



BALOO'S BUGLE



Volume 12, Number 6

January 2006 Cub Scout Roundtable

February 2006 Cub Scout Theme

CUBS IN THE FUTURE

Tiger Cub Requirement # 4

Webelos Scholar & Engineer

FOCUS

Cub Scout Roundtable Leaders' Guide

Our Cub Scouts are getting ready to celebrate another anniversary of Cub Scouting, but with a little twist. The year is not 2006 but 2106!! Our boys will have fun using their imaginations and looking into the future. What will a Blue and Gold Banquet be like 100 years from now? What kind of food will be served? Will our Cub Scout uniform be a one piece jumpsuit like the astronauts wear? How will our future be different from the world we now live in? Let's see if we can find out.

CORE VALUES

Cub Scout Roundtable Leaders' Guide

Some of the purposes of Cub Scouting developed through this month's theme are:

- ✓ **Personal Achievement**, Boys will be aware that the goals they meet today will make a difference in the future.
- ✓ **Good Citizenship**, Boys will learn that many things will change in the future, however, we still have a responsibility to our community.
- ✓ **Fun and Adventure**, Boys will have a chance to explore futuristic ideas.

The core value highlighted this month is:

- ✓ **Courage**, Boys will learn that even though the future will be different from today, everyone still has to do the right thing.

Can you think of others??? Hint – look in your **Cub Scout Program Helps**. It lists different ones!! All the items on both lists are applicable!! You could probably list all twelve if you thought about it!!

COMMISSIONER'S CORNER

Let's See, what is this month's theme – Oh, yes, "*Cubs in the Future.*" In our future are many changes and they will be coming faster and faster. New computers, new games, new vehicles (Have you seen the ads for the hybrids that are coming out now?), new efforts to save the environment, historical buildings and places, better knowledge of how to treat and care for the wonderful human bodies God has given us. But when I went through most of the Pow Wow Books, the only future thing I found was SPACE. I tried to spread out what was in Baloo to give you some other future stuff, too, but resources were limited. Space was probably the whole future when I was a boy watching the progress

toward the first Moon landing from Shepard to Grissom to Glenn, from Mercury to Gemini to Apollo (Remember the Christmas Eve flight of Apollo 8 and Bible reading from Space on this man's first flight around the moon?) But now days, Space travel is accepted and our Cubs are looking forward to many other things in their future. Make use of their imagination, please.

When I saw Julie prepared this month's material, I started with the SGV-LBA-VH Pow Wow CD. This turned out to be a great choice!! That book had a nice distribution between space and other future items. Be sure to check out the Cubnac skit they (and SHAC) had!!

Now this is the Blue and Gold Banquet theme, so keep it fun. Celebrate that birthday party in a future style – design new uniforms (there are hints in Baloo), have aliens visit, create new occupations, have computers and robots doing exciting things!

Speaking of change – My Pastor told me this one -

Q: Do you know how many Lutherans it takes to change a light bulb?

A: CHANGE?? Did you say CHANGE??

Thank you for the Pow Wow Books

I received many, many Pow Wow Books this month. Thank you all. I now have Sam Houston Area, Heart of America, Greater Saint Louis, Great Salt Lake, (These last two caused me a problem when I was copying stuff onto my machine – they have the same initials – GSL), Baylakes, Alapaha (Valdosta, GA), Baltimore and Northern NJ. Santa Clara County council and the Verdugo Hills, Long Beach Area, San Gabriel Valley Pow Wows are yet to happen! This should be a really great year on Baloo. If I missed thanking someone, sorry. I will begin mailing CD swaps out after my RT on January 11, 2005.



National makes a patch for every Cub Scout Monthly theme.

This is the one for this theme. Check them out at

www.scoutstuff.org

**Months with similar themes to
Cubs in the Future**

Dave D in Illinois

Looking at the evolution of this theme, it is interesting to see the year change from 2000 to 2030 (The 100th Anniversary of Cubbing) to this year's approach, "Look 100 years into the future, 2106") CD

2000 AD	February	1944
New Worlds	November	1960
2000 AD	September	1962
The World Tomorrow	January	1977
2000 A.D.	January	1979
Living in 2000 A.D.	May	1980
The World Tomorrow	June	1982
Living in A.D.2030	May	1985
Living in A.D.2030	March	1988
Living in the 21st Century	October	1991
Tomorrow's World	July	1997

**THOUGHTFUL ITEMS FOR
SCOUTERS**

Thanks to Scouter Jim from Bountiful, Utah, who prepares this section of Baloo for us each month. You can reach him at bobwhitejonz@juno.com or through the link to write Baloo on www.ussscouts.org. CD

Prayer

2005-2006 Cub Scout Roundtable Planning Guide

"As we look into the future we understand that things will change. Even so, we need to remain true to the values that guide our lives. Amen."

The Spirit of '76

Scouting Jim, Bountiful, Utah

2006 is the 76th Birthday for Cub Scouting. In 1776, the men who signed the Declaration of Independence could hardly conceive of what the next 230 years would bring. It would take nearly 40 years and two wars for the Union they were creating to finally become independent of England. They could never envision that some 85 years latter the Union they created would have its greatest crisis nearly tearing it apart. But the union they created has given the world, the light bulb, the airplane, the assembly line, the telephone, the television, and technology that moves at a pace so quickly that the founding fathers would just stand in amazement at what creations have come to be. We stand on the edge of a new millennia and we look forward. What will the world look like in the year 2076, 300 years from the beginnings of our nation? Will our children's children find a way to save the earth from the problems that loom darkly over our future now? Will the way we communicate be as vastly different as it was in 1776 from today? What will be the mode of transportation, and where will our energy come from? How will we dress, what will we do for recreation, and what will be the language of the world? Many of the Cub Scouts of today will be alive to see the third centennial of our nation. Ten-year-olds will be eighty and seven year-olds will be a youthful seventy-seven. This month let us

help our young charges to envision the world they will leave for their grandchildren, the world they will help create.

A Heap

Sam Houston Area Council

It takes a heap of working with a boy to make a man. A heap of care and patience, and you've got to understand That he won't be any better than you were as a lad, Unless a spark is kindled to show him what is bad. He looks to you for guidance, and he looks to you with pride It's up to you to demonstrate you can't just let it slide. For with that eager mind of his, he watches you each day; Judges you by what you're doing not just by what you say.

Quotations

Santa Clara Council Pow Wow Book

"In the Troop you will have to think for yourself and stand on your own feet. You will have to stop yourself from following a crowd if you are not sure that crowd is on a Scoutly job; you will have to stop yourself from giving up a thing because it seems dull and hard. You will need real pluck and steadiness." – **Lord Robert Baden-Powell**

"The best thing about the future is that it only comes one day at a time." - **Abraham Lincoln**

"I never think of the future. It comes soon enough." - **Albert Einstein**

"In every conceivable manner, the family is link to our past, bridge to our future." **Alex Haley**

"The future ain't what it used to be." - **Yogi Berra**

"Prediction is very difficult, especially about the future." – **Niels Bohr, Nobel Laureate**

"Those who have knowledge don't predict. Those who predict don't have knowledge." – **Lao Tzu**

"It takes a lot of courage to show your dreams to someone else." – **Erma Bombeck**

"Dream the dreams that have never been dreamt." – **David Bower**

"Some men see things as the yare and say why ... I dream of things that never were and say why not." – **George Bernard Shaw, Back to Methuselah**

"Hold fast to dreams for it dreams did, life is a broken winged bird that cannot fly." – **Langston Hughes**

"Wisdom doesn't necessarily come with age. Sometimes age just shows up all by itself." – **Tom Wilson**

"How many cares one loses when one decides not to be something but to be someone." – **Coco Chanel**

"Each of us literally chooses, by his way of attending to things, what sort of universe he shall appear to himself to inhabit." – **William James**

"Instead of thinking about where you are, think about where you want to be. It takes twenty years of hard work to become an overnight success." – **Diana Rankin**

"Good history is a question of survival. Without any past, we will deprive ourselves of the defining impression of our being." – **Ken Burns**

Famously Wrong Predictions

Be careful what you predict. It may come back to haunt you...or laugh at you.

"Computers in the future may weigh no more than 1.5 tons."
– **Popular Mechanics, forecasting the relentless march of science, 1949**

"I think there is a world market for maybe five computers."
– **Thomas Watson, chairman of IBM, 1943**

"I have traveled the length and breadth of this county and talked with the best people, and I can assure you that data processing is a fad that won't last out the year." – **The editor in charge of business books for Prentice Hall, 1957**

But what...is it good for?" **Engineer at the Advanced Computing Systems Division of IBM, 1968, commenting on the microchip.**

"There is not reason anyone would want a computer in their home." – **Ken Olson, president, chairman and founder of Digital Equipment Corp., 1977**

"This 'telephone' has too many shortcomings to be seriously considered as a means of communication. The device is inherently of no value to us." – **Western Union internal memo, 1876.**

"Ours has been the first and doubtless the last, to visit this profitless locality." – **Lt. Joseph Ives after visiting the Grand Canyon in 1861**

"We don't like their sound. Groups of guitars are on the way out." – **Decca Executive, 1962, after turning down the Beatles**

"With over 50 foreign cars already on sale here, the Japanese auto industry isn't likely to carve out a big slice of the US market." – **Business Week, August 2, 1968**

"Who want toe hear actors talk?" – **H. M. Warner, Warner Brothers, 1927**

"Market research reports say America likes crispy cookies, not soft chewy cookies like your make." – **Response to Debbi Fields' idea of Mrs. Fields' Cookies**

"We don't need you. You haven't got through college yet."
– **Hewlett Packard excuses toe Steve Jobs, who founded Apple Computers instead.**

Airplanes are interesting toys, but they are of no military value whatsoever." – **Marechal Ferdinand Fock, Professor of Strategy, Ecole Superieure de Guerre**

"No matter what happens, the U.S. Navy is not going toe be caught napping." – **U.S. Secretary of Navy, December 4, 1941**

"While theoretically and technically television may be feasible, commercially and financially it is an impossibility."
– **Lee DeForest, inventor**

"The concept is interesting and well-formed, but in order to earn better than a 'C,' the idea must be feasible." – **Yale University management professor in response to Fred**

Smith's paper proposing reliable overnight delivery service. (Smith went on to found Federal Express Corp.)

"If I had though about it, I wouldn't have done the experiment. The literature was full of examples that said you can't do this." – **Spencer Silver on the work that led to the unique adhesives for 3-M "Post-It" Notepads**

"Professor Goddard does not know the relation between action and reaction and the need to have something better than a vacuum against which to react. He seems to lack the basic knowledge ladled out daily in High Schools." – **New York Time editorial about Robert Goddard's revolutionary rocket work, 1921**

"Drill for oil? You mean drill into the ground to try to find oil? You're crazy!" – **Drillers who Edwin L. Drake tried to enlist to his project to drill for oil in 1859**

"640K ought toe be enough for anybody." – **Bill Gates, 1981**

"\$100 million dollars is way too much to pay for Microsoft."
– **IBM 1982**

"Louis Pasteur's theory of germs is ridiculous fiction." – **Pierre Pacht, Professor of Physiology at Toulouse, 1872**

The abdomen, the chest, and the brain will forever be shut from the intrusion of the wise and humane surgeon" – **Sir John Eric Ericksen, British surgeon, appointed Surgeon-Extraordinary to Queen Victoria 1873**

"Everything that can be invented has been invented." – **Charles H. Duell, Commissioner, U.S. Office of Patents, 1899**

TRAINING TIP**Recruiting Leaders**

Bill Smith, the Roundtable Guy

Your Pack's Blue and Gold Celebration is on track and ready to go. The B&G committee you recruited last September - right after your annual program planning session - is doing their job and reporting that everything is right on schedule.

Congratulations! That's the way a good pack committee and leadership should operate.

So what are you going to do in February? Take the month off? Instead, why not start at your Blue and Gold to take a **LEADERSHIP INVENTORY**.

- What leaders and other key adults in your pack will still be around next fall? You will most likely lose a few and they must be replaced so your pack can continue to provide a quality program to the boys.
- What are the big activities scheduled for spring and summer that will require more leadership and adult help? It's just about time to bring some new faces into your Corps of Scouting Discovery

This is the time to take inventory of all your leaders. Who will be staying on for the coming year? Who will be going on to Boy Scouts with their graduating Webelos? Who will

be moving away from the community? It is much easier to recruit replacements and to enlarge your committee right after your Blue & Gold banquet, before summer comes. Yes, it will take that long to get new folks on board - They will need to be selected, recruited, trained and mentored into your Cub Scouting world.

Good Cub Packs have Good Leaders.

We don't get good leaders by accident. It takes planning and hard work.

Start right now at your Blue and Gold Banquets to take a good look at the leadership needs of your Cub Pack.

- As you approach the end of your Webelos year, consider which of your present Pack leaders will be going on with their graduating sons to Boy Scouts?
- Who will replace them? When will they be trained? Will your Pack's program continue with no interruption?
- Who will lead the new Dens as Tigers graduate to the Wolf program, Wolves to Bear, and Bears to Webelos? This will occur in most Packs in April or May.
- Who will be in charge of Roundup, Pack finance, the Pack's camping program?
- Its time to take stock. The Blue and Gold is an excellent place to look for new leaders. All the parents are there and it gives us the lead time to do a good recruiting job.

Effective recruiting takes planning.

Selecting the right prospects

What do you know about the parents of boys in your pack? Try to match people with jobs. Have you had all the parents fill out a Parent Talent Survey Sheet? Some years ago I found a great Personal Information sheet on the internet.

You can download a copy from:

<http://wtsmith.com/rt/ftp>

Choosing a recruiter

Who knows the prospect? Is there someone in your organization who commands the respect of one you hope to recruit? Someone to whom they might say "yes."

Closing the Deal

Never attempt to recruit over the phone or standing up at a meeting and asking for volunteers.

The key factor is asking them personally. This should be done in a face to face situation, preferably while you are wearing your uniform. If you ask someone personally to basically give what you're giving, it is much harder for them to say no.

Remember:

In Scouting, we are in serious competition with a host of adversaries:

- We compete against intolerance, violence and hate;
- We compete against neglect, deceit and abuse;
- We compete against drugs and street gangs;
- We compete against rejection, loneliness, and humiliation;
- We compete against illiteracy, ignorance and despair.

**We do not lack competition;
what we need are allies and team members.
Go out and recruit them.**

Remember for your new leaders – Fast Start training and Youth Protection training is available on-line -

Fast Start training

<http://www.scouting.org/cubscouts/faststart/>

Youth Protection Online

<http://www.scouting.org/pubs/ypt/ypt.jsp>

PACK ADMIN HELPS

There are two items this month –

- ✓ Character Connections by Carol from American Elm
- ✓ A Blue & Gold Dinner Agenda from Sam Houston Area Council

Character Connections

Carol E. Little, CS RT Commissioner

American Elm District, Black Swamp Council

The **Character Connection** information in this article and on www.Cubroundtable.com, my website come from excerpts from friends interested in helping other Scouters get needed information about the new program. Jamie Dunn, Three Rivers District –Cub Training Chair; Blaine in Coon Rapids, MN; Sean Scott, Council Vice President, Public Relations, California Inland Empire Council and Sean's Philmont Report with one of the authors of the new Character Connections, Dr. Matt Davidson. Thanks, for the help.

Character Connections involves 12 core character values, but the program does not assume there are only 12 values, if we can succeed in creating a strong character foundation with our scouts they will learn other values later. Also, although each achievement emphasizes one particular **CC** it doesn't mean that it is the only character value that can be focused on in that activity.

When the first **Character Connections** achievements came out in the new Tiger books, leaders were not used to teaching character building. The old BSA **Ethics in Action** program which attempted to make character an optional element of the program did not succeed. **Character Connections**, by being integrated into the books, achievements, materials, and so forth, we are building on a child's developmental ability.

CC also involves three dimensions that aren't separate or even separable-- to know, commit and practice. The boy needs to know the **CC** (head), commit to it (heart) and practice it in his daily life (hand). Character is both caught and taught. We see someone exhibiting character and follow their example in our community. We can also teach character by telling, discussion, experience and modeling. This is where the discussion points in the books come into play.

The end goal of **CC** is to establish a moral identity for our youth. Until a boy takes on Scouting's values as his or her own, it isn't a violation of a child's personal morals to break those values. Values are situational, too. In the context of a Scout meeting, a boy may quite comfortably reciting the

pledge or discussing the importance of not littering. However, under pressure from his peers in a non-Scouting setting, the boy needs to have a sense of greater conviction to those same values to stand behind them as strongly when they may not be as popular for him or her to follow them. CC can be integrated into achievements in the following manner:

1. Say you're working on a conservation project or hike. You're out in nature, and you come across a pile of rubbish left by some campers or hikers. One of your boys makes a comment about how rude or careless littering is. Ask the boys why they think it's rude to litter. This is the **KNOW** component. They've seen an example of littering, and now they realize that it's not nice to toss your trash in the woods. Ask them how they felt when they came across the pile of trash. Did it distract them from everything else that was around them? Did it make them forget that they were looking for animal tracks, or a certain type of plant?
2. This is the **Commit** phase, where these boys realize that they don't want to be thought of in the same way as they're thinking of whoever left the trash. Now that you've guided them to discover how they feel, they establish a personal set of values about littering. The important part here is that it is easy to break a rule we don't believe in or hold as a personal value. People speed because they don't think it's too wrong--they consider themselves good drivers and capable of handling a vehicle at a higher speed than the posted limit, or because the importance of being someplace sooner outweighs the importance of breaking the law. Speeding just doesn't violate most people's core values or beliefs. Most people, though, do have a value system that prevents them from shoplifting. Doing so would violate their personal values.
3. Cultivation of a sense of community and the impact that values have on the boy's place in that community. we've helped the boys establish *for themselves* that littering is wrong, guided them to understand how they feel about the person that left the trash, and realize that they don't want to be thought of in the same way. Now we apply the last part of the program, **Practice**. where the values are broken into actual skills. Here it may help to script the steps toward the end goal so that difficult concepts can be better understood. Help them make the decision to pick up the trash, and to not litter themselves. It's not until they have an opportunity to actually do/avoid something that the three parts come together and a character connection is made.
4. Cool down, where discussion of what went well, what could have gone better, and what might come next can be discussed.

How to do a Character Connection activity:

1. Reserve judgment—let them give their ideas
 2. Open ended questions—require scouts to think and give personal ideas.
 3. Feeling questions—what did they felt about the experience—that makes it personal to the scouts.
 4. Judgment questions— about their feelings
 5. Ask guiding questions and stay on track.
 6. Closing thoughts—Bring discussion to an end.
- This isn't a classroom type of program. Rather, it's a method by which we as leaders can have an informal discussion with our youth and allow them to discover how they feel about

something. As in all Scouting activities, Make it simple, make it FUN! Examples found in the 2005 **Character Connections Packet** are collected from 2002 to present so that future Leaders will have the resources we had from the beginning.

To learn more check out Character Connections The Purposes of Cub Scouting and Character Connections

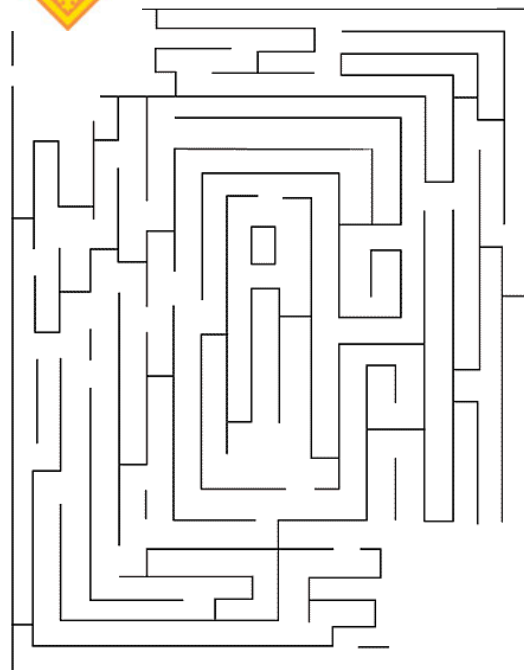
- How Character Connections are used as part of the requirements.
- [Character Connections Chart #13-323A](#) Chart explaining Character Connections
- [2005 Character Connections Packet](#) Examples of the different areas covered by Character Connections from past Program Helps (from 2002 to this year's 2005 - 2006), Roundtable Resource sheets, and the 2003 Cub Scout Books.
- [Character Connections Data](#) Some history behind the program.
- [Character Connections](#) Overview of all ranks on a chart.
- [C Connections](#) Outdoor Grid Ideas for outdoor activities.

“Cubs in the Future” Blue and Gold Banquet Agenda
Sam Houston Area Council

Agenda items not explained here, will be found in appropriate sections of Baloo's Bugle (e.g. “Scouting Around the World” may be found in Opening Ceremonies)

Pre-opening

- ✓ Hand-out Pack newsletters and Pack Meeting programs.
- ✓ Den Displays: Every month, dens should bring displays to show what they have done since the last pack meeting. Ideas for this month -
- ✓ **22nd Century Uniform and Costume Show**
- ✓ **Parade of 22nd Century transportation vehicles**
- ✓ **The Trail from Cub Scouts to Boy Scouts Maze:**



Opening/Flag Ceremony

SCOUTING AROUND THE WORLD

Sam Houston Area Council

Baloo Songs/Activities

Baloo is a Cub leader who knows how to have fun, and likes to share that fun with others. Start THE Blue & Gold (as well as every pack meeting) with a fun participation song or activity for all Cubs and family members. This should be led by an energetic adult (or Den Chief or Webelos Scout) acting as Baloo for the Pack meeting. This encourages people to be at the pack meeting on-time and it gets the show rolling with a bang. Later in the Pack meeting, Baloo will also be the one leading cheers for songs, skits and awards.

- ✓ **Baloo's Profound Thought:** When you're riding in a time machine going far into the future, don't stick your elbow out the window, or it'll turn into a fossil.
- ✓ **Baloo Run-ons:** Your Baloo should be ready with some Run-Ons so he/she can jump in when there is a lull in the action setting up for awards, prepping a skit, ...

Skits/Stunts

You should have some skits by the dens to show off their acting ability and at least one Audience Participation to get everyone involved.

This and That Narrative:

This has been in Baloo before but if you haven't used it before, this story is always good. CD

Rollicking Robots

Flag Recipe:

Songs

Be sure to have some fun action songs to give the Cubs "wiggle time" as my Mother used to say, as well as, some more serious Scouting and Patriotic ones, too. Intersperse these as appropriate throughout the program. Have a really lively one right after the opening.

Cheers

Make a list of the cheers you wish to use that night. Look over the awards list and pick appropriate cheers for the awards as well as a few to have on tap for skits, songs and when recognizing the Blue & Gold committee and all the pack leaders.

Announcements

What's coming up for your Pack in the near future?

The Birthday for Robert Lord Baden-Powell, founder of Scouting is February 22nd (The same as George Washington's real birthday!! But a different year – BP – 1857, George Washington – 1732 (Which by the way are the digits used for the square root of 3 (Sq Rt of 3 = 1.732)).

Recognitions

Make special recognitions for your departing Webelos leaders and families.

Open the time capsule that the transitioning Webelos had assembled a few years before.

Provide some recognition for all of your leaders and committee members, your Chartered Org, and those who

have helped you during the year. Keep them light, quick and creative. For Example -

YOU ARE OUT OF THIS WORLD AWARD

Baltimore Area Council

For the someone in your pack who has done an extra special job for the Pack or Den. Draw a rocket on a piece of cardboard, make a model rocket or present the person with a cheap rocket.

Have a label for the rocket with the person's name, an explanation of the award, and why they earned it

22nd Century Awards

For this ceremony, build two cardboard transporter portals. If your venue doesn't have a stage with a curtain, then you should also have an opaque sheet between the portals (perhaps a sheet of black plastic). In a school cafeteria with a stage, the entrance portal may be at ground level (with access to the side entrance to the stage) and the appearance portal can be in the middle of the stage so that the boys can walk quickly from one to the other unseen by the audience.

ADVANCEMENT – THE CUB IN THE FUTURE

ARROW OF LIGHT - THE LIFE STORY OF AKELA

Cubmaster's Minute

Have an inspirational thought to close the meeting. Something for the parents and boys to leave with and think about. Not sure how to do this? If there is a Scoutmaster at your Blue and Gold, ask him in advance to be ready with one. Part of his job as Scoutmaster is to close every Troop Meeting with a Scoutmaster's Minute.

CM Minute - Johnny Appleseed

Closing

And then finish it with a closing ceremony lead by one of the dens

I Made a Promise

TIGERS

Achievement 4, How I Tell It

This requirement is about Communication. Getting our Tigers to talk with others and be positive in what they say. They may learn how to carry on conversations and a little about mass communication.

Tigers can learn there are many modes of communication – when we talk, write, dance, sing or draw pictures. We communicate too with our faces when we frown or smile and our bodies with how we stand or move our arms. Our uniforms and beads (on our Tiger totems) and patches communicate information about who we are and what we like to do.

Adults communicate through newspapers, magazines, books (Harry Potter) television and radio. Be open to showing all these to your tigers to help them search, Discover and Share.

Achievement 4 Family Activity

4F - At a family meal, have each family member take turns telling the others one thing that happened to him or her that day. Remember to practice being a good listener while you wait for your turn to talk.

Mealtime conversations should be kept positive. Sharing your day's activities could be become a regular family

activity. Try to do this at a meal when everyone is there. Sharing amongst family members is always good so try to keep doing it even if only a few members are present.

The requirement helps promote Family Understanding, one of the Ten Purposes of Cub Scouting!!

This requirement involves doing a Character Connection on Respect. There are three elements to every Character Connection. A Tiger must first know what is correct, then practice doing it and finally commit to doing it in the future. If you want more info on Character Connections there is a BSA Bin Item 13-323A or go to Bill Smith's Virtual roundtable at - <http://www.wtsmith.com/rt/chardev.html>

For the Respect Character Connection –

Know – Have the Tiger discuss how he can show respect while talking with others. How to listen respectfully. How he may interrupt and still be respectful.

Practice – Have him participate in a family conversation (The one for this requirement would be great!!) Then discuss how he and others showed respect.

Commit – Have him discuss how it felt to be respected while he talked and how he felt showing respect o others. Have him make a list of three things to remember to help him talk respectfully.

Achievement 4 Den Activity

4D - Play "Tell It Like It Isn't"

This is the old "Whistling Down the Alley" game where the boys line up and pass a secret along. By the time it gets to the end, it usually is different than the start. *The more boys the more fun.* The Adults should join in, too, to make the line longer.

After the game discuss how things your Tiger may hear may not always be accurate. That messages change as they are passed from person to person. Discuss, too, how unkind words (gossip) can do harm and is often untrue. Cubs should only try and say things that are true. **Honesty** is a core value of Cub Scouting.

Achievement 4 Go and See It

4G - Visit a television station, radio station, or newspaper office. Find out how people there communicate with others.

This is very easy. Where I live we have a great radio station, WJBR (www.wjbr.com) that invites Scouts up to tour.

Then, if the Den wants to, they tape them saying the Pledge of Allegiance. Every day at 7:00 AM, they play a tape of a group (school class, Den, Troop, Club). *They even came to my roundtable and had us one morning saying the Pledge.* I really like it when I hear a Tiger Den; they are so honest and excited. And most say it correctly – saying "One Nation Under God" as a continuous phrase without a pause. Of course it helps that the morning DJ, Michael Waite, grew up in Indiana, the Heartland of America, and his assistant, Mr. Rhoads is an experienced Philmont trekker!! I have heard the Pledge said on several other area stations so maybe there is one by you.

Our local newspaper encourages tours. When my son's Den went for Communicator, they inserted a picture of the Den

on the front page and ran enough copies so each Scout could get one!!

February Tiger Activities

Sam Houston Area Council

Requirement 4D – Tell it like it isn't. Use a futuristic sentence.

Elective #25 - Snack Time. Take turns for den snacks. Make them futuristic.

Elective #33 – Clean-up Treasure Hunt. Taking care of the environment is important for the future.

Elective 34 - Conservation. Talk about how conserving affects the future.

Elective 47 – Reduce, Reuse, Recycle Talk about how recycling affects the future.

SPECIAL OPPORTUNITY

Internet Scout Patch - Earn It!

U.S. Scouting Service Project



This is an educational program of the U.S. Scouting Service Project and is not part of the advancement program of any WOSM Scouting Association

Cub Scout (Under 11 years old) Requirements:

Do ANY 8 of Requirements 1 through 11 AND Do Requirement 12

Online help - <http://usscouts.org/internetscoutpatch-earnit.asp>.

(You can find the Boy Scout (over 11 years old) requirements here)

Computer Access Find out where computing resources are available in your community or school OR visit a store where computer hardware, software and accessories are sold. Share with your leader (or a parent) and with your Den what you learned.

Getting Connected Find out what internet service you use at home, or your parents use at work or learn about a service that is available in your home town. Discuss with your parents and Den Leader what you learned.

Online Safety Learn about Online safety and how to protect yourself on the Internet. With your parents, guardian, or Scout Leader, go to http://www.netsmartz.org/KIDS/index_hasFlash.html and complete each lesson.

Web Browsers Explain what a browser (for example; Netscape Navigator, Microsoft Internet Explorer, Opera, Amaya, or Lynx) is and how use a browser to find information on the World Wide Web.

Using the World Wide Web Demonstrate how to connect to the Internet and World Wide Web using a computer & modem or other device (Cable Modems, DSL, etc) . Once

connected:

Explain the difference between a web page and a website. Demonstrate what a "link" is and how it works. Explain how to change from one URL to another.

Searching for Information Use a search engine on the World Wide Web. Examples of search engines include; Google (<http://www.google.com>), Yahoo (<http://www.yahoo.com>), AltaVista (<http://www.altavista.digital.com>), Lycos (<http://www.lycos.com>) and FirstGov (<http://firstgov.gov>).

Find a website which addresses some part of Scouting.

Using the Web for Scouting Visit <http://macscouter.com/CubScouts/CubCmptr/index.html> and under the category "Let's Go Surfing", find and print out games, songs or skits. (If Bears find a game, song or skit they like and get their Den Leader's approval, they can plan and conduct one of the above during a den meeting and complete Achievement 24c.)

Your Own Web Page With the help of an adult build a simple web page and show it to your Scout Leader (or a parent). This web page should include text, a link, and a graphic. (note: This web page does not have to be put on the internet to qualify and can be done as a den project.)

Discuss with your Scout leader (or a parent) how an individual with disabilities can access the web.

Using E-mail Show how to send and receive e-mail.

Internet Communications Explain what Messenger-type services (AOL Instant Messenger, MSN Messenger, Yahoo Messenger, etc.) are and how to use them. Explain to an Adult what to do when somebody you don't know tries to chat with you. Explain what to do when somebody tries to find out where you live or go to school. With an adult present, use one of these tools.

Safe Computing Explain what a computer virus and worm are. Explain how to protect your computer from viruses, worms, and other malicious programs.

Downloading Software Explain to your Scout Leader what can go wrong with your computer when you download software and how to safely download software. If you have a home computer, discuss with your parents what software you can download on your home computer.

Silver Beaver Award

Kommissioner Karl



It's Beaver season in most councils! Each fall most councils seek out their top volunteers. The Silver Beaver is the highest award a local council can bestow upon a volunteer. The Silver Beaver Award is presented upon action of the Council Executive Board through the nomination and recommendation of the District Committee for outstanding service to youth within the Council or for outstanding longtime service to youth by a registered Scouter residing within the Council. The average tenure for Silver Beaver candidates is ten years or longer. Candidates for this award must be nominated, and self-nomination is not allowed. The amount of awards a council may present is determined by the size of the council. A council is allowed one Silver

Beaver recipient for every 60 units chartered in its territory. Nominations are due to the Council by a date they set. Generally, nomination forms are available at Council Offices, on the web or at Roundtables. Be sure to nominate someone you know who is an outstanding Scouter. And keep nominating them. (Commissioner Dave told me he nominated one Scouter about five times until he was selected). It is said this award seeks the recipient. The recipient does not seek the award.

GATHERING ACTIVITIES

Note on Word Searches, Word Games, Mazes and such – In order to make these items fit in the two column format of Baloo's Bugle they are shrunk to a width of about 3 inches. Your Cubs probably need bigger pictures. You can get these by copying and pasting the picture from the Word version or clipping the picture in the Adobe (.pdf) version and then enlarging to page width. CD

Things from the Future Word Search

Julie Byler

San Gabriel Valley, Long Beach, Verdugo Hills Councils
Find the names of some things that we will find in the future in the word search below. They can be upside down, backwards, forwards or diagonal.

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

EARTH JET PACK FUTURE
 SCIENCE, ANTI-GRAVITY
 TELEPORTATION PEOPLE MOVER
 SPACE TRAVEL ORBIT CUB SCOUTS
 STARS PLANETS ASTRONAUT
 MOON METEOR COMET

Space Ship Hunt

Baltimore Area Council

- ✓ Hide around the room many spaceships cut out of construction paper.
- ✓ As each person arrives, they are told to hunt for the spaceships.
- ✓ The person finding the most wins.

Make More Words

San Gabriel Valley, Long Beach, Verdugo Hills Councils
Here are some ideas for word games. Use your imagination and you can think of a lot more.

How many words can you make from the letters in **teleportation**?

Examples: ant, tattoo

How many words can you make from the letters in **Cubs in the Future**?

Examples: sub, tire

How many words can you make from the letters in **space flight**?

Examples: pat, flea

Looking closely without a Microscope

San Gabriel Valley, Long Beach, Verdugo Hills Councils
Science is about testing and about looking closely. Some scientists use microscopes to take a close look. We're going to use a simple piece of paper. Here's what you do:

- ✓ Take a piece of paper and cut in the middle a "window" 1" square. (It's easiest to fold the paper in half before you cut.)
- ✓ Choose something interesting: a tree trunk, a leaf, flower, the soil surface or a slice of soil from a shovel.
- ✓ Put your window over the thing and look at it closely.
- ✓ Take your time- this is not a race.
- ✓ To help you see more details, draw a picture of what's inside your square.
- ✓ Now let's think about what you've found.

Space Word Scramble

Baltimore Area Council

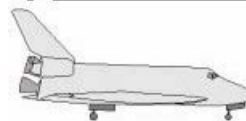
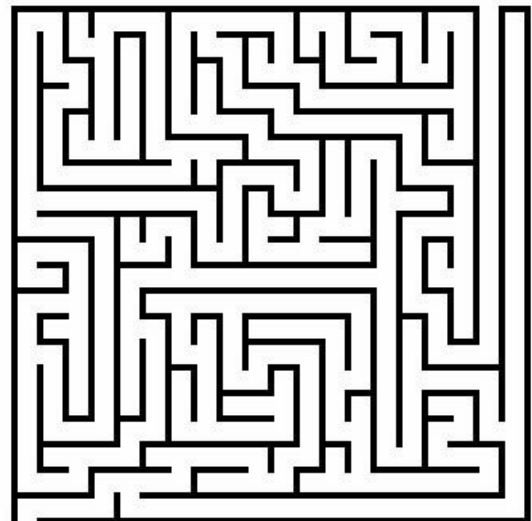
Words can be found horizontally, vertically, or diagonally.

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

- | | | |
|---------------|-----------|----------|
| Alien | Galaxy | Monster |
| Asteroids | Giants | Moon |
| Beasts | Green Men | Planets |
| Cosmic | Helmets | Ray Guns |
| Creatures | Jupiter | Robot |
| Disintegrator | Mars | Space |
| Fantasy | Martians | Stars |

Shuttle Maze

San Gabriel Valley, Long Beach, Verdugo Hills Councils
Help the Space Shuttle Pilot find his way back to the Earth



WORD SEARCH

Sam Houston Area Council

Find words listed below.

They may be across, down or diagonal

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

- | | | | |
|----------|--------|-------|--------|
| Webelos | Baloo | Scout | Wolf |
| Bear | Bobcat | Arrow | Light |
| Scouting | Future | Tiger | Cub |
| Best | Rank | Cubby | Doodle |

Star Contest Gathering Activity

Baltimore Area Council

For each of the terms listed write the correct word containing "STAR."

1. Sea Animal _____
2. Bird _____
3. Heavenly body _____
4. Outstanding young actress _____
5. Used when washing clothes _____
6. A song _____
7. Right hand side of a boat _____
8. Meaning to begin _____
9. To go hungry _____
10. To surprise someone _____

Answers: 1. Starfish, 2. Starling, 3. Star, 4. Starlet, 5. Starch, 6. Stardust, 7. Starboard, 8. Start, 9. Starve, 10. Startle

OPENING CEREMONIES

Cub Scouts in the Future

Julie Byler

San Gabriel Valley, Long Beach, Verdugo Hills Councils

Equipment: Cards with each of the letters below, printed large enough for the audience to read with the corresponding sentence printed on the back. Enough Scouts to read the cards in turn. **Narrator:** In 2030, just 24 years from now, Cub Scouting will be 100 years old. You Tigers, Wolves, Bears and Webelos will be adults. Some of you may be Eagle Scouts having earned the badge in your teens and making your family proud. (There is no past tense to being an Eagle Scout)

A hundred years from now in 2106 A.D., the Cub Scout program will be 176 years old. Most of you boys will have sons, grandsons and great-grandsons who are or have been Cub Scouts.

In 2130 Cub Scouts will be 200 years old. You could even have a great great grandson who will soon be a Tiger Cub. This is what the Cub Scouts in the future will look like.

Cub # 1: C - Curly hair, if any, or straight, blond, black brown or bald.

Cub # 2: U - Understanding and helpful, loving our neighbors

Cub # 3: B - Blue eyes or brown.

Cub # 4: S - Studious or Athletic, maybe both.

Cub # 5: C - Cheerful and willing.

Cub # 6: O - Outings to the moon.

Cub # 7: U - Uniforms and advancement.

Cub # 8: T - Tall or short.

Cub # 9: S - Silly skits and songs

Narrator: Put them all together and they spell the future of our world.

Cub Enterprise

Greater St. Louis Area Council

Set Up – Four Cubs with cards that have their words on the back in LARGE print and an appropriate picture on front.

Cubmaster: Space, the final frontier. These are the voyages of the Starship "Cub Enterprise". Our four-year mission:

Cub # 1: To explore new territories in Cub Scouting.

Cub # 2: To advance by achieving new skills.

Cub # 3: To live by the cub Scout Promise.

Cub # 4: To go on to explore new worlds and galaxies in Boy Scout Troops and Venture Crews.

Be sure to add a flag salute, recitation of Cub Scout Promise or Law, and a prayer after the four Cubs finish.

Scouting From The Future

Greater St. Louis Area Council

Arrangements: Cubmaster and five Cubs. Each Cub wears some futuristic version of the uniform (e.g. pointy shoulders made of aluminum foil) and carries a black cardboard piece.

Cubmaster: Welcome Scouts, families, and friends! Our theme this month is "Cubs in the Future." Now, we don't know what the future holds for us, but why don't we take a glimpse into the future at a group of Cub Scouts reading their newspaper slates in the future.

Cub # 1: Hmm... Look at the Help Wanted ads... It says, "Wanted: Computer expert to update records from 50 years of space missions." That sounds like a good job.

Cub # 2: Wow! In the Travel Section, it says trans-Lunar tours are half price. I have to tell my Parental Units!

Cub # 3: Here's a deal... It says we can turn in our outdated atomic water heater for a new antimatter unit for only 100 credits.

Cub # 4: I can't figure out what this article is talking about. Does anyone know what a Chevy, a Ford, or a Toyota is? It sounds like some sort of old fashioned transportation mechanism.

Cub # 5: Hey guys! Look at the time! We are going to be late to our Pack Meeting at the Sector 5 Virtual Reality Elementary School, Let's burn vapor!

Boys run off

Cubmaster: Well, it looks like some things have stood the test of time and Scouting will remain a big part of future boy's lives. Please stand and join me in the Pledge of Allegiance to our present flag.

To Be an American (Flag Ceremony)

San Gabriel Valley, Long Beach, Verdugo Hills Councils

Setting: 4 uniformed Cub Scouts, carrying suitable props (such as a megaphone, nightcap, church model, and a star) speak the following lines.

Cub #1: You can say anything you want to say, whoever you may be. Some things cost a lot of money, but speech is free.

All: That's what it means to be an American.

Cub #2: You can write anything you want to write and dare to disagree.

All: That's what it means to be an American.

Cub #3: You can't be put in prison, unless you've been fairly tried. You can choose your place of worship with your family by your side. Encouraged to reach for the stars, we live here with pride.

All: That's what it means to be an American.

Cub #4: You can dream any dream you want to dream, and make it all come true. Land on the Moon where the flag flies true. We are blest to live where liberty is for me and you.

All: That's what it means to be an American.

SCOUTING AROUND THE WORLD

Sam Houston Area Council

PERSONNEL: Den leader or Den Chief and a Den of 9 Cub Scouts, each with a sign with his part on the back in LARGE letters and an appropriate related picture on the audience side.

DEN LEADER or DEN CHIEF: From its beginning on Brownsea Island, the Scout idea spread around the globe until it is now the largest and most influential youth movement in the free world. Although there may be some differences in the program, the whole movement adheres to these fundamental principles.

Cub # 1: Duty to God and respect for individual beliefs.

Cub # 2: Loyalty to one's country and respect for its laws.

Cub # 3: Strength of world friendship and Scouting brotherhood.

Cub # 4: Service to others - community development.

Cub # 5: Universal regard for Scout Promise and Law as a life guide. 6. Voluntary membership.

Cub # 6: Service by volunteer leaders.

Cub # 7: Independence from political influence and control.

Cub # 8: Unique program for training youth in responsibility, citizenship, physical and mental development, and character guidance through use of den and packs, group activity, recognition through awards, and learning by doing.

Cub # 9: Outdoor program orientation.

Cubmaster: Will everyone stand and please say with us the Cub Scout promise, and then remain standing for the Pledge of Allegiance?

Planet Unknown

Baltimore Area Council

Personnel: Den leader and whole Den.

Equipment: U. S. flag, Pack flag, stands for each, weird space like head pieces, and two astronaut space helmets. Arrangement:

Personnel: Two Cub Scouts with spacemen helmets bring U.S. flag to front of Pack, where they meet Den Leader and rest of Den who are making space talk (eek-eek-eek, or bleep-bleep, Etc.).

1st CUB SPACEMAN: No matter where we go or what we see, planted firmly on the pinnacle of American Faith, the U.S. flag has proved an inspiration to untold millions.

2nd CUB SPACEMAN: Men have looked upon the flag as a symbol of National unity.

DEN LEADER AND REST OF DEN: Let us unite in pledging our allegiance to her.

Flag Recipe:

Sam Houston Area Council

This is a classic and is always appropriate. It can be an opening or a serious skit. I use it whenever visit a group that is forming a new pack to demonstrate how to run a Pack Meeting. CD

Ingredients (Cast and Supplies):

- 6 Cub Scouts
- 1 cup red crepe paper bits
- 1 cup blue crepe paper bits
- 1 cup white crepe paper bits Stars (glitter)
- Large pot
- American Flag
- Spotlight (Optional)

Arrangement:

- ✓ Cub Scouts form semicircle around large pot.
- ✓ American flag is folded properly and hidden in a pot.
- ✓ Each Cub Scout is holding the ingredients he adds.

Cub # 1: We are going to fix for a treat that is really grand;

And make for a recipe... the greatest in the land.

Cub # 2: First we'll put in a heaping cup of red for courage true, (He adds red paper bits to pot)

Cub # 3: And then we will add for loyalty, a dash of heavenly blue, (He adds blue paper bits to pot)

Cub # 4: For purity, we will now sift in a layer of snowy white, (He sprinkles in white paper bits)

Cub # 5: We will sprinkle in a pinch of stars to make it come out right. (He adds glitter)

Cub # 6: We will stir and stir and then you will see,

Cub # 7: That what we have made is... (He uses a large spoon and pretends to stir, taking care not to disturb flag)

Now all the Cubs carefully pull out the flag, making sure that it is displayed properly

PACK AND DEN ACTIVITIES

Participate in Scout Sunday/Scout Sabbath

Sam Houston Area Council

- ✓ Make arrangements with your charter organization, if a local church or synagogue for a special Scout Sunday/Sabbath service. If your charter organization is not a church or synagogue, make arrangements with member's place of worship and hold a Scout Sunday Service.

The most successful Scout Sunday Services I have had over the years were at the Baptist Church where my troop was chartered. They had a weekly Sunday Evening service (as well as a morning service). Rev Kirshner had told me he was given free reign to do whatever he wanted in the evening to build up attendance. We had great turnouts for our Scout Sunday services in the evening. Everyone could go to their own church on Sunday morning and come out at night to Scout Sunday. Also, we would always serve refreshments and so had everyone there setting up. Just a thought if your chartered org or a member's church has a regular Sunday evening service. CD

- ✓ Plan to complete religious emblems of faith and present them at Scout Sunday services, if possible.

February Wolf Electives

Sam Houston Area Council

Elective #2 – Be an Actor.

- ✓ 2a. Futuristic skit with costumes.
- ✓ 2b. Futuristic skit props and scenery.
- ✓ 2c. Futuristic skit sound effects.
- ✓ 2d. announcer for skit.
- ✓ 2e. paper bag masks for the costumes.

Elective 5g – Spare time Fun – build a rocket.

Elective 6 – Books, Books, Books. Read a Science Fiction book

Elective 11 – Sing Along. Sing a futuristic song.

Elective 12 – Be an Artist.

- ✓ A. sketch a futuristic drawing.
- ✓ B. tell a futuristic story in three steps.
- ✓ D. paint scenery for skit.
- ✓ E. use a stencil for Blue and Gold Banquet table decorations.
- ✓ F. Make a Blue and Gold Banquet futuristic poster.

February Bear Achievements and Electives

Sam Houston Area Council

Achievement 6 – Take care of your planet. Stress that this ensures the future.

Achievement 9a – What’s Cooking. Make oatmeal cookies (name and shape them something futuristic) for the den or B&G Banquet.

Achievement 13b – set up a savings account. Saving for the future.

Achievement 21

- ✓ a-b & f – Build a model rocket, display, and another futuristic model.
- ✓ g. build a rocket and launch pad display.

Elective 10a – Make a papier-mâché mask of a futuristic costume.

Building a City of the Future

Greater St. Louis Area Council

The dens can make a "City of the Future" for display at the pack meeting.

- ✓ Start with a wood, cardboard, or plaster base.
- ✓ Let the boys brainstorm together and then design their city before they begin.
- ✓ Have the boys collect natural objects like pebbles, twigs, etc.
- ✓ Use wood blocks, matchboxes, or other materials to make buildings.
- ✓ Your city could have a solar energy collector for power. What should it look like? Let the boys decide!
- ✓ The boys might have unusual ideas for housing or a rocket port. Use them!
- ✓ You could add a large plastic or glass dome such as a large, clear bowl turned upside down to control the air circulation and protect from cosmic rays. But only if the Cubs say so!
- ✓ Maybe your pack could have a design competition with prizes for the best or most original ideas!

Flying Saucer

San Gabriel Valley, Long Beach, Verdugo Hills Councils

Supplies:

- ✓ 2 Paper plates

- ✓ Paint, crayons or markers
- ✓ Stapler
- ✓ String or yarn - about 16”

Instructions:

Decorate the bottom side of both paper plates to look like a flying saucer.

With an adult's help, poke a small hole in the center of the paper plate that will be the top half of the flying saucer.

String the thread through the hole; the longest part of the string will hang out the bottom side of the paper plate.

Tie the string and use a piece of tape or a staple to keep it in place.

Staple both paper plates together so the decorated bottom sides are facing out.

You now have your very own flying saucer; you can play with it or hang it up!

Shooting Star

San Gabriel Valley, Long Beach, Verdugo Hills Councils

- ✓ A small piece of thick paper, felt, or other flexible, easy-to-cut material
- ✓ one or two colors
- ✓ Scissors
- ✓ Pencil
- ✓ Reinforcements (optional)
- ✓ Glitter (optional)
- ✓ Markers (optional)
- ✓ Glue

Instructions:

Cut a circle from paper, felt or other material.

A good circle template is a coffee mug.

Starting at the edge, cut a spiral going to the center of the circle.

Decorate with glitter or markers.

Cut a small star, about 1” or 2” wide.

Make a tiny hole in the star.

The ornament will hang from this hole, so you might want to use reinforcements (these are doughnut-shaped pieces of plastic used to reinforce the holes in notebook paper and are available at stationery stores).

Decorate the star with glitter or markers. Glue the star to the center of the shooting star.

Stand-Alone Star

San Gabriel Valley, Long Beach, Verdugo Hills Councils



Supplies:

- ✓ Printer (optional)
- ✓ Scissors
- ✓ Crayons or markers (optional)
- ✓ Stiff paper (like card stock, oaktag or thin cardboard) or Styrofoam meat trays

Instructions:

- ✓ Two paper stars are needed to make one 3-dimensional star.

- ✓ Either draw two identical stars on a piece of stiff paper or print out a star template.
- ✓ Decorate the two stars (if you like) on both sides, then cut them out.
- ✓ Make one slit in each star.
- ✓ On one star, the slit goes from an inner corner to the center point of the star;
- ✓ On the other star, the slit goes from an outer corner to the center point.
- ✓ Slip the two stars together through the slits you just cut.
- ✓ For stability, you may have to tape the stars a bit where they meet at the slits.
- ✓ You now have a great three-dimensional star decoration that stands by itself on a table.

Punched Tin Stars

San Gabriel Valley, Long Beach, Verdugo Hills Councils



You can make these shiny ornaments from disposable aluminum pie plates or roasting pans. They make great decorations for Christmas, Cinco de Mayo and other holidays.

Supplies:

- ✓ A disposable pie plate or roasting pan (clean)
- ✓ A large nail
- ✓ A marker
- ✓ String or yarn
- ✓ Scrap cardboard or newspaper
- ✓ Scissors

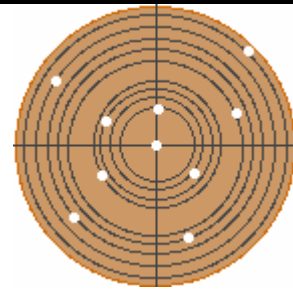
Instructions:

- ✓ Draw a simple design on the disposable aluminum pie plate. Cut out the design.
- ✓ Work on scrap cardboard or a thick pile of newspaper (to protect your work surface).
- ✓ Using a large nail (or a hole punch), make a hole towards the top of the design (this is where you will hang the ornament). Using a nail, make indentations to decorate the cutout. Attach a string to the hole near the top. You now have great aluminum decorations for any occasion.

Solar System Model

San Gabriel Valley, Long Beach, Verdugo Hills Councils

This is a model of our Solar System, picturing the Sun and the nine planets that orbit it: Mercury, Venus, Earth, Mars, Jupiter, Saturn, Uranus, Neptune and Pluto. Nicolaus Copernicus (1473-1543) was a Polish astronomer who developed the Copernican System, a model of the solar system where all the planets orbit the Sun.



Supplies:

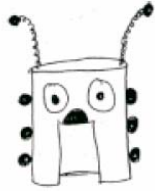
- ✓ A round piece of cardboard about 1 ft across (the cardboard from a frozen pizza works well)
- ✓ Lots of colors of oak tag (or construction paper)
- ✓ Scissors
- ✓ Tape
- ✓ String
- ✓ Pencil, crayons or markers
- ✓ A compass (for making circles)

Instructions:

- ✓ Find the center of the large cardboard circle by drawing a line from top to bottom and a line from right to left.
- ✓ The point at which these two lines meet is the center of the circle. This will be the position of the Sun.
- ✓ Using a compass, draw the orbits of the 9 planets (draw circles around the center of the piece of cardboard).
- ✓ The first 4 planets orbit relatively close to the Sun; then there is a gap (this is where the asteroids orbit). Then the last 5 planets orbit very far from the Sun.
- ✓ Using an awl, the sharp point of scissors or a large nail, punch a series of holes in the cardboard.
- ✓ First, punch a hole in the center (this is where the Sun will hang).
- ✓ Then punch one hole somewhere on each circle (orbit); a planet will hang from each hole.
- ✓ Cut circles from oak tag (poster board) to represent the Sun and each of the planets.
- ✓ Since the range in size of the Sun and the planets is far too broad to represent accurately, just make the Sun the biggest. Make Jupiter, Saturn, Uranus and Neptune a bit smaller than the Sun. Make the remainder of the planets much smaller. Remember, Saturn has beautiful rings.
- ✓ Write the name of each planet on its back.
- ✓ Tape a length of string to each planet (and the Sun).
- ✓ Lace the other end of each string through the correct hole in the large cardboard circle (Mercury goes in the inner orbit, Venus goes in the second orbit, Earth goes in the third etc.).
- ✓ Tape the end of the string to the top side of the cardboard.
- ✓ After all the planets (and the Sun) are attached, adjust the length of the strings so that the planets (and Sun) all lie in one plane.
- ✓ To hang your model, tie three pieces of string to the top of the cardboard - then tie these three together. Tie them to a longer string (from which you'll hang your model). You now have a model of our solar system.

Ice Cream Carton Space Helmet

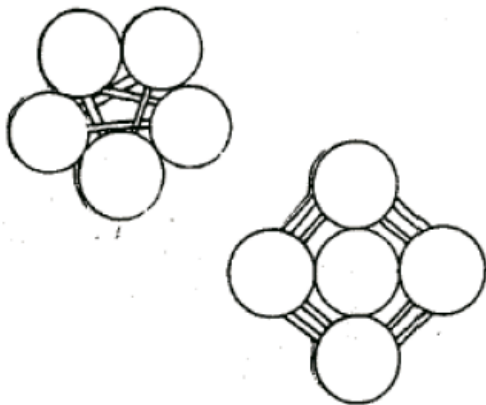
Baltimore Area Council



Clean a 3 gallon ice cream carton, then invert (turn it upside down) it and cut an opening for the face.
Paint the helmet with a metallic paint.
Decorate with spiraled pipe cleaners, bottle caps, ping pong balls, pom poms, nuts and bolts or other scraps.

Spaceship Sailing

Baltimore Area Council



Supplies: 10 small paper plates (7" or less), straws - paper or plastic, stapler and scissors, paint or crayons if you want colorful spaceships

Assemble:

- ✓ Staple 5 pairs of paper plates together, faces in.
- ✓ Put staples all around the edges.
- ✓ Arrange the 5 pairs of plates in a cross shape or ring.
- ✓ Then staple the 5 pairs of plates to each other.
- ✓ Cut straws into two inch pieces.
- ✓ Staple the cut straws across the open spaces. (straws will make your space ship stronger)
- ✓ Make 1 space ship for each Cub Scout.

With this craft you can also play a game!

How to play:

- ✓ Stand in pairs at opposite ends of the playing area.
- ✓ Sail the space ship between you.

How to score:

- ✓ A player gets 1 point each time he catches a spaceship.

Atom Slide

Baltimore Area Council

Materials:

- ✓ 1" Styrofoam ball
- ✓ 1/4" Red pom-pom
- ✓ 1/4" Yellow pom-pom
- ✓ 4" Pipe cleaner
- ✓ 12" Pipe cleaner



Directions

- ✓ Cut the 12" pipe cleaner in half
- ✓ Make an oval big enough to go around the 1" Styrofoam ball.
- ✓ Glue the ovals on the ball at angles to each other.
- ✓ Glue the red and yellow pom-poms on the ovals as shown in the illustration.
- ✓ Make a loop out of the 4" piece of pipe cleaner
- ✓ Glue the loop into the back of the Styrofoam ball.

Time Capsule Centerpiece:

Sam Houston Area Council

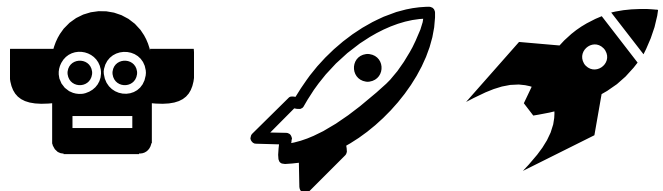
A time capsule project is good for any level, but especially good for Tiger and Wolf Dens, so that they can open it when they receive their Arrows of Light and see how much things have changed. Decorate this like a spacecraft, by painting on windows and gluing on rocket fins and a nose cone.

Materials:

- 18" long piece of 6" (or larger) outer diameter threaded PVC sewer pipe
- PVC threaded plug to fit the sewer pipe.
- 6" inner diameter PVC cap
- PVC cement
- Items (or pictures of items) that are uniquely 2006 or are special to the boys
- Photos of the Den

Decorating Placemats:

Sam Houston Area Council



Materials: Construction paper tempera paint potatoes lamination material stencils

Directions:

- ✓ Using potatoes, let the boys carve futuristic shapes on the end of them, to make stamping shapes.
- ✓ Cut the potato so that it has a large flat surface. Cut out the pictures or use others and pin them to the potato's flat side.
- ✓ Carve the potato away around the picture, leaving the stamp.
- ✓ Dip the stamp in tempera paint and decorate the construction paper.
- ✓ Make enough placemats for all Scouts and guests. Stencil names on them. Let dry and laminate.
- ✓ As an alternative, carve the end of an art gum eraser instead of a potato. These will be more permanent stamps, but the eraser is also still useful as an eraser.

Paper Plate UFOs:

Sam Houston Area Council

Materials: 2 paper plates, paper bowl, glue, markers or crayons

Directions:

- ✓ Tape two paper plates together to create a curved top and bottom.
- ✓ Glue a paper bowl to the center top to make a cabin for the "crew." Let dry.
- ✓ Use markers or crayons to draw insignias, windows, doors, aliens in the windows and doors, etc.
- ✓ To make a game out of this activity, designate a landing pad, and then toss flying saucers through the air like a Frisbee. See whose lands the closest to the landing pad.

Rocket Tie Slide

Greater St. Louis Area Council



Materials:

- ✓ White art foam board
- ✓ White pipe cleaners and
- ✓ Glitter chenille
- ✓ Sticks
- ✓ Glue
- ✓ Black Marker
- ✓ Scissors

Directions:

1. Cut out the basic outline for the younger boys. Let the older boys cut their own out.
2. Using the basic outline, leave off the exhaust part and cut straight across.
3. Cut out another cylinder to use for the top.
4. Attach the white pipe cleaners to the back to anchor to form the loop for the neckerchief.
5. Put 2 holes in the bottom part and slide the pipe cleaner through (should not be more than the width of the top cylinder).
6. Have the boys make their exhaust out of the glitter chenille sticks and attach to the bottom of the cylinder and then glue the whole piece to the back part.

STAINED GLASS SNACK HOLDERS:

Sam Houston Area Council

Materials: Clean empty baby food jars, tissue paper (many colors), white glue, foam brush

Directions:

- ✓ Tear the tissue paper to small pieces or random shapes.
- ✓ Squeeze a bit of glue into the bottom of the jar, and
- ✓ Cover inside of the jar evenly with the foam paintbrush
- ✓ Stick bits of tissue paper inside the jar until it covers all of the glue.
- ✓ Let dry, and keep clean.

22nd Century Uniform Items:

Sam Houston Area Council



- Aluminum foil epaulet loops
- Cell phone hats – bend metal hanger to make two antennas.
- TV goggle glasses with GPS compass
- Wrist watch communicators
- Cellophane neckerchief
- Rocket neckerchief slide
- For even better ideas, have the boys imagine a future and create items that fit with that future.

AUDIENCE PARTICIPATIONS

A to Z of Outer Space

Greater St. Louis Area Council

This game is similar to Madlibs. Give each boy a letter or two and have him come up with a something *spacey* that starts with the letter and then place it where the corresponding letter is. (Or you can just call for words from the audience at the Pack Meeting but then not everyone may have a word chosen)

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

The other day I saw **A** and **B** walking down the **C**. I said **D** to them but they didn't say **E**. **F** I said and ran after **G**. Again I yelled **H**. This time they heard me. When they stopped, **I** saw they had a **J** and a **K** with them. 'We can't talk now. We are going to **L** this and **M** is waiting for it. So I said good-bye and went to lunch. At the **N** I had an **O** and **P** and got in my **Q** to go. When I got there, I found I had lost my **R**. Then I knew it was going to be a bad **S**. So I picked up my **T**, **U**, **V**, **W** and **X**, said so long to my **Y** and got on my **Z** and left.

Space: The Final Frontier

San Gabriel Valley, Long Beach, Verdugo Hills Councils

Divide the group into 2 smaller groups and assign each group one of the words listed below. Read the story. After each of the words is read, pause for the group to make the appropriate response.

SPACE: Way out there (Point ahead moving finger from left to right)

ASTRONAUT(S): Onward and upward (Stand up and thrust arm toward sky)

In the whole universe there's an enormous place, which we all refer to as merely **SPACE**. **ASTRONAUTS** spend many hours untold searching that **SPACE** where mysteries unfold. They bring back dust and rocks galore, with each **ASTRONAUT**

striving to always learn more. They circle around for days in **SPACE**, keeping up such a strenuous pace. Our country explored **SPACE** and then, very soon, our

ASTRONAUTS landed upon the moon. Oh what a thrill as we witnessed the sight; **ASTRONAUTS** raised our flag on that first moon flight. Right out there through outer **SPACE**, upon the moon stands our flag in place, just where the **ASTRONAUTS** left it that day, as a part in history they did play. One fact discovered, about which story writers won't pleased, was that the moon is not really made of green cheese. So way out in **SPACE** when you see the Man-in-the-MOON, remember the **ASTRONAUTS**

proved we can't eat him at noon. But all of this is old today; **ASTRONAUTS** often go in

SPACE and say, "travel in **SPACE**, here and there, is easily done without a care."

This and That Narrative:

Sam Houston Area Council

This has been in Baloo before but if you haven't used it before, this story is always good. CD

Before he tells the story, the narrator divides the audience into 5 groups and assigns each a "part" - a sound and action each group makes at the mention of a certain word. The narrator pauses after each capitalized word. The words and their responses are:

1. NORMAN Say "Oh, my!" and raise both hands
 2. RIGHT Say "This!" and raise right hand
 3. LEFT Say "That!" and raise left hand
 4. THIS Say "Right!" and raise right hand
 5. THAT Say "Left!" and raise left hand
- All - GENIUS All clap and Cheer!

Practice as you assign the parts

Well, now that everyone is entirely confused, let's begin!

This is the story of NORMAN, a boy who wanted very much to be a GENIUS. But, no matter how hard he tried, it just didn't work out. You see, NORMAN had a problem - he could not tell RIGHT from LEFT.

At school, the teacher would say, "When you know the answer, raise your RIGHT hand." By the time NORMAN figured which hand was which, it was too late! At home it

was the same thing. It was, "NORMAN, you have your LEFT shoe on your RIGHT foot."

Things weren't any better outside. In football, they would send him in at LEFT end and he would be RIGHT. In baseball, they'd yell, "NORMAN, 'move to your LEFT!' He'd move RIGHT.

Poor NORMAN! No matter what he did, it wasn't RIGHT! or LEFT! But NORMAN was determined! Finally, he figured out what to do. He'd call it THIS and THAT. THIS for RIGHT and THAT for LEFT. Somehow, it all seemed easier. And in no time, he had it down pat.

One day, while NORMAN was home alone, a burglar forced his way in. NORMAN was frightened! The burglar asked where his mother's jewels and furs were. NORMAN said, "In the closet." But when the burglar said, "Which way is THAT, NORMAN, of course answered, "LEFT." The burglar followed these instructions and found himself in the kitchen! Being a smart burglar he said, "THIS isn't RIGHT!" and NORMAN said, "Oh, yes it is - but your asked for THAT!"

The burglar became angry and said, "Now listen, I asked where the closet is, do you understand THAT?" And NORMAN answered, "Oh, yes THAT is LEFT!" The burglar said, "THIS is enough!" And NORMAN said, "Oh, no, THIS is RIGHT!" Exasperated, the burglar said, "Oh, forget it! Just tell me where the closet is!" And NORMAN said, "Turn THIS." But naturally, the burglar misunderstood and turned the knob on the door in front of him, and plunged headlong down the basement stairs.

Just then, NORMAN's parents came home, and when he told them what had happened, his father said the words he'd been waiting so very long to hear, "NORMAN, you're a GENIUS"

ADVANCEMENT CEREMONIES

Scout Rocket

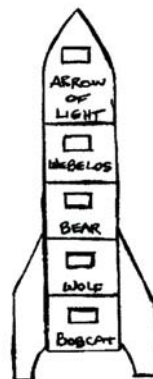
Greater St. Louis Area Council

Make the parts of the rocket using cardboard and poster board.

- ✓ Orange for Tiger Cubs,
- ✓ Light Blue for Bobcats
- ✓ Red for Wolves,
- ✓ Dark Blue for Bears,
- ✓ Khaki for Webelos.
- ✓ The top of the rocket should be yellow for the Arrow of Light.

Note - The picture needs updating. You need a stage for the Tigers, too!!

Or use the large emblems of Tiger cubs, Bobcat, Wolf, Bear, Webelos and Arrow



of Light on the fronts of the rocket parts. (Cub Scout Insignia Card Set, Item # 34150)

Cubmaster: Tonight we are welcoming our newest pack members and their parents. Each rocket must have a starting base. And in Scouting, the starting base is Tiger Cubs. Call up Tigers and Adult partners and present Awards to parents

to present to Tigers. We welcome you with a Big Round of Applause!! (Clapping in a big circle).

Cubmaster: Would all the scouts earning their Bobcat tonight, please come forward with their parents. In scouting, the Bobcat award is given when the boys have achieved in learning the basis of Cub Scouting. Let the Cub Scouts demonstrate the requirements they have completed for earning this rank. Scouts will you please show us: (*Choose a few of these, doing all may be a challenge*) the handshake, the Scout Sign, the Motto (pause for boys to recite), the Salute (pause for boys demonstrate), the Law of the Pack (pause for boys to recite), and the Cub Scout Promise (pause for boys to recite). Present awards to parents to present to Cubs. We welcome you all to the beginning of the Cub Scout trail with a Blast Off Cheer.

Cubmaster: The next step in building our rocket is the Wolf Rank. These scouts are on their way to having fun while learning about their family, religion and world. Would the Wolf scouts, please stand. (If you have a Wolf award to give, continue). Tonight we recognize our new Wolf Scout (s), (names). Present awards to parents to present to Cubs. Thank you for all your hard work. Let's give them a Heap How!!

Cubmaster: The next step in the path of scouting is the Bear Scout Award. The scouts continue to work on their path to learning about the world, family and themselves through sports, woodworking, and other projects. Would the Bear Scouts please stand. (If you have a Bear award to give, continue). Tonight we recognize our New Bear Scout (s), (names). Present awards to parents to present to Cubs. Thank you for all your hard work. Let's give them a Supersonic Cheer.

Cubmaster: The next step in the path of scouting is the Webelos Scout Award. The scouts continue to work on their path to learning about the world, family and themselves through sports, woodworking and other projects while they prepare for the next phase, which is Boy Scout. Would the Webelos Scouts please stand. (If you have a Webelos award to give, continue). Tonight we recognize our New Webelos Scout (s), (names). Present awards to parents to present to Cubs. Thank you for all your hard work. Let's give them a Class A Clap.

Cubmaster: The final piece to our rocket is the Arrow of Light. Second year Webelos work on the Arrow of Light award to prepare themselves for the world of Boy Scouting. Would our second year Webelos please stand for the benefit of the new scouts, to encourage them to complete the rocket even though they may not have any other advancement at this time. They can see how far you have come in your time with us.. And to encourage you to complete the rocket and earn your Arrow of Light!!

**Past, Present and Future,
A Bobcat Advancement Ceremony)**

San Gabriel Valley, Long Beach, Verdugo Hills Councils

Materials: Bobcat badge and card

Participants: Cubmaster, New Bobcats and parents

Cubmaster: A young boy stood in front of a group of people. It was his first Cub Scout Pack Meeting many years

ago. He lifted his right arm and held 2 fingers in the air to give the Cub Scout Sign and said...

I promise to do my best,
To do my Duty to God and my country,
To be square and
(this line was replaced with "To help other people" in 1971)
To obey the Law of the Pack

Since that night, hundreds of thousands of boys have repeated the same procedure, as they became Cub Scouts. In the Future it will be as it is for you tonight, a promise to be honorable, truthful, kind and helpful. Tonight, we are welcoming (*name of the boy(s)*), to our pack and invite his (their) family to come forward as we present his (their) Bobcat Badge(s). Will the parents and new Bobcat recipient(s) please come forward?

(*Name of the boy*), you have indicated that you wish to become a part of the Cub Scout program. Therefore, join the ranks of many young men who began their adventure in Scouting as a Cub Scout years ago. In doing so, you have learned, as they have, the symbols of the Cub Scouts: The Cub Scout Sign, Handshake, Salute and Motto. You are able to repeat the Cub Scout Promise and the Law of the Pack. As your Cubmaster, I now ask if you are ready to become a Bobcat in our Pack and accept the obligation of the Cub Scout Promise?

New Bobcat: Yes, I am.

Cubmaster: Will all the Cub Scouts from the past and present please stand and join

(*name of the boy*), and myself in repeating the Cub Scout Promise, just as the Cub Scout of years ago have. (*Raise your arm in the Cub Scout Sign.*)

I promise to do my Best
To do my Duty to God and my Country.
To help other people and
To Obey the Law of the Pack.

(*Name of the boy*), you have promised, as many thousands of Cub Scouts before and after you, to do your best as a Cub Scout. So on behalf of all the boys who have worn or will wear the uniform of a Cub Scout, I encourage you to remember your Promise and to wear your Cub Scout uniform with pride and honor.

Welcome to our Pack. I am giving your parents your Bobcat Badge; they will sew it on your uniform when you have done a Good Turn as a Cub Scout. (*Thank the parents for their help as you hand the badge to them. Shake hands with the new Cub Scout using the Cub Scout handshake.*)

If your pack has other traditions for new Bobcat installations (e.g. Placing his clothespin on a totem to mark his rank progression) be sure to work them into the ceremony. If your pack does not use the Good Turn before sewing the Bobcat Badge in place, delete that line. CD

Akela the Guiding Star

Julie Byler

San Gabriel Valley, Long Beach, Verdugo Hills Councils

Cubmaster: Every boy who joins Cub Scouts, whatever his age, first earns the Bobcat badge by learning the Cub Scout Promise, the Cub Scout sign, the Cub Scout salute, the Cub Scout Handshake, the meaning of Webelos, the Law of the Pack and the Cub Scout Motto. He earns his badge with the guiding help of Akela, the adults in each boy's life.

In the beginning, man enjoyed the stars - the twinkling bits of light that would light his way. Like the Tigers, they started with small journeys close to home.

Asst CM: Would the following Tiger Scouts and their parents please come forward?

(List boys earning the Tiger badge.)

Congratulations!

(Present badge to parents to pin on their son's shirt. Then Tigers may sit down.)

Cubmaster: Like Wolf Scouts, as man watched the sky he learned more and noticed that he could make out shapes and that they were constant. He could go farther, meet new people and try new things. He could take longer adventures over rivers and forest covered mountains and still find his way home, the stars guiding him.

Asst CM: Would the following Wolf Scouts and their parents please come forward?

(List boys earning the Wolf badge.)

Congratulations!

(Present badge to parents to pin on their son's shirt. Then Wolves may sit down.)

Cubmaster: Soon, like the Bear Scouts, man needed new adventures. He took journeys upon the water. He learned that the stars are different the world over but still can guide you safely. He learned about cultures and languages different than his own. He was safe in knowing that the stars were always there to guide him homeward.

Asst CM: Would the following Bear Scouts and their parents please come forward?

(List boys earning the Bear badge.)

Congratulations!

(Present badge to parents to pin on their son's shirt. Then Bears may sit down.)

Cubmaster: Then, like the Webelos Scout, man became braver and more knowledgeable. Man with his good mind and hands could build ships that could float on the wind. Even though Flight could be dangerous it took him closer to God. God had created the stars and the stars would get him where he needed to be.

Asst CM: Would the following Webelos Scouts and their parents please come forward?

(List boys earning the Webelos badge.)

Congratulations!

(Present badge to parents to pin on their son's shirt. The Webelos may sit down.)

Cubmaster: The Future unfolds and Man is in Space. Like the Webelos earning their Arrow of Light, the ultimate challenge has been achieved. Nothing can hold him back. He can go anywhere, be anything and still be guided by the same stars that brought him to this place of honor and glory tonight. The wish has become reality

Asst CM: Would the following Webelos Scouts and their parents please come forward?

(List boys earning the Arrow of Light badge.)

Congratulations on achieving the highest rank in Cub Scouts!

(Present badge to parents to pin on their son's shirt. Then Webelos may sit down.)

Cubmaster: As you began this trip you needed a Star to guide you. The North Star is Akela. Akelas are everywhere your parents, teachers, den leaders and even your Cubmaster, the people who steer you on the right path, trail and course are all Akela.

Stay the course and always do your best.

Congratulations to all of you!

THE CUB IN THE FUTURE

Sam Houston Area Council

Cubmaster or Advancement Chairman: Tonight, we have a group of possible future firemen, professional athletes, EMTs, veterinarians, and Generals and Admirals who are taking their first step on the trail to success. We call it the "Cub Scout Trail." Will the following possible future Mayors (Tigers) and their constituents (Parents) come forward? Let these future leaders of the people repeat with me the Tiger Cub Motto. All Tigers repeat the Tiger Cub Motto.

The Cubmaster or Advancement Chairman gives the badge to the parent(s) who pin it on their son.

Cubmaster or Advancement Chairman: Tonight, we have a group of possible future astronauts, bank presidents, elected officials, prosperous merchants, and captains of industry who are taking another step toward success on the "Cub Scout Trail." Will the following possible future Senators (Bobcats) and their constituents (Parents) come forward? Let these future lawmakers repeat with me the Cub Scout Promise and the law of the Pack: All Bobcats repeat the Cub Scout promise and Law of the pack.

The Cubmaster or Advancement Chairman gives the badges to the parent(s) who pins it on their son.

Cubmaster or Advancement Chairman: Next, we have another group of future world citizens—Olympic Gold Medal Winners, gifted writers, diplomats, college professors, and future engineers who will shape our tomorrows. These Cub Scouts have completed the first 12 achievements and have earned the badge of Wolf. Will you Cub Scouts come forward with your parents?

The Cubmaster or Advancement Chairman gives the badge to the parent(s) who pin it on their son.

Cubmaster or Advancement Chairman: Parents have a tendency to think of them as just little boys, but these are the ones who will sit on the Supreme Court benches, the future captains of industry who will help solve the problems of

pollution, grapple with the challenges of world peace and prosperity and overcome the limitations of energy and resources. You have completed the required achievements of the rank of Bear. Will Bears please come forward with your parents?

The Cubmaster or Advancement Chairman gives the badge to the parent(s) who pin it on their son.

Cubmaster or Advancement Chairman: It's not too far-fetched for us to think of our Webelos Scouts as the movers and shapers of our future. They have demonstrated an ability to perform necessary accomplishments in earning Activity Badges. A journey of a thousand miles begins with just one step. Will the following Webelos Scouts step up and be recognized?

The Cubmaster or Advancement Chairman gives the badge to the parent(s) who pin it on their son.

Cubmaster or Advancement Chairman: Scouting is in the business of Character building and will deliver to a nation a great gift, a new generation of prepared young citizens—physically strong, mentally awake, and morally straight—young people who are growing through their Scouting experience, learning the lessons of responsibilities of citizenship and priding themselves on the great accomplishments of our country.

Solar System Advancement Ceremony

Baltimore Area Council

Arrangements: Ceremony board resembles chart of Sun and planets with Cub as the Sun and Cub ranks as planets. A small blue and yellow cardboard rocket should be made for each Cub getting a badge and placed on or under his rank. If a loop of masking tape is placed on the back of each rocket, the rocket can be moved by the Cubmaster to the new rank as the parents are presenting the badge. (Use Cub Scout insignia stickers.)

CUBMASTER: Will the Den Chiefs (Den Leaders) please bring forward the Cub Scouts who are ready for advancement?

(Den Chiefs bring Cubs forward and give their names.)

Cub Scouts, we are happy to see you have taken another flight forward in our Cub Scout galaxy. Please face your fellow Cub Scouts and Den Chief (name) will lead them in the Den cheer. (Den Chief leads Den cheer.)

Den Chiefs, will you please bring the parents of these Cub Scouts forward.

(Den Chiefs bring parents forward placing each Cub Scout between his parents.)

These Cub Scouts have done a fine job in our Pack. They are progressing through the Cub Scout galaxy. This would not be possible if it were not for the interest and help of their parents. I'm proud of the parents in our Pack. As I move your rocket forward on our galaxy, your parent(s) will present you with your badge.

(Cubmaster calls of names as he moves rockets to appropriate ranks on ceremony board while parents presents badges. Cubmaster leads cheer and congratulates Cubs and parents with Cub Scout handshake.)

Martian Land Deeds

Baltimore Area Council

Props: Martian Land Deeds for each Cub Scout earning an award, and a large scroll (proclamation) to be read by the Cubmaster. If you really want to get the Cubs excited, dress up the Cubmaster like a green, one eyed, etc., Martian.

CUBMASTER: (holds large scroll in hands and reads.) We, of Mars, in the interest of establishing a permanent and desirable civilization, will provide a Martian Land Deed to any earthling who can qualify for space travel and exploration by earning one or more of the Cub Scout badges listed on the deed.

Said deed will provide one acre of Martian land for every listed badge earned by a Cub Scout. (Call names of Cubs receiving awards, identify awards they are to receive and present deed, with badges attached)

In recognition of advanced training and preparation for space travel, we of the planet mars grant (how many badges earned) acres of land to Cub Scout (Cub's name) for earning the badge(s) listed below:

Bobcat badge:

(Continue for Wolf Badge; Bear Badge; Arrow Points, Webelos Activity Pins, Webelos Badge; Arrow of Light Award

Whereof, we set our hand this day of (month) (year)
Cubmaster: (Name) Committee Chairman: (Name)

GAMES

Space Ball

San Gabriel Valley, Long Beach, Verdugo Hills Councils
Lots of kids spread out around a SPACE that has some definition or boundary and not too far away apart from one another.

One kid starts out with the ball and throws the ball to another kid. If the kid who threw the ball aims badly, then that kid has to sit down. If the kid who was being thrown the ball gets a good pass but drops or dodges the ball, he is out and sits down and gives the ball to someone else. When the game gets down to two kids, then each one puts one hand behind his back and tosses the ball back and forth until someone messes up.

Hang Time

San Gabriel Valley, Long Beach, Verdugo Hills Councils
Needs: At least two players, one Ref with a stopwatch and a tennis ball.

To play:

One player throws the ball in the air and then catches it. The Ref times (counts) how many seconds the ball stays in the air and this is recorded.

If the player drops the ball, record 0 and move to the next player. The next player then takes his/her turn. Do this for however many rounds you want and then add up the seconds; the player with the most time wins.

You can vary the rules to allow a player to not catch the ball; stop counting time when the ball hits the ground.

Blast Off!

San Gabriel Valley, Long Beach, Verdugo Hills Councils

Participants: All who want to play (but no less than 3).

Rules:

All the boys stand in a small circle. The leader in the center. The leader tosses the ball into the air calling the name of one of the boys.

At that moment the rest BLAST OFF running away from the one who tossed the ball.

When the one who was called has the ball he says: " Stop!" and everybody has to stop.

The one who has the ball can take three steps to get nearer to the closest person and throw him/her the ball.

Several things could happen:

- ✓ If he touches the person with the ball, that person has a spot, and he is now the leader for the next round.
- ✓ If he doesn't touch the person with the ball, that person is "clean" (does not get a "spot"), and the one who threw the ball gets the "spot." He becomes the leader and has to throw the ball and name someone.
- ✓ Whoever gets 3 spots is out. The last person left wins.
- ✓ The game does not have a time limit; it finishes when there is only one person left or most of the players decide to end it.

The time limit on Cub Scout games is flexible. A good leader lets the Cubs play the game until just before they stop having fun. ☺☺ It may take you awhile until you can successfully judge this point with your den. CD

Space Stations

Baltimore Area Council

Two chairs are placed facing each other about eight feet apart. The Space Stations are made with a blindfolded player sitting in each chair.

The boys stand in a single file. On signal from the leader one player from each team tries to go silently through the "strait". If either one of the blindfolded players hears anything, he points to the location of the sound.

If he is right, he joins the team of the detected player and the detected player becomes the Space Station. The team getting the most players through the strait in a given time is the winner. Where conditions warrant it, the listeners may use water pistols to good advantage.

Electric Shock

Baltimore Area Council

Divide the group into two equal teams. The teams face each other, and the players on each team stand side by side, a little distance apart.

At the starting signal the first player on each team taps the shoulder of the player next to him. The second player quickly taps the shoulder, of the third player. The third player taps the shoulder of the fourth player.

This continues until the end player calls out "Ouch!" That means he has gotten the electric shock. The first team to "feel" the electric shock wins.

The next time you play the game, the head player goes to the end of the line, and the second player becomes the first.

Cast Off

Baltimore Area Council

Cut out balloons from cardboard and paint them in bright colors. Attach large tin cans to them with cord. Then hang them from a tree limb or clothesline. Toss stardust (iron washers) into the balloon baskets. Each one in counts 5 points. The winner is the player with the most points.

Light Saber

Baltimore Area Council

Have Cub Scouts bring flashlights (with good batteries) from home. Tape a paper towel roll to the end of the flashlight. Cover the flashlight and roll completely with aluminum foil. Cut out the section where the switch is located.

Use as "pretend" LASER BEAMS. Be careful that the Cub Scouts do not use the Laser Beam as a sword; instead, have them aim the Laser Beam at a target on the wall.

Alien Egg

Greater St. Louis Area Council

Supplies: an alien egg (ball about the size of a volleyball covered with aluminum foil).

Directions:

- ✓ Divide the boys into pairs.
- ✓ Tell them that you have been given an alien egg.
- ✓ The egg cannot be moved from place to place unless it is carried between the heads of two people.
- ✓ The egg is unique in this way because it must be in contact with human brain waves while it is in motion or the baby alien inside might get upset, break open the egg, and eat the carpeting.
- ✓ The object is for each pair to crawl sideways, with the egg between their heads, to the end of the playing area and back. They must then exchange the egg with the next pair in line without using their hands.

Space Flight

Baltimore Area Council

Form teams in separate circles, each facing the center. Give the captain of each team an object representing a satellite.

On signal, the holder of each satellite starts passing it around his circle (the earth). Each Cub Scout passes it to the next until the captain holds it again. He should shout "one" and send it around again. The first team to complete ten trips around the earth wins the game.

Eating in Outer Space

Greater St. Louis Area Council

Supplies: clothesline, doughnuts, paper cups, string.

Directions:

- ✓ When it is time for refreshments, let your astronauts eat in "weightlessness" as they do in outer space.
- ✓ With thread, suspend doughnuts from a clothesline.
- ✓ In addition, fill paper cups half full with water.
- ✓ Tie at three points and suspend one cup near each doughnut. Each astronaut will try to eat the doughnut and drink the water without touching them with his hands.
- ✓ There will be a lot of fun as the powdered sugar bounces against their faces and the water dribbles down their chins.

Force Field*Greater St. Louis Area Council***Supplies:** a long rope.**Directions:**

- ✓ Divide the room or field in half by tying a rope from one side to the other about 3 feet above the ground.
- ✓ Gather the entire group on one side of the rope.
- ✓ The rope represents an electric force field.
- ✓ Players who accidentally touch it are zapped with electricity. They must fall to the floor and remain there for the rest of the game.
- ✓ The object of the game is to get everyone from one side of the force field to the other without getting zapped.
- ✓ Players cannot jump but must work together to lift each other carefully over the force field.
- ✓ To help, only one object may be used – a chair or desk to stand on or a broom held by players on either side to assist the member.
- ✓ Be sure that players do not throw each other over the force field and that the last person doesn't dive over it.

Space Race*Greater St. Louis Area Council*

This is a simple Space Race Derby relay.

Directions:

Divide the den into teams.

For each team, stretch a 15 foot length string between chairs. Before tying to the second chair, insert a paper cup with a hole in the center.

Each boy on a team blows a cup the length of the string and returns it.

Continue in relay fashion until all have raced.

Test your materials ahead of time to ensure the cup will slide on the string when the cub blows on it!! CD

Flying Saucers*Greater St. Louis Area Council***Supplies:** Two paper plates per boy, markers and staplers**Directions:**

Each boy makes a flying saucer by stapling together 2 paper plates face to face.

Decorate as desired.

Divide the den into two groups, lining up in single file about 15' from the "worm-hole". (a hula-hoop suspended from a tree branch or ceiling).

Each boy tries to fly his saucer through the "worm-hole".

The first group to get all the saucers through is the winner.

SONGS**In the Future***Sam Houston Area Council*

Tune: Lion Sleeps Tonight

Zoo-oo-oo-oo-oom up up away.

(Zoom away, I zoom away,...)

In the future, the far-off future,
Rockets in the skies.

In the future, the far-out future,
Rockets in the skies.

Zoo-oo-oo-oo-oom up up away.

(Zoom away, I zoom away, ...)

Going to school is really cool,
On rocket-powered bikes.

Going to school is really cool,
On rocket-powered bikes.

Zoo-oo-oo-oo-oom up up away.

(Zoom away, I zoom away, ...)

On the streets are flying feet,
Rockets on my shoes.

On the streets are flying feet,
Rockets on my shoes.

Zoo-oo-oo-oo-oom up up away.

(Zoom away, I zoom away, ...)

When the Robots Go Rollin' In*Sam Houston Area Council*

Tune: When the Saints go Marchin' in

When the robots, go rollin' in

When robots go rollin' in.

Chorus:

Oh I want to be undercover

When robots go rollin' in.

It was my room, Mom said to clean

My room Mom said to clean.

Chorus

It swallowed up, my favorite truck

It swallowed up my favorite truck.

Chorus

It made a ball, with all my clothes.

It made a ball with all my clothes.

Chorus

The room was clean, it looked at me,

I didn't like how it looked at me.

Chorus

And so I jumped, into the air

And landed on my little chair.

Chorus

Then as it turned, it made a twitch

I turned him off with its big ol' switch.

Oh this I will remember

When robots go rollin' in.

Space Cub Scouts

San Gabriel Valley, Long Beach, Verdugo Hills Councils

Tune: Do Your Ears Hang Low

Do your ears point high?,
 Mr. Spock's your kind of guy.
 On the Starship Enterprise,
 Out in space we're gonna fly.
 Where no man has gone before.
 Through the universe and more.
 Do you ears point high?
 Are your ears quite long?
 Then you must be a Klingon,
 Will you sneak up on our ship
 Till our radar shows a blip?
 Then we'll blast you with our phasers
 Our ship is the one that stays here.
 Are your ears quite long?
 We are Space Cub Scouts.
 "Beam em Up!" is what we shout.
 On the Enterprise we work
 We report to Captain Kirk.
 Through the struggles and the strife,
 Looking for new forms of life.
 We are Space Cub Scouts.

Oh Give Me The Sky

San Gabriel Valley, Long Beach, Verdugo Hills Councils

(Tune: Home on the Range)

Oh, give the sky, where I like to fly
 Where the birds and the airplanes go by
 Where often is heard just a whirlybird
 And the skies are not cloudy all day.

Chorus

Up, up in the sky
 Where the birds and the insects go by
 Where often it's heard just a whirlybird
 And the skies are not cloudy all day.

How often at night when the skies are bright
 With the light from the glittering stars
 Have I stood here amazed and asked as I gazed
 If I could touch one of those hot stars.

Chorus

Oh, give me a sky where the bright yellow sun Glows
 brightly down long, long sunbeams
 Where graceful white kites go gliding along
 Like white sheets in my silly day dreams.

Chorus

Where the sky is so pure, the west winds so free,
 The breezes so balmy and light
 That I could always fly my plane in the sky
 Through all of the big cities bright.

Chorus

My Dream

Greater St. Louis Area Council

Tune: Home on the Range

Oh give me a suit that an astronaut wears,
 And a ship that he flies to the moon.
 If I study the stars and the planets out there,
 My dreams will surely come true.
 Oh, how I dream of the stars
 And the sky, and the planets and moon.
 I know if I dream, just as an astronaut does,
 Then I'll be an astronaut too.

In The Future Summertime

Baltimore Area Council

Tune: In the Good Old Summertime

In the future summertime, In the future summertime,
 Blasting off for summer camp
 On Mars will be so fine.
 Hot dog pills and instant meals
 Before us when we dine.
 The food's all dehydrated
 In the future summertime.
 In the future summertime, In the future summertime,
 Our Cubmaster's an android,
 His brain's electrified,
 His uniform is spiffy,
 It's one big neon sign.
 When R2 leads our pack meeting
 In the future summertime.
 In the future summertime, In the future summertime,
 Hiking the canals of Mars
 Through the manmade pines
 We'll cover one mile with each step.
 It's hard to keep in line,
 When there is no gravity
 In the future summertime.

Down by the rockets

Baltimore Area Council

tune: Down by the Station

Down by the rockets
 Early in the morning.
 See the spacemen waiting For the time to go.
 Rockets fueled and ready
 Pushing all the buttons
 Roar! Roar! Woosh! Woosh! Off they go.

On To Two Stars

San Gabriel Valley, Long Beach, Verdugo Hills Councils

(Tune: On Wisconsin)

On to two stars, on to two stars,
 Climbing all the while.
 Do your best, just show the rest,
 And wear a real Cub Smile.
 (keep striving).
 Blaze the trail that others follow, Follow to your call,
 On Cubs, then on, until- We're on the two stars All.

The Daring Spaceman

Baltimore Area Council

Tune: When Johnny Comes Marching Home

I am a daring astronaut, Hurrah, hurrah,
 I'm getting ready to lift off, Hurrah, hurrah,
 The rocket takes me high in space,
 My ship is a most comfortable place,
 To a space adventure, I am on my way.
 I'm orbiting now around the moon, Hurrah, hurrah,
 I think I'll land there very soon, Hurrah, hurrah,
 I pitch and yaw and roll through space,
 I've not seen these sights any other place.
 I'm a daring spaceman. Won't you come with me?
 Let's fly to other planets now, Hurrah, hurrah,
 Come fly with me, I'll show you how, Hurrah, hurrah,
 We'll stop at Mercury, Venus, Mars,
 At Neptune we'll take a good look at the stars,
 What a lovely sight, The wonderful world of space.

Space Derby Song

Baltimore Area Council

tune: Camp Town Races

Cub Scouts all join in the song, Doo-dah,! Doo-dah,!
 Spaceship wire is mighty long, Oh, dee-doo-dah-day
 Going to fly so fast, Going to get ahead,
 Bet my money on a blue spaceship,
 Somebody bet on the red.

The Astronaut's Plea

Baltimore Area Council

tune: My Bonnie Lies Over the Ocean

I went for a ride in a spaceship,
 The moon and the planets to see.
 I went for a ride in a spaceship,
 And listen to what happened to me.

Chorus:

Bring back, bring back,
 Oh bring back by spaceship to me, to me.
 Bring back, bring back,
 Oh bring back my spaceship to me.

I went for a ride on a spaceship
 The capsule was crowded and I
 Developed a cramp in my muscles.
 So I took a walk in the sky.

Chorus

I went for a walk In my spacesuit
 The ship was controlled from the ground
 And someone In charge down at NASA
 Forgot I was walking around.

Robert Baden-Powell

Sam Houston Area Council

Tune: Father Abraham

Robert Baden-Powell had many Scouts
 Many Scouts had Robert Baden-Powell.
 I am one of them, and so are you.
 Let me tell you what to do...
 Right arm.

Robert Baden-Powell had many Scouts
 Many Scouts had Robert Baden-Powell.
 I am one of them, and so are you.
 Let me tell you what to do...
 Right arm, left arm.

Continue with:

- Right arm: Do Cub salute repeatedly
- Left arm: Add left arm handshake motion
- Right foot: Add right foot stepping up and down
- Left foot: Add left foot stepping up and down
- Chin up: Add head nodding up and down
- Turn around: Add turning in place
- Sit down: Sit down!

Cubby

Sam Houston Area Council

Tune: BINGO

There was a pack that had a prize
 and Cubby was his name, oh
 C-U-B-B-Y, C-U-B-B-Y, C-U-B-B-Y
 And Cubby was his name, oh.

There was a pack that had a prize
 and Cubby was his name, oh
 (Clap)-U-B-B-Y, (Clap)-U-B-B-Y, (Clap)-U-B-B-Y
 And Cubby was his name, oh.

*Continue verses substituting an additional clap
 for a letter each time.*

Last Verse

There was a pack that had a prize
 and Cubby was his name, oh
5 claps, 5 claps, 5 claps
 And Cubby was his name, oh.

CUB GRUB

Jet Swirl Pizza Appetizers

San Gabriel Valley, Long Beach, Verdugo Hills Councils
 Similar to meat-filled calzones.

Ingredients:

- ✓ 1 (10 ounce) can refrigerated pizza crust dough
- ✓ ¼ lb. each thinly sliced Genoa salami, pepperoni sausage, provolone cheese
- ✓ ½ cup shredded mozzarella cheese

Directions:

- ✓ Preheat oven to 350°F (175°C).
- ✓ Lightly grease a large baking sheet.
- ✓ Roll pizza crust dough into an approximately 10x14" rectangle on the baking sheet.
- ✓ Layer with Genoa salami, pepperoni and provolone cheese.
- ✓ Sprinkle with mozzarella cheese to within ½" of dough edge.
- ✓ Roll jelly roll style.
- ✓ Seal the edge with a fork.
- ✓ Bake in the preheated oven 25 minutes, or until golden brown.
- ✓ Slice into 1" pieces to serve.
- ✓ Original recipe yield: 5 servings.

Flying Saucers

San Gabriel Valley, Long Beach, Verdugo Hills Councils

Hearty cookie with oats, coconut and wheat flakes cereal.

Great for a snack.

Ingredients:

- ✓ 1 cup shortening
- ✓ 1 cup white sugar
- ✓ 1 cup brown sugar
- ✓ 2 eggs
- ✓ 1 teaspoon vanilla extract
- ✓ ½ teaspoon baking powder
- ✓ ½ teaspoon salt
- ✓ 2 cups rolled oats
- ✓ 2 cups whole wheat flake cereal
- ✓ 1 cup flaked coconut

Directions:

- ✓ Preheat oven to 350°F (175°C).
- ✓ Grease cookie sheets.
- ✓ In a large bowl, cream together the shortening, white sugar and brown sugar until smooth.
- ✓ Beat in the eggs one at a time,
- ✓ Then stir in the vanilla.
- ✓ Combine the baking powder, baking soda and oats; stir into the sugar mixture.
- ✓ Fold in the wheat cereal and coconut.
- ✓ Drop dough by teaspoonfuls onto the prepared cookie sheets. Flatten slightly with a fork.
- ✓ Bake for 10 to 12 minutes in the preheated oven, or until light brown.
- ✓ Original recipe yield: 3 dozen.

Apple Half Moons

San Gabriel Valley, Long Beach, Verdugo Hills Councils

Short Cut - try using chunky applesauce in place of apples.

Or go wild with fruit preserves!

Ingredients:

- ✓ 1/3 cup sour cream
- ✓ ¾ cup butter
- ✓ 1 egg yolk, beaten
- ✓ ¼ cup raisins
- ✓ 1 teaspoon vanilla extract
- ✓ 1 tablespoon brown sugar
- ✓ 1½ cups all-purpose flour
- ✓ 1 teaspoon apple pie spice
- ✓ ¼ cup white sugar
- ✓ 2 apples - peeled, cored and chopped

Directions:

- ✓ Stir together to blend sour cream, egg yolk and vanilla extract.
- ✓ In a large bowl stir together flour and sugar.
- ✓ Cut in ¾ cup butter or margarine until like coarse crumbs.
- ✓ Mix in sour cream mixture until well blended.
- ✓ Divide dough in half and chill until easy to handle (3 hours or so).

To Make Filling:

- ✓ In small saucepan, melt the 1 tablespoon margarine.
- ✓ Add apples, raisins, brown sugar and apple spice and cook,

- ✓ Stir occasionally, until apples are fork tender.
- ✓ Remove excess liquid and cool.

To Assemble Pastry

- ✓ Roll each piece of dough to about 1/8" thickness and cut with 2½" round cookie cutter.
- ✓ Place rounds ½" apart on ungreased cookie sheet.
- ✓ Place (skimpy) teaspoon of filling on each round and fold in half.
- ✓ Seal edges with fork.
- ✓ Bake at 350°F (175°C) for 10 to 12 minutes or until light brown.
- ✓ Remove and cool.
- ✓ Drizzle with lemon sugar icing made with ½ cup powdered sugar, 1 teaspoon lemon juice (fresh) and 1 tablespoon water. Mix to drizzling consistency. If too thick, add a little more water, if too thin, a little more confectioners' sugar.
- ✓ Original recipe yield: 4 dozen.

Alien Meltdown

Baltimore Area Council

Snip one marshmallow into a triangular head and another into a torso with arms. Insert mini chocolate chip eyes. then assemble the Alien on a cookie for his "flying saucer". Place him in the microwave for about ten seconds on high and you've got alien meltdown!! Cool, eat and enjoy.

Fried Saturn Rings

Baltimore Area Council

Ingredients:

- ✓ Tart Apples
- ✓ Butter/Margarine
- ✓ Brown sugar

Directions:

- ✓ Core the apples, peel only if the skin is tough.
- ✓ Slice into 1/2 inch thick rings.
- ✓ Sauté in butter until barely tender.
- ✓ Turn over and cook until tender.
- ✓ Sprinkle brown sugar and cover until sugar melts.

Asteroids

Baltimore Area Council

Ingredients:

- ✓ 1 Cup sugar
- ✓ 1/4 cup margarine
- ✓ 1/4 cup milk
- ✓ 1 1/2 cups quick oatmeal
- ✓ 1/4 cup chopped nuts
- ✓ 2 1/2 tablespoons creamy peanut butter
- ✓ 1/2 teaspoon vanilla

Directions:

- ✓ Combine sugar, margarine and milk in sauce pan,
- ✓ Boil 1 minute.
- ✓ Pour hot mixture over oatmeal and peanut butter.
- ✓ Add nuts and vanilla.
- ✓ Mix, drop by teaspoon onto wax paper.
- ✓ Let cool until firm.

Fast Space Age Soup
Baltimore Area Council

Ingredients:

- ✓ 1 can (14.5 oz) chopped tomatoes
- ✓ 3 cans (14.5) chicken broth
- ✓ 1/3 cup alphabet noodles
- ✓ 1/2 cup quick cooking pearl barley
- ✓ 8 oz frozen baby carrots
- ✓ 1 pkg (10 oz) frozen corn
- ✓ 1 pkg (10 oz) frozen cut green beans
- ✓ 1 tsp dry oregano
- ✓ 1/4 tsp pepper.

Directions:

- ✓ Mix tomatoes, chicken broth, noodles and barley in a pan.
- ✓ Bring to a boil over high heat stirring occasionally.
- ✓ Slice the carrots and add with corn and green beans.
- ✓ Season with oregano and pepper.
- ✓ Reduce heat and simmer for 10 minutes or until the barley is cooked.

STUNTS AND APPLAUSES

APPLAUSES & CHEERS

Sam Houston Area Council

- Mork Cheer Nanoo Nanoo
- Mr. Spock Cheer Live Long and Prosper
- Mazda Cheer Zoom Zoom
- Nike Cheer SWOOSH!

San Gabriel Valley, Long Beach, Verdugo Hills Councils

Space Hero Applause: With arm thrust skyward saying, "To infinity and beyond"

Star Trek Applause: Pull out an imaginary communicator saying, "Beam me up, Scotty."

Baltimore Area Council

ROBOT APPLAUSE -

Walk in place, stiff-legged and stiff-armed and say "Does not compute, Does not compute" in a sing-song fashion.

COMPUTER APPLAUSE -

Beep - gotta bug! Beep - gotta bug!

UFO APPLAUSE - Hold index fingers to forehead and shout, "Take me to your leader."

APOLLO APPLAUSE - Count down 10,9,8,7,6,5,4,3,2,1, blast off! Blast off with your hands, gain orbit and say "Beep, Beep, Beep."

STAR APPLAUSE-"Twinkle, twinkle, twinkle."

SATELLITE APPLAUSE-move right hand in circle over head, opening and closing the fist, while saying in a high falsetto voice "Gleep-gleep-gleep."

Greater St. Louis Area Council

Supersonic Wave arms wildly and open mouth as if yelling. Then sit quietly for a few seconds, then yell loudly.

Skyrocket In pantomime, the group following the yell leader, plant imaginary rockets in the ground, light a match (on seat of their pants) and apply it to the rocket fuse. As the rocket rises, the group begins to whistle (softly at first and then louder) and after a short pause, all shout BANG!

RUN-ONS

Sam Houston Area Council

Baloo: (Comes on stage with a stick in his hand. He puts the point of the stick down on the floor, picks it up, puts it down in another place, repeating this many times)

Cubmaster: Baloo, what are you doing?

Baloo: Oh, I'm just stickin' around.

Baloo: (Runs on stage with his hands grasping his waist. He yells: "Help! It's all around me. It's all around me. Help!")

Cubmaster: What's all around you?

Baloo: My belt!

Attention Stunt:

Sam Houston Area Council

Den runs up front all yelling "Attention! Attention" to the audience. After a few seconds of this, when the audience is all listening, the boys in the stunt all go silent. Post someone in the audience to ask them "What do you guys want?" Their answer will be "We just wanted some 'attention'."

JOKES & RIDDLES

San Gabriel Valley, Long Beach, Verdugo Hills Councils

Q: What did Neptune say to Saturn?

A: Give me a ring sometime!

Q: What do you call a space magician?

A: A flying saucerer!

Q: What is the center of gravity?

A: V!

Q: What song do planets sing?

A: Nep-tunes!

Q: Why are false teeth like stars?

A: Because they come out at night!

Q: When is the moon heaviest?

A: When it's full!

Q: Why did Mickey Mouse go into space?

A: Because he wanted to find Pluto!

Q: What do computers like to eat?

A: Chips! (My wife says Cookies is a better answer CD)

Q: What's the man in the moon's favorite drink?

A: Crater-ade!

Q: Why did the germ cross the microscope?

A: To get to the other slide!

Baltimore Area Council

Why do astronauts go to the doctor before they're launched in to space? (To get their booster shots)

How do astronauts bring their food to work?

(In launch boxes)

How fast does light travel?

(I don't know, but it gets here too early in the morning.)

What did the command center say to the astronaut after the count down? (You're fired!)

Why was the absent minded astronomer looking for a switch? (He wanted to turn on the sky light.)

What is green, wears a helmet, and flies around?

(An airsick astronaut.)

SKITS

Cubnac

*San Gabriel Valley, Long Beach, Verdugo Hills Councils
& Sam Houston Area Council*

Preparation: The following answers and questions can be used in a Cubnac presentation (based on the Johnny Carson "Carnac" routine). A Cub Scout dresses in a turban and cape and his assistant carries in envelopes with questions inside. After Cubnac holds each envelope to his forehead in order to "telepathically" come up with the answer (it is written on the outside of each envelope), he states the answer out loud, opens the envelope and reads the question. The boys can ham this up as much as they want.

Answer: Dances with Wolves

Question: What would you say about den leader who square dances with her den?

Answer: I Can Bear No More

Question: What does a new Webelos Scout say?

Answer: Bobcat

Question: What would you call Robert Cat if you were a close friend?

Answer: Webelos

Question: What would a group of older Cub Scouts say if they didn't know where they were at?

Answer: Bear, Aaron and Wells Fargo

Question: Name a rank, a Hank and a bank.

Answer: In Space Ships

Question: How will Cub Scout families go camping in the future?

Answer: Arrow of Light

Question: What would you call 20 candles in a straight line?

Answer: First Class Scouts

Question: What is the goal for every boy to become?

Answer: Tiger Paws

Question: What do you call a group of Tiger fathers?

Alternate answer – A Den of Tigers taking a nap

Space Shuttle

San Gabriel Valley, Long Beach, Verdugo Hills Councils

Props:

- Large cardboard box made to look like the space shuttle.
- Projector and film.
- Chairs for each Cub in skit. The chairs are placed behind the shuttle with the astronauts sitting in the chairs.

Costumes: Den Chief dressed to look like the ground control. All other Cubs dressed as astronauts.

Den Chief: Well men, are you ready for your first mission?

Cubs: Yes, sir!

Last Boy: Mr. Ground Commander sir! I have been thinking about this first mission and there is just one last question, "How do we get down?"

(Lights go out and projector is turned on with a film of the landing of the first space shuttle to the music of Star Wars.)

Note: The projector and film can be obtained from several different places, such as high schools, churches, or the public library. If these places are not fruitful, ask your parents.

Future Careers

San Gabriel Valley, Long Beach, Verdugo Hills Councils

Props: A large box that Cubs can step into and out of; decorate front with knobs and dials. Costume pieces representing the future career for Cubs to have on when they announce their future career. (e.g Chef's Hat for chef)

Cub #1: Ladies and gentlemen, this is the fantastic, terrific magic future machine. By entering this machine you will know your future career.

Cub #2: Let me try it first!

Cub #1: OK, enter the chamber (he turns dials on the front). Come out and reveal your future. *(This is repeated for each Cub.)*

Cub #2: Wow, I am going to be an inventor. I'll invent a way to transport people and products instantly.

Cub #3: *(enters then exits)* Hey, I'm going to be a chef. Dinner anyone?

Cub #4: *(enters then exits)* I'm going to be a doctor. Want a shot?

Cub #5: *(Enters then exits)* I'm going to be a scientist. I'll discover a new clean energy source.

Cub #6: *(enters then exits)* Yea, yea, yea! I'm going to be a rock star. Where's my guitar?

Cub #7: *(enters and exits)* An astronaut, look at Mars!

Cub #8: I'm not sure about this, but here goes.

Cub #1: This way. *(Turns dials.)*

Cub #8: *(enters, screams)* No! No!

Cub #1: What's the matter? What will you be?

Cub #8: NO! I'll be a *(pause for silence)* CUBMASTER!!! *(Runs off stage with arms flying.)*

Rollicking Robots

Sam Houston Area Council

CAST: DEN CHIEF, ANNOUNCER, ROBOT

NARRATOR, 6 ROBOTS (Cub Scouts)

DEN CHIEF:

Den ___ presents "The Rollicking Robots From The World of Tomorrow."

(Robots enter slowly in a line, then turn to face audience)

ROBOT NARRATOR:

We're the very latest triumph of engineering skill;
We can walk, we can talk, we can raise an arm at will;
We're really rather handsome, all gleaming steel and chrome;

Oh, everyone should have a little robot in the home.

You'll never have to feed us, our wants are very few;

A sip of battery juice and a nut and bolt or two;

Our actions are dependable, just like a metronome;

Oh, everyone should have a little robot in the home.

(As each boy takes his turn, he steps forward stiffly, takes three steps and bows before he speaks.)

ROBOT 1:

When Junior has some homework that no one can explain,
We're just the ones to help him, with our electronic brain.

ROBOT 2

Those nights when father moans and groans about his
income tax,
We'll do the calculations, if he'd just feed us the facts.

ROBOT 3:

We can help with mother's gardening when she's setting out
her plants,
Our feet are built for digging holes or stamping out red ants.

ROBOT 4:

If sister fears she'll oversleep because she stayed out late at
night,
Just let us know the proper time, we'll wake her up all right.

ROBOT 5:

We'll be glad to mind the baby when he's crawling on the
floor,
And shock him, oh so gently, if he's heading for the door.

ROBOT 6:

To cheer you up, we'll bring you music straight from our
transistors;
And even go into a dance while rattling our resistors.

Robots go into their dance after #6 speaks:

Three slide steps to left;
then three slide steps back to position.
Three bounces forward; then three back to position.
Swing left arm and right leg forward and back;
then right arm and left leg.
Repeat these kicks, then bow.

ROBOT NARRATOR:

We hope we have convinced you of our many splendid uses,
And we faithfully promise not to blow out any fuses.
We'll be always be at your service with our every volt and ohm,
Now don't you think that you should have a robot in your
home?

Is There Life on Other Plants?

Baltimore Area Council

Characters: Head Scientist and Five Scientists

Props: One conference size table, six chairs, several brief
cases. Official looking papers scattered over table. Business
suit for Head Scientist, weird masks for other scientists.

Setting: The Head Scientist and the 5 Scientists are seated at
a conference table with **their backs to the audience.**

Head Scientist: (Rising, with back to audience) Gentlemen,
gentlemen. Please come to order. I have called you
here today to-make an important announcement. I
am sorry to tell you that after exhaustive studies, we
have come to a conclusion that there cannot
possibly be any life on the planet nearest us.

1st scientist: But what about the changes in color from
white to green that have been observed on the
planet's surface? Don't these indicate weather
changes and some kind of atmosphere?

Head Scientist: All tests show that there is some atmosphere

on the planet, but it is not enough to sustain life as
we know it.

2nd Scientist: Then how do you account for the ditches or
canals that have been seen with our telescopes?

Head Scientist: Latest viewings indicate that these are
merely natural ground formations, and there is no
proof whatever that they are made by any living
beings.

3rd Scientist: Then we must conclude that the flying saucer
stories are all hoaxes?

Head Scientist: No, of course not. Most of these sightings
have perfectly logical, scientific explanations, and
the rest are the direct result of mass hysteria.

4th Scientist: Then all the strange sounds picked up on
radio receivers come from our own transmitters or
are produced by atmospheric pressures?

Head Scientist: I'm afraid so.

5th Scientist: I, for one, am extremely disappointed. I've
always been sure we had neighbors on other
planets, or at least on the one nearest to us. Perhaps
not life as we know it, but some kind of intelligent
life, totally unknown to us.

Head Scientist: Gentlemen, I am going to adjourn this
meeting. I can see no point in discussing this matter
further. The tests have been so conclusive- that any
intelligent person must accept the fact that there is
no life on—

All: (Turning to audience to reveal weird masks or make-up)
EARTH!

Adventures In Space

Baltimore Area Council

Characters: Moon and 8 Cub Scouts

Props: Each Scout should have something from the country
he represents – A Lei for the Hawaiian, Wooden Shoes for
the Dutchmen, ...

Setting: Have a large moon posted on the wall or stage. The
voice of the Moon should be out of sight.

MOON: Today is the day for adventures in Space. Cub
Scouts round the world are entering the race. To the
moon they will come on this special outing to tell of
the fun they have in Cub Scouting.

AMERICAN: I'm the boy from the U.S.A. **BOY:** Give us a
ball and we're ready to play.

HAWAIIAN: Aloha!- From the land of pineapple and
sunshine, I bring laughter and music fine.

DUTCH: I have a Cub Scout brother, a nice young tyke, I
left him home with his finger in the dike.

ALASKAN: In the land of the Northern Lights,

ESKIMO: Fishing is one of our delights.

FRENCH: I'm from France where we're known for eating.
The best place to do this is in a den meeting.

INDIAN: How! I bring brotherhood to the moon. May it be
universal - very soon.

SPANISH: Enthusiasm is the call of the day. In sunny Spain
we should "Ole."

ORIENTAL: Confucius words very very few, "You teach them, or they teach you."

AFRICAN: The jungles of Africa provide for our boys A place to study wildlife and make lots of noise.

MOON: It sounds so exciting. I'll start right away to form a den of Moon Scouts without further delay.

The Robot-Inventors

Baltimore Area Council

Characters: 6 scientists in lab jackets (shirts, collars turned inside, put on backwards) 7th scientist is dressed the same way and has a top hat. One Cub dressed as robot with bunny tail hidden under table. *Feel free to combine parts if you don't have that many Cubs. CD*

Setting: Table, covered with old sheet reaching to floor at front. Fishbowl or other glass bowl, test tubes, flasks, etc. on table. The 6 scientists stand behind and at sides of table. One of the scientists is reading a book plainly marked, "How to Invent a Robot", while another looks over his shoulder. Another scientist is stirring in a large bowl with a large wooden spoon.

Scientist #1: It doesn't seem to be working.

Scientist #2: I can't understand it.

Scientist #3: We'll have to change the formula.

Scientist # 7 enters from stage left carrying top hat

Scientist #7: I've got it! I've got it! A friend of mine told me just how to do it. *(he places hat on table)* You just say, "Abracadabra 1-2-3", reach in, and . . .

Scientist #4: Wait a minute. What did you say your friend's name was?

Scientist #7: Magisto the Magician. He says he's pulled a robot out of a hat lots of times.

Scientist #5: That's "rabbit", not "robot" you idiot! *(they chase scientist # 7 off stage waving book, spoon, etc., scientist #6 starts to join them, but stops and looks at hat on table)*

Scientist #6: *(shrugging shoulders)* It might work! Abracadabra 1-2-3! *(he takes hold of hat with left hand, tips it toward himself at edge of table, reaches "in"-reaches behind table and pulls out "robot" who has been hiding behind table)* Hey, it worked! Now I'll just push this button *(pushes robot's button-robot drops to all fours and hops off stage showing a bunny tail)*

Rocket Genius

Greater St. Louis Area Council

CAST: 4-6 Cub Scouts

SETUP: The scene is the launching pad of a large rocket (fake it, or can be cut from a large piece of cardboard.)

There is an elaborate countdown, but the rocket fails to go off at zero. All those present inspect it and check on a number of highly scientific sounding devices -

- the supersonic sector wire;
- the exhaust fin fan stand;
- the sub-stabilizer oxidizer, etc.

Make up as many as you need for each boy to have line All seem perfect.

Finally a small boy speaks up.

Scout: (Holds up a power cord) "I've found the trouble. Somebody forgot to plug it in.

No Rocket Scientist

Greater St. Louis Area Council

Setting:

Rocket pilot in cockpit on one side of stage.

Ground control with computer on other side of the stage.

Rocket Pilot: Mayday! Mayday! Engines on fire Mayday!

Ground control: We read you. Hang in there. We're going to try and lock in on you with our computer.

Rocket Pilot: Well, hurry up! I can't hold on much longer. I'm surrounded by flames.

Ground Control: O.K. This is critical. Before you eject -- state your height and position.

Rocket Pilot: Oh, I'm about 5 foot 6, and I'm sitting down. Bye!

Pretends to push eject button and jumps out of cockpit

The Astronaut Physical

Greater St. Louis Area Council

Characters: NASA Doctor, 7 Astronauts (Cub Scouts)

Costumes:

- ✓ Doctor - White shirt turned backwards and white band of cardboard with circle of foil attached, bandage on
- ✓ Astronaut #3's finger has a band aid on it
- ✓ Astronaut #5 has a black eye

Props:

Desk with sign (Doctor is in), Seven chairs, pencil and index card, large bottle as a medicine bottle, and cardboard with picture drawn to show a rib cage with a roll of film in it.

Desk is in center of stage with Doctor behind it as Astronauts enter from side slowly, jogging and flexing muscles.

Cub 1: (To other Cub Scouts) Well, today is the day for our annual physicals. As Astronauts we should stay in good physical shape.

Doctor: Come in, Come in. Please sit down.

Cub 1: Doctor, I'm sorry were so late.

Doctor: Doesn't your watch tell time?

Cub 1: Oh no, I have to look at it.

Doctor: (To all Cub Scouts) Now lets check your senses of balance...lift your left foot... (Cub Scouts lift left foot) ...and now your right foot... (Lift right foot)...now lift both... (Cub Scouts try)...Hmmm... (Doctor rubs chin).

Now tell me, do you have any special problems?

Cub 2: (Holding up x-ray) I'm worried because I swallowed a roll of film at our last space training.

Doctor: (Looking at x-ray) Relax, I'm sure nothing will develop. NEXT!

Cub 3: (Holding up bandaged finger) Oh, doctor tell me, will I be able to play the piano when my finger gets better?

Doctor: (Looking at finger) Of course!

Cub 3: Great I could never play before!

Doctor: (To Cub Scout 4) I see you look a little thinner.

Cub 4: Yes, I have been exercising regularly. This morning I touched the floor without bending my knees.

Doctor: Excellent, how did you do it?

Cub 4: I fell out of bed. By the way my brother is the next patient.

Doctor: Call him immediately.

Cub 4: I don't think he'll come if I call him immediately, his name is Sam.

Cub 5: Oh doctor, what can I do for my black eye?
(Covering eye)

Doctor: Wow, who gave you that shiner?

Cub 5: (Indignantly) No one! I had to fight for it!

Cub 6: Doctor, Doctor! My leg hurts!

Doctor: Here, rub this on your leg, it will relieve the pain
(handing him the bottle)

Cub 6: Will it make my leg smart?

Doctor: (disgusted) If it does, try rubbing some on your head.

Doctor: Well, well. Seems to me I can find only one thing ailing you astronauts... Excess Energyitis!!!! I would recommend a balanced diet, daily exercise, fresh air, plenty of rest, and more astronaut training.

CLOSING CEREMONIES

Frank Borman's Prayer

Baltimore Area Council

Have the Cub Scouts and their families form a large circle and hold hands. An adult or den chief reads the following prayer which was broadcast to earth by astronaut Frank Borman while on a moon-orbiting mission:

"Give us, O God, the vision which can see Thy love in the world in spite of human failure. Give us the faith to trust Thy goodness in spite of our ignorance and weakness. Give us the knowledge that we may continue to pray with understanding hearts, and show us what each one of us can do to set forward the coming of universal peace."

2030

San Gabriel Valley, Long Beach, Verdugo Hills Councils

Equipment: A candle for each Scout and matches or a lighter.

Cub # 1: (*lights candle*) What did it feel like, astronaut, as you flew into outer space? Did you mind being cooped up in such a tiny place?

Cub # 2: (*lights candle*) Did the stars have points? Did the clouds race by? Did they bump into you as you sailed?

Cub # 3: (*lights candle*) Did you feel like a kite when the string breaks away and it loses its balancing tail?

Cub # 4: (*lights candle*) Could you hear the wind as it whistled by? Is the world really big and round?

Cub # 5: (*lights candle*) Were you scared, astronaut? Were you happy and glad when you walked again on the ground?

Cubmaster: (*lights candle*) Today these questions can be answered from first-hand experience only by a small handful of men and women. Think for a second: If you are prepared

and willing to take the challenge by 2030 AD, you could be a member of that group, a larger group by then, but still a very select group.

I Made a Promise

Sam Houston Area Council

Cub # 1: I made a promise—I said that in whatever I did, I would do the very best I could.

Cub # 2: I made a promise—to serve my God and my country the best I could.

Cub # 3: I made a promise—to help other people the best I could.

Cub # 4: I made a promise—to obey the Law of the Pack the best I could.

Cub # 5: I have done my best, and I will do my best, because I am the best.

Cub # 6: I am a Scout.

Cub # 7: Please stand and join us in reciting the Cub Scout Promise.

Blast Off

Greater St. Louis Area Council

Set Up:

Cards with letters on front and words on back in large print.

For better effect, have the cards make a rocket when complete. Shape the card for B like the nose cone and the cards for O, F, and F form the fins.

Cub # 1: B-Bye for now, my Scout brothers

Cub # 2: L-We had Lots of Fun

Cub # 3: A-Always in the scouting spirit

Cub # 4: S-So, we Send you off with this last thought

Cub # 5: T-Time is not to be wasted

Cub # 6: O-Overall, the Cub Scouting spirit

Cub # 7: F-Finds us New

Cub # 8: F-Friends !

Cubmaster's Minutes

A Heap

Sam Houston Area Council

It takes a heap of working with a boy to make a man.

A heap of care and patience, and you've got to understand

That he won't be any better than you were as a lad,

Unless a spark is kindled to show him what is bad.

He looks to you for guidance, and he looks to you with pride

It's up to you to demonstrate you can't just let it slide.

For with that eager mind of his, he watches you each day;

Judges you by what you're doing not just by what you say.

Cubmaster Minute

San Gabriel Valley, Long Beach, Verdugo Hills Councils

In the movie "Toy Story," an action figure named Buzz Lightyear became a hero. But at the beginning of the movie, Buzz did not act much like a hero. He acted more like a show-off, always thinking he was better than all the other toys because he could fly. It took a few hard bumps for Buzz to realize that he could not fly and that he was just another toy. That was a sad discovery, but it led to a much happier one. Buzz learned that when a person makes an extra effort to help a friend, then he is a true hero.

Buzz rose out of his own disappointment and fear to help

save his friend Woody from disaster. That's the way it is with us, too. We might never be able to fly off into space and save a galaxy, but if we learn how to be trustworthy and loyal to the people who depend on us, then we are heroes in the deepest sense of the word

Baltimore Area Council

Closing Thought #1

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

Closing Thought #2

We have talked this evening about what life will be like in the future. Let's take a few minutes for the present time. A person's perception of time keeps shifting. As the very old can tell you, time goes more swiftly the longer you live. An old man may look at a forest and remember when, in his childhood, that land was a plowed field. Time becomes telescoped, not by failing faculties, but by overlapped images. Each age offers a different vision that you can capture, borrow, and savor. The point is this - somewhere along the way, each individual needs to recognize that there is such a thing as personal time. Immediate events ranging from toothaches to far-reaching political crises cannot be set aside. But we really have a great deal of leeway in choosing what we do with our time. If you have been thinking about getting outdoors more often, have you set aside the time?

Closing Thought #3

Always remember, we are members of a team of men and women and young people from many nations who have ventured into space seeking the star of peace throughout the world.

Many of our U.S. astronauts were Scouts. The ideals of Scouting - character development, citizenship training, and personal fitness - which they developed as Scouts have helped them in the tremendous task undertaken.

Johnny Appleseed

Sam Houston Area Council

If I gave you a choice, which would you rather have, the apple or the seeds in the apple? I guess most of us would choose the apple.

A long time ago there was a guy who would much rather have taken the seeds. He was an avid collector of apple seeds and because of this, people called him Johnny Appleseed. For many years he walked across hundreds of miles of our country, back when most of it was frontier land, and everywhere he went he planted apple seeds. In later generations, the trees that grew from those seeds fed many thousands of people. That's real long range planning!

Many of us are interested mainly in the present. We don't think ahead like Johnny Appleseed. Maybe you don't want to go around planting apple seeds like he did. But there's another kind of seed that you should be planting every day - the seed of good feelings between you and your fellow man.

You can do it by living your Cub Scout Promise. Every time you help other people, you are planting a seed of good feelings. Each seed may start the growth of a tree of good feelings in each person you help. So, every time you help someone it may inspire them to help other people. Through the years your simple acts of kindness can wind up affecting the lives of thousands of people.

WEBELOS

WEBELOS -to- Boy Scouts Bridging Ceremony

Del-Mar-Va Council

I picked this up at Del-Mar-Va Council Pow Wow a few years ago and it has become my favorite bridging ceremony. The bridge I made for this ceremony generally gets used several times each year as other Packs in my district borrow it for the ceremony. CD

Props -

4 - 5 to 6 foot 4 X 4's (or 2X6's) for foundation notched to interlock

5 - 4 foot 2x10's - one plain, one yellow, one blue, one green, one red

All words are spoken by same person (Narrator, Cubmaster) but you could divide them up amongst several leaders.

WEBELOS leader, will you please place the first post on the stage in a North/South direction. (WL places post)

WEBELOS Asst. leader, please place the second post on the stage three feet away from the first post in the North/South direction. (WA places post)

These two posts placed here are symbolic of the foundations of Scouting that these WEBELOS leaders have instilled in their WEBELOS Scouts through activities and outings as represented by the natural brown color.

Scout Master (name) and Assistant Scout Master or Senior Patrol leader), please place your posts in an East/West direction 3 feet apart over the North/South posts that are already in place. (SM and SPL place posts)

As represented by the structure assembly, Boy Scouting will build on the Scouting foundation begun in WEBELOS.

These leaders have set the stage for bridging the boys from Cub Scouting into Boy Scouting.

WEBELOS Scout (name), will you and your parents please bring the unfinished plank forward and place it across the east/west posts. (Scout places plank)

This unfinished plank represents the boys as they arrived in Cub Scouting, full of potential but unfinished.

WEBELOS Scout (name), will you and your parents please bring the blue plank forward and place it snugly against the unfinished plank. (Scout places plank)

This Blue plank represents the Wolf and Bear years of Cub Scouting where with the help of their parents the Scouts became true blue and loyal friends.

WEBELOS Scout (name), will you and your parents please bring the gold plank forward and place it snugly next to the blue planks. (Scout places plank)

This Gold plank represents their golden years in Cub Scouting as Webelos learning important skills through activity badges and culminating in the Arrow of Light.

WEBELOS Scout (name), will you and your parents please bring the green plank forward and place it next to the gold plank. (Scout places plank)

This green plank represents their new beginning as Boy Scouts, who will soon be green Tenderfoot scouts, anxious to begin the Boy Scout trial toward Eagle.

WEBELOS Scout (name), will you and your parents please place the final plank onto the bridge. (Scout places plank)

This last plank is red the predominant color in the Eagle Scout Badge and represents the fact that as they step off the bridge from Cub Scouting to Boy Scouting they are beginning of their journey to becoming Eagle Scouts.

Webelos entering Troop (number), please assemble with your parents at the unfinished board of the now completed Bridge to Scouting?

As we present you with your Pack graduation Certificate, will each parent please remove your sons Webelos neckerchief and slide.

Scoutmaster invites boys across the bridge, calling each by name and (performing whatever ceremonies are customary for your pack and troop)

After all have crossed - Pack (number) please stand and show your pride to the new Boy scouts from this Pack. (Cheer (Blast Off), Applause)...

We are very proud of you all.

ARROW OF LIGHT - THE LIFE STORY OF AKELA

Sam Houston Area Council

Tonight, we are recognizing Webelos Scouts from our pack who have earned the Arrow of Light Award -- the highest honor in Cub Scouting.

We all know that the Cub Scout advancement plan follows the life story of Akela, an Indian brave of the mythical Webelos tribe. As we follow the Cub Scout trail, we follow in the footsteps of Akela and, like Akela, learn many things, so that someday we, too, may become brave Scouts. The first thing that Akela had to learn was the law of his tribe. It is the same in Cub Scouting. In order to become a Bobcat, our boys must learn the law of the pack.

Bobcat____, will you light the candle representing the rank of Bobcat. (He does so).

When Akela was of Bobcat age, he was taken on short trips into the forest by his father. Here, among the great trees and streams, he became acquainted with the animals. From the wolf he learned the language of the group, the tracks and the ways of food. Much the same as Akela, our Cub Scouts worked and learned and received the rank of Wolf.

Wolf Cub Scout _____, will you light the candle representing the rank of Wolf. (He does so.)

Later Akela learned from the big, kindly bear the secret names of trees and from other friends the calls of birds and the language of the air. Just as Akela learned new things that required a little more skill, so, too, do our Cub Scouts earn the Bear badge.

Bear Cub Scout _____, will you light the candle representing the rank of Bear. (He does so.)

From his father, Arrow of Light, Akela learned the speech and calls of the Webelos Tribe. After Akela had learned the ways of the wolf and bear, and had passed the tests of the tribe, he was admitted into the lower ranks of the young braves. Thus, he became a Webelos Scout.

Webelos Scout _____, will you light the candle representing the rank of Webelos. (He does so.)

Here we should stop and think of the inner meaning of the word Webelos. It means "We'll be Loyal Scouts" -- to our country, our home and to God. Now, as we look back down our Cub Scout trail, we see how bright the pathway is bright because you Cub Scout have helped make it so. You light the pathway through Cub Scouting by doing your best, being square and giving goodwill.

Will our Assistant Cubmaster please select those boys worthy of receiving the Arrow of Light; and bring them and their parents forward. (He brings them forward.)

Webelos Scouts, the emblem you see before you represents the Arrow of Light Award. You have completed the four ranks of Cub Scouting: Bobcat, Wolf, Bear, and Webelos. There are seven rays in the Arrow of Light. As they are lighted, you will hear how they stand for the seven great virtues of life.

1. Wisdom - Wisdom does not necessarily mean superior knowledge. It means putting to the right use the knowledge that one possesses.
2. Courage - Courage is not the quality that enables men to meet danger without fear; it is being able to meet danger in spite of one's fear.
3. Self-Control - Self-Control isn't limited to the control of one's temper but control of one's self in all things.
4. Justice - Justice is the practice of dealing fairly with others without prejudice or regard to race, color or creed.
5. Faith - Faith is the conviction that something unproved by physical evidence is true.
6. Hope - Hope means to expect with confidence. Always hope for better things to come.
7. Love - There are many kinds of love: love of family; love of home; love of fellow man; love of God; and love of country. All these loves are necessary for a full life.

You Webelos Scouts have fulfilled all requirements for the Arrow of Light Award. Placed before you are the burning candles which represent the ranks of Cub Scouting. May it always be said of you, as a brave of the Webelos Tribe, that you have reached the top of any ladder of achievement set before you. You are soon to go into Scouting, there to be tested again. May you every be successful.

It is an honor for me to recognize you Webelos Scouts and to present you with these arrows. You may hang your arrow in your room to remind you of the good times we have had together in Pack.

SCHOLAR MENTAL SKILLS

Great Salt Lake Council

When presented with interest and enthusiasm from the leader, this badge will not seem like drudged up schoolwork! Help the boys to learn that there is more to school than just homework.

Some Ideas For Your Den Meeting

- Learn about the history of education, how schools developed in America.
- Invite a grandparent to your den meeting to talk about how school was when they were children. If not a grandparent, try a retirement home.
- Invite the parents of WEBELOS Scouts to come to a den meeting dressed in the type of clothes they wore to school. Have parents bring along such things as class pictures, yearbooks, report cards, etc., and allow each ample time to share his/her school days with the den.
- Locate some old school books and compare to current books being used.
- Invite someone who attended school when it was a "one room building and all ages were together" to talk to the boys about their experiences.

Plan A Field Trip

Briefly visit a school board meeting. Let them know you are coming. They may be interested to know the boys are working on the Scholar Activity Badge.

Objectives:

- ✓ To familiarize WEBELOS Scouts with "roots" of a school system.
- ✓ To convince WEBELOS Scouts that schooling is essential.
- ✓ To introduce WEBELOS Scouts to careers in education.
- ✓ To teach WEBELOS Scouts the benefits of a good education.

Seven Ways to Improve Yourself

1. Learn to Listen-Concentrate on the speaker, you may miss important facts if you're not paying attention.
2. Develop good study habits--Have a study place away from distractions. Have supplies handy. Do your homework at the same time every day so it becomes a habit.
3. Use the right reading technique -- slow careful reading is necessary when you must understand and remember.
4. Improve your vocabulary -- Look up a word if you don't know. Write it down and note the spelling.
5. Sharpen your writing skills -- Organize your thoughts. Double-check your spelling and punctuation. Go over your work. Read all the directions and make sure you understand them. If you don't know the answer to one question, skip it and come back to it at the end.
6. Learn how to take tests--Study for a test ahead of time. Do not cram. Read all the directions and make sure you understand them. If there is an answer you don't know, skip it and come back to it.
7. Develop a positive attitude.

Game: Intelligence Test

This test is to see if you can follow directions. Just concentrate, but remember, you only have two minutes.

1. Read everything before doing anything.
2. Put your name in the upper right hand corner of this page.
3. Circle the word name in sentence two.
4. Draw 5 squares in the upper left corner.
5. Put an x in each of those squares.
6. Put a circle around each square.
7. Stand up, turn around and sit back down again.
8. Draw a triangle in the lower left corner.
9. Put an x in the triangle.
10. Multiply 70 x 61.
11. If you have followed directions to this point callout "I have".
12. Now that you have finished reading this carefully, do only #1, #2, and #12.

Game: Scout Law Dart Board

Needed: A dartboard with the numbers one through twelve,
Directions:

- ✓ Have each boy, in turn, throw a dart at the dartboard,
- ✓ A point is scored if he can recite the point of the Scout Law that relates to the number where his dart landed.
- ✓ If he is correct he gets one point and may continue throw again.
- ✓ The first boy to score 12 points wins.

Sam Houston Area Council

The Scholar Activity Badge experience can help to improve the Webelos' relationship with his school. It will help the Scout understand why an education is important. When presented with interest and enthusiasm from the leader, this badge will not seem like drudged up schoolwork! Help the boys to learn that there is more to school than just homework.

SUGGESTED PATROL ACTIVITIES

1. Have the boys make a list of the things they like about school. And another list of the things they don't like. Discuss them using the *Start, Stop, Continue* evaluation tool.
2. Learn about the history of education, how schools developed in America.
3. Invite someone to talk about careers in education.
4. Locate some old school books and compare to current books being used.
5. Tour the city library.
6. Invite someone who attended school when it was a "one room building and all ages were together" to talk to the boys about their experiences.
7. Encourage the boys to be a part of their school's safety patrol.
8. Visit a high school or college campus.
9. Discuss possible patrol service projects for the school.
10. Work on the Academic Belt Loops and Pins for Language, Mathematics and Chess.

START, STOP, CONTINUE

In school, at home, on the sports field or at Scout meetings, each of us needs to evaluate what is going on, so that our grades are good, our home life is happy, and we are meeting

our team goals. An older method of evaluation was “Thorns and Roses” where you list things that you have gone well and things that you didn’t like. Current BSA training thinks that this method can lead to the boys dwelling on the negative, and fails to take the next steps toward figuring out how to make your situation better.

What we recommend as an evaluation method is to use Start, Stop, Continue (S.S.C.) when the boys (or groups of adults) need to evaluate how an activity went, in their opinions. Two out of three of these (Start and Continue) focus on the positive, and even the ideas for what to Stop can empower the boys to make the decisions on what they shouldn’t do, or don’t want to do anymore.

1. **START.** What should we start doing that might be better? What other new activities should we try? What behavior might be better? What should we do next?
2. **STOP.** What activities or behaviors should we stop, so that we have more fun or so that we get more things done? What didn’t work?
3. **CONTINUE.** What went pretty well, and we should do again next time? What did you like about what has been going on?

As the new BSA prescribed evaluation tool, leaders can use Start, Stop, Continue evaluations after every activity so that the boys can empower themselves to keep improving. Try it in Pack Committee meetings each month too. Start, Stop, Continue is a positive way to evaluate the activities of the Pack, so that feelings are less likely to be hurt when changes are proposed.

LANGUAGE SKILLS

Teach the boys how to count to ten in several languages:

#	German	Spanish	Japanese	Swahili	Chinese	Greek
1	eins	uno	ichi	moja	yi	ena
2	zwei	dos	ni	mbili	er	dio
3	drei	tres	san	tatu	san	tria
4	fier	quatro	shi	nne	si	tessera
5	fünf	cinco	go	tano	wu	pente
6	sechs	seis	roku	sita	liu	exi
7	sieben	siete	nana	saba	qi	epta
8	acht	ocho	hachi	nane	ba	okto
9	neun	nueve	kyuu	tisa	jiu	ennea
10	zehn	diez	jyuu	kumi	shi	deka

PATROL CHESS TOURNAMENT

As part of the Chess belt loop and pin. At one meeting have an expert cover over how a chess game is played, and some of the strategies and opening moves. Announce that there will be a chess tournament. At a subsequent meeting hold a timed chess tournament round-robin, so that everyone is always playing someone. Each game has a time limit of 15 minutes, and the winner of each game is either whoever takes the most pieces in that time limit or who gets a checkmate.

BACK TO THE FUTURE OF SCHOOLING

Perhaps for the February “Cubs in the Future” Pack Meeting

You will need lots of old magazines, construction paper, scissors, glue markers and pencils.

The world is changing rapidly, thanks to computers and new technologies. Have the boys discuss what they think school will be like in 30 years (2036).

- ✓ Will the students all be learning from computers?
- ✓ Will they interact with their teachers from a TV hook-up at home?
- ✓ Will they travel to Mars for mathematics and to Saturn for science?
- ✓ Will someone have invented a “smart pill” or brain implant for each subject?

In the future, will we do away with some of the subjects that are taught now? Which ones?

Can they imagine any new subjects that might be taught instead? Which ones?

After the discussion, divide the boys into two or three project groups to make posters of their view of education in the future.

Make costumes for the “Cubs in the Future” Pack meeting, using lots of aluminum foil (edges of foil can be very sharp!):

- Aluminum foil radiation hats, to keep cell phones from frying their brain.
- Computers, communicators, and displays on your sleeve.
- Keyboard pants.

ENGINEER TECHNOLOGY GROUP

Great Salt Lake Council

Boys have a natural interest in how things work. The Engineer Activity

Badge gives an introduction to how the big things in our lives work.

One of the purposes of Cub Scouting is "fostering a sense of personal achievement by developing new interests and skills" in boys. This activity badge probably does this more than any of the other badges.

Engineering is one of the most exacting of the professions and the badge includes projects that will give a boy an insight into some types of engineering.

Types of Engineers

Great Salt Lake Council

- **Aeronautical Engineering:** Deals with the whole field of design, manufacture, maintenance, testing, and the use of aircraft both for civilian and military purposes.
- **Astronautical Engineering:** Closely related to aeronautics, but is concerned with the flight of vehicles in space, beyond the earth's atmosphere, and includes the study and development of rocket engines, artificial satellites, and spacecraft for the exploration of outer space.
- **Chemical Engineering:** Concerned with the design, construction, and management of factories in which the essential processes consist of chemical reactions.

- **Civil Engineering:** Perhaps the broadest of the engineering fields; deals with the creation, improvement, and protection of the communal environment; providing facilities for living, industry, and transportation, including large buildings, roads, bridges, canals, railroad lines, airports, harbors, and other constructions.
- **Electrical Engineering/Computer Science:** Divided broadly into the engineering of electrical power distribution systems, electrical machinery, and communication, information, and control systems.
- **Geological & Mining Engineering:** Includes activities related to the discovery and exploration of mineral deposits and the financing, construction, development, operation, recovery, processing, purification, and marketing of crude minerals and mineral products.
- **Industrial or Management Engineering:** Pertains to the efficient use of machinery, labor, and raw materials in industrial production.
- **Mechanical Engineering:** Covers the design and operation of all types of machinery and small structures.
- **Safety Engineering:** Concerned with the prevention of accidents.
- **Sanitary Engineering:** A branch of civil engineering that has acquired the importance of a specialized field due to its great importance for a healthy environment, especially in dense urban population areas.

Make Electricity with a Lemon Battery

Great Salt Lake Council

Materials: Lemon, steel wool, copper nail, zinc nail.

- ✓ Scrub a copper nail and a zinc nail with a piece of wool until they are clean and shiny.
- ✓ Rinse the nails under the water faucet.
- ✓ Poke the pointed ends of the nails into the center of a fresh lemon. Spaces the two nails about
- ✓ 1" apart and leave 1/2" of each nail protruding.
- ✓ Take a small LED (light emitting diode) and touch the leads to the two nails. You should see a glow.

When I was a Cub Scout, we stuck out our tongue and touched the tops of the two nails and felt a tingle. What Happened? You have just made a simple chemical battery and the glow you saw or the tingle you felt on your tongue was electricity! Because the lemon contains acid and water, which reacts with the metals, zinc and copper, a slight electrical current was formed and it passed over your tongue from one nail to the other.

Unusual Catapult

Great Salt Lake Council

Materials: Thin cardboard, colored pencils, long rubber band, scissors

Directions

1. Draw two separate five sided shapes, tracing the pattern as shown.
2. Cut out. Lightly fold back along dotted lines.
3. Color each of the six separate sections a different color.
4. Overlap the two shapes and loop the rubber band over every other corner to hold the two pieces of cardboard

together. The rubber band should be stretched slightly but not too tight.

5. When you let go of the cards, which should be laying flat on the table, the slightly stretched rubber band will contract which will cause your contraption to "leap" into a solid shape.

Why does this happen and is this really a Catapult? The

energy in the stretched rubber band pulls the cardboard contraption into the shape. This illustrates what makes a catapult spring in the simplest way imaginable. Explain to your Scouts that some substances, such as elastic or rubber, stretch when you pull them, but spring back into their original shape when released. Although most catapults "fling" or "throw" something away from them, this one uses the spring or force of the catapult to "throw its flat shape "up" into a ball or solid shape. Even though it is very different from a standard catapult, it nevertheless operates on the same principles, only in reverse.

Sam Houston Area Council

One of the purposes of Cub Scouting is "fostering a sense of personal achievement by developing new interests and skills" in boys. This activity badge probably does this more than any of the other badges. Engineering is all about applied science, and it is one of the most exacting of the professions. This badge includes projects that give boys an understanding of this profession.

There are many types of engineers; chemical, electrical, civil, petroleum, mechanical and industrial are just a few. It usually takes a creative mind and attention to detail to be a good engineer. Through work on the Engineer Activity Badge, your Webelos Scouts will get an appreciation for engineering and what it takes to accomplish engineering feats.

SUGGESTED PATROL ACTIVITIES

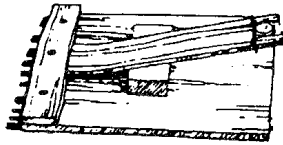
1. Have the boys find pictures of different bridges and put together a poster for the pack meeting.
2. Visit a college engineering or architecture department.
3. Invite an engineer or architect to visit the patrol meeting to talk about their job.
4. Measure the dimensions of your meeting place and include the locations of doors and windows. Show how to sketch a simple floor plan with these measurements.
5. Make a block and tackle and demonstrate its use.
6. Make catapults and have a contest.
7. Compare design and Construction of various kinds of bridges and make a model of one or more.
8. Visit a construction site with a contractor. Ask him to explain the use of blue prints and the order of construction.
9. Visit a power generation plant.
10. Work on the Academics belt loop and pin for mathematics.

CATAPULTS ARE DANGEROUS

Be forewarned that like most machines, all catapults have the opportunity to be dangerous, even small ones. Catapults were originally invented with the intent to hurt people, so leaders need to be very safety conscious with boys around catapults. Be safe, so that mistakes won't lead to injuries.



LEAF SPRING CATAPULT



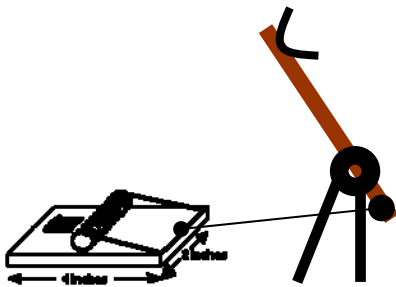
Using wood scraps and an old ruler. Lay the ruler flat onto a larger board and nail another board over and inch of the end of the ruler. Then wedge a small board under the ruler to form the leaf spring catapult.

LEVER CATAPULT

Catapult Experiment: Use ruler and rubber eraser or other soft projectile. Have boy strike the short end of the ruler balanced on a dowel. How far did the eraser go? Now have him try it with half the ruler over the edge of a table and hit it with the same force. Why is there a difference in the distance that the eraser flies?

MOUSE TRAP-A-PULTS

The spring and lever action of a mousetrap can be harnessed for many kinds of fun machines. Give the boys mousetraps, string, tinker toys or K-nex and have a contest to build and see how far their mousetrap contraption could throw a small



object like a dry bean. Below is an example with the mousetrap pulling a lever that then throws the bean.

BUILDING CHALLENGES

PAPER BRIDGE CONTEST



Hand the Webelos each one sheet of 8½ x 11 paper, two foam cups, 4" of tape and a matchbox-sized car. Tell them to build a bridge that will support the toy car as it rolls

across the bridge. They can cut or fold the paper into any shapes that they want. They may use small pieces of tape to help hold the paper in desired shapes but not to tape to the cups. This can be a group effort, team play or on an individual project. You can do something similar as a tower-building contest.

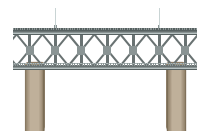
Strong Bridge Ideas:

1. Cut a strip and roll it up. Use this as a center support.
2. Fold two long edges of the card.
3. Cut a strip and curve it under the bridge as a support.
4. Cut three strips and sandwich one folded in a zig-zag.

TRUSS BRIDGES

You will need: Lots of mini-marshmallows, toothpicks, various weight objects.

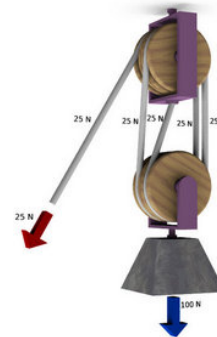
1. Give teams of boys an equal number of marshmallows and toothpicks.



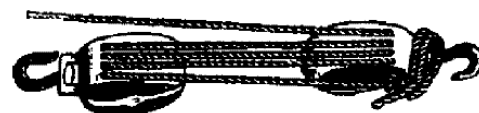
2. Between two equal-height objects (like tables) show them the distance that they must span with their bridge. Tell them that the contest will be to see how much weight their bridge can hold in the very center of the bridge.
3. The bridge must be at least one toothpick wide and you suggest that they use the marshmallows to connect the toothpicks.
4. Tell them that the strongest shape is a triangle, so build a truss bridge that has lots of triangles in it.

PULLEYS, BLOCKS AND TACKLES

There are five kinds of basic machines that were discovered in



ancient times. All complex machines are built out of some or all of these basic machines: wheel (with axle), pulley, wedge, screw and lever. This exercise will show the magic of how pulleys, and blocks and tackles can make lifting something heavy possible by exerting very little effort.



A pulley is a special kind of axle and wheel, where the axle is connected to some object, and a rope goes around the wheel. A block and tackle is formed by two pulleys that may each have several wheels, and a rope goes around both pulleys.

Ropes and pulleys can be connected in many assorted ways to create different degrees of how easy it is to pull.

A simple "Come-along" can be made by tying a rope to a fixed object (like a tree), running the rope behind the object that you want to move, and pull on the rope while standing near the tree. You will only have to pull half as hard to make the object move, as if you tried to pull it directly, because the tree actually helps you pull. You can also achieve the same result by attaching a single-wheel pulley to the object that you want to move.

By using two pulleys, you may form a block and tackle. With pulleys that have enough wheels and enough rope, it would be possible for a Webelos Scout to move just about any heavy object that the rope and pulleys can support. The illustrations below show how to move more than what you normally are capable of pulling directly with a rope. The Mother Earth News website also has some excellent illustrations of blocks and tackles.

ELECTRICITY

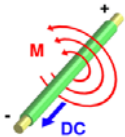
All matter has electrons and when electrons move we see the effects of electricity. Metal and water are both good **conductors** of electricity. Metals like copper and aluminum are most often used to safely move electricity in appliances. Our bodies are also fairly good electrical conductors, because our bodies have a lot of water, which is why people have to be very careful around electricity.

Insulators are things that do not conduct electricity very well. Wood and plastic are two good examples of electrical insulators.

MAKE AN ELECTROMAGNET

Materials:

- ✓ Ten feet of 22-gauge coated copper wire
- ✓ 6-volt lantern battery
- ✓ 6 inch iron nail
- ✓ Steel paperclips
- ✓ Wire stripper and needle-nose pliers
- ✓ Gloves



Electromagnets take advantage of a phenomenon where electricity moving in a wire causes a magnetic field around the wire (shown left).

A single straight wire, with electricity flowing through it, however, has a very small magnetic field. But when you wrap that wire round and round about 50 times in a long neat coil, the magnetic fields from all of the wraps add together to form a strong magnetic field. You can also multiply the strength of the coiled magnetic field, and make the coils much neater, by wrapping the coil around a long piece of iron or steel (like a nail). The more tight and neat the wraps are, the better it will work.



To make current flow through the wire, we need to make an electrical circuit. Strip a half inch of insulating plastic off of each loose end of the wire, and with the pliers curl the ends of the bare wires into U shapes. Scatter the paper clips on a

table nearby. Put on a pair of dry, cloth gloves, because the wires may get hot when the current is flowing. Hook one bare wire onto one of the springs on the lantern battery. Now hook the other bare wire to the other spring connection on the battery and voila you now have an electromagnet that can pick up the paper clips and any other small ferrous objects. The electromagnet will work until the battery is drained or the circuit is broken.

Did you notice a spark when the second wire was connected to the battery? Notice how warm the wires get as the electrical current flows through them. Disconnect the wires while the electromagnet is holding paperclips and watch it drop them. Connect the circuit, pick-up paper clips in one place and move the electromagnet over a box, then disconnect a wire and drop the paperclips in the box. Continue this until all paperclips have been moved.

POW WOW EXTRAVAGANZAS

Southern NJ Council

Aloha, Cub Scouts

Pow Wow in Paradise

November 4, 2006

TBD, NJ

We lost our home and the committee decided to reschedule. Call Southern NJ Council, 856-327-1700, extension 24, or visit the website, www.snjscouting.org or write the chair at pen25guin@comcast.net for the latest info

Central NJ Council

March 25, 2006

TBD, NJ

Call Central NJ Council, 609-419-1600, or visit the website, www.cnjcsa.org or write the chair at 1hourscouter@comcast.net for the latest info

San Gabriel Valley, Long Beach Area, Verdugo Hills

Councils

**Rock Around the Pack
(1950's theme)**

February 4, 2006

Arroyo HS, El Monte, California

<http://www.longbeachbsa.org/>

<http://www.sgvcbbsa.org/>

<http://www.vhcbbsa.org/>

I have my registration form!!! CD

Santa Clara County Council

Pow Wow and University of Scouting

January 21, 2006

Santa Clara High School

Santa Clara, California 95051

Santa Clara County Council's website is

<http://www.sccc-scouting.org/>

and their phone number is 408-280-5088

On-line and paper registration is available!

Great Smoky Mountain Council - BSA

University of Scouting

March 4, 2006

Pellissippi State Community College

Knoxville, Tennessee

Great Smoky Mountain Council's service center phone number is (865) 588-6514

WEB SITES

Great Salt Lake Council



<http://kids.msfc.nasa.gov/>

<http://familycrafts.about.com/od/outerspace/>

<http://www.dltk-kids.com/crafts/space/space.html>

http://www.faqkids.com/idx/7/0/Outer_Space.html

<http://www.first->

school.ws/t/cpholiday/patriotic_astronaut_flagc.htm

<http://edspace.nasa.gov/astroschool/>

<http://space.about.com/library/weekly/blactivity.htm>

http://www.eduplace.com/monthlytheme/may/space_activiti

[es.html](http://www.spacecamp.com/)

<http://www.spacecamp.com/>

<http://pages.ripco.net/~esme/outerspace.html>

Kiddidles

Not you average kid's site. A good collection of songs, games, stories and other stuff www.kiddidles.com

The Charles Schulz Museum –

Learn all about Charlie Brown, Lucy and the Peanuts gang <http://www.schulzmuseum.org/>

ONE LAST THING

“CHARLES SCHULTZ” PHILOSOPHY

**** See note below on source of this item ****

You don't actually have to take the quiz. Just read this straight through and you'll get the point. It is trying to make an awesome point!

Here's the first quiz:

1. Name the five wealthiest people in the world.
2. Name the last five Heisman trophy winners.
3. Name the last five winners of the Miss America contest.
4. Name ten people who have won the Nobel or Pulitzer prize.
5. Name the last half dozen Academy Award winners for best actor and actress.
6. Name the last decade's worth of World Series winners.

How did you do?

The facts are, none of us remember the headliners of yesterday. These are no second-rate achievers. They are the best in their fields. But the applause dies. Awards tarnish. Achievements are forgotten. Accolades and certificates are buried with their owners.

Here's another quiz. See how you do on this one:

1. List a few teachers who aided your journey through school.

2. Name three friends who have helped you through a difficult time.
3. Name five people who have taught you something worthwhile.
4. Think of a few people who have made you feel appreciated and special.
5. Think of five people you enjoy spending time with.
6. Name half a dozen heroes whose stories inspired you.

Easier?

The lesson: The people who make a difference in your life are not the ones with the most credentials, the most money, or the most awards. They are the ones that care.

"Don't worry about the world coming to an end today It's already tomorrow in Australia." Charles Schulz

This item has been floating around cyberspace for about 6 years now, when Snopes.com tried to verify the authenticity here is what they learned -

Origins from www.snopes.com :

Charles Schulz (not "Schultz") was the cartoonist who created and drew the immensely popular *Peanuts* comic strip, which ran continuously for almost 50 years (from October 1950 until Schulz's death in February 2000) and appeared in more than 2,600 newspapers published in 75 different countries. Although Charlie Brown, Linus, Lucy, Snoopy, and other of Schulz's cartoon characters often expressed philosophical observations delivered with gentle good humor, the above-quoted quiz about the importance of having caring people in our lives, frequently reproduced under a title of "Charles Schulz Philosophy" (or sometimes "Charlie Brown's Philosophy") is not his handiwork.

An inquiry to the [Charles M. Schulz Museum](http://www.charlesm.schulz.com) produced the following response:

We get this request about once a month. Though this saying/quiz is often attributed to Charles Schulz, he in fact made no such statement.

The quotation "Don't worry about the world coming to an end today . . . It's already tomorrow in Australia" that appears at the end of the quiz evidently did come from the pen of Charles Schulz, an adaptation taken from a *Peanuts* strip originally published on 13 June 1980. We don't know who the real creator of this quiz is, but it's been circulating on the Internet since at least 2000, and somewhere along the way someone appended Schulz's " . . . it's already tomorrow in Australia" line to it, an addition that evidently misled a subsequent reader into believing that Schulz had authored the quiz itself.

