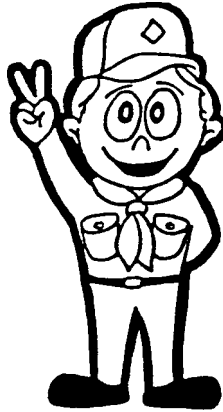


THE CUB CHRONICLES



August 2011

CORE VALUE OF THE MONTH: COOPERATION

COOPERATION: BEING HELPFUL AND WORKING TOGETHER WITH OTHERS TOWARD A COMMON GOAL. CUB SCOUTS WILL GAIN A BETTER UNDERSTANDING OF THE IMPORTANCE OF COOPERATION AS THEY WORK TOGETHER TO MAKE THE PACK HARVEST FESTIVAL A MEMORABLE OCCASION FOR EVERYONE, INCLUDING THE NEW FAMILIES.

UPCOMING DATES:

SEPTEMBER 5-- LABOR DAY
SEPT. 30-OCT. 2-- FAM CAMP
OCTOBER 7-9-- FAM CAMP
OCTOBER 14-16-- FAM CAMP
OCTOBER 21-23-- FAM CAMP
OCTOBER 28-30-- FAM CAMP
OCTOBER 29-- CUB SCOUT SPOOK-A-REE
NOVEMBER 4-6-- WEBELOS WEEKEND, CAMP EUCHEE

CONNECTING CORE VALUES WITH OUTDOOR ACTIVITIES

HIKES – PLAN A HIKE, WHICH INVOLVES OPPORTUNITIES FOR PROBLEM SOLVING BY TEAMS (SET THESE UP AHEAD OF TIME). DISCUSS HOW FOLLOWING THE LEADER CAN HELP THE TEAM.

NATURE – WATCH AN ANTHILL AND POINT OUT COOPERATIVE BEHAVIOR PAIR BOYS WHEN DOING AN ACTIVITY AND HAVE THEM WORK TOGETHER.

SERVICE PROJECTS – HAVE DEN OR PACK COLLECT RECYCLABLE MATERIALS TO EARN MONEY FOR A GOOD CAUSE.

GAMES & SPORTS – PLAY SOME TEAM GAMES THAT INVOLVE COOPERATION OF TEAM MEMBERS. THERE ARE MANY OUTDOOR GAMES INVOLVING COOPERATION IN THE HOW TO BOOK.

CEREMONIES – DEMONSTRATE COOPERATION IN A CEREMONY ONE BOY CANNOT LIGHT A CANDLE WITH A MATCH IF THE WIND IS BLOWING, BUT TWO OR MORE CAN WHEN ONE SHIELDS THE WICK FROM THE WIND.

CAMPFIRES – DO A SKIT SHOWING COOPERATIVE BEHAVIOR. BOYS SHOW COOPERATION BY JOINING IN WITH SONGS AND OTHER CAMPFIRE ELEMENTS.

DEN TRIPS – VISIT A GROCERY STORE (OR OTHER BUSINESS) AND TALK ABOUT HOW THE EMPLOYEES COOPERATE TO MAKE THE WHOLE ENTERPRISE WORK SMOOTHLY

PACK OVERNIGHTER – EVERY BOY BRINGS ONE ITEM FOR A SPECIAL DESSERT OR BREAKFAST TREAT OR CRAFT PROJECT. CAREFUL PLANNING IS NECESSARY TO ENSURE THE PROJECT WILL NOT WORK IF ALL THE PARTS AREN'T THERE.

CUB WEBSITES

BALOO'S BUGLE: [HTTP://USSCOUTS.ORG/USSCOUTS/BBUGLE2007-2008.ASP](http://USSCOUTS.ORG/USSCOUTS/BBUGLE2007-2008.ASP)

PROGRAM HELPS: [HTTP://WWW.Scouting.org/filestore/pdf/2009-02.pdf](http://WWW.Scouting.org/filestore/pdf/2009-02.pdf)

FAST TRACKS: [HTTP://WWW.Scouting.org/scoutsourcE/CUBScouts/FASTTRACKS.ASPX](http://WWW.Scouting.org/scoutsourcE/CUBScouts/FASTTRACKS.ASPX)

KISMIF: [HTTP://KISMIF.ORG/](http://KISMIF.ORG/)

BELT LOOP WORKSHEETS: [HTTP://MERITBADGE.ORG/WIKI/INDEX.PHP/CUB_SCOUT_WORKSHEETS](http://MERITBADGE.ORG/WIKI/INDEX.PHP/CUB_SCOUT_WORKSHEETS)

WEBELOS ACTIVITY BADGE WORKSHEETS

[HTTP://MERITBADGE.ORG/WIKI/INDEX.PHP/WEBELOS_ACTIVITY_BADGE_WORKSHEETS](http://MERITBADGE.ORG/WIKI/INDEX.PHP/WEBELOS_ACTIVITY_BADGE_WORKSHEETS)

WEBELOS ACTIVITY BADGE REQUIREMENT WORKSHEETS:

[HTTP://WWW.USSCOUTS.ORG/ADVANCE/CUBSCOUT/WEBBADGES.ASP](http://WWW.USSCOUTS.ORG/ADVANCE/CUBSCOUT/WEBBADGES.ASP)

WEBSITES RELATING TO THE THEME OF THE MONTH

WWW.ACTIVITIES-FOR-KIDS.NET/COOPERATION-ACTIVITIES-FORKIDS.HTML

[HTTP://WWW.EHOW.COM/LIST_5953752_CHRISTIAN-COOPERATIONGAMES-KIDS.HTML](http://WWW.EHOW.COM/LIST_5953752_CHRISTIAN-COOPERATIONGAMES-KIDS.HTML)

[HTTP://WWW.PBS.ORG](http://WWW.PBS.ORG)

[HTTP://WWW.YOUTHWORK-PRACTICE.COM/GAMES/COOPERATIONGAMES.HTML](http://WWW.YOUTHWORK-PRACTICE.COM/GAMES/COOPERATIONGAMES.HTML)

BELT LOOPS



MATHEMATICS BELT LOOP

COMPLETE THESE THREE REQUIREMENTS:

1. DO FIVE ACTIVITIES WITHIN YOUR HOME OR SCHOOL THAT REQUIRE THE USE OF MATHEMATICS. EXPLAIN TO YOUR DEN HOW YOU USED EVERYDAY MATH.
2. KEEP TRACK OF THE MONEY YOU EARN AND SPEND FOR THREE WEEKS.
3. MEASURE FIVE ITEMS USING BOTH METRIC AND NON-METRIC MEASURES. FIND OUT ABOUT THE HISTORY OF THE METRIC SYSTEM OF MEASUREMENT.



VOLLEYBALL BELT LOOP

COMPLETE THESE THREE REQUIREMENTS:

1. EXPLAIN THE RULES OF VOLLEYBALL TO YOUR LEADER OR ADULT PARTNER.
2. SPEND AT LEAST 30 MINUTES PRACTICING SKILLS TO PLAY THE SPORT OF VOLLEYBALL.
3. PARTICIPATE IN A VOLLEYBALL GAME.

THE ONLY THING THAT WILL REDEEM MANKIND IS COOPERATION.

BERTRAND RUSSELL

GATHERING ACTIVITY/ICEBREAKER

THE PICTURE OF COOPERATION

ASK EVERYONE TO BRING IN PICTURES FROM MAGAZINES OR THAT THEY HAVE DRAWN – EACH PICTURE SHOULD SHOW PEOPLE WORKING TOGETHER TO ACCOMPLISH SOMETHING. GLUE THE PICTURES TO A LARGE PIECE OF PAPER AND TOP IT OFF WITH LARGE LETTERS SPELLING OUT COOPERATION.

STAND UP

TWO PLAYERS SIT BACK TO BACK WITH LEGS STRETCHED OUT IN FRONT OF THEM. THEY MUST TRY TO STAND UP WITHOUT USING THEIR ARMS. THE CUB SCOUTS WILL SEE THAT THEY CAN ONLY STAND UP IF THEY WORK TOGETHER.

OPENING CEREMONY

US FLAG & PACK FLAG

ARRANGEMENTS: NARRATORS READ THE FOLLOWING AS THE COLOR GUARDS BRING IN THE U.S. FLAG AND THE PACK FLAG.

CUB #1: WOULD THE AUDIENCE PLEASE STAND AND FACE THE PACK FLAG, EXTENDING RIGHT HAND TOWARD IT.

CUB #2: HERE STANDS THE FLAG WHICH REPRESENTS OUR PACK WITH PRIDE, A GROUP OF CUB SCOUTS WITH PARENTS AT THEIR SIDE.

CUB #3: NOW WOULD THE AUDIENCE TURN AND FACE THE AMERICAN FLAG AND STAND AT ATTENTION.

CUB #4: AND HERE STANDS THE FLAG WE CALL OLD GLORY. STANDING FOR ALL WE HOLD DEAR, IT TELLS OUR COUNTRY'S STORY.

CUB #5: LET US ALL NOW JOIN TOGETHER IN THE PLEDGE OF ALLEGIANCE TO THE FLAG OF OUR COUNTRY

CHEERS AND APPLAUSES.

COOPERATION APPLAUSE:

EACH PERSON STANDS FACING ANOTHER PERSON. THEY GIVE APPLAUSE BY EACH USING ONLY ONE HAND AND CLAPPING WITH ONE HAND OF THEIR PARTNER.

BAND AID APPLAUSE

EVERYONE SAYS "OUCH" AND MAKES A MOTION OF HAVING HURT THEIR FINGER. THEN EVERYONE SAYS "I NEED A BAND AID" THEN "FIND A SCOUT – THEY'RE SURE TO HAVE ONE!"

SCRATCH THAT ITCH APPLAUSE

EVERYONE MAKES A MOTION OF HAVING AN ITCH IN THE MIDDLE OF THEIR BACK – THEY TRY TO REACH IT VARIOUS WAYS. THEN EACH PERSON RAISES ONE FINGER AND LOOKS AS IF THEY HAVE A BRIGHT IDEA. EACH PERSON PANTOMIMES TO THE PERSON NEXT TO THEM TO

ASK THEM TO SCRATCH THAT ITCH. THEY TAKE TURNS SCRATCHING THAT ITCH. THEN EVERYONE SAYS "AAAAW, THAT'S MUCH BETTER!"

CUB CRAFT CORNER

SQUISHY STRESS BALLOON TOSS

IS PLAYED LIKE BEAN BAG TOSS ABOVE – EXCEPT YOU TOSS FLOUR-FILLED BALLOONS. *I RECOMMEND DOING THIS OUTSIDE OR PUTTING DOWN NEWSPAPER UNDER THE ENTIRE AREA THE BOYS ARE FILLING THEIR BALLOONS IN & CHECK THEIR KNOTS BEFORE THEY TOSS THEM.*

NEEDS:

EMPTY THICK HELIUM GRADE RUBBER BALLOONS – 4 OF EACH COLOR PER PLAYER (8 BALLOONS/PERSON)

FUNNEL

FLOUR

HOW TO MAKE:

- 1 GENTLY PUT ONE BALLOON INSIDE ANOTHER BALLOON. STRAIGHTEN OUT THE INNER BALLOON BY BLOWING INTO THE BALLOONS.
- 2 CAREFULLY PULL THE NECKS OF THE DOUBLE BALLOONS OVER THE NARROW END OF THE FUNNEL. FILL THE INSIDE BALLOON ALMOST FULL WITH FLOUR. TIE OFF THE BALLOON STEMS. MAKE 4 BALLOONS WITH THE SAME OUTSIDE COLOR FOR EACH PLAYER. EACH PLAYER SHOULD HAVE A DIFFERENT COLORED BALLOON.

SONGS

WHAT SHALL WE DO WITH A LITTER DROPPER?

(TUNE: WHAT DO WE DO WITH A DRUNKEN SAILOR)

WHAT SHALL WE DO WITH A LITTER DROPPER

WHAT SHALL WE DO WITH A LITTER DROPPER

WHAT SHALL WE DO WITH A LITTER DROPPER

EARLY IN THE MORNING?

PUT THEM IN THE BIN, LET THE GARBAGE TRUCK TAKE THEM *(SAY 3X)*

EARLY IN THE MORNING.

WHAT SHALL WE DO WITH THE BOTTLE SMASHERS

WHAT SHALL WE DO WITH THE BOTTLE SMASHERS

WHAT SHALL WE DO WITH THE BOTTLE SMASHERS

EARLY IN THE MORNING?

LET THE RECYCLING TRUCK TAKE THEM *(SAY 3X)*

EARLY IN THE MORNING.

WHAT SHALL WE DO WITH THE TIN CAN TOSSERS

WHAT SHALL WE DO WITH THE TIN CAN TOSSERS

WHAT SHALL WE DO WITH THE TIN CAN TOSSERS

EARLY IN THE MORNING?

PUT THEM IN THE BIN, LET THE GARBAGE TRUCK TAKE THEM *(SAY 3X)*

EARLY IN THE MORNING.

GAMES

PROMISE/LAW PUZZLE

WRITE OUT THE PROMISE AND LAW ON PIECES OF TWO FOOT BY TWO FOOT 1/4 INCH MASONITE.

THEN USE A JIGSAW TO CUT OUT EACH WORD. WHEN YOU ARE DONE EACH WORD WILL BE A SEPARATE PIECE OF THE PUZZLE.

HAVE THE CUBS TAKE TURNS IN GROUPS OF FOUR (OR SO) PUTTING THE PUZZLES TOGETHER.

TIME THE GROUPS TO SEE WHICH GROUP IS THE FASTEST TO ASSEMBLE THE PUZZLES.

NOT ONLY DOES THIS HELP THEM LEARN THE PROMISE AND THE LAW, IT ALSO FORCES THEM TO WORK AS A TEAM IF THEY WANT TO BE THE WINNERS.

CUB SCOUT SALUTE RACE

A GREAT WAY TO HELP PREPARE BOYS FOR THEIR BOBCAT BADGE.

LINE UP THE TEAMS.

AT "GO", THE FIRST MAN ON EACH TEAM RUNS TO THE JUDGE (ONE JUDGE IS REQUIRED FOR EACH TEAM), SNAPS TO ATTENTION AND SALUTES.

PLAYER THEN RETURNS AND TOUCHES OFF NEXT MEMBER, WHILE THE JUDGE CALLS OUT RIGHT OR WRONG.

FIRST TEAM COMPLETING A GIVEN NUMBER OF THE CORRECT SALUTES WINS.

VARIATION 1: JUDGE KEEPS THE PLAYER UNTIL HE DOES THE SALUTE CORRECTLY. IN THIS CASE, THE FIRST TEAM FINISHED WINS.

VARIATION 2: USE THE CUB SCOUT SIGN, HANDSHAKE, PROMISE, LAW, MOTTO, OR ANY COMBINATION, INSTEAD OF THE SALUTE. THIS GAME IS A NATURAL FOR NEW CUB SCOUTS AND THEIR PARENTS.

A LEADER'S RESOLUTION

I SHALL STUDY MY BOYS SO THAT I MAY UNDERSTAND THEM.

I SHALL LIKE MY BOYS SO THAT I CAN HELP THEM.

I SHALL LEARN—FOR THEY HAVE MUCH TO TEACH ME.

I SHALL LAUGH—FOR YOUTH GROWS COMFORTABLE WITH LAUGHTER.

I SHALL GIVE MYSELF FREELY—YET I SHALL TAKE, SO THAT THEY MAY ACQUIRE THE HABIT OF GIVING.

I SHALL BE A FRIEND—FOR A FRIEND IS NEEDED.

I SHALL LEAD—YET I SHALL BEWARE OF PUSHING.

I SHALL LISTEN—FOR A LISTENER PREVENTS COMBUSTION.

I SHALL WARN THEM WHEN MY EXPERIENCE WARRANTS IT.

I SHALL COMMAND WHEN ACTIONS MERIT IT.

I SHALL OVERLOOK MISTAKES—YET I WILL NOT BLAME THEM.

LASTLY, I SHALL TRY TO BE THAT WHICH I HOPE THEY THINK I AM."