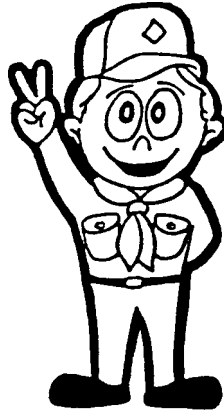


# THE CUB CHRONICLES



February 2011

## CORE VALUE OF THE MONTH: COMPASSION

**COMPASSION: BEING KIND AND CONSIDERATE, AND SHOWING CONCERN FOR THE WELL-BEING OF OTHERS.**

## UPCOMING DATES:

**FEBRUARY 11 & 12— OWL TRAINING— LYNN HAVEN UNITED METHODIST CHURCH**

**MARCH 4-6— TIGER GROWL**

**MARCH 5— CUBSCOUT SAFETY EXPO**

**MARCH 14-18— SPRING BREAK**

**MARCH 26— DISTRICT PINWOOD DERBY**

## CONNECTING CORE VALUES WITH OUTDOOR ACTIVITIES

**HIKES** - TAKE TURNS CARRYING ITEMS FOR EACH OTHER ON A HIKE. DO AN "INCH HIKE" TO BECOME AWARE OF SMALL ANIMALS WE MAY HARM IF WALKING QUICKLY.

**NATURE ACTIVITIES** - MAKE BIRD FEEDERS AND KEEP THEM FILLED FOR AT LEAST ONE WINTER SEASON. PLAY "THE CAMERA GAME" FROM THE *CUB SCOUT LEADER'S HOW TO BOOK*.

**SERVICE PROJECTS** - GIVE SERVICE TO ELDERLY OR DISABLED PEOPLE, SUCH AS HELPING WITH TRASH, FILLING BIRDFEEDERS, PLANTING FLOWERS, SWEEPING, WATERING, TAKING IN NEWSPAPERS, ETC.

**GAMES & SPORTS** - EXPERIENCE A DISABILITY IN A GAME OR SPORT. FOR INSTANCE BY BEING BLINDFOLDED OR HAVING AN ARM RENDERED UNUSABLE, TEACH UNDERSTANDING WHEN OTHERS HAVE TROUBLE WITH A GAME. NEVER TEASE. SHOW HOW WINNING IS DOING ONE'S BEST.

**CEREMONIES** - HOLD A CEREMONY TO RECOGNIZE COMPASSIONATE BEHAVIOR - ESPECIALLY COMPASSION TO PEERS.

**CAMPFIRES** - GIVE A SKIT SHOWING COMPASSIONATE BEHAVIOR. DON'T LAUGH IF SOMEONE MAKES A MISTAKE. CLAP AND CHEER FOR EVERYONE.

**DEN TRIPS** - VISIT SHUT-INS AND/OR ELDERLY PEOPLE AT TIMES OTHER THAN HOLIDAYS. BE PATIENT AND COMPASSIONATE WHEN WAITING FOR OTHERS WHO NEED TO REST OR ARE SLOWER.

## 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/scoutsorce/CUBScouts/FASTTRACKS.ASPX](http://WWW.Scouting.org/scoutsorce/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.GOODTURNFORAMERICA.ORG/](http://WWW.GOODTURNFORAMERICA.ORG/)

[HTTP://WWW.ACTIVITY-SHEETS.COM/SCOUT/CAMPcoloring/INDEX.HTM](http://WWW.ACTIVITY-SHEETS.COM/SCOUT/CAMPcoloring/INDEX.HTM)

[HTTP://SCIENCESHAREWARE.COM/LILIVW/CUB-SCOUT-NECKERCHIEFSLIDES.HTM](http://SCIENCESHAREWARE.COM/LILIVW/CUB-SCOUT-NECKERCHIEFSLIDES.HTM)

# BELT LOOPS



## **COMPLETE THESE THREE REQUIREMENTS:**

1. VISIT WITH A FRIEND, FAMILY MEMBER, CLASSMATE, OR OTHER PERSON WITH DISABILITIES. FIND OUT WHAT THIS PERSON ENJOYS AND WHAT THIS PERSON FINDS DIFFICULT.
2. ATTEND A DISABILITIES EVENT SUCH AS AN EASTER SEALS EVENT, SPECIAL OLYMPICS, A PERFORMANCE WITH SIGN LANGUAGE INTERPRETATION, AN ACTIVITY WITH GUIDING EYES DOGS, OR A WHEELCHAIR RACE. TELL YOUR ADULT LEADER WHAT YOU THOUGHT ABOUT THE EXPERIENCE.
3. MAKE A DISPLAY ABOUT ONE OR MORE DISABILITIES. IT CAN INCLUDE PHYSICAL, LEARNING, OR MENTAL CHALLENGES. SHARE THE DISPLAY AT A PACK MEETING.



## **COMPLETE THESE THREE REQUIREMENTS:**

1. EXPLAIN WAYS TO PROTECT YOURSELF WHILE SKATING. DEMONSTRATE HOW TO PUT ON ALL NECESSARY SAFETY EQUIPMENT. EXPLAIN WHY PROPER SAFETY EQUIPMENT IS IMPORTANT.
2. SPEND 30 MINUTES PRACTICING THE SKILLS OF HOCKEY: SKATING, STICK HANDLING, PASSING, SHOOTING, AND CHECKING. THIS MAY BE OVER TWO DIFFERENT PRACTICE PERIODS.
3. PLAY A GAME OF HOCKEY WHILE ON ROLLER SKATES OR HOCKEY SKATES.

# OPENING CEREMONY

## C-U-B-S

**PERSONNEL:** 4 CUB SCOUTS

**EQUIPMENT:** THE ONLY PROP NEEDED WILL BE 4 SHEETS OF PAPER WITH THE INDIVIDUAL LETTERS C—U—B—S WRITTEN ON EACH SHEET. THE BOYS SHOULD LINE UP TO SPELL OUT THE WORD. TO MAKE IT EASIER FOR THE BOYS, THE FOLLOWING SHOULD BE WRITTEN ON THE BACK OF EACH APPROPRIATE SHEET SO THAT IT MAY BE READ.

**CUB # 1:** C — STANDS FOR COURTESY. A CUB SCOUT IS COURTEOUS. HE IS COURTEOUS TO HIS ELDERS, HIS FRIENDS, HIS TEACHER, AND ESPECIALLY HIS PARENTS. HE IS COURTEOUS IN ALL THAT HE SAYS AND DOES.

**CUB # 2:** U — STANDS FOR UNITY. WHEN A BOY JOINS A PACK, HE BECOMES A MEMBER OF A DEN, TOO. HE DOES NOT WORK ALONE, BUT WITH OTHER BOYS. HE LEARNS TO GET ALONG WITH OTHERS.

**CUB # 3:** B — STANDS FOR BRAVERY. THE CUB SCOUT IS COURAGEOUS ENOUGH TO STAND UP FOR THE THINGS THAT HE THINKS ARE RIGHT, HONESTY AND FAIR PLAY. THEREBY, MAKING THE WORLD A BETTER PLACE IN WHICH TO LIVE.

**CUB # 4:** S — STANDS FOR SERVICE. A BOY NOT ONLY DOES SERVICE TO HIMSELF WHILE HE IS A CUB SCOUT, BUT HE ALSO SERVES OTHERS. HE HELPS SPREAD GOOD WILL.

## GATHERING ACTIVITY/ICEBREAKER

### WHAT'S IN YOUR 1<sup>ST</sup> AID KIT

**MATERIALS:** 10 SMALL PAPER SACKS MARKED 1-10, TAPE, ITEMS THAT MIGHT BE FOUND IN A FIRST-AID KIT, SHEET OF PAPER WITH THE NUMBERS 1 THROUGH 10 DOWN ONE SIDE AND LINES TO THE RIGHT, PENCILS.

PLACE ONE ITEM IN EACH BAG AND TAPE IT SHUT. HAVE PEOPLE FEEL THE ITEM WITHOUT OPENING THE BAG. ASK THEM TO WRITE ON THEIR PAPER WHAT THEY THINK IS INSIDE.

## CHEERS AND APPLAUSES.

**JOHNNY APPLESEED APPLAUSE:** MAKE A MOTION OF TAKING A BIG BITE OUT OF AN APPLE. THEN MAKE A MOTION OF PICKING OUT A SEED, MAKING A HOLE WITH A STICK, DROPPING THE SEED AND "COVERING" THE SEED WITH DIRT WITH YOUR FOOT. NOW SAY, "THERE'S ANOTHER APPLE TREE!"

## CUB CRAFT CORNER

### POPSICLE STICK PLAQUES

WRITE THE CUB SCOUT PROMISE, LAW OF THE PACK, OR MOTTO ON A POPSICLE STICK PLAQUE AND HANG IT ON THE WALL OR STAND IT ON YOUR DESK. IT WILL HELP YOUR SCOUTS LEARN AND REMEMBER THE CUB SCOUT PROMISE BY MAKING THIS PLAQUE AT A DEN MEETING OR AT HOME.

#### **MATERIALS:**

11 CRAFT STICKS

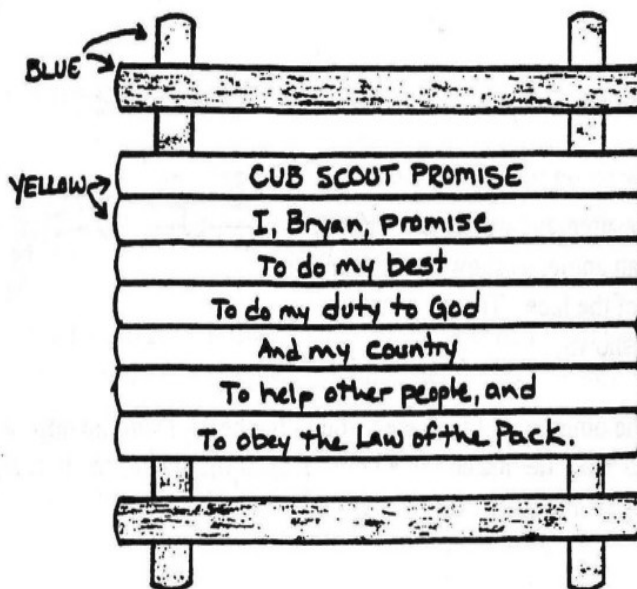
GLUE

PEN

YELLOW PAINT

BLUE PAINT

PAINTBRUSH



#### **DIRECTIONS:**

PAINT 4 STICKS BLUE AND 7 STICKS YELLOW. LET DRY.

GLUE THE 4 BLUE STICKS IN A SQUARE AS SHOWN.

WITH A PEN, WRITE THE CUB SCOUT PROMISE (USING THE CHILD'S NAME) ON THE 7 YELLOW STICKS.

GLUE THE YELLOW STICKS ONTO THE BLUE SQUARE IN THE ORDER SHOWN. (THE ORDER OF THE PROMISE)

THIS PLAQUE CAN BE HUNG AT HOME TO HELP THE SCOUTS LEARN AND REMEMBER THE CUB SCOUT PROMISE

## SONGS

### WALK IN MY SHOES

TUNE: FRERE JACQUES

WALK IN MY SHOES, WALK IN MY SHOES,  
HOW'S IT FEEL? HOW'S IT FEEL?  
WE'RE ALIKE, BUT DIFFERENT,  
WE'RE ALIKE, BUT DIFFERENT,  
LET'S BE FRIENDS, LET'S BE FRIENDS.

## GAMES

### KIM'S GAME IN THE DARK

OUT OF SIGHT OF THE IMMEDIATE AREA, ATTACH A LINE ZIGZAGGING BETWEEN TREES OR STATIONARY OBJECTS. TIE OBJECTS TO THE LINE ALONG THE WAY. TEN ITEMS IS A GOOD NUMBER. BLINDFOLD EACH CUB SCOUT AND LEAD HIM TO THE ROPE. BOYS THEN PROCEED DOWN THE ROPE, HOLDING ON AND REMEMBERING THE OBJECTS THEY COME ACROSS. NO TALKING IS ALLOWED. WHEN EACH BOY REACHES THE END OF THE ROPE, THE LEADER TAKES HIM OUT OF SIGHT OF THE COURSE AND REMOVES HIS BLINDFOLD. BOYS MAY WORK INDIVIDUALLY OR AS A GROUP TO SEE HOW MANY OBJECTS THEY CAN IDENTIFY AND REMEMBER.

### FUMBLE FINGERS

DIVIDE THE DEN INTO TWO TEAMS.

TELL PLAYERS TO UNTIE THEIR SHOE LACES.

THEN TELL THEM TO PUT ONE HAND BEHIND THEIR BACK (OR TIE ONE HAND TO BELT.)

ON SIGNAL, EACH TEAM TRIES TO TIE THEIR SHOE LACES, WITH EACH PLAYER ONLY USING ONE HAND.

FIRST TEAM FINISHED WINS.

### WALK IN MY SHOES RELAY

IDENTIFY A STARTING AND ENDING POINT.

DIVIDE INTO TWO TEAMS.

HAVE EACH TEAM, ONE PERSON AT A TIME, RACE TO THE TARGET AND BACK AGAIN, TILL EVERYONE HAS A CHANCE.

NOW, "HANDICAP" BOYS, ONE TEAM MEMBER AT A TIME, IN THE FOLLOWING WAYS (BUT DO NOT TELL THE BOYS WHAT THE CHANGES REPRESENT):

RUB VASELINE ON A PAIR OF DOLLAR GLASSES TO REPRESENT POOR VISION

GIVE EACH BOY A BIG BOX THAT HE MUST "WEAR" ON ONE FOOT TO REPRESENT DIFFICULTY IN WALKING

EACH BOY MUST WEAR AN OVEN MITT ON ONE HAND AND PICK UP SIX TISSUES ON THE GROUND TO REPRESENT HAVING TROUBLE WITH BENDING FINGERS, LIKE A PERSON WITH ARTHRITIS.

HAND EACH BOY A PAPER WITH A PARAGRAPH THAT HAS JUMBLED LETTERS, REPRESENTING A PERSON WITH DYSLEXIA OR SOME OTHER LEARNING DISABILITY – HE MUST TRY TO READ THE WORDS BEFORE HE CAN HEAD BACK TO THE FINISH. (DON'T INSIST ON BEING ABLE TO MAKE OUT

THE MEANING – JUST LET EACH BOY TRY FOR A MINUTE)

TELL EACH BOY HE HAS TO LISTEN FOR INSTRUCTIONS FROM HIS TEAMMATES – (“HOP ON ONE FOOT, TURN AROUND AND WALK BACKWARDS, ETC.”) AND IF HE DOESN’T DO WHAT THEY SAY, HE MUST START OVER – THEN HAVE THE TEAM OPEN THEIR MOUTHS WITHOUT SAYING THE INSTRUCTIONS – THEY JUST MOVE THEIR MOUTHS.

TALK ABOUT WHICH WAY WAS FASTEST AND WHY? WHAT DIFFICULTIES DID THEY HAVE ON THE SECOND RACE? WHO MIGHT HAVE THE SAME KIND OF PROBLEM DOING THE RACE? HOW DO THEY THINK THEY WOULD FEEL IF THEY HAD TO DO EVERYTHING WITH THE “HANDICAP?” TALK ABOUT HOW PEOPLE WHO HAVE SOME HANDICAP MIGHT FEEL, AND HOW WE SHOULD INTERACT WITH THEM.

## **WHO DO YOU CALL?**

**MATERIALS:** EMERGENCY SITUATIONS WRITTEN ON CARDS, SIGNS FOR EACH: 911, POLICE DEPARTMENT (NON-EMERGENCY), AND FIRE DEPARTMENT (NON-EMERGENCY).

**LABEL 3 AREAS OF A ROOM WITH 911, POLICE DEPARTMENT (NON-EMERGENCY), AND FIRE DEPARTMENT (NON-EMERGENCY). PREPARE CARDS WITH EMERGENCY AND NON-EMERGENCY SITUATIONS. READ EACH SITUATION ALOUD. GIVE BOYS 3 SECONDS TO DECIDE WHICH CORNER TO VISIT. GIVE A POINT FOR EACH CORRECT DECISION.**

### **EXAMPLE OF SITUATIONS:**

YOUR DEN WOULD LIKE A PARAMEDIC TO TEACH BASIC FIRST-AID.

YOUR UNCLE COLLAPSES AT A FAMILY GATHERING

YOUR FRIEND FALLS FROM HIS BIKE AND CANNOT MOVE HIS LEG.

YOUR DEN WOULD LIKE A TOUR OF LOCAL POLICE STATION.

FLAMES ARE COMING FROM YOUR NEIGHBORS GARAGE.

A CAR IN FRONT OF YOUR HOUSE HITS A YOUNG CHILD.

YOUR BABY SISTER DRINKS FROM A BOTTLE OF CLEANING FLUID

YOU FIND SOMEONE'S WALLET ON THE SIDEWALK

SOMEONE FALLS FROM A LADDER WHILE WASHING WINDOWS

YOUR BICYCLE IS STOLEN

## **FUN Facts About Kindness:**

**GIVING A SMILE IS ACTUALLY EASIER THAN GIVING A FROWN – IT TAKES FEWER MUSCLES!**

**IN 2007, 163,000 VOLUNTEERS AT THE NATIONAL PARK SERVICE DONATED 5.4 MILLION HOURS OF TIME WORTH \$101 MILLION OR THE EQUIVALENT OF 2,596 FULL TIME EMPLOYEES!**

**80% OF THE PEOPLE IN THIS COUNTY GIVE TO NONPROFITS.**

**ONLY 10-12% OF FINANCIAL GIVING IS PROVIDED BY FOUNDATIONS AND 5-6% COMES FROM CORPORATIONS.**

**MOST OF THE MONEY GIVEN BY INDIVIDUALS IS FROM MIDDLE AND LOW INCOME PEOPLE, NOT THE SUPER WEALTHY!**

**ELEVEN PERCENT OF HOUSEHOLDS CONTRIBUTED TO RELIGIOUS CAUSES ONLY.**

**TWENTY-ONE PERCENT OF HOUSEHOLDS CONTRIBUTED TO ONLY SECULAR CAUSES.**

**THIRTY-FOUR PERCENT CONTRIBUTED TO BOTH RELIGIOUS AND SECULAR CAUSES.**

**ONLY 28.8% OF THE PEOPLE IN THIS COUNTRY DO THE ACTUAL VOLUNTEER WORK FOR THE MANY SERVICE ORGANIZATIONS AND PROJECTS IN THIS COUNTRY – SO YOUR TIME DOES MATTER!**

**RECOGNITION IN FRONT OF THEIR PEERS IS THE MOST VALUED FORM OF “PAYBACK” FOR**

**VOLUNTEERS – SO REMEMBER TO RECOGNIZE PARENTS, LEADERS AND OTHERS WHO HELP YOUR SCOUT PROGRAM!**

**THE MEDIAN AMOUNT OF TIME THAT PEOPLE VOLUNTEER IS 52 HOURS A YEAR, RANGING FROM 21% WHO SPEND FROM ONE TO FOURTEEN HOURS UP TO THE 28% WHO DONATE BETWEEN ONE HUNDRED AND FOUR HUNDRED HOURS A YEAR.**