e*

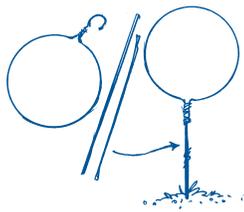
It's June, and school is out. This month's activities will center on anything with a hoop—a basketball game, tossing activities, and bubble fun. Hoops are for tossing into, for targets, and for tools to make great bubbles. Whoop it up with hoops, Cub Scouts!

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

- **Achievements 3a, 3g**, What Makes America Special? Boys can write or tell what makes America special to them. Work with the families to encourage boys to fly the flag at home on Flag Day (June 14) and then again on July 4.
- **Achievement 23a**, Sports, Sports, Sports! Learn the rules and how to play three team sports.
- **Achievement 23c**, Sports, Sports, Sports! Take part in one team sport and one individual sport.

HOOPLA

Materials: Three wire coat hangers, pliers, masking tape or duct tape



Shape one wire hanger into a circle and then straighten the hook. Untwist the necks of the other two coat hangers and straighten them

out as much as you can. Join the hanger ends around each other to make one straight wire; wrap with duct tape to secure. Twist one end of the straight wire around the neck of the circle hanger; wrap with duct tape to secure. Wrap the straightened hook around the long straight wire.

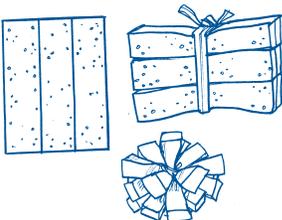
To play: Stick the straight end of your hoopla into the ground, deep enough to keep it from leaning. Sail paper airplanes, throw balls, etc., through the circle. Try again with the hoopla moving side to side.

GAMES

Sponge Ball Basketball

Materials: Sponge balls (three small foam sponges, one plastic cable tie per ball), empty boxes or baskets

To make the balls: Cut each sponge into thirds lengthwise. Stack the cut sponges on top of each other in three rows of three. Grab the stack of all nine sponges in the center and twist the stack once. Secure a plastic cable tie around the center of the twisted stack, pulling it as tightly as possible. Trim the cable tie down as close to the center as possible.



To play: Set up an empty box or basket and try to shoot the sponge ball into it. A basket from 10 feet away gets you one point. A basket from 15 feet away earns two points. The first player to get to 21 points wins.

King of the Dribblers

Equipment: Basketball for each player

Designate or cone off an area. Less skilled boys need a bigger area.

Everyone gets a ball. Players must stay inside the area and dribble; no standing around. As they bounce the ball, they try to knock everyone else's ball away with their free hand. When a player's ball gets knocked outside the designated area, he is out. The last player dribbling is crowned king. After right-handed dribbling, try left-handed.

Bucket Bounce

Equipment: Ball that bounces, bucket or clean trash bin

Place an empty bucket in the center of the room. Each boy gets five tries to bounce the ball into the bucket from a spot 6 feet away. The ball must stay in the bucket. Repeat if time allows.

SNACK: SLAM-DUNK PUDDING

Ingredients: 2 cups cold milk, 1 package (four-serving size) instant pudding (any flavor), 20 to 30 miniature cookies

Make pudding according to package directions. Let stand five minutes or until thickened. Spoon half the pudding into dessert dish or clear plastic cups. Stand four to six cookies in each dish of pudding, placing them along the side of the dish. Top with remaining pudding. Serve immediately, or refrigerate until ready to serve. Decorate top with remaining cookies and whipped topping if desired.

Want to personalize this treat for your favorite team? Use food coloring to tint vanilla pudding.

OPENING CEREMONY: ROPE HOOP

Equipment: 36-inch piece of rope for each boy

Setup: Stand in a circle and tie a square knot with the person on the right. Pull back and make a taut circle.

LEADER: You are now a part of a group of close friends, held together by a square knot—a symbol of helping others. Let us give our Cub Scout Promise.

CLOSING CEREMONY: PLAY BALL

LEADER: When you play a game, always try and wish to win; otherwise, your opponent will have no fun—but never wish to win so much that you cannot be happy without it.

Seek to win only by fair and lawful means according to the rules of the game. This will leave you without bitterness toward your opponent, or shame before others.

Take pleasure in the game even though you do not obtain the victory; for the purpose of the game is not merely to win, but to find joy and strength in trying.

BUBBLES HOOP

Materials: Heavy wire, florist wire, pliers, dowels or other sticks, commercially prepared bubble solution



Wind the florist wire loosely around the heavy wire. Use pliers to bend about 1½ inches of each end of the heavy wire outward to fit over the dowel. Form a circle with the wire. Attach the frame to the dowel with more florist wire.

To use: Dip the frame into bubble solution and swoop through the air to make bubbles.



BEAR CUB DEN MEETINGS

Dens may meet after school, in the evening, or on weekends. Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Have supplies to create Tie-Dye Shirts.	Practice throwing a flying disk at a target to learn a skill to play ultimate.	Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week's destination. Have supplies for Celebrate game. Have supplies to make scrapbooks.
Den leader collects dues.				
GATHERING	Den chief leads a game of charades (Achievement 17b) .	Collect permission slips. Play a game of ultimate (Achievement 15b) . See Cub Scout Academics and Sports Program Guide for game rules.	Collect permission slips. Have disposable cameras for all den members.	Boys sign thank-you note or card. Play Celebrate game.
OPENING	Denner leads and assists boys with flag ceremony and Pledge of Allegiance (Achievement 3f) .	Sing one verse of "Yankee Doodle" <i>(Cub Scout Songbook)</i> .		Answer roll call with a favorite Independence Day activity.
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Lead a discussion, asking the boys what freedom means to them. Discuss the kinds of freedoms we have in our country. Introduce the core value of respect.	Complete the Citizenship Character Connection.	Visit a place of historical interest, a local VFW post, or a museum with historical displays. Lead a discussion regarding what this outing means to the boys.	Introduce the Heritages belt loop. Encourage boys to discover when their families arrived in America.
ACTIVITY	Make red, white, and blue Tie-Dye T-shirts. Wear these during the THIRD WEEK outing.	Have a local Boy Scout troop instruct and assist the den in properly disposing of a retired U.S. flag during a meaningful ceremony.	Have the boys take pictures during the trip to use in the FOURTH WEEK activities. Have a parent also take pictures to make sure there are plenty for the project. Den leader can take disposable cameras for film developing.	Have each boy make a scrapbook of last week's trip, using the pictures taken (Elective 11c1) . Display these at the next pack meeting.
CLOSING	Recite the Cub Scout Promise. Deliver the Cub Scout Promise and Citizenship Den Leader's Minute. Send home permission slips for outing on THIRD WEEK.	Have a moment of silence for the men and women who have helped our country gain the freedoms we have. Remind boys to bring their personal cameras on the outing next week if they have them.	At the end of the trip, lead a reflecting discussion with boys about their outing.	Sing "This Land Is Your Land" <i>(Cub Scout Songbook)</i> .
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK.		Den leader fills out advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Advancement possibilities highlighted this month: *Achievements 3f, 15b, 17b; Elective 11c #1*

Celebrate Freedom is a perfect theme to focus on the freedoms we have in our country and how we need to value them. Cub Scouts can explore our country's past and their own family's history. For something unique, participating in a flag retirement ceremony is a way to interact with a Boy Scout troop and practice good citizenship and flag etiquette. Boys will have fun creating a shirt they can keep and a scrapbook to start keeping mementos of their own history as they make it.

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

- **Achievement 8**, The Past Is Exciting and Important: Cub Scouts can find out about the history of their families and their community, and start a history about themselves.
- **Achievement 9**, What's Cooking? Summer is an ideal time to work with an adult and have an outdoor cooking experience.
- **Elective 20**, Sports: During the day camp or resident camp experience, boys will learn about and practice archery rules.

TIE-DYE SHIRTS

Have each boy bring a white T-shirt to be dyed. The shirt can be a recycled one that has stains on it—the dye will cover those up. Purchase a craft-store tie-dye kit to be sure all products are safe. Follow the directions on the kit. Plastic aprons are also advisable to prevent dying the wrong shirts.

DEN LEADER'S MINUTE: THE CUB SCOUT PROMISE AND CITIZENSHIP

We just said the Cub Scout Promise. What did we promise to do?

Do our best; do our duty to God and country; and help other people.

These are all good promises, promises of being a good citizen.

Cub Scouts everywhere promise the same.

Thank you, boys, for keeping your promise.

CHARACTER CONNECTION: CITIZENSHIP

Last week we talked about the many freedoms we have in our country. We also talked about our Cub Scout Promise and how that is a way of citizenship.

What do you remember about the meaning of citizenship? What else is citizenship?

Can you think of ways we have shown good citizenship in Cub Scouting?

How can you demonstrate good citizenship during the week ahead?

CEREMONY: FLAG RETIREMENT

Confirm with the Boy Scout troop that they will have members available for the flag retirement ceremony.

Locate an American flag that is ready to be retired. One resource is your local VFW. Be sure to get advice on the proper methods of retiring the flag and follow them carefully.

PHOTOGRAPHY

(Elective 11)

Equipment: Cameras

For this elective, boys can use disposable cameras or digital cameras that their families own. Experiment with different kinds of light, angles, approaches to the subject, and more for a true exploration of the art of photography.

GAME: CELEBRATE

Materials: Construction-paper squares, one for each boy playing the game; markers; CD player and music CD

Preparation: On two of the squares, use markers to draw a theme-related picture, word, or phrase (e.g., *CELEBRATE*). Place all of the squares face-down on the floor in a large circle, close enough that the players can walk from square to square in one step. Place the two marked squares randomly in the circle, with the picture or word facedown.

To play: Begin with each person standing on a square. Start the music; the players begin to walk from square to square, clockwise. Randomly stop the music; the players stop when the music stops. Each player then turns over the square he is standing on. The players who are on the marked squares are out.

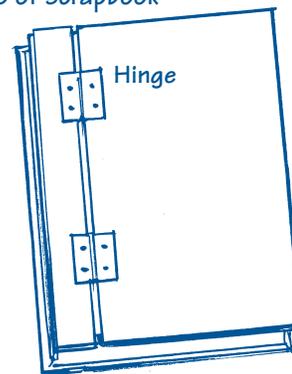
To reset the game: The remaining players take two steps away from the circle, leaving their squares empty. They turn away from the circle and close their eyes. The leader takes two blank squares out of the game and replaces them with the marked squares, rearranging the squares to move the two that are marked to new locations. Play again. Repeat until only two players remain. Then replace one marked square with a plain square and play one last time. The person on the blank square when the music stops is the winner.

For small groups: Use only one marked square. The last person on a plain square wins.

SCRAPBOOKS

Materials: Two thin sheets of plywood (9 by 12 inches), paper (8½ by 11 inches), hand drill, hinges, strong string, photo corners or acid-free glue

Top of scrapbook



Drill holes in the sheets of plywood to match the location of holes in your paper; these wood pieces form the front and back covers of your scrapbook. Cut a 2-inch strip down the side of the front piece by the holes; use hinges to re-attach this binding strip to the remaining front piece. Use string to tie the paper through the holes to secure to the scrapbook.

Drill through small strip of wood, paper, and back cover.



Using photo corners or acid-free glue, put pictures from the historical outing in your scrapbook.



BEAR CUB DEN MEETINGS

Dens may meet after school, in the evening, or on weekends. Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Have supplies for raingutter regattas. Copy Secret Message activity.	Have materials for Aluminum Can Casting Machines.	Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week's destination. Gather sponges, buckets, and water for Sponge Relay game.
Den leader collects dues.				
GATHERING	Do Secret Message activity.	Collect permission slips. Review the rules of safe fishing (Elective 19d in the Wolf Handbook).	Collect permission slips.	Boys sign thank-you note or card.
OPENING	Say the Cub Scout Promise.	Join in a circle and answer roll call by naming something you play with in the water.		Form den in horseshoe formation. Assistant denner presents U.S. flag at open end. Denner leads Pledge of Allegiance.
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Discuss the Waves of Fun theme. Ask how many Cub Scouts currently know how to swim. Review the basic rules of safe swimming and the buddy system (Elective 19d).	Discuss water pollution (Elective 15e).	Go fishing, using the aluminum can fishing devices OR Visit a local aquarium OR Visit a water treatment plant or fish farm	Remind the den that boys who attended all three of the pack summertime activities will qualify for the National Summertime Pack Award pin.
ACTIVITY	See who finished the Secret Message activity and arrived at the correct answer.	Make Aluminum Can Casting Machines.	OR Pick up litter around a waterway in your area (Elective 15e).	Play the Sponge Relay game. Play Bucket Brigade.
CLOSING	Denner leads the Law of the Pack. Send home permission slips for outing on THIRD WEEK.	Boys shout out the den yell.	At the end of the trip, lead a reflecting discussion with boys about their outing.	Sing "Taps" (<i>Cub Scout Songbook</i>).
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK.		Den leader fills out advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Advancement possibilities highlighted this month: Achievement 15b; Electives 15e, 19d

Bear Cub Scouts will have fun getting wet with water games, visiting an aquarium, and learning about keeping our waterways clean. They'll build an aluminum can casting machine and go fishing, or take a trip to a fish farm or local stream. The outdoor fun day falls during the fourth week. Choose the best warm-weather day for this meeting.

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

- **Achievement 12a**, Family Outdoor Adventures: Cub Scout families will have a great time on a family camping outing.
- **Elective 1a**, Space: Warm evenings make August a good time to step outside and learn to identify two constellations and the North Star in the night sky.
- **Elective 16d**, Farm Animals: Boys will enjoy visiting a livestock exhibit at a county or state fair.

SECRET MESSAGE

Use the following clues to solve the puzzle:

1. Game with a bat
2. Oak, maple, apple
3. Pledge allegiance to the ____
4. Do this every day for a healthy body
5. Trout, salmon, tuna
6. Our country
7. A loaf of ____ for sandwiches
8. We use the Cub Scout ____ to honor our flag.
9. Fun to play at den meetings
10. A color and a sea creature
11. Next year we'll be ____
12. Pitch a tent and ____
13. Sail, tug, steam

1. _____* * * * *
2. * * * _____
3. * * _____*
4. * * * _____* * * *
5. * * _____*
6. _____* * * * *
7. * _____* * *
8. * * * * * _____
9. _____* * * * *
10. * * _____* *
11. * _____* * * * *
12. * _____* *
13. * * * _____

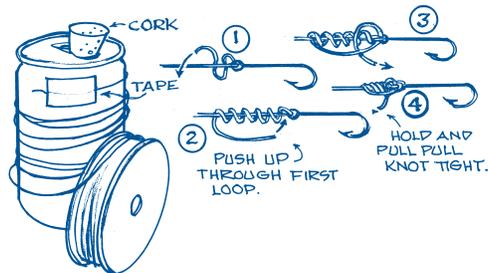
Answers:

- | | |
|-------------|-------------|
| 1. BASEBALL | 8. SALUTE |
| 2. TREE | 9. GAMES |
| 3. FLAG | 10. CORAL |
| 4. EXERCISE | 11. WEBELOS |
| 5. FISH | 12. CAMP |
| 6. AMERICA | 13. BOAT |
| 7. BREAD | |

Secret Message: BEARS ARE GREAT

ALUMINUM CAN CASTING MACHINE

Materials: Aluminum (soda) can, short piece of tape (duct or electrical), spool of 4- or 6-pound test fishing line, fishhook, sinker, bobber, small cork (to cover hook when not in use)



Push the cork partway into the can's pop-top opening. Tape the end of the fishing line to the can. Carefully wrap the line around the can so most of the line is at the top. Wrap about 25 feet, then cut the line. Use a clinch knot (as shown) to attach a fishhook to the free end of the line. About 2 inches from the hook, attach the sinker. Attach the bobber about 4 or 5 inches above the sinker.

To use: Hold onto the can and toss the line as you would a bowling ball or an underhand pitch. Enjoy fishing and catching fish with this unique "fishing pole." Use this opportunity to earn the Fishing belt loop or pin.

GAMES

Sponge Relay (Achievement 15b)

Equipment: Two large buckets, two small buckets, sponges, water

Players form two lines. At the head of each line is a large bucket filled with water and sponges. About 20 feet beyond is a small bucket, empty. On signal, the first person in line uses a sponge to collect as much water as possible from the large bucket and transfer it to the small bucket. After taking water to the small bucket, the first person returns to the end of the line; then the next player brings a sponge of water. After every player has had a turn, measure the water in the two small buckets. Whichever team has the most water wins.

Bucket Brigade

Equipment: Four buckets or large jars of the same size, a cup for each player (foam or paper, the same size for each player), water

Preparation: Pour the same amount of water into two buckets and place them at the starting line. Place two empty buckets at the finish line, about 25 feet from the starting line. Divide the den into two teams and form two lines; boys should stand about 3 feet apart.

To play: On signal, the first boy in each line fills his cup from his bucket of water and empties his cup into the next boy's cup. The second boy pours the water from his cup into the cup of the third boy, and so on down the line until the last boy in line has water poured into his cup. The last boy then runs to the finish line and pours his water into the bucket. When he gets back to the line of boys, the first boy starts the process over again. The bucket brigade continues until all of the water has been taken, by cupfuls, from the bucket at the starting line to the bucket at the finish line. The winner is the team that has the most water in the bucket at the finish line.

PLEDGE OF ALLEGIANCE RELAY

Materials: Written copy of the Pledge of Allegiance

Form two teams; the boys in each team stand in a line. The first boy in each line says the first word of the Pledge of Allegiance, the second boy says the second word, and so on. When the pledge reaches the end of the line, the first boy picks it up again. When a team reaches the end of the pledge, the boys reverse the order and recite the pledge word-for-word—backwards. Boys may use their copy of the Pledge of Allegiance for this phase of the activity.

SNACK: FROZEN FRUIT DRINK

Ingredients: 2/3 cup milk; 2/3 cup fresh fruit, cut into pieces; 2 tablespoons honey; 1/4 cup crushed ice

Combine ingredients in blender container. Blend on high until smooth and frothy. Makes two servings. You can use berries, peaches, apricots, pears, or melon.