



TATANKA TIPS

September 2002 Cub Scout Roundtable

on

October's theme of

"It's A Jungle of Fun"

OPENINGS AND CLOSINGS

WHAT KIND OF CUB

Den Leader: (*Wearing a safari hat*) I'm looking for a Cub.

Cub Scout: What kind of Cub?

Den Leader: (*Still looking about*) Oh, I don't know, but I'll know it when I see it.

Cub Scout: Is it a Lion Cub? (*A second Cub Scout crawls along the floor and roars*)

Den Leader: No! It's not a Lion cub

Cub Scout: Is it a Bear cub? (*A third Cub Scout crawls along the floor and growls*)

Den leader: No! it's not a Bear cub

Cub Scout: Is it a wolf cub (*A fourth cub Scout crawls along the floor and howls*)

Den Leader: No! It's not a Wolf cub

Cub Scout: Well what other type of cub is there?

Den Leader: There it is! (*fifth Cub Scout in full uniform walks in, carrying the American Flag*)

Fifth Cub Scout: Turns to the audience and says
Repeat with me the pledge of Allegiance

ANIMAL OPENING

Cubmaster stands in front and calls, "Tigers." All Tigers come in the room roaring.

Cubmaster calls for Wolves. Wolf dens come in the room howling.

Cubmaster calls for Bears. Bear dens come in the room growling.

Cubmaster calls for Webelos. All Webelos come in the room yelling, "Webelos! Webelos!"

When all the boys are in the room, the CM makes the Cub Scout sign and calls: "Akela welcomes the jungle animals to his pack. Let's see to it that we work and play in peace and become strong and wise Cub Scouts." The Cubmaster then asks everyone to stand and repeat the Pledge of Allegiance.

SAFARI FLAG CEREMONY

S Sing for your country. An

A Anthem on high...for unparalleled

F Freedoms which our

A Ancestors could not even imagine. Let's

R Revere our God for letting us be able to live unprecedented

I Independence and plenty...which we enjoy...Let us now say the pledge.

CUB SCOUT SAFARI OPENING

C is for cobra, crocodile, cheetah, and chimpanzee.

U is for umbrella bird.

B is for buffalo, baboon, bear, and bobcat.

S is for snake, squid, shark, spider, and sloth.

C is for chameleon, crab, cat, and centipede.

O is for owl, octopus, orangutan, opossum, okapi, and ocelot.

U is for urchin as in sea urchin.

T is for tiger, turtle, toad, and tapir.

S is for starfish, salamander, sparrow, and scorpion.

A is for alligator, antelope, ants, and anteater.

F is for falcon, frog, fox, and flamingo.

A is for armadillo, aardvark, albatross, and alpaca.

R is for rattlesnake, rabbit, raccoon, and rhinoceros.

I is for iguana, impala, ibis, and ibex.

ALL: Birds and fish, beasts, and bugs. Let's go on a safari and see them all! (Have the boys come up with animals for each letter too.)

JUNGLE OF FUN OPENING:

J: Join us we camp outdoors

U: Up the hills, on jungle floors

N: Never letting the jungle scare,

G: Going through the woods with great care,

L: Learning the outdoors, the Cub Scout way...

E: Every week and every day!

WHAT WE LEARN FROM THE JUNGLE

Props: Have each boy choose one of the animals below, and draw the animal on a big piece of construction paper or posterboard. Color or paint it, cut it out, and stick their words on the back.

Leader: This month's theme was "A Jungle of Fun" - let's see what the boys in Den __ learned from the jungle.

Rhinoceros: "From the Rhinoceros we learn to charge through obstacles that stop us."

Panther: "From the panther we learn strength and speed, to guide us on our way."

Cobra: "From the Cobra we learn not to bite off more than we can chew."

Monkey: "From the monkey we learn to be tricky and cunning, and use our brain."

Elephant: "From the elephant we learn not to forget our friends, and those who help us."

All: "WE HAD A JUNGLE OF FUN THIS MONTH!"

PRAYER FOR THE WILD THINGS

Oh, Great Spirit, we come to you with love and gratitude for all living things. We now pray especially for our relatives of the wilderness - the four-legged, the winged, those that live in the waters, and those that crawl upon the land. Bless them, that they might continue to live in freedom and enjoy their right to be wild. Fill our hearts with tolerance, appreciation, and respect for all living things so that we might live together in harmony and in peace.

NATURE - CLOSING THOUGHT

This month our dens have learned about animals, big and small. The boys explored the worlds of mammals, birds, marsupials, reptiles, insects, fish, and more. They have learned fascinating facts about them and, I'm sure, have developed an appreciation for them. As the boys have found, you don't have to go far to learn about animals. You can go on a "safari" in your own backyard, a nearby park, the woods and fields, and on a country road. Continue exploring and you will find many wonderful things that we have been given to enjoy.

BINOCULARS CLOSING

Personnel: Cubmaster and denners (the denners remain in the audience with their respective dens.)

Equipment: A pair of binoculars and a flashlight for each denner.

Staging: Dim the lights in the meeting room. Cubmaster is on stage.

Cubmaster: Did you know you can look through either end of a pair of binoculars? (Look through the wrong end) If you look this way, everything is tiny and distant. The binoculars make the view worse instead of better. (Points to the right end) But you can really see for a great distance doing it this way. (The words "great distance" are the cue for the denners to turn on their lights) Now what do I see? All around the room I see the bright lights of the Spirit of Cub Scouting - the kind of spirit that made this country great and will keep it great in the years ahead. Let us all join in signing "God Bless America".

LEAVING THE JUNGLE

We made it through our jungle tonight. The road was a little bumpy along the way. So be careful on your way home. You never know what wild animals lurk around. You may have a Tiger or Wolf in your car. Or a Bobcat or Bear in your living room. There may even be a Webelos around your house.

A THOUGHT FROM B-P

You have wandered through the Jungle and your eyes have been opened to see many wonderful things. Now you go forward on your journey into the greater land of Scouting, and Akela and the pack speed you on your way with a cheery call of 'good hunting.' You will never forget your days with the pack, one day, it may be that you will return to it and help other cubs to open their eyes in the jungle.

Good Hunting.
Lord Baden-Powell

JUNGLE JOURNEY

Props: Very flexible. You could go all out, and dress the Cubmaster as an explorer with pith helmet and pack, and put decorations around the room to represent a stream, trees, etc.; or you could keep it simple.

ACM: I'm ready for the Jungle Journey you said you would lead me on!

CM: Great!! Let's set out at once!

ACM: How will we know how to get through the jungle?

CM: Easy! We have a trail to follow - the SCOUTING trail!

ACM: Lead on.

CM: The first part of the road is easy, as we approach the jungle. It's an easy path, through low rolling hills, with lots of fun things to see along the path. Now, here we are at the top of the last easy hill. Watch for Tigers!

ACM: TIGERS!!! WHERE???

CM: Right there! We have some Tiger ranks to hand out tonight. Will the following Tiger Cubs and their parents please step forward: (ACM hands out awards at CM reads names)

ACM: Well, those Tigers weren't so scary. What's next?

CM: Well, we walk carefully through a small marsh - just 7 steps - and come to a stream to cross.

ACM: How do we get across?

CM: This stream symbolizes the first obstacle that all Cub Scouts need to get a rank higher than Tiger.

ACM: Oh, I know - we look for Bobcats to get us across!

CM: Right! And here are some now. Will the following Cub Scouts and their parents please step forward: (ACM hands out awards at CM reads names)

ACM: I'm getting the hang of this jungle stuff. What's next?

CM: Now we head into a thickly vegetated part of the jungle - we must maneuver through dense thickets, and impassable trees.

ACM: Whew, we got through those, we deserve an

award.

CM: Actually, the boys that have fought that hard to get through the Wolf program deserve an award. Will the following Wolf Cubs and their parents please step forward: (ACM hands out awards at CM reads names)

CM: Now there's some more jungle ahead - but we're getting to some bigger trees - harder than those thickets. Let's climb a tall tree here and look to see our progress.

ACM: Good think these are only imaginary trees - I didn't bring my climbing boots. [They both act out climbing a tree.]

CM: Look how far we've come!

ACM: Wow! That's about 3/5ths of the way through!

CM: Right you are, and it's time for more awards! Will the following Bear Cubs and their parents please step forward: (ACM hands out awards at CM reads names)

CM: Now, look forward.

ACM: Wow, that's a big mountain! Are we going there?

CM: Yes, that's our destination. The jungle changes at this point, and now we're hiking up into the foothills.

ACM: Can we get off this tree, first?

CM: Sure! Just take a leap of faith... [Acts out a jump]

ACM: I hope you know what you are doing. [Acts out hiking] This trail is harder going now.

CM: Yes it is - as these Scouts grow in ability, the trails they want to take get more challenging.

ACM: [Stops suddenly] Whoa! Look out! There's a cliff here!

CM: Yes, here we are at the top of Webelos cliff. Quite a view from up here, no?

ACM: Yes! In fact, I can see all the boys who have earned the Webelos rank from here!

CM: Will the following Webelos Scouts and their parents please step forward: (ACM hands out awards at CM reads names)

ACM: Well, is that it?

CM: No, no! Let's go all the way to the top of the mountain!

ACM: I was afraid you were going to say that.

[They act like they are climbing some more.]

CM: Well, here we are.

ACM: Look at this! There's a fancy arrow up here at the top of the mountain!

CM: Yes, that's the Arrow Of Light - the highest rank that can be achieved while still in Cub Scouting.

[optional part]

CM: *Will the following Webelos Scouts and their parents please step forward to receive their Arrow of Light Rank: (ACM hands out awards at CM reads names)*

[end of optional]

ACM: So this is the highest point, now?

CM: Only of CUB Scouting! Look behind you.

ACM: Wow! The trail goes on to higher and higher peaks from here!

CM: It sure does. This point is the end of the Cub Scout trail and the beginning of the Boy Scout trail. We aren't going down this road today,

ACM: (Oh, good.)

CM: ... but it's nice to know that it's there someday. Thanks to everyone for coming with us today on our Jungle Journey, and congratulations to all the new rank recipients.

SAFARI ADVANCEMENT

We're headed out on a Cub Scout Safari. Look, over there is a boa constrictor. Watch out everyone! Listen to the monkeys. Aren't they loud? Wait! What's that roar? If we get really quiet, maybe we can spot some tigers. Look, here they come!

This month our Tiger Cubs have worked really hard on earning some more Tiger Tracks. They have been to (name activity) and have worked on (name activity). Now, everyone climb back aboard the jeep as we continue on our safari. There go some gazelles running. What could be after them? Lions, cougars? No, it's just some Bobcats. These boys are just getting started on our safari. They have learned the Scout sign, handshake, promise and more. We are hoping they will stay on a Scouting safari until they have experienced all levels. Now rejoin the group and let's go see what's up ahead.

Here come some wild hogs. And watch those antelope scatter. Careful, folks, I think I've spotted some Wolves. These Safari Hunters have been working on their progress towards ranks. As they concentrated on the 49 steps of good safari hunting, they have reached the rank of Wolf. Congratulations on a fine hunt boys.

Quick, jump in the jeep. Here comes something we should never have seen on a safari. What are we going to do? Everyone hold on and try to appear as small as possible. We need to hide from the Bears. They have spotted us and are coming to investigate.

A Safari may not be a usual place for Bears, but we are mighty proud of ours. They have worked really hard all year and are ready to move up the Scouting trail. Congratulations, boys. May you wear your Bear badge proudly.

Look at the beautiful birds. We have obviously reached higher ground on our safari. Things seem to be quieter here. I see a macaw and a beautiful parrot. Oh, look over there, it's a Webelos. They have been working hard earning their pins. We are proud to present the Webelos badge to them. We have some boys on our safari that have earned their Compass Point Emblem. They too have been working hard. We also have some boys who are ready to become Safari guides. They are the Super Achievers of the safari that have earned all 20 Webelos pins.

But wait, what is that up ahead? Oh, no! The natives are doing a dance around the campfire. Do you think it could be an Arrow of Light Ceremony?

When you look at how far we have come on our safari, what beautiful animals we have seen tonight and yes, some strange ones also. The only thing left for those that have earned the highest award in Cub Scouting, the Arrow of Light, would be to graduate these boys into Jeep Driving School!

GOING ON A HUNT ADVANCEMENT

(To save time use a leader for each advancement or award category that you are doing. It would be more fun if the leaders could be dressed in simple safari costumes. Leaders chant their verse with the audience repeating as appropriate and then all go out together to get the boys who have earned the awards in their category. When they begin the hunt through the audience make sure your movements are exaggerated. When the boys have been "captured" take them to the back of the room and then all together reverse the order journey and quickly return to the front. Bring any parents needed with their sons. Again exaggerate the movements and be sure the boys do it with you) This is done to the rhythm of "Going on a Lion Hunt". Audience repeats each line after leader. Adapt each verse to fit the awards you are doing.

We're going on a Bobcat hunt
We're not afraid!
He's done his very best!

We're going on a Wolf hunt
We're not afraid!
He's earned some arrow points!

We're going on a Bear hunt
We're not afraid!
He's earned his Bear badge!

We're going on a Webelos hunt
We're not afraid!
He's earned his Forester!

ANIMAL ADVANCEMENT CEREMONY

Have you ever wondered why most of the ranks in Cub Scouting are named after animals? Think about the animals Bobcat, Wolf, and Bear for a moment. What images come to mind? The Bobcat is a little smaller than most of his cousins in the wild cat family. But his features, especially his ever-alert ears, make him very distinctive and his movements are sleek and swift. We have several Bobcat Cubs here tonight who swiftly tracked the seven steps of what it takes to be a Cub Scout. Would the following boys and their parents please come forward? (Call the names of the boys receiving the

Bobcat and have their parents present them with their badges.)

The Wolf is a very intelligent animal and is known for his loyalty to the pack. He is very quick to defend his territory much like a Cub Scout who is quick to stand up for what he believes is right. Would the following boys and their parents please come forward to accept the rank of Wolf? (Call the names of the Cubs advancing to the Wolf rank.)

The Bear is one of the largest animals on our continent and for that reason is often feared. His strength is legendary and his senses are keen. But if you watch him closely, you will probably see that the bear has a sense of humor and likes to play. He also knows how to plan ahead as we see in his preparations for the winter. We have some Cubs here tonight who have proven their strength and sharpened their senses and are now ready to be awarded the rank of Bear. Would the following boys and their parents please come forward? (Call the boys' names.)

The Webelos rank may not be named after an animal, but it does stand for something special. Who can tell me what Webelos means? (pause for a response) Right! We'll Be Loyal Scouts. Part of being a Scout is being a friend to animals--a protector of their homes and their right to survive. Webelos are apprentice outdoorsmen, foresters and naturalists, and they are learning what is meant to be a Boy Scout. Would the following boys and their parents please come forward to be awarded the rank of Webelos? (Call the names.)

Boys who have earned the Arrow of Light award have made a commitment to live their lives by the Scout Oath and Laws. This commitment makes them the king of the forest, the ruler of the roost, and the leader of the pack. Would the following candidates and their parents please come forward for the presentation of the Arrow of Light, the highest award a Cub pack has to offer. (Call the boys' names and have the parents present the award.)

Congratulations to all the boys and their parents who have earned awards tonight.

WILD ANIMAL HUNT

Props: House trees placed around the room, and a stuffed animal from the home of each boy receiving an award (With the boys award attached to it)

The Cubmaster should be dressed as if he or she was going on a safari, and with a net to catch the wild animals with. The Cubmaster walks in like he is leading a safari, after going in and out of the trees, he would come across a "wild animal" (*one of the stuffed animals*) then the Cubmaster should pretend to catch a "Wild animal" then find the award attached to it and present it and the animal to the Cub Scout and his parent.

MORE ADVANCEMENT IDEAS

1. Make a palm tree from a carpet tube and green butcher paper. Stick in a paint bucket filled with rocks. Wrap a paper snake around the tree. Attach awards to little cutouts of snakes on which you write, "You are such a sssss-super Sssss-scout, You'll go down in Hissssstory. Congratulations on earning your...."
2. Put awards in a box. Dress in a safari costume. Have two leaders carry in the large box suspended from two long poles.
3. Crocodile- Put crocodiles in a wading pool. Boy retrieves his crock with his award inside. (Use Green plastic soda bottles decorate.)
4. Attach awards to bananas. Display bananas on a large poster of a gorilla or better yet, have some one come in dressed as a gorilla. carry awards in containers made to look like bananas!

APPLAUSES

Elephant: Let arm act as a trunk, wave it brokenly in front of your face. Raise your forearm up and down and say, "Peanuts, peanuts anyone?"

Tiger: Shout, "Grrreat! Thrust fist upward Tony Tiger style.

Toucan: Hold hands in front of mouth, simulating a bird opening its beak, several times while saying "TOUCAN, TOUCAN, TOUCAN! A CUB (SCOUT) CAN TOO!!!"

GAMES

SHERE KHAN AND MOWGLI

One player is Shere Khan, the tiger. All others are wolves in the pack. The wolves form a line with hands on each other's waist. The last in line is Mowgli, the smallest, who has a dangling tail tucked into his belt. Shere Khan tries to catch Mowgli by pulling out his tail, but the wolves scramble to keep Mowgli safe. If Shere Khan catches Mowgli within three minutes, he wins. If not, the wolves win.

LOST IN THE JUNGLE

On slips of paper, write names of jungle animals (more than the number of boys). Hide the slips all around the play area. Akela tells the boys that many jungle animals have lost their memory and are wandering in the jungle. The boys scatter to find them. At Akela's call, the den returns. In turn each boy describes the animal he has found without saying its name and the others try to guess what it is.

BANDER-LOG RELAY

The Bander-log are silly monkeys in the Jungle Book tales. Divide the den into teams and line them up relay fashion. On signal, the first player of each team puts his cap on upside down and gets down on all fours. On "Go" he scampers on all fours like a silly monkey to a turning line and back. The next player repeats the action, and so on until all have run. First team squatting at the start with caps in place are the winners.

SKIN THE SNAKE

Line the boys up single file. Have each boy stoop over and place their right hand between their legs and with their left hand, grab the right hand of the boy in front of him. When all are ready, the last boy in line should lie on his back while the line moves backward over him. The next boy lies down and so on until everyone is lying down. Don't let go of hands! The last one to lie down then rises to his feet and strides forward - each boy following in turn until all are back in their original positions.

LION TAMING

Try to tame the lions by knocking them off their pedestals. For pedestals, use inverted gallon ice cream cartons. Set them up in several rows. For animals, round up stuffed animals (they needn't be all lions), or make the animals out of cardboard, at least a foot tall. Glue a cardboard support strip to back of animals. Give player a ball or bean bag and see just how many lions he can tame.

CREATING CREATURES

Divide the group into teams of 3 or 4. Give each team a pair of scissors, glue, and a variety of colors of construction paper. Within a given time limit (15 minutes) each group designs and constructs a jungle animal from the jungle. They must decide on a name for their animal, tell where it lives and what it eats. When all teams are finished, a spokesman for each team introduces their animal to everyone.

FEEDING THE ELEPHANT

Hang a megaphone so that it slightly tilted with the mouthpiece down and the large end toward the tosser. Have a basket of other receptacle to catch peanuts as they fall through the megaphone. Each tosser is give ten peanuts. He tries to toss them into the elephant's open mouth (the magaphone's large end) while standing eight to ten feet away. Player who scores the most hits is the winner.

CROCODILE

Two teams line up on opposite sides of a large open space that is designated "the river." The crocodile is "it," and he points or calls to a player on one side to cross the river. This player calls or points to one on the opposite side and they try to cross the river and change places without being tagged by the crocodile. If one is caught, he becomes the new crocodile.

ANIMAL TAG

Have the Cub Scouts in a scattered formation. Select an "it." "It" names an animal and all the boys assume the identity of the animal as they move about. "It" also assumes a like identity and tries to tag one of the animals, who becomes "it." Example: "It" calls "kangaroo," and all must hop like kangaroos until a tag is made.

BUSY ZOO

Players stand or sit in a circle. Each is assigned an animal name and statement as listed below. The game leader, who acts as zoo keeper, walks about the circle and suddenly asks someone, "What are you doing?" The player must then speak his statement while acting it out. For example the monkey player would say, "Peeling a banana," while pretending to peel a banana. The leader can keep things in an uproar by quickly going from player to player.

1. Monkey: Peeling a banana
2. Bear: Taking a nap
3. Kangaroo: Hopping around
4. Lion: Roaring very loud
5. Gorilla: Beating chest
6. Cat: Lapping milk
7. Dog: Running with a bone
8. Wolf: Howling at the moon
9. Elephant: Knocking down trees
10. Tiger: Pacing back and forth
11. Squirrel: Cracking nuts
12. Deer: Running away
13. Crocodile: Snapping teeth
14. Rabbit: Munching a carrot
15. Walrus: Swimming around

BALLOON KANGAROO JUMPING

Have two boys stand side by side, each with a balloon between his knees. When the game leader gives the signal, they hop to the other side of the room and return to the starting line. If anyone breaks his balloon, he is out of the game. If a boy drops his balloon, he must replace it between his knees before making further progress. Declare a winner after each race, or continue the race on an elimination basis until there is an overall winner.

NET THE ANIMAL

This game must be played in an area with boundry lines. For each net you will need four boys holding hands forming a circle. You will need one boy to be the animal. Each group consists of four boys and one boy who does not want that team to catch him. Make as many nets and animals as you can. Boys must chase the animal and catch him inside the circle without dropping hands. The first team to "net the animal" wins.

OWLS AND CROWS

This is an outdoor nature game. Divide the boys into two equal groups, one will be “owls” and the other “crows.” Line up the two groups, about two feet apart. About fifteen feet behind each team draw another line for home base.

The leader make a statement about nature and animals aloud, and if the statement is true, the owls chase the crows, trying to catch them before they reach their home base. If the statement is false, the crows chase the owls. Any one caught must join the other team.

Some questions will confuse the teams and you'll have owls and crows running toward each other, and others running toward home base. Let the action continue until the dust settles; then reveal the answer.

Sample nature questions: “This seed comes from an oak tree.” “ Kangaroos are found in Africa.” “The wind is coming from behind the crows.”

CENTIPEDE ROPE RACE

Divide boys into teams and give each team a VERY long rope. On signal each boy, in turn, ties an overhand knot around his waist. The first team whose members are all tied together wins.

ANIMAL, ANIMAL, WHO ARE YOU?

The boys sit in a circle. One boy sits in the center and acts out the movements or makes the sounds of an animal. The other players raise their hands to guess what animal the player is imitating. The player who guesses correctly then acts out another animal. You may have the boy whisper to you the name of the animal he will imitate before he acts it out. Then you can be sure the player has the animal clearly in mind.

CAMEL RACE

Make groups of three Cub Scouts. One is the head, another makes the back and holds the waist of the “head,” the third is the rider, who is seated. Race over a given distance. This can be played with the “head” blindfolded being steered by the rider.

SONGS

ELEPHANTS HAVE WRINKLES

(Tune: "I'm a little teapot")

Chorus:

Elephants have wrin-kles, wrin-kles, wrin-kles,
Elephants have wrin-kles, wrinkles everywhere.
Elephants have wrin-kles, wrin-kles, wrin-kles,
Elephants have wrin-kles, wrinkles everywhere.

On their toes,

No one knows, Why-y-y-y.

After the teaching of the song, you teach the dance! The group joins hands, links arms, whatever. The dance is a left toe behind right foot, step to the right. Toe, step. Toe,step. In time to the chorus (Elephants have wrin-kles, wrin-kles, wrin-kles,.....) Then the dance stops, the arms are dropped, the fingers point to the anatomy; nose, ears, knees, etc. At the phrase, "No one knows", the arms are raised in question, the hands opened. When the four step "Why-y-y-y", starts, the arms come down in time, then to join hands with the group for the dance.

LONG-NECK GIRAFFE

(Tune: Three Blind Mice)

Long-necked giraffe, long-necked giraffe,
You make me laugh, you make me laugh.
It's true you can reach the highest tree,
But it's hard bending down to talk to me,
'Cause your neck is too long for your body,
Long-necked giraffe.

MONKEY SEE, MONKEY DO

(Tune: Jingle Bells)

Monkey see, monkey do
Just the same as you.
If you blink, then he will blink,
He likes to copy you.

Monkey see, monkey do
Just the same as you.
If you blink, then he will blink,
He likes to copy you.

More verses: Substitute other actions.

MAKE BELIEVE

(Tune: I've Been Working on the Railroad)

Let's pretend we're on a safari
hunting lion and more
Let's pretend we're in the jungle
seeking wild animals galore
Or would you rather go sight-seeing
while riding in a jeep east to west?
No matter what we are pretending
our brains will meet the test.
It's fun to make believe,
It's fun to make believe,
It's fun to make believe and pretend.
It's fun to make believe,
It's fun to make believe,
It's fun no matter what our age.

THE FEET OF THE HIPPO

(Tune: The Wheels on the Bus)

The feet of the hippo go
Thump, thump, thump,
Thump, thump, thump,
Thump, thump, thump.
The feet of the hippo go
Thump, thump, thump,
All day long.

The nose of the hippo goes
Snort, snort, snort,
Snort, snort, snort,
Snort, snort, snort.
The nose of the hippo goes
Snort, snort, snort,
All day long.

The tail of the hippo goes
Swish, swish, swish,
Swish, swish, swish,
Swish, swish, swish.
The tail of the hippo goes
Swish, swish, swish,
All day long.

(Have the boys make more verses with different animals.)

THE ANIMAL HOKEY POKEY

(Tune: Hokey-Pokey)

You put your rabbit's foot in,
You put your rabbit's foot out,
You put your rabbit's foot in,
And you shake it all about.
You do the Hokey-Pokey
And you turn yourself around.
That's what it's all about.

(More verses: Monkey's hand; Duck's tail;
Giraffe's neck; Chicken's beak; Elephant's trunk;
Kangaroo's pouch; Lion's mane, etc.)

QUARTERMASTER'S STORE

There are snakes, snakes, snakes,
As big as garden rakes,
At the store, at the store.
There are snakes, snakes, snakes,
As big as garden rakes,
At the Quartermaster's Store.

CHORUS

My eyes are dim, I can not see,
I have not brought my specs with me.
I have not brought my specs with me.

More verses (choose a few):
Beavers Wielding rusty cleavers
Bobwhites Wearing silken tights
Eagles With ears as big as beagles'
Foxes Stuffing little boxes
Owls Shredding paper towels
Bears With curlers in their hairs
Buffaloes With mud between their toes
Antelopes Eating cantaloupes
Mice Running through the rice
Spiders Swimming in the cider
Fleas Landing on the cheese
Bats Bigger than the rats
Goats Eating all the oats
Bees With little knobby knees
Apes Eating all the grapes
Fishes Washing all the dishes
Rats As big as alley cats
Cub Scouts Eating Brussels sprouts
Leaders Slapping at the skeeters

SKITS**THE LOST LIZARD—audience participation**

Cub Scout: "I'll do my best."

Lizard: "Scurry, scurry."

Cap: Pantomime putting on cap

Coat: Pantomime putting on coat

Once there was a CUB SCOUT who had a pet LIZARD which he kept in a box. One day the CUB SCOUT looked in the box and the LIZARD was gone. "I guess I'll have to put on my CAP and COAT and look for my LIZARD," he said. So the CUB SCOUT put on his CAP and his COAT and he put the box in his COAT pocket and went outside to look for the missing LIZARD.

First the CUB SCOUT looked under the porch (pantomime looking under porch). No LIZARD. Next the CUB SCOUT looked behind a tree (pantomime). No LIZARD. Then the CUB SCOUT looked in the bushes (pantomime). No LIZARD. Just as the CUB SCOUT was losing hope of finding his lost LIZARD, the March wind came around the corner of the house and blew the CUB SCOUT's CAP off. Holding his COAT tightly around him, with the box in his COAT pocket, the CUB SCOUT ran down the street after his CAP (pantomime).

The CUB SCOUT chased his CAP past the fire hydrant to the street corner. After looking carefully both ways (pantomime), the CUB SCOUT ran across the street after his CAP. The wind was blowing strong, so the CUB SCOUT held his COAT tightly around him as he chased the CAP into the park.

Finally the March wind put the CAP down on a rock, and the CUB SCOUT caught up with it. And when the CUB SCOUT picked up his CAP, what do you think he saw? There on the rock, under the CAP, was his lost LIZARD! He picked up the LIZARD, put it in the box, put the box in his COAT pocket, put his CAP on his head and went straight home. When he got inside the house, the CUB SCOUT took off his COAT and his CAP and took the LIZARD out of the box. To his surprise, he discovered that this wasn't his missing LIZARD after all. Sitting quietly on his desk, the CUB SCOUT found his own LIZARD. "Oh well," said

the CUB SCOUT. "I'll take the new LIZARD to the den meeting this afternoon. Mrs. Smith will put him in our den zoo. Won't she be proud of me?" And with that, the CUB SCOUT put both LIZARDS in the box and went outside to play...after putting on his CAP and COAT, of course.

THE LOST PET

Boy: (Enter crying, dragging a dog leash)

Waaaaaah! Waaaaaah!

Man: Little boy, what's the matter?

Boy: My pet ran away! Waaaaaah!

Man: Don't cry, little boy. I'll help you find it.

What color is your pet?

Boy: Yellow, with black stripes. Waaaaaah!

Man: Don't cry, little man, I'll have your pet back in no time. (Search about the stage, muttering to self) Yellow with black stripes...hmmm...

Boy: I want my pet! Waaaaaah!

Man: Maybe he wandered down the street. You just wait here while I go look for him.

(Exit, quickly put on a ragged coat, muss up hair.

Enter, running, shouting) Why didn't you say it was a TIGER? (Exit, running.)

A DOG OF A SKIT

Cub 1: Say _____ (fill in name) what kind of dog do you have?

Cub 2: I have a setter (walks on stage carrying a chair, sits on the chair, quickly rises and exits.) (As each succeeding player comes in, Cub 1 repeats, "Say _____ what kind of dog do you have?" Each makes his response as follows and exits.)

Cub 3: (pointing a stick at audience) I have a pointer.

Cub 4: (carrying a large spring) I have a Springer Spaniel.

Cub 5: (with a bucket) I have a Water Spaniel.

Cub 6: (with a clock or watch) I have a watch dog.

Cub 7: (with box or boxing gloves) I have a Boxer.

Cub 8: (enters with a mop)

Cub 1: Say _____ what kind of dog do you have?

Cub 8: I have a puppy! (Both exit.)

THE MONGOOSE

Props: Box with coiled spring in it and fur tied to end of spring. When box is opened spring will shoot fur out of box.

Object: Get other Scouts to look in box and see the Mongoose.

Cub 1: Did you see what we caught in the woods last weekend?

Cub 2: No! What was it?

Cub 1: It's a Mongoose.

Cub 2: A what?

Cub 1: A Mongoose, they are very quick and hard to catch. Did you know that?

Cub 2: Where is this Mongoose?

Cub 1: Right here in this box.

Cub 2: Can I look?

Cub 1: Sure! But don't scare it. (Peek in box lid carefully.)

Cub 2: Wow did you see how shiny and glassy the eyes looked?

Cub 1: You know they are so fast that they kill snakes by grabbing their head?

Cub 2: Wow that's really neat. (Get someone to look and let the box lid come open quickly, so fur flies.)

THE MIGHTY HUNTER

Lion: Loud roar

Tarzan: "A-aahhh (Tarzan yell)"

Cheta: "Chee, chee, chee," with chimpanzee movements

Mighty Hunter: "Ready, aim."

Last August, a MIGHTY HUNTER decided to go on a LION hunt in the jungles of Africa. The MIGHTY HUNTER wanted more than anything to get the head of a LION for a trophy. After getting all his equipment together and saying good-bye to his friends, this MIGHTY HUNTER boarded the plane en route to Africa for an exciting LION hunt. A long flight brought the MIGHTY HUNTER to the jungles and who should meet the plane, but TARZAN and his chimpanzee friend CHETA. The

MIGHTY HUNTER was delighted to meet the famous TARZAN, and CHETA proved to be such fun to play with, the MIGHTY HUNTER almost forgot about going on the great LION hunt.

The following morning, TARZAN woke the MIGHTY HUNTER, telling him CHETA was ready for breakfast. After a fantastic breakfast of toast, eggs, bacon, milk, and fresh fruit, the MIGHTY HUNTER prepared himself for the LION hunt. With his jungle hat on his head and his gun in hand, the MIGHTY HUNTER, TARZAN, and CHETA started out in the jeep to look for a LION.

It was almost noon when CHETA started making strange noises and jumping up and down wildly. TARZAN who knew CHETA's moods, told the MIGHTY HUNTER that CHETA could smell a LION. The MIGHTY HUNTER took a deep breath and felt himself breathing faster and faster. Just about that time, TARZAN had stepped out of the jeep with CHETA close by his heels. The MIGHTY HUNTER followed and, watching ever-so-closely, saw TARZAN point to a group of trees about sixty yards away.

Almost hypnotized, the MIGHTY HUNTER, TARZAN, and CHETA watched as a tiny LION cub made his way toward them. TARZAN carefully led the way to the tiny cub, picked him up, and proceeded cautiously to the clump of trees. There the MIGHTY HUNTER saw the mother of the cub dead on the ground. Some animals had evidently killed the mother LION while she tried to protect the baby cub. The animals had heard the jeep coming and had run away. The MIGHTY HUNTER realized they had saved the life of the tiny LION cub. TARZAN was not surprised when the MIGHTY HUNTER announced his hunting trip was over. Instead of the MIGHTY HUNTER taking home a LION head trophy, he took home a real live LION cub for the zoo so that the LION cub could receive proper care and many people could enjoy watching the LION cub grow up. But what a surprise, as he walked up the boarding ramp to the plane to go home, CHETA ran after him, gave him a kiss, right on the cheek of the MIGHTY HUNTER.

ALL ABOUT ANIMALS

Jimmy: Hi Jerry. What are you doing?
Jerry (not looking up): I'm reading a book bout animals.
Jimmy: It must be a good book.
Jerry (closing the book): It is and now I know everything about animals.
Jimmy: OK, then tell me what animal can jump higher than the Empire State Building.
Jerry (thinks): Gosh, I'll have to look it up. (He looks through the book.) I don't think any animal can jump higher than the Empire State Building.
Jimmy: I thought you knew everything about animals.
Jerry: So did I. So what animal can jump higher than the Empire State Building?
Jimmy: All of them. The Empire State Building can't jump.

CUB SCOUT SAFARI

Set-up: 5 Scouts and Cubmaster driving a cardboard jeep with safari hats on

CC: We're so glad you could join us on our safari tonight. Our fearless leader (CM's name) will be driving our jeep. But as with any trip there are a few instructions you must hear. (2 boys jump out of the jeep and start chasing each other)

1st passenger still in jeep: Johnny Lion, what are you doing?

One of the boys running: I'm chasing a hunter around a tree.

2ND passenger still in jeep: How many times have I told you not to play with your food. (All go back to jeep)

Next Cub Scout gets out of jeep and says:
Bobby had a kitten
Tommy had a pup.
Johnny had a crocodile
That ate the others up.

(CM climbs out of jeep and looks at CC) What has fifty legs, big blue eyes on stems, and a red body with green stripes?

CC: I don't know. What?

CM: I don't know either, but it's crawling up your shirt right now.

RUN-ONS

Q: Where do wild animals like to play?
A: On the jungle gym

Q: With what big cat should you never play cards?
A: The cheetah!

Q: Why do lions roar?
A: They would feel sill saying "Oink"!

Q: Why do elephants paint their toenails red ?
A: So they can't be seen when they hide in cherry trees.

Q: How do you know you have had elephants in the fridge?
A: Footprints in the butter.

Q: How do you get two elephants in a pickup truck?
A: One in the cab, one in the back.

Q: How do you get two mice in a pickup truck?
A: You can't ... it's full up with the elephants.

Q: Why do Rhino's wear ripple-soled sneakers? –
A: To give the ants a chance.

Q: Where do gorillas exercise?
A: On jungle gyms

Q: Why won't they let some cats play cards?
A: Because they're Cheetahs.

Two snakes sunned themselves on a large rock. Suddenly, one shouted, "Ouch!"
"Say," it then asked the other snake, "are we poisonous?"
"Nah," replied the other snake. "Why?"
"Cause I just bit my tongue!"

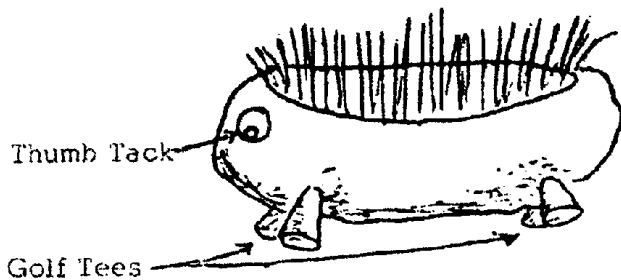
C1: Why are you wearing that green string around your finger?
C2: To keep the lions away.
C1: But there are no lions around here.
C2: See how well it works?

CRAFTS

PORCUPINE POTATO PLANTER

Materials: 1 potato, 4 golf tees, 2 thumbtacks, dirt, grass seeds.

1. Scoop out center of potato, leaving a solid shell.
2. Fill with dirt.
3. Scatter grass seeds (rye grass grows fast) over top of dirt.
4. Insert golf tees for feet and thumbtacks for eyes.
5. Set the potato creature near the light and water every other day and watch your porcupine's quills grow.



BLOW-AWAY "FLIERS"

Materials: lightweight cardboard pieces, white drawing paper, tracing paper or colored tissue paper, ruler, pencil, scissors, glue.

1. Cut out of cardboard, one 4" x 4" piece, and one 3" x 4 1/2" piece.
2. Roll the 4" x 4" piece and glue it together (Roll #1).
3. Roll the 3" x 4 1/2" piece and glue it together (Roll #2). It should be larger in diameter than Roll #1.
4. Glue tracing paper on one end of Roll #2.
5. Draw the bumblebee shape on cardboard. Cut it out. Cut out the insides too, leaving an outline shape only.
6. Glue tracing paper on the cutout places. Gently decorate it.
7. Glue Roll #2 onto the bottom of the bumblebee.
8. Now insert Roll #1 into Roll #2 and blow!
9. You can make all kinds of fliers like butterflies, birds, dragonflies, etc.

ZANY SOCK PUPPETS

Materials: Adult-size sock (tube sock works best). 8 oz. Yogurt container, large plastic cup, or a section of large cardboard tube. Styrofoam ball smaller than the diameter of the container or tube (or you can make a tight ball out of newspaper). Dowel or bamboo plant stake

General instruction:

1. Make sure the head piece is smaller than the diameter of the container. It needs to go down the container at least part-way with the sock too.
2. Glue the dowel or plant stake into the styrofoam or newspaper ball.
3. Stuff the ball into the toe of the sock.
4. If using a container or cup, poke a hole in the center of the bottom large enough for the stick.
5. Insert the stick through the tube, container or cup.
6. Pull the sock over the tube/container/cup. Secure the sock below the tube with ribbon or glue.

Suggestions for decorations:

Eyes: Wiggle eyes. Felt pieces. Buttons.

Rhinestones. Pompom and felt (Frog)

Nose: Pompoms (pink, black). Felt pieces.

Ears: Felt pieces, same color for the outer ears, pink for the inner ears.

Cheeks: Pompoms. Felt pieces.

Mouth: Rickrack. Felt pieces.

Collars: Ribbon. Felt pieces. Rickrack. Rhinestones (cat's collar). Scrap fabric (Tiger).

Whiskers: Pipe cleaner (inserted through sock face). Rickrack. Thick yarn.

Antenna: Pipe cleaners glued to the head piece through sock and pompoms.

Body: Rickrack. Ribbons. Felt pieces.

Caps: Ankle part of another sock drawn together and a pompom.

Straw hat: Store-bought, available at a craft store.

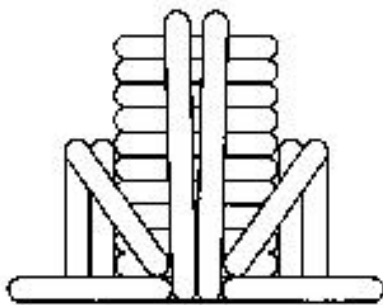
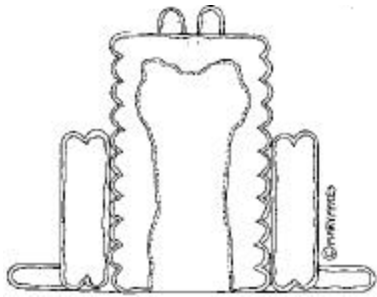
Attach ears to the hat (Rabbit).

CRAFT STICK FROG

Materials: 2 Craft Sticks (for eyes), 19 Mini Craft Sticks, Two 7mm Wiggle Eyes, Fine Point Black Permanent Marker, Bright Green, Olive Green and Red Paint, Tacky Glue

Instructions:

1. Paint craft sticks and craft stick mini green.
2. Place eye sticks on top of pattern (edges of eye sticks are touching at the bottom). Dab glue on sticks in areas that will be covered by body. Place body sticks on top of glue. Allow to dry.
3. Turn frog over so front side is facing down. Place 2 leg sticks vertically on each side of frog (refer to pattern), then glue horizontal leg pieces to bottom back of frog. Glue remaining minis diagonally to each side of frog across legs and body so that they will not be seen from the front, but will hold leg and body pieces together.
4. When glue is set, turn the frog over so that front is facing upward. Transfer or freehand the nostrils and inside shape to body.
5. Paint the inside body shape with Olive Green. Outline the inside body shape with black marker, then draw stitch lines as shown on pattern.
6. Rouge cheeks with red paint. Draw nostrils and wiggly line around the body, eyes and leg sections, close to the edge with black marker (see pattern).
7. Glue on wiggle eyes. Allow to dry.



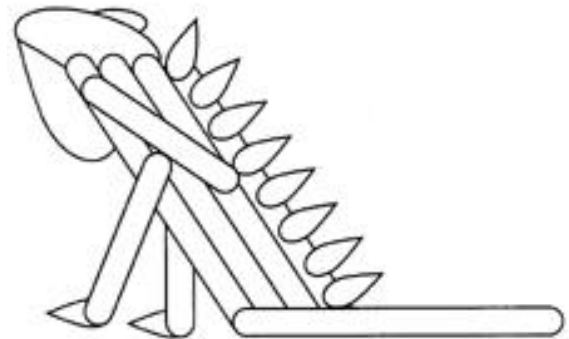
BACK VIEW

CRAFT STICK IGUANA

Materials: 5 craft sticks (body & tail), 3 mini craft sticks (legs and support stick), 1 large oval woodsies (head), 1 medium oval woodsies (back leg), 1 large teardrop woodsies (sack under head), 12 small teardrop woodsies, 7mm wiggle eye, green, pink and white acrylic paint, black point permanent markers, tacky glue

Instructions:

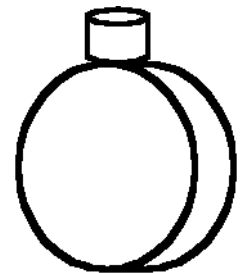
1. Paint all pieces green except the circle. Paint the circle pink. Let dry.
2. Lay out four craft sticks for the iguana's body as shown in diagram of the back at right. Glue a mini craft stick on top for support and a regular craft stick across the bottom for a tail. Glue on tear drops for scales and a mini craft stick and tear drop for one leg and foot. Let dry.
3. Turn over. Glue on pieces for head, sack, other front leg and foot, back leg and foot and eye. Refer to photo at top. Glue on wiggle eye. Paint white dot on cheek. Use black tip marker to add outline details.



CANTEEN TIE SLIDE

Materials: 1/2" piece of 1" dowel, 1/2" piece of 1/4" dowel, Sand paper, Paint, 3" piece of leather or lacing, glue, PVC pipe

Sand and paint the dowel pieces. Glue small piece of dowel on top of larger piece in canteen shape. Glue the lacing to the sides. Glue on backing.



CITIZEN ACTIVITY PIN

AMERICA'S SYMBOLS QUIZ

1. The right hand of the Statue of Liberty holds a torch.
2. Which is taller – The Statue of Liberty or the Washington Monument?
3. What words are inscribed on the ribbon held in the mouth of the eagle on the Great Seal of the U. S.?
4. In the Great Seal, what is the eagle carrying in its talons?
5. What denomination of currency has the Great Seal printed on it?
6. How many people can get inside the head of the Statue of Liberty?
7. What is the official U. S. Motto?
8. Francis Scott Key was inspired to write the "Star-Spangled Banner" when he saw the flag still flying over what fort?
9. Name the four U. S. Presidents carved in the Mt. Rushmore memorial in South Dakota.
10. The Declaration of Independence says that all men are created?

Answers: 1 – Book, 2 – the Washington Monument, 3 – E pluribus unum (one out of many), 4 – Arrow symbolizing war and an olive branch of peace, 5 – the \$1.00 bill, 6 – 40, 7 – In God We Trust, 8 – Ft. McHenry, 9 – George Washington, Thomas Jefferson, Abraham Lincoln and Theodore Roosevelt, 10 – Equal.

GOOD TURN IDEAS

- Give some of the toys Cub Scouts may have made as part of the Craftsman badge to a children's home, hospital, or institution for handicapped children. Use Craftsman skills to repair or refurbish toys for the same purpose.
- Give a holiday party for children in a home or hospital. Plan games, songs, small gifts and treats.
- Collect canned foods or good used clothing for distribution to the needy by Salvation Army, Goodwill Industries, United Way, churches or other organizations.
- Collect good used books and magazine for the library of a children's home or institution for the elderly.

CITIZENSHIP TEST

Directions: Two teams face each other with a wide space between them. The leader asks each player a question about the Declaration of Independence, the Star-Spangled Banner, the President, Vice-President, Governor, or other fitting subject. A correct answer entitles that team to move one step forward. An incorrect answer passes the question to the other team. The first team to cross the other team's starting line is the winner.

HEADS OF GOVERNMENT GAME

Materials: Pictures of government officials

Directions: Have the boys match up the correct name with the correct official.

NEWSPAPER STUDY

Materials: One current newspaper per team

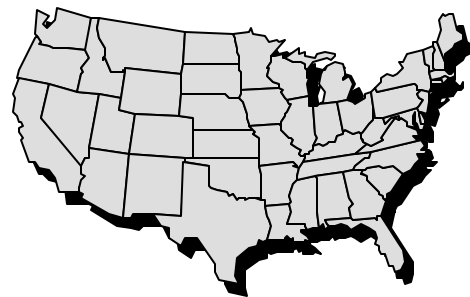
Directions: Divide the boys into teams. On signal, each team starts a search for news items that definitely illustrate the Scout Law. The team with the most clippings in a given time is the winner.

STATE LANDINGS

Cut cardboard circles of different sizes to represent the states. Suspend them from the ceiling. Make paper airplanes and let each player have three chances at throwing a plane and hitting a state. The player must stand about six feet away from his chosen target. Set a point value on each state, the smallest being worth the most points.

UNITED STATES

Have the boys make a list of as many states as they can remember. After five or ten minutes, the one with the longest, accurate list wins.



DEN MEETING IDEA

Learning how our government works today can be very boring to Webelos. "Solebew" is a backwards method to this subject. In fact, "Solebew" is Webelos spelled backwards. The following Citizen requirements are listed as to the objectives

"Solebew" intends to cover:

- * Tell why we have laws.
- * Tell three things that the US. Government does to help you or your family.
- * Tell why we have a government.
- * List six ways in which our country helps or works with other nations.

FIRST DEN MEETING

Tell your Webelos that a chain of islands has just been discovered near Hawaii. You and your Webelos have been asked to settle these islands and form a new government. Each Webelos will establish his own city within his own territory. You bring out a map of these islands and let each boy pick out his own territory. (This is a perfect time to introduce the Webelos to contour lines.)

Send home with each of your Webelos, an 18" by 18" white linen material and some heavy wire. The material is for making their territorial flag (felt pens work very well). The wire is for making their branding iron. Each Webelos should also have a list of the following types of government:

- MONARCHY
- DICTATORSHIP
- DEMOCRACY

They should return the following meeting with the definitions of each of these.

SECOND DEN MEETING

Have the Webelos put their flags on display when they first arrive (a clothesline across the room does fine). Discuss with your Webelos the types of government they want for "Solebew." I always try to sell them on the idea of a dictatorship, but so far I have not had any supporters. Voting is a fun part. You might suggest that only people who drive Ford pickups can vote. If they don't agree with that, how about only white males who own property can vote?--No. Okay, how about men only can vote? If

not, what about any adult regardless of sex, race or religion?

After your Webelos have decided who gets to vote, then they need to decide, will it be an open or closed ballot? You have just established your first two laws.

Now, It's time for the Webelos to vote for two (2) flags (open or closed voting?--check your law).

Each Webelos will usually vote for his flag first and another one second. Tally the votes and the winning flag just determined the location of your capitol.

Each Webelos will mark his territory on the map with his brand emblem. (Felt pens on Avery circle tags works great; the circles can than be removed if you want later on) Save the branding irons for the Third Meeting.

THIRD DEN MEETING

Being boys, the Webelos are going to get hungry.

So, we're going to talk about what foods are growing on our islands--coconuts and sugar cane.

Will anything else grow there? If we had an

Agricultural Department, they could research the area and find out for us what other foods we could grow there. Since our islands have no animals, we

might want to make an arrangement with the US Government to bring in some McDonald's

hamburgers. If we're trading with other countries, perhaps we'll need to establish a foreign policy.

We'll need a Commerce Department to work out the transportation of our sugar cane and coconuts.

Maybe we could trade with Japan for some Toyota trucks?

We can't trade coconuts for trucks, so we'll need a monetary system. We'll call that the Treasury

Department. Our currency is called "rallod" (which is "dollar" spelled backwards). A tax system is

necessary in order to pay the salaries of all the employees working in these various departments.

The exciting time has come when the Webelos will use their branding iron to brand a leather pouch,

their wooden notebooks and any other items they would like.

SHOWMAN ACTIVITY PIN

THERE'S NO BUSINESS LIKE CUB BUSINESS

(Tune: There's No business Like Show Business)

There's no Cub Scouts like our Cub Scouts
Cause our pack is the best.
Everything we're doing shows we're eager.
Working on the skits and games and songs.
Going on the field trips with our leaders.
And having fun as we go on.
There's no Cub Scouts like our Cub Scouts,
We smile each time we meet.
Even when we're nervous we will do our best
We hope our parents will do the rest.
So you see in Cub Scouts we have passed the test,
Let's go on, watch us grow!

DEN ACTIVITIES

- Learn how to make sound effects for skits.
- Use a tape recorder to record the boys' voices so they can hear how they sound.
- Write and put on a play for your pack
- Make a puppet stage using cardboard boxes. make puppets and put on a show.
- Let the boys bring their favorite cassette or CD to a meeting and discuss different types of music
- Take your puppet show to a children's ward at a hospital or to a nursing home.

WHAT IS MUSIC?

Music plays a major role in all of our lives. Even those who do not consider themselves musicians are surrounded by music. There is no escaping it. Music accompanies parades, religious ceremonies, and sports events. You hear music associated with movies and concerts of all sorts. For example, you often use music as part of your den and pack meetings. You learn music in school. You grew up with pleasant songs - songs that were fun to learn, to sing, and to teach.

Music can be played on any keyboard instrument, any band or orchestra instrument, any pitched fork or percussion instrument, or any instrument you construct.

PANTOMIME

Pantomime is the expression of a thought, emotion, or action without words. In advance forms, words may be supplied by a narrator, chorus, or other means, but the actor never speaks. Encourage the group to think about how many thoughts, feelings or actions can be shown without words.

Try the following:

1. Show how you would walk if:
You had to go into a room where a baby was sleeping
You had done something you were ashamed of
You were on skis
You had a nail in your shoe
It was very hot
It was very cold
If you were scared
If you were happy
2. Show how you would lift:
A little kid
Something hot
Something heavy
Something very fragile
Something big and bulky
3. How would you look if:
Someone gave you a ferocious lion
Someone gave you a beautiful ring
You lost that ring
You found that ring
You slipped on ice
Your report card was all A's
Someone pinched you
You smell something bad
You saw someone kick a dog
4. How would you act if:
You heard a sudden thunder crack
You heard a far away bell
You heard dance music
Smelled your dinner burning
Smelled a skunk
Smelled smoke
Tasted hot soup
Tasted bitter medicine
Saw an automobile crash
Saw a house on fire
Saw an old friend

FASHION SHOW

This can be quite hilarious if performed for parents to watch. Divide the group into teams of about 4 each. Give each team a bundle of newspapers and a package of pins. They select One person from their team to be the model. The other dress him in a newspaper costume, tearing the paper where necessary and pinning the pieces in place. Do not provide scissors. The most sensational costume wins a prize.

NEWSPAPER MAGIC

Announce that you can perform a strange feat. You take an ordinary sheet of newspaper, lay it on the floor and have two people stand on it, facing each other. Say they will be unable to see or touch each other. Make you claim come true by laying the paper in the doorway, with the door closed, One person stands on each side of the door.

NAME THAT TUNE

Record the first line of about 15 different songs on a tape player. The Webelos who can correctly name the most songs wins,

FRUIT PASS

Webelos pass a fruit (lemon, orange, lime), from one to another as music is being played. When you stop the music, the player holding the fruit has to drop out. If a person is in the process of passing the fruit when the music stops, the last one to have the fruit is eliminated. The last player remaining in the game wins

MUSICAL NUMBERS

Cub Scouts form a ring, join hands and march around the room until the leader calls out a number. The Cub Scouts must form smaller rings catching the same number as the one the leader called. The leader (knowing the number of players) should call a number that will force some to be left out of the game. The remaining players reform one circle again and continue until only two groups remain.

CLOWN DRESS UP RELAY

Divide den into two teams. Each team is given an old suitcase which is filled with old, oversized clothing that a clown would wear. Include a necktie, hat, hair, large shoes or slippers, baggy pants, gaudy shin, vest or sash, and of course... a red rubber nose. On signal the first two players open the case. Boy 1 pulls out all clothing and hands it to Boy 2 who dresses up. Boy 1 runs to the other side of the room, carrying the case with him. He removes the clothes, puts them back in the case, and then carries it back to his team. He now helps the next person get dressed. Repeat actions until all boys have dressed up. The first team to finish can be awarded a circus-type prize.

THAUMATROPES

A thaumatrope is a card with different designs on each side which, when the card is twirled, blend into one. Create a nature thaumatrope.

1. Cut out a pair of pictures. You can make them square or circular.
2. If you cut out square shapes, glue them both right-side-up on opposite sides of a pencil or straw. Place the pencil between your palms and rub your palms in opposite directions, back and forth.
3. If you cut out circular shapes, place one upside-down behind the other. Then poke a tiny hole on the sides of both papers and tie a string (about 6" each) into each hole. Now twirl the string so it gets corkscrewed. Then alternately relax the pull and tighten the pull on the string so it rotates.

