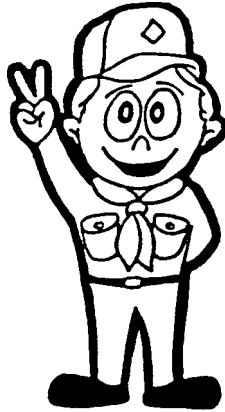


THE CUB CHRONICLES



DECEMBER 2011

CORE VALUE OF THE MONTH: POSITIVE ATTITUDE

POSITIVE ATTITUDE: BEING CHEERFUL AND SETTING OUR MINDS TO LOOK FOR AND FIND THE BEST IN ALL SITUATIONS. THROUGH PARTICIPATING IN VARIOUS ACTIVITIES AT THE PACK MEETING AND PACK TALENT SHOW, BOYS WILL GAIN A BETTER UNDERSTANDING OF THE IMPORTANCE OF HAVING A POSITIVE ATTITUDE WHETHER THEY ARE PART OF THE AUDIENCE OR AS THE CENTER OF ATTENTION ON STAGE..

UPCOMING DATES:

DECEMBER 10-- SPORTSMAN'S DAY

JANUARY 7-- DISTRICT BANQUET

JANUARY 12-- ROUNDTABLE

CONNECTING CORE VALUES WITH OUTDOOR ACTIVITIES

_ HIKES - HAVE FUN EVEN WHEN IT IS HARD TO DO. IF POSSIBLE, PLAN A HIKE THAT IS CHALLENGING, LENGTHY, OR HAS DIFFICULT TERRAIN. HAVE BOYS EXPLORE HOW TO MAKE THIS A GOOD EXPERIENCE WITH POSITIVE ATTITUDES.

NATURE ACTIVITIES - VISIT A HERPETOLOGIST OR ENTOMOLOGIST TO TALK ABOUT HOW INSECTS AND SNAKES CONTRIBUTE TO WORLD ECOLOGY. RELATE THIS TO HAVING A POSITIVE ATTITUDE ABOUT EVERYONE'S PLACE IN THE WORLD.

SERVICE PROJECTS - MAKE CHEERY CARDS FOR OTHERS. MAIL THESE TO AN ADOPTED ELDERLY OR SHUT-IN PERSON ON A REGULAR BASIS. LOOK FOR OPPORTUNITIES TO SERVE FRIENDS OR FAMILY MEMBERS WHO ARE HAVING A TOUGH TIME.

GAMES & SPORTS - BOWLING AND GOLF ARE GOOD GAMES THAT BRING THE IMPORTANCE OF POSITIVE ATTITUDE TO MIND. DESIGN A GAME WHERE BOYS HAVE TO TURN "DON'TS" AND "CAN'TS" INTO "DO'S" AND "CAN'S." ALWAYS HAVE A GOOD ATTITUDE, WHETHER WIN OR LOSE.

CEREMONIES - DISCUSS THE POSITIVE ATTITUDE SHOWN BY THE RECIPIENT OF A PUBLIC RECOGNITION (ESPECIALLY WHEN IT IS FOR ADVANCEMENT).

CAMPFIRES - USE A STORY ABOUT POSITIVE ATTITUDE. TALK ABOUT WHY WE APPLAUD AND JOIN IN WHEN OTHERS ARE PERFORMING. DISCUSS WHY IT'S IMPORTANT NOT TO GRUMBLE OR COMPLAIN ABOUT YOUR PART IN A SKIT OR CEREMONY.

DEN TRIPS - VISIT WITH SOMEONE WHO HAS OVERCOME AN ADVERSE SITUATION THROUGH POSITIVE ATTITUDES. THANK OTHERS WHO SHOW A POSITIVE ATTITUDE WHEN THEY HAVE TO WAIT IN LINE OR TAKE SECOND CHOICE ON SOMETHING.

PACK OVERNIGHTER - PRESENT BOYS WITH OBSTACLES TO OVERCOME IN ORDER FOR THE OVERNIGHTER TO HAPPEN (CAN'T GET CAMPGROUND WE WANTED, RAIN FORECAST FOR THAT WEEKEND, NOT ENOUGH TENTS OR SLEEPING BAGS, ETC). GUIDE THEM TO A RESOLUTION, EMPHASIZING A POSITIVE ATTITUDE.

CUB WEBSITES

BALOO'S BUGLE: [HTTP://USSCOOTS.ORG/USSCOOTS/BBUGLE2007-2008.ASP](http://USSCOOTS.ORG/USSCOOTS/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.USSCOOTS.ORG/ADVANCE/CUBSCOUT/WEBBADGES.ASP](http://WWW.USSCOOTS.ORG/ADVANCE/CUBSCOUT/WEBBADGES.ASP)

WEBSITES RELATING TO THE THEME OF THE MONTH

[HTTP://WWW.EXPERIENTIAL-LEARNING-GAMES.COM/SELFESTEEMGAMES.HTML](http://WWW.EXPERIENTIAL-LEARNING-GAMES.COM/SELFESTEEMGAMES.HTML)

[HTTP://WWW.EHOW.COM/WAY_5329550_GAME-IDEAS-POSITIVEATTITUDE.HTML](http://WWW.EHOW.COM/WAY_5329550_GAME-IDEAS-POSITIVEATTITUDE.HTML)

[HTTP://WWW.LIVESTRONG.COM/ARTICLE/156410-POSITIVE-THINKINGGAMES/](http://WWW.LIVESTRONG.COM/ARTICLE/156410-POSITIVE-THINKINGGAMES/)

[HTTP://WWW.KIDS-ACTIVITIES-LEARNING-GAMES.COM/](http://WWW.KIDS-ACTIVITIES-LEARNING-GAMES.COM/)

BELTLOOPS



READING AND WRITING BELT LOOP

COMPLETE THESE THREE REQUIREMENTS:

1. VISIT A LIBRARY AND GET YOUR OWN LIBRARY CARD. CHECK OUT AND RETURN A BOOK.
2. WRITE A LETTER OR A SHORT STORY. READ IT TO YOUR DEN OR FAMILY.
3. KEEP A DIARY OF YOUR ACTIVITIES FOR ONE WEEK. READ IT TO YOUR DEN OR FAMILY.



GYMNASTICS BELT LOOP

COMPLETE THESE THREE REQUIREMENTS:

1. EXPLAIN THE SIX EVENTS OF MEN'S GYMNASTICS: FLOOR EXERCISE, POMMEL HORSE, STILL RINGS, VAULTING / SIDE HORSE, PARALLEL BARS, AND HORIZONTAL BAR.
2. EXPLAIN THE SAFETY RULES YOU SHOULD FOLLOW TO LEARN GYMNASTICS
3. PARTICIPATE IN AN EXERCISE FROM THREE OF THE SIX EVENTS USING THE PROPER EQUIPMENT AND TECHNIQUES.

GATHERING ACTIVITY/ICEBREAKER

HAVE A DISPLAY OF COLLECTIONS AND TALENTS FOR EVERYONE TO ENJOY:

THINK OUTSIDE THE BOX – EVERY BOY HAS TALENTS, WHETHER IN SPORTS, OR ART, OR SCHOLARSHIP – OR A PASSION OR INTEREST, SUCH AS SPACE, MAGIC – MAKE SURE EACH BOY HAS A WAY TO BE HIGHLIGHTED AND THAT TABLES AND EASELS ARE AVAILABLE FOR DISPLAYS. (ASK FOR A PACK COMMITTEE VOLUNTEER TO WORK WITH ALL THE BOYS DURING THE MONTH SO THEY LEARN HOW TO DISPLAY AND LABEL THEIR ITEMS) BE SURE AND TAKE A PHOTO OF EACH BOY BY HIS DISPLAY. IF YOU ARE HAVING YOUR PINEWOOD DERBY THIS MONTH, DO THE DISPLAY AND RECOGNITION AS PART OF YOUR BLUE & GOLD DINNER IN FEBRUARY. ***BE SURE EVERY BOY IS INCLUDED!***

OPENING CEREMONY

U ARE IMPORTANT

SCOUTS HOLD SIGNS WITH THE WORDS AS SHOWN (MISSING THE LETTER U). WORDS ARE ON THE BACK OF THE SIGNS IN LARGE PRINT.

CUB # 1: WE CANNOT SPELL: C_B SCO_TS WITHOUT U

CUB # 2: WE CANNOT SPELL: YO_TH WITHOUT U

CUB # 3: WE CANNOT SPELL: AD_LT WITHOUT U

CUB # 4: WE CANNOT SPELL: S_CCESS WITHOUT U

CUB # 5: WE CANNOT SPELL: F_N WITHOUT U

CUB # 6: WE CANNOT SPELL: O_TDOORS WITHOUT U

ALL: CLEARLY, SCOUTING NEEDS U!

CHEERS AND APPLAUSES.

CANNED LAUGHTER CHEER.

EVERYONE LAUGHS LOUDLY WHEN THE LID IS TAKEN FROM A CAN.
BECOME QUIET WHEN THE LID IS REPLACED.

BANQUET CHEER.

C'MON GOLD!
C'MON BLUE!
C'MON CUB SCOUTS!
THAT'S ME AND YOU!"

CUB CRAFT CORNER

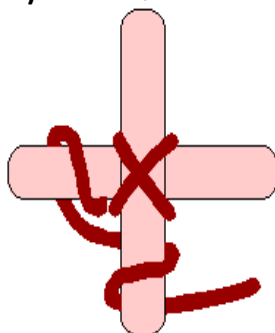
MINI GOD'S EYES

THESE MAKE GREAT NECKERCHIEF SLIDES. THE OJO DE DIOS OR GOD'S EYE IS AN ANCIENT SYMBOL MADE BY THE HUICHOL OF MEXICO. THE CENTRAL EYE WAS MADE WHEN A CHILD WAS BORN. EACH YEAR, A BIT OF YARN WAS ADDED UNTIL THE CHILD TURNED FIVE AT WHICH POINT THE OJO IS COMPLETE.



SUPPLIES:

MULTI-COLORED YARN,
MINI CRAFT STICKS,
TACKY GLUE OR GLUE GUN WITH LOW TEMP GLUE STICKS,
1/2" PVC SCHEDULE 40 PIPE CUT INTO 1/2" RINGS



DIRECTIONS:

1. GLUE TWO MINI CRAFT STICKS TOGETHER FORMING AND "X".
2. GLUE THE END OF THE YARN TO THE MIDDLE WHERE YOUR STICKS CROSS.
3. BEGIN BY WRAPPING THE YARN OVER AND AROUND ONE LEG OF ONE CRAFT STICK, THEN
4. OVER AND AROUND THE NEXT LEG. PULL THE YARN TIGHT EACH TIME AND PUSH IT TOWARD
5. THE CENTER. (DIAGRAM SHOWS BACKSIDE OF THE GOD'S EYE).
6. CONTINUE UNTIL THE CRAFT STICKS ARE COVERED. GLUE AND TRIM.
7. USE THE GLUE GUN TO GLUE THE COMPLETED GOD'S EYE ONTO THE PVC RING.

SONGS

CUB SCOUT PRAYER

(TUNE: O TANNENBAUM)

LORD, IN THIS EVENING HOUR I PRAY,
FOR STRENGTH TO DO MY BEST EACH DAY.
DRAW NEAR TO ME THAT I MAY SEE,
THE KIND OF CUB THAT I SHOULD BE.
IN SERVING OTHER, LET ME SEE,
THAT I AM ONLY SERVING THEE.
BLESS ME, OH LORD, IN THY GREAT LOVE,
THAT I MAY BE A BETTER CUB.

MAGIC TRICKS

(TUNE: JINGLE BELLS)

LET'S DO TRICKS, LET'S DO TRICKS,
MAGIC'S FUN TO DO.
IT IS FUN TO TRICK THEM
AND AMAZE YOUR BUDDIES TOO.
MAGIC CARDS, MAGIC ROPE
ARE ALL THE TOOLS YOU'LL NEED
SO SIT RIGHT DOWN AND WOW THEM
WITH ALL THE HARD WORK DONE.

GAMES

AUTO TRIP MUSICAL CHAIRS

PLAYERS ARE SEATED IN A CIRCLE AND EACH ONE IS GIVEN THE NAME OF A PART OF A CAR (TIRES, GAS TANK, HOOD, STEERING WHEEL, TIRES, BRAKES.)

ONE PLAYER BEGINS AS THE STORYTELLER, INCLUDING VARIOUS PARTS AS HE TELLS THE STORY OF THE "TRIP." "WE WENT DOWN THE ROAD TILL A TIRE WENT FLAT..."

AS A CAR PART IS MENTIONED, THE PLAYER WITH THAT PART GETS UP AND RUNS AROUND HIS CHAIR, THEN SITS BACK DOWN. (IT HELPS THE STORYTELLER TO HAVE THE CAR PARTS LISTED ON THE WALL)

THE STORY CONTINUES, WITH THE STORYTELLER SOMETIMES YELLING "BLOWOUT!"

THEN EVERYONE, INCLUDING THE STORYTELLER MUST LEAVE THEIR SEAT, RACE AROUND THE CIRCLE AND FIND A DIFFERENT SEAT.

MEANWHILE, THE DEN LEADER PULLS ONE CHAIR OUT OF THE CIRCLE.

WHICHEVER PLAYER IS LEFT WITHOUT A SEAT BECOMES THE NEW STORYTELLER.

CHOPSTICK RACE

SET UP:

PLACE A BOWL OF UNCOOKED RICE, POPCORN (EASIER), M & MS OR SMARTIES (HARDEST!) FOR EACH TEAM ON A CHAIR OR TABLE AT ONE END OF THE ROOM,

PLACE A PAIR OF CHOPSTICKS AND AN EMPTY BOWL FOR EACH TEAM AT THE OTHER END OF THE ROOM.

TO PLAY:

USING THE CHOPSTICKS, THE FIRST MEMBER OF EACH TEAM PICKS UP A PIECE OF POPCORN, RICE OR A SMARTIE ETC. FROM THEIR BOWL

HE THEN CARRIES IT TO THEIR TEAM'S BOWL AT THE OTHER END OF THE ROOM

THEN HE RUNS BACK AND PASSES THE CHOPSTICKS TO THE NEXT TEAM MEMBER WHO DOES THE SAME.

CONTINUE AS A RELAY RACE

WHEN EVERY TEAM MEMBER HAS SUCCESSFULLY COMPLETED THE TASK THE TEAM HAS FINISHED

THE FIRST TEAM TO FINISH WINS. (IF THE TEAMS ARE UNEVEN IN NUMBERS, MAKE SURE EACH BOWL HAS THE SAME NUMBER OF PIECES OF POPCORN, SWEETS ETC., AND CONTINUE TILL THEY HAVE ALL BEEN TRANSFERRED TO THE OTHER BOWL.).

IF BOYS ARE HAVING TROUBLES WITH THE SMALLER ITEMS AT FIRST, LET THEM USE COTTON BALLS.

NEXT MONTH'S CORE VALUE - **RESOURCEFULNESS**

THE FOOLISH MILLIONAIRE AND THE CLEVER CUB SCOUT

DIVIDE THE GROUP INTO FOUR SMALLER GROUPS AND ASSIGN EACH GROUP ONE OF THE WORDS LISTED BELOW. PRACTICE AS YOU MAKE ASSIGNMENTS. READ THE STORY.

AFTER EACH OF THE WORDS IS READ PAUSE FOR THE GROUP TO MAKE THE APPROPRIATE RESPONSE.

RICH MAN – I LOVE **MONEY**

PENNIES – JINGLE JANGLE

KENNY – I'M SMART

MONEY – CHA-CHING!

THERE ONCE WAS A VERY **RICH MAN** WHO LOVED **MONEY** MORE THAN ANYTHING ELSE IN THE WORLD. HE KNEW HE HAD LOTS OF **MONEY**, BUT HE DIDN'T KNOW EXACTLY HOW MUCH. SO, HE HIRED **KENNY** THE CUB SCOUT TO COUNT ALL HIS **MONEY** FOR HIM. IT TOOK **KENNY** SIX DAYS TO COUNT ALL THE **MONEY**. WHEN HE FINISHED, HE WENT TO THE **RICH MAN** AND SAID, "YOU HAVE FORTY-TWO MILLION DOLLARS." THE **RICH MAN** WAS PLEASED. "HOW MUCH PAY DO YOU WANT TO COUNTING MY **MONEY**?" HE ASKED **KENNY**. HE THOUGHT THAT BECAUSE **KENNY** WAS JUST A YOUNG CUB SCOUT, HE COULD TRICK HIM INTO TAKING A VERY SMALL AMOUNT. **KENNY** THOUGHT FOR A MOMENT. "WELL, I WORKED FOR SIX DAYS, SO I THINK YOU OUGHT TO PAY ME FOR SIX DAYS. GIVE ME TWO **PENNIES** FOR THE FIRST DAY. EACH DAY AFTER THAT, JUST GIVE ME THE AMOUNT YOU GAVE ME THE DAY BEFORE MULTIPLIED BY ITSELF." THE **RICH MAN** THOUGHT ABOUT THAT. FOR THE FIRST DAY, HE WOULD PAY **KENNY** TWO **PENNIES**. FOR THE SECOND DAY, HE WOULD PAY HIM TWO TIMES TWO OR FOUR **PENNIES**. ON THE THIRD DAY, HE WOULD PAY HIM FOUR TIMES FOUR OR SIXTEEN **PENNIES**. THE **RICH MAN** SMILED TO HIMSELF. WHY, AT THIS RATE, HE WOULD ONLY HAVE TO GIVE HIM A FEW DOLLARS WORTH OF **PENNIES**. WHAT A FOOLISH BOY! THE **RICH MAN** HAD HIS LAWYER WRITE UP A CONTRACT WHICH BOTH HE AND **KENNY** SIGNED. NOW HE COULDN'T CHANGE HIS MIND. FOR THE FIRST DAY, THE **RICH MAN** PAID **KENNY** TWO **PENNIES**. FOR THE SECOND DAY, HE PAID HIM TWO TIMES TWO **PENNIES**, OR FOUR **PENNIES**. FOR THE THIRD DAY, HE PAID FOUR TIMES FOUR, OR SIXTEEN **PENNIES**. FOR THE FOURTH DAY, **KENNY** WAS PAID SIXTEEN TIMES SIXTEEN, OR 256 **PENNIES**. FOR THE

FIFTH DAY, HE GOT 256 TIMES 256 **PENNIES**, WHICH IS 65,536 **PENNIES**. AND FINALLY, FOR THE SIXTH DAY, **KENNY** WAS PAID 65,536 TIMES 65,536 **PENNIES**, WHICH IS 4,294,967,296 **PENNIES**!

"THERE," SAID THE **RICH MAN**, "TAKE YOUR **MONEY** AND GO HOME."

"BUT I CAN'T," SAID **KENNY**. "NOW I HAVE ALL YOUR **MONEY** AND IT WILL BE TOO HARD FOR ME TO CARRY IT HOME." "ALL MY **MONEY**?"

SHOUTED THE **RICH MAN**. "BUT I ONLY GAVE YOU **PENNIES**!" "YES,"

REPLIED **KENNY**, "BUT 4,294,967,296 **PENNIES** IS MUCH MORE THAN FORTY-TWO MILLION DOLLARS, SO I HAVE ALL YOUR **MONEY**. AND YOU AGREED TO THE DEAL." SO, THE FOOLISH MAN HAD TO GIVE THE CLEVER

CUB SCOUT ALL HIS **MONEY**, AND WAS NO LONGER A MILLIONAIRE.

KENNY, HOWEVER, WAS STILL CLEVER, AND NOW, VERY RICH, TOO!