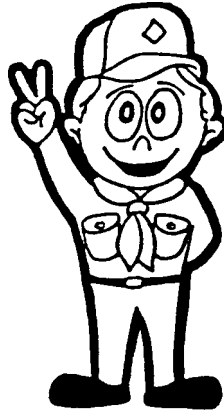


THE CUB CHRONICLES



MAY 2011

CORE VALUE OF THE MONTH: PERSEVERENCE

PERSEVERANCE: STICKING WITH SOMETHING AND NOT GIVING UP, EVEN IF IT IS DIFFICULT. THROUGH PARTICIPATING IN ACTIVITIES SUCH AS A BICYCLE RODEO, CUB SCOUTS LEARN THE IMPORTANCE OF PRACTICE AND PERSEVERANCE TO IMPROVE NEW SKILLS.

UPCOMING DATES:

**MAY 21-- LEADER SPECIFIC TRAINING
MAY 20-22-- FAM CAMP WEEK 3
JUNE 6-10-- DAYCAMP**

CONNECTING CORE VALUES WITH OUTDOOR ACTIVITIES

HIKES – PLAN A HIKE WHERE BOYS ENCOUNTER OBSTACLES SIMILAR TO THOSE AN EARLY EXPLORER MIGHT HAVE ENCOUNTERED. TALK ABOUT HOW PIONEERS AND EARLY EXPLORERS PERSEVERED TO REACH THEIR DESTINATIONS.

NATURE ACTIVITIES – STUDY PLANTS THAT SURVIVE DIFFICULT ENVIRONMENTS. ENCOURAGE BOYS TO KEEP TRYING WHEN AN ACTIVITY IS DIFFICULT.

SERVICE PROJECTS – INSTITUTE A TUTORING PROGRAM. BOYS CAN PLAN REWARDS FOR THE STUDENTS WHO PERSEVERE UNTIL THEY FINISH.

GAMES & SPORTS – PLAY A GAME RELATED TO PIONEERS AND DISCUSS THEIR PERSEVERANCE TO COMPLETE THEIR JOURNEYS. TELL BOYS THAT THOSE WHO PERSEVERE IMPROVE THEIR SKILLS.

CEREMONIES – “LEWIS AND CLARK” COULD CONDUCT AN AWARDS CEREMONY. “GEORGE WASHINGTON” (OR “DAVY CROCKETT”) COULD ALSO. AFTER “CROSSING THE DELAWARE” PIONEERS COULD DELIVER AWARDS FROM A COVERED WAGON.

CAMPFIRES – PIONEER AND FRONTIER DAYS ARE GOOD THEMES TO INCORPORATE INTO YOUR CAMPFIRE PLANS.

DEN TRIPS – VISIT A LOCAL GYM AND TALK WITH A PERSONAL TRAINER. VISIT A DOCTOR AND TALK ABOUT EDUCATION. VISIT A LOCAL OUTDOOR TRACK FACILITY AND TALK WITH A LONG DISTANCE RUNNER. ALL OF THESE PEOPLE HAVE DEMONSTRATED PERSEVERANCE.

PACK OVERNIGHTER – PLAN SOME DUTCH OVEN AND OPEN CAMPFIRE COOKING SO BOYS EXPERIENCE SOMETHING LIKE PIONEER LIFE.

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://SKATEBOARD.ABOUT.COM/](http://SKATEBOARD.ABOUT.COM/)

[HTTP://WWW.EXPLORATORIUM.EDU/SKATEBOARDING/](http://WWW.EXPLORATORIUM.EDU/SKATEBOARDING/)

[HTTP://WWW.SKATEBOARDPARKS.COM/](http://WWW.SKATEBOARDPARKS.COM/)

[HTTP://WWW.MOMSMINIVAN.COM/PRINTABLES.HTML](http://WWW.MOMSMINIVAN.COM/PRINTABLES.HTML)

TRAVEL GAMES FOR KIDS:

[HTTP://WWW.KIDSTURNCENTRAL.COM/SUMMER/TRAVELGAMES.HTM](http://WWW.KIDSTURNCENTRAL.COM/SUMMER/TRAVELGAMES.HTM)

WWW.FIRSTSCHOOL.WS/ACTIVITIES/ONLINESTORY/BOOKS/PBUNYAN.HTM

BELT LOOPS



COMPLETE THESE THREE REQUIREMENTS:

1. DEMONSTRATE TO AN ADULT THE GENERAL RULES FOR SAFE SKATEBOARDING BY SHOWING THAT YOU KNOW HOW TO WEAR THE PROPER SAFETY GEAR.
2. Carefully demonstrate how to fall to help minimize injuries.
3. PRACTICE SKATEBOARDING FOR 30 MINUTES. THIS PRACTICE MAY BE DONE IN SEVERAL PERIODS.



COMPLETE THESE THREE REQUIREMENTS:

1. MAKE A LIST OF THINGS YOU WOULD TAKE ON A THREE DAY TRIP WITH YOUR FAMILY, THEN PACK THESE ITEMS IN A BAG OR SUITCASE.
2. WITH AN ADULT'S HELP, FIGURE OUT THE COST AND MILES TO COMPLETE A TRIP TO A PLACE OF INTEREST USING THE FAMILY CAR OR PUBLIC TRANSPORTATION.
3. RESEARCH AT LEAST FIVE PLACES TO VISIT DURING A TRIP TO A PLACE OF INTEREST. EXPLAIN WHAT YOU LEARNED TO YOUR FAMILY.

GATHERING ACTIVITY/ICEBREAKER

SET UP A ROUND ROBIN OF DEMONSTRATIONS – CUBS OR WEBELOS OR FAMILY MEMBERS CAN SHOW OFF A SKILL AT WHICH THEY HAVE PERSEVERED – LIKE A SPORT, MUSIC, ART, LEARNING A LANGUAGE, OR EVEN JUGGLING OR YO-YO TRICKS.

HAVE EACH FAMILY OR BOY SHARE THE STORY OF SOMEONE THAT SHOWED PERSEVERANCE– EACH BOY COULD SHARE WITH HIS DEN OR EACH FAMILY COULD BRING A PICTURE AND SOME INFORMATION ABOUT THEIR FAVORITE TO SHARE AT THE PACK MEETING. SEE A LIST OF POSSIBILITIES UNDER THEME RELATED.

HAVE A SPECIAL OUTDOOR FLAG CEREMONY IN HONOR OF FLAG DAY, WHICH IS CELEBRATED JUNE 14TH – LEARNING TO FOLD THE FLAG PROPERLY OR HOISTING AND LOWERING THE FLAG CAN BE A REAL CHALLENGE FOR YOUNG SCOUTS – IT DOES TAKE PERSEVERANCE!

OPENING CEREMONY

PERSEVERANCE

MATERIALS: TWELVE LARGE CARDS WITH THE LETTERS TO SPELL OUT "PERSEVERANCE" ON ONE SIDE AND SCRIPT ON THE OTHER.

PERSONNEL: 1 CUBMASTER AND 12 CUBSCOUTS

CUBMASTER: PERSEVERANCE IS STICKING WITH SOMETHING AND NOT GIVING UP, EVEN IF IT'S DIFFICULT.

CUB SCOUT 1: P IS FOR PERSISTENCE. KEEP TRYING

CUB SCOUT 2: E IS FOR EDUCATION. LEARN NEW THINGS.

CUB SCOUT 3: R IS FOR RESOURCEFULNESS. BE CREATIVE.

CUB SCOUT 4: S IS FOR STRENGTH. STAY PHYSICALLY FIT.

CUB SCOUT 5: E IS FOR EFFORT. DO YOUR BEST.

CUB SCOUT 6: V IS FOR VALUES. HELP OTHERS

CUB SCOUT 7: E IS FOR ENERGY. GET UP AND GO!!

CUB SCOUT 8: R IS FOR RELIABILITY. BE DEPENDABLE.

CUB SCOUT 9: A IS FOR ATTITUDE. STAY POSITIVE.

CUB SCOUT 10: N IS FOR NATURE. PROTECT THE ENVIRONMENT.

CUB SCOUT 11: C IS FOR CHARACTER. BE A GOOD CITIZEN.

CUB SCOUT 12: E IS FOR ENTHUSIASM. PUT YOUR HEART INTO YOUR WORK.

CHEERS AND APPLAUSES.

WHEELS APPLAUSE: "THAT WAS WHEELY, WHEELY, WHEELY GOOD!"

POP A WHEELIE CHEER -

POP WHEELIE LEANING WAY BACK AND SAYING, "EERRRRRTTT!"

FLIP A COIN APPLAUSE - EVERYONE MAKES THE MOTION OF TAKING CHANGE OUT OF THEIR POCKET, "SEARCHING" IN THEIR PALM FOR THE RIGHT COIN, THEN "TOSSING" THE COIN IN THE AIR. THEN EVERYONE SAYS "HEADS UP!"

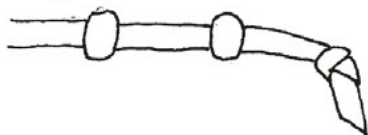
CUB CRAFT CORNER

MAKE FRIENDSHIP WRISTBANDS

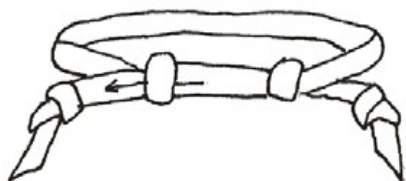
MATERIALS: FOR EACH, YOU WILL NEED TWO PONY BEADS AND A LEATHER LACE.

STEP 1: CUT LACE 5" LONGER THAN MEASUREMENT AROUND WRIST. TRIM LACE ENDS AT AN ANGLE.

STEP 2: TIE A KNOT IN ONE END OF THE LACE. THREAD ON 2 PONY BEADS. *(TO CELEBRATE BEST FRIENDS DAY IN JUNE, HAVE EACH BOY CHOOSE TWO BEADS, THEN EXCHANGE AT LEAST ONE BEAD WITH OTHER BOYS- OR LET BOYS ADD MORE THAN TWO BEADS AS A RECORD OF FRIENDSHIP – ALICE)*



STEP 3: THREAD THE OTHER END OF THE LACE THROUGH THE BEADS FROM THE OPPOSITE DIRECTION. TIE A KNOT IN THIS LACE END. ADJUST SIZE OF BRACELET BY PULLING ON KNOTTED LACE ENDS.



SONGS

CUB SCOUT RODEO

(TUNE: JINGLE BELLS)

HOPPING ON MY BIKE, AND WITH MY HELMET ON,
DOWN THE STREET I GO, PEDDLING FAST NOT SLOW,
WAVING TO MY FRIENDS

"GRAB YOUR BIKES, LET'S GO!"

PEDDLE ON TO HAVE SOME FUN AT OUR BIKE RODEO..OH.....

CHORUS:

CUBS ON BIKES, CUBS ON BIKES, RIDING IS SUCH FUN
THE RODEO FOR BIKES, YOU KNOW IS MEANT FOR EVERYONE
CUBS ON BIKES, CUBS ON BIKES, RIDING IS SUCH FUN
SAFETY FIRST AND PRACTICE, TOO, WILL MAKE YOU #1!

GAMES

A PENNY FOR PERSEVERANCE

1. PROVIDE A BUCKET HALF FULL OF WATER WITH A QUARTER IN THE BOTTOM.
2. GIVE EACH PERSON A PENNY TO DROP IN, TO TRY TO LAND ENTIRELY ON TOP OF THE LARGE COIN.
3. IT IS ALMOST IMPOSSIBLE. THE TRICK TAKES TIME AND PATIENCE – IN OTHER WORDS, PERSEVERANCE!
4. DISCUSS THE NEED FOR PATIENCE AND PERSEVERANCE, AND WHEN AND WHY IT MAY BE APPROPRIATE.

PING-PONG BALL SHOOT OUT

FILL SEVERAL 2-LITER BOTTLES WITH WATER TO WEIGHT THEM DOWN. PLACE THEM ON A FLAT SURFACE. PUT A PING-PONG BALL ON TOP OF EACH BOTTLE. HAVE A CONTEST TO SEE HOW FAST EACH CUB CAN SHOOT THE BALL OFF THE BOTTLE WITH A SQUIRT GUN.

EAT AND WHISTLE

PLAYERS ARE DIVIDED INTO TWO TEAMS AND EACH PERSON IS GIVEN A CRACKER. AT THE SIGNAL, THE FIRST PLAYER ON EACH TEAM STARTS EATING HIS CRACKER. HE MUST FINISH IT AND WHISTLE BEFORE THE NEXT PLAYER IN LINE CAN START EATING. THE FIRST TEAM TO FINISH, WINS.

