



TATANKA TIPS

October 2002 Cub Scout Roundtable

on

November's theme of
"Kids Against Crime"

OPENING AND CLOSINGS

WATSON AND HOLMES OPENING

Cubmaster and Assistant Cubmaster are dressed like Holmes and Watson.

CM: Here you are, my dear Watson. Are you ready?

ACM: Ready for what, Sherlock?

CM: Ready for a great meeting.

ACM: A great meeting is about to start? How can you tell?

CM: Elementary, my dear Watson. You know there is something going to happen because the room is full of people. They seem to be families. There are a large number of boys so they are families with at least one boy. Boys are certain ages and many of them are in uniform. People are smiling and the boys' faces are glowing with expectation. The color guards are waiting in the back with the flags...

ACM: Well, let's get started!

QUESTION AND ANSWER OPENING

Cubmaster and 5 or 7 Cub Scouts in front.

Cubmaster: For our opening tonight, we'll have responses to questions on Cub Scout ideals. What is the Cub Scout Motto?

Cub Scouts: Do Your Best.

Cubmaster: Will you do your best?

Cub Scouts: We will do our best.

Cubmaster: Demonstrate the Cub Scout sign.

Cub Scouts: (Raise and extend two fingers)

Cubmaster: What do the two fingers represent when you give the Cub Scout sign?

Cub Scouts: Two parts of the Cub Scout Promise- "Help Other People" and "Obey."

Cubmaster: Give the Cub Scout Salute.
Audience, please rise and join us in the Pledge of Allegiance.

DETECTIVE OPENING CEREMONY

Personnel: Six Cub Scouts, Cubmaster,

Equipment: Magnifying glass for each Cub, marbles

Set up: Cubs walk in bent over looking through magnifying glasses at the floor. They make their way to the front of the room and line up. Cubmaster is outside of the room.

Cub #1: We're here to solve a mystery, we've come from far away.

Cub #2: It seems the meeting cannot start, the Chairman called to say.

Cub #3: The Cubmaster has gotten lost, his marbles he's left behind.

Cub #4: It's our only clue and so we'll search. Maybe another one we'll find.

Cub #5: Hey look you guys at this right here! A marble on the ground.

Cub #6: Get out your magnifying glass, I think he'll soon be found!

All - (Cubs bend over with the magnifying glasses and follow a marble trail out of the room picking them up as they go.)

All - (From outside of the room) We've found him! (The door opens and the Cubs come in with the Cubmaster.)

All Cubs: We've solved this case, but before we rest, know this: A Cub will always DO HIS BEST!"

"I'VE GATHERED YOU HERE TONIGHT..."

"Detective", wearing a trench coat, hat, etc., enters room and looks at audience.

"I have gathered you together tonight to help solve a very important case. As the meeting progresses, I will be asking a few questions so that we can solve this case. And, by the way, no one is allowed to leave the room because you are all suspects. At this time, I would appreciate it if everyone would stand and give the Cub Scout promise."

FIRE DETECTIVES OPENING

At the start have room dark. Have Cubmaster light a candle and say all of the first line. Each line then can be said by a different Cub to which the candle is passed. After the last line is read, light on, candle out. Have Webelos post the flag and lead the pledge of allegiance.

Cubmaster: Cub Scouts, this candlelight represents the spirit of Cub Scouting, lighting our way through life.

Cub 1: This flame also represents danger. As fire detectives you have learned about the dangers of fire and how to prevent it.

Cub 2: Let us remember what we have learned so we will always use fire wisely and safely, not only as boys but later as men.

Cub 3: This light of Cub Scouting gives us warmth and good cheer.

Cub 4; Make sure it is never allowed to run wild and destroy lives and property.

Cub 5: Let us always be fire detectives.

WATSON AND HOLMES CLOSING

CM: Well, my dear Watson. Thank you for your help tonight. As always you are a reliable friend.

ACM: Thank you Sherlock. I can tell it's time to close the meeting. We all had fun. The boys received their recognition. Families met each other... I can tell from their faces they will be back next month. And the color guards are ready to retire the colors.

MYSTERY CLOSING

Detectives are good at solving mysteries. There are great many mysteries in life. In fact life is a series of mysteries. Some of them will take us a life time to solve. Keep looking for clues. Sometimes other people are mysteries to us. We as individuals are all different from each other and it may appear to be difficult to get to know them. But there are clues-- like their facial expressions, their hobbies and interests. We already have one clue about each other; we are in Scouting. Let's keep looking for clues so we get to know each other and become friends.

CLUES CLOSING CEREMONY

- #1 - We look in the sky each morning for clues about the weather to tell us what to wear.
- #2 - We look at our friends' faces and bodies to find clues about how they are feeling.
- #3 - And we also look very carefully at the stew served at school, for clues as to its real identity.
- #4 - The animals and the birds, and insects give us clues in the outdoors.
- #5 - But most of all we like the clues we find to tell us the treat is almost ready to appear.

“LOOK FOR THE BEST” CUBMASTER MINUTE

Detectives are trained to look for things that the average person might notice. They need to practice the skills they learn. They are always noticing the smallest details. We can be detectives, too. We can start noticing the little things about people. The good things about them. The longer you practice looking for the good in people, the easier it becomes to find it. When you constantly look for the good in your parents, brothers, sisters, friends and neighbors the good things about you are easier for them to see. Another great thing that happens when you work at being a "good" detective is that you become happier! Finding the good in others makes us better people.

DETECTIVE CLOSING

"Detective" enters room and addresses the audience.

This was a difficult case to solve, but the clues are all around you. And I am proud to admit that the case is solved. Once you see these clues, you will understand. The first clue was several boys and adults dressed in uniform. The second clue was the meaning of the animal tracks and the awards that were given. Then, of course, there were the songs, skits, and games that were played. Using my deductive reasoning skills I learned in Detective School, I concluded that the only crime committed here was anyone who did not have a good time. At this time, you are all released from the investigation. Good night and thank you for your cooperation.

ADVANCEMENT CEREMONIES
ANIMAL TRACKS ADVANCEMENT CEREMONY

Have various "animal tracks" available as each of the following are discussed.

Cubmaster: (In a secretive manner). We are gathered tonight to study all the details of the scene of the crime. The first animal we need to identify has the following characteristics: It is striped, orange and black, stalks prey, belongs to the cat family. From all the above details I believe we are describing the Tiger family. (Call Tigers and their parents forward to receive their rank.)

The next animal track we found was a fairly fresh one. The items known are it is red in color, spotted, has a short stubby tail, and belongs to the Lynx family. Could it be a Bobcat that was spotted hanging around here... (Call Bobcats and their parents forward to receive their rank.)

The next track was harder to track as it belongs to the Dog family. It loves to eat game and livestock, but especially loves to howl. It is more commonly known as the Wolf. (Call Wolves and their parents forward to receive their rank.)

This track was easy. It is larger in size than the other tracks. It is a mammal with long shaggy hair, and loves to eat fruit and insects. Our Bears are easy to spot. (Call Bears and their parents forward to receive their rank.)

This was the hardest of all the tracks. It has been here the longest so it was harder to identify. It made deeper grooves like it had more hanging on it. The identifying marks that made it easy to finally identify were its love of candy, sodas and junk food.. And the evidence that it is tall and gangly. Of course, it could only be a Webeles. (Call Webeles and their parents forward to receive their rank.)

It greatly relieves my mind that all tracks have been identified and classified into groups. Everyone loves to solve a mystery.

“SECRET MESSAGE” ADVANCEMENT

Equipment: A secret message for each advancing Cub Scout, prepared by writing in milk or lemon juice as shown on page 108 of the Wolf Cub Scout Book. When the sheet is held carefully over a heat source, such as a light bulb, the message is revealed. Write such messages as, “Great, Brian! Now aim for Bear!”; “Congratulations, Justin! You’ve made Wolf!”; and “Go for the Arrow of Light, Peter!”

The Cubmaster lights a single light bulb representing the spirit of Cub Scouting and calls forward advancing boys and their parents. Speak briefly about their accomplishments, and ask parents to pin new badges on the boys’ shirts. Hand each boy his secret message, and watch carefully as he holds it above the lit light bulb. When the message is clear, the boy reads it aloud.

MYSTERY ADVANCEMENT

Hide 3 or 4 clues about the boys receiving awards around the room. These can be written on small pieces of paper. Make sure the CM knows where the clues are hidden. CM enters the room wearing a sleuth hat and carrying a magnifying glass.

Cubmaster: I hear there is a mystery to solve tonight. Let’s see if we can find the clues and solve the mystery. (Walks around the room and finds the first clue) Here’s a clue. (Reads the clue to the pack) I wonder what this means. I guess we need to keep looking for the next clue. We’ll solve this mystery, yet. (Finds the second clue) Look! Another clue. (Read the clue to the pack) I still don’t know the solution to the mystery. Well, let’s keep looking. (Finds the third clue) I hope this clue helps us solve the mystery. (Reads the clue to the pack) Well, I’m not sure what the solution to this mystery is. Does anyone know the answer?
Den Leader: I know! I know!
Cubmaster: Well, Den Leader, what is the solution to this mystery?
Den Leader: (names) have earned their (awards).
Cubmaster: Well, let’s have (name) come up and receive their awards. Thank you for solving our mystery.

DETECTIVE ADVANCEMENT

Cubmaster dressed like a great detective and carrying a magnifying glass.

(Looking through his magnifying glass) The boys here all look happy and proud. But there are boys who look prouder than others. They must be the ones who achieved the goals in Cub Scouting they had set for themselves.

The first group of boys are Bobcats. I can tell they are Bobcats because their uniforms do not have as many patches as others do. The boys hands are itching to go up to make the Cub Scout sign they learned recently. Will _____ come forward with their parents? Boys, please make a Cub Scout sign and repeat the Cub Scout Promise with me. (They do.) Great job. (Help parents presents the awards to the boys.) Congratulations.

Next group of boys are Wolves. You can tell they are Wolves from their uniform. Their neckerchiefs are yellow. The Bobcat badge is already on their uniform. They have a look of second graders. Will _____ come forward with their parents? (Present awards and congratulate the boys and parents.)

The Bear candidates are next. You can tell them apart because of their blue neckerchiefs. _____, will you come up here with your parents? (Look at the boys' hands with the magnifying glass.) These boys indeed have been working hard. Their hands sure look capable of making knots and doing other Cub Scout craft. (Present awards and congratulate the boys and parents.)

There are lots of clues that separate the Webelos Scouts from others. They have their special neckerchiefs. Their uniforms are the same color as those of the Boy Scouts. They are more mature. Webelos badge candidates, are you ready to come up here with your parents? (Call names.) Bobcats hands were itching to go up to make a Cub Scout sign. The hands of these boys are ready to go up to make a Boy Scout sign. Boys, please make the sign and repeat the Boy Scout motto. (Present awards and congratulate the boys and parents.)

GAMES

THE MYSTERIOUS MR. IT

This game is best played outdoors. Line Cub Scouts in a straight line facing the goal, which is another line about 30 feet away. All players must close their eyes, holding their hands open behind them. The leader walks behind the players and secretly places a small object (a penny or button) in the hand of one of them. The leader says, "Mr. It is alive!" Everyone walks toward the goal, and "Mr. It" tries not to let others know who he is. Then, the leader says, "Look out for Mr. It!" Mr. It then tries to tag as many players as he can before they get to the goal. When everyone is back, Mr. It becomes the game leader.

TWENTY QUESTIONS

This is a classic game that's fun to play in a large or small group. "It" thinks of a person, place or thing. (Writing it down on a piece of paper will help him focus on what he is thinking of.) One by one, the other players ask yes or no questions to figure out the answer. The group can only ask a total of twenty questions. Each player can try to solve the mystery when it's his turn, but an incorrect guess means he's out of the game. (An incorrect guess doesn't count toward the twenty questions.) Continue to play until the correct guess is made or twenty questions have been asked. Variations: Instead of using person, place, and thing categories, play the game using different categories like animal, vegetable or mineral. Or select famous people, living or dead. This game can be played in pairs, selecting an item and trying to guess the other's at the same time.

PLINK, PLOP, CLUNK, BOING

Gather 12 to 15 different items such as an orange, a ping-pong ball, a peanut in its shell, a marble, a beanbag, a piece of sandpaper, etc. Put all of these things on a table. Let all boys look at the objects for one minute. Then they turn their backs to the table and remain quiet. The leader takes the objects one at a time and drops them from a height of about two feet to the table. Give each boy a chance to guess the name of the object by its sound.

WHO HAS GONE FROM THE ROOM?

This is a game for a large group of players who know each other. See that all are seated in a circle with the one who is “it” closing his eyes while you have a Cub Scout leave the room. After he leaves the room, “it” opens his eyes and tries to guess who has gone. If he guesses correctly, that Cub Scout is “it” the next time. If he fails, he must be “it” again.

MYSTERY MATCH

Choose several easy words of two syllables, like apple, pen-cil, base-ball, liz-ard, sum-mer, bob-cat, eagle, hap-py, etc. Write each word on two separate slips of paper; indicate the break with hyphens like “ap-” on one slip and “-ple” on the other. Do this for five to ten words. Make several identical sets. Divide the boys into teams. Give each team a set and ask them to make words as quick as possible.

WHAT’S DIFFERENT

See how observant you are. If you meet at the same place each meeting, have the leader or parent go in early to rearrange something. It doesn’t have to be a major change, something little. Then ask the boys what is different. Let them guess. If you can’t rearrange the meeting room, wear something different (put shoes on wrong feet or get a haircut) and have the boys guess what is different. Let the boys pair up and go out of sight and make a change to themselves. Have them come back and let the rest of the den see if they can spot the difference.

BAGS OF CLUES

Prepare some “clue bags” by deciding on a fun theme for each bag and gathering the appropriate items. Some suggestions: Beach (sand, a lifeguard whistle, water bottle, sunglasses, etc.); Pizza (olive, flour, Italian spices, cheese etc.); Monopoly (an iron, a shoe, a hotel receipt, dice, money). Just make sure the boys can relate to the theme and that the clues aren’t too abstract. Try to put together “clue bags” with the same degree of difficulty. At game time, divide the players into pairs and give each team a bag of clues. They must take the clues out of the bags, look them over, and decide what they have in common. Ask them to explain how the clues are tied to their guesses.

CRAZYBONES

The idea of this game is to discover how many objects each player can identify by touching them with his elbow. Gather together such things as an eraser, a ring, a penny, a pencil, a piece of sandpaper, etc. Let none of the players see them in advance. Have each player roll up his sleeve and place his arm on the back of his chair. Pass behind and hold one of the objects against their elbows, and let them all write down what they think the object is. Player with the most correct answers is the winner.

HIDDEN OBJECT

Send boys out of the room. Take a thimble, ring or coin and place it where it is perfectly visible but in a spot where it is not likely to be noticed. Let the boys come in and look for it. When one of them sees it, he should quietly sit down without indicating to the others where it is. After a while, if no one else has found it, have him point it out to the group.

DETECTIVE

Have the boys sit in a semicircle. Choose a boy to be the detective. Another is “it.” “It” thinks of an object or a person in the room and gives the detective clues, one at a time, like “I’m thinking of something that is red.” The detective tries to guess what it is or asks for one more clue. Let the detective move around the room and try to discover the object or person. For fun, give the detective a large magnifying glass to look through as he searches the room.

BALLOON BURST

Let’s use those magnifying glasses! You will need one small magnifying glass and an inflated balloon per boy and good parental supervision and sunlight. Inflate balloons and tack them to a fence that will get direct sunlight. Tack the balloons low to the ground, about a foot apart. Or rig a clothesline low to the ground. All of the players sit or kneel in front of a balloon, and on the signal each boy tries to burn a hole in his balloon using his magnifying glass. The first player to pop a balloon wins. Let the other boys pop their balloons. Talk to the boys about fire and safety and protecting their eyes..

SKITS

THE CASE OF THE MISSING “ (NOUN 1) ”

Before you read the following story, ask the audience for 5 nouns, 2 adjectives, 3 verbs, 1 name, and 1 exclamation. Put them in the blanks in the story and read the story.

Later Monday night I hear a knock at my _____ (noun) _____. I know from the minute she walks into my office the lady is _____ (adjective) _____. I try to calm her down. “Here,” I say, “Have some _____ (noun, plural) _____.” But she just keeps _____ (verb) _____ing. Her _____ (noun 1) _____ is missing, she finally tells me, and the way she says it I know we gotta _____ (verb) _____. “Follow me,” I say, and we get into my _____ (noun) _____ and drive off. The first place I go is _____ (name) _____’s. I can see him through the window, just as I suspected, _____ (verb) _____ing up and down with that _____ (adjective) _____ expression on his face. “Wait here,” I tell the lady. Five minutes later, I come out with the _____ (noun 1) _____. “_____ (exclamation) _____!” she says, “but how did you--?” “Just a hunch,” I tell her. “Now come on--let’s find you a safe, warm _____ (noun) _____.”

THE CHEWING GUM INCIDENT

PROPS: One chair on stage

CAST: A tree (A Cub stands with his arm up like a branch with a "tree" sign on him) and five Cub Scouts

SETTING: Stands at the center of stage to portray the part of a tree. Close by is the chair.

CUB 1: Walks on stage chewing gum obviously. Pretends to remove it from his mouth and stick it on the tree. Then walks off stage.

CUB 2: Walks on stage, leans against tree and pretends the gum is stuck on his elbow. Pulls it off and sticks it on the chair. Walks off stage.

CUB 3: Enters and sits on chair. Stands up and pretends to pull gum off seat of his pants. Throws it on the ground. Walks off stage.

CUB 4: Walks on stage and steps on gum. Pretends to remove it from his shoe and sticks it back on the tree. Walks off stage.

CUB 5: Enters and sees the gum on the tree, removes it and puts it in his mouth. Then chewing briskly he walks off stage.

THE CASE OF A LOST QUARTER

Cast: Boy; World famous detective Hairlock Combs; Detective’s assistant; lamp post

Props: Flashlight for the lamppost; Costumes for the detectives

Scene: One person acts as a lamp post, shining the flashlight on the ground. The boy is frantically searching in the pool of light.

Combs comes in with his assistant and asks the boy what he is doing.

Combs: (in a snobbish voice) What are you doing, young man?

Boy: (sniffing) I lost a quarter and I’m looking for it.

Combs: (airily) My name is Hairlock Combs and I am a world famous detective. (Combs his hair) I will help you find it.

Boy: Oh, thank you.

Combs: There are some scuff marks over here (pointing). That means that it was probably kicked over there (pointing).

Boy: Wow, you’re right!

Combs: And here is some bird droppings and a feather (pointing). That means it was probably taken by a bird.

Boy: Oh, no! (Wailing)

Assistant: Excuse me, but, young man, where did you lose the quarter?

Boy: (sniffing) Over there (pointing into the dark).

Assistant: Then why are you looking over here?

Boy: The light is better over here.

HOLMES AND WATSON GO CAMPING

Sherlock Holmes and Matthew Watson were on a camping and hiking trip. They had gone to bed and were lying there looking up at the sky.

Holmes: Watson, look up. What do you see?

Watson: Well, I see thousands of stars.

Holmes: And what does that mean to you?

Watson: Well, I guess it means we will have another nice day tomorrow. What does it mean to you, Holmes?

Holmes: To me, it means someone has stolen our tent.

THE ABDUCTED SOCKS

CAST: Agent Mohair, Agent Scruffy, The Narrator, The Cook, the rest of the den as Cub Scouts

PROPS: Mohair and Scruffy wear raincoats and carry flashlights. The cook wears a white apron. He has a large pot he's serving stew from. There is a supply of tin pie plates next to him for serving into Scouts wear their uniforms

SCENE: The last night of Resident Camp, before the final supper. The boys are all waiting in line for their final meal at Camp Tatanka. The meal is stew.

NARRATOR: This is another adventure of the "S" Files. That team of Special Agents sent to investigate "Strange" occurrences, the paranormal, UFO'S alien abductions, and Cubmasters. Today we find our fearless "S" File investigators at Camp Tatanka to investigate the strange disappearance of numerous dirty socks.

(Play a recording of or whistle the theme from the "X-Files")

MOHAIR: I tell you Scruffy. This report is serious. There are some strange goings on at Camp Tatanka, and it has been going on for some time.

SCRUFFY: Now tell me this again, dirty socks are disappearing

MOHAIR: Yes! We've been hearing from mothers for years that their boys come home with fewer socks than they left for camp with.

SCRUFFY: What could cause the socks to disappear?

MOHAIR: Lets ask this Cub Scout standing in line. Excuse us do you have any explanation for the missing socks?

CUB #1: Uuuuh I'd rather not talk about it. *(Cub 1 gets served by the cook, the line moves forward)*

SCRUFFY: *(Talks aside to mohair)* Mohair! He's not wearing any socks!! Let's ask this Cub Scout. "Do you have any missing socks?"

CUB #2: Yea, I think Ol Red-eye got my socks last night. *(Cub 2 gets served by the cook, the line moves forward)*

MOHAIR: Isn't this the ghost of a long dead Indian Chief...a Tatanka

CUB #3: Yea, That's why we don't let Tiger Cubs spend the night. *(Cub 3 gets served, the line moves forward)*

MOHAIR Imagine Scruffy, a real poltergeist, this is something for the "S" Files *(Mohair gets served, the line moves forward)*

SCRUFFY: I don't think so Mohair (Scruffy holds a dirty sock received with the stew). This is something for the "Scout" Files!

(All the boys start to wretch. The cooks slowly walks off-stage whistling the theme from the "X-Files)

CRIME DOESN'T PAY

(Driver pretends to be driving the bus and pulls up to the first stop. Opens the door.)

Cub #1: Hi. How much is a bus ride?

Driver: 75 cents.

Cub #1: OK. Here you are. *(Pretends to drop money in the box. Takes a seat.)*

Cub #2: Hi. I'm Tom Crime.

Driver: OK. Take a seat.

Cub #3: Hi. I'm Mike Crime.

Driver: OK. Take a seat.

Cub #1: *(Walks up the aisle to the driver)* Hey! How come when I got on the bus I had to pay 75 cents and all these other guys get on and they don't have to pay?

Driver: Oh, those guys. That's easy. Everyone know the Crime doesn't pay.

RUN-ONS

Knock, knock.

Who's there?

Ella Mann.

Ella Mann who?

Ella Mann-tery, my dear Watson.

Detective: Just by looking at them, I can tell where you got your shoes.

Cub Scout: Where?

Detective: On your feet.

Q: Why is it that when you are looking for something you always find it in the last place you look?

A: Because you always stop looking when you find it

GATHERING ACTIVITIES

MEET MISTER X

As people arrive, explain that there is a mysterious Mister X in the room. Tell them to introduce themselves to everyone asking, "Are you Mister X?" (He is to answer in the affirmative.) At the end of the period, Mister X announces the first person to learn his identity and awards him a prize.

DETECTIVE DECIPHERING

Unscramble these words.

1. Aremac
2. Giessuid
3. credode
4. Tah
5. Kobetono
6. pheetonel
7. Screefiba
8. Kielwa-eaklit
9. snasseglus
10. Braulcoins
11. Gaminngfyi sasgl
12. necipl
13. Carotin
14. Cofalifi gadeb

Answers:

1. Camera
2. disguise
3. decoder
4. Hat
5. Notebook
6. telephone
7. Briefcase
8. walkie-talkie
9. sunglasses
10. Binoculars
11. magnifying glass
12. pencil
13. raincoat
14. official badge

SONGS

LOOKING FOR CLUES

Tune: London Bridges

(Action song: Hand across forehead and search)

Here we go to look for clues, look for clues, look for clues,

Here we go to look for clues, on a foggy London morning.

(Point to shoes)

Are they there or in your shoes, in your shoes, in your shoes

Are they there or in your shoes, on a foggy London morning?

(Hand over eyes)

Are they right before your eyes, before your eyes, before your eyes?

Are they there before your eyes, on a foggy London morning?

(Point to head and shake it)

Clues are here I realize, realize, realize

The clues are here I realize on a foggy London morning.

(Raise left foot)

Raised my foot and there they were, there they were, there they were.

Raised my foot and there they were, on a foggy London morning.

(Hold fingers to make magnifying glass)

Like Sherlock Holmes and Watson did, Watson did, Watson did.

Like Sherlock Holmes and Watson did on a foggy London morning



CALL A SCOUT

(Tune: If You're Happy and You Know It)

When you're down and feeling blue
CALL A SCOUT
They'll know just what to do
CALL A SCOUT
If you're ever in a hurry
Don't take the time to worry
All you have to do is shout
CALL A SCOUT

If you need a helping hand
CALL A SCOUT
They'll take your garbage out
CALL A SCOUT
If the traffic that you meet
Has you scared to cross the street
They'll be there to help you out
CALL A SCOUT

Now the Scouts are always helpful
Don't you see
They will lend a helping hand
To you and me
For they're wise in what they do
They are kind and cheerful too
And they always help you out
CALL A SCOUT

DEEP IN THE HEART OF CUB SCOUTS

(tune: Deep In The Heart Of Texas)

Where Tigers growl,
And Wolf cubs howl,
Deep in the heart of Cub Scouts.

Where big Bears tramp,
And WEBELOS camp,
Deep in the heart of Cub Scouts.

Where Den Leaders walk,
And Cubmasters talk,
Deep in the heart of Cub Scouts.

The Blue and Gold,
Stands big and bold,
Deep in the heart of Cub Scouts.

I'D LIKE TO BE A CUB SCOUT

I'd like to be Cub Scout
That's what I'd really like.
Swimming boating, camping, hiking,
Riding on my bike.
Making cars for Pinewood Derby
To enter in the race.
And if I make one good enough
I just might win first place.

I'd like to be a Cub Scout
There's so much I can learn.
There's games to play and things to make
And badges I can earn.
I can help by raising money
Selling popcorn, pizzas too.
Not to mention candy bars

And our annual barbecue.
There's Scouting for Food in November
And Good Turn the last of May
When we honor our brave servicemen
With flags on the graves where they lay.

Come on and be a Cub Scout
A Cub Scout just like me.
Come on and be a part of our
Cub Scout Family.
You will learn the Cub Scout Promise
And a uniform you will wear.
At first you'll be a Tiger
Then Bobcat, Wolf and Bear
And last, you'll be a Webelos
Two years of that and then
You will graduate to Boy Scouts
To a Troop that builds young men.

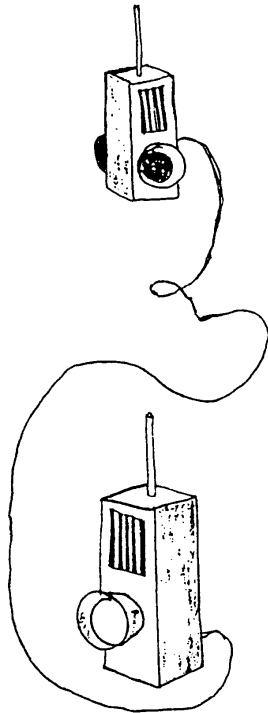


CRAFTS

WALKIE-TALKIE

MATERIALS: 2 quart size milk cartons. Pressure-sensitive tape or duct tape. Paint or adhesive shelf paper. 2 small drinking cups. 2 straws. String.

1. Cut the gables off two quart milk cartons. Cut two square pieces from a third carton to fit the opening and make a flat top for each carton.
2. Seal on four sides with pressure-sensitive tape or duct tape. Paint or cover with adhesive paper.
3. Cut five slits 2 1/2" long, 1/8" wide and 1/4" apart. Start 1" from the top of the carton. This is where the sound comes out.
4. Cut the bottoms out of two small drinking cups, leaving 1/4" edge. These are the mouthpieces.
5. Cut one circle near the bottom of the carton just large enough to hold the cup, leaving about 3/4" of the cup outside the carton. Do the same on the other carton.
6. Tie a knot in one end of a long, long string. Punch a small hole in the back of one carton



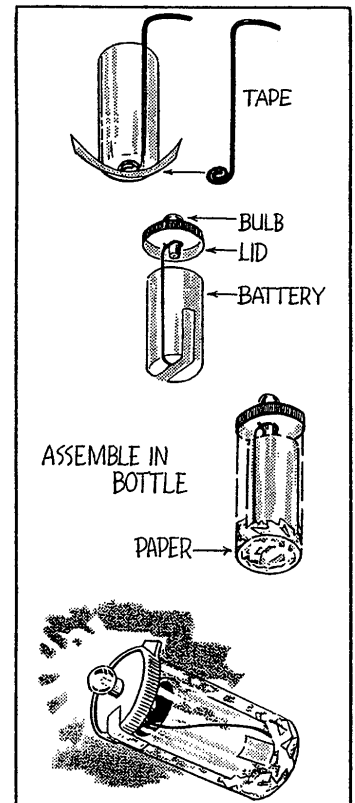
opposite the mouthpiece just big enough for the string to slide through. Pull the string from the inside to the outside until it reaches the knotted end. Punch the same size hole in the other carton and thread the string from the outside to the inside. Tie a knot in the second end; pull string backwards until it is stopped by the knot.

1. Insert one cup in each circular hole until it fits snugly. Insert a straw in the top of each carton for an antenna. The string should be slightly taut when sending and receiving.

PILL BOTTLE FLASHLIGHT

MATERIALS: A battery (C or AA). Flashlight bulb. Plastic pill bottle with flexible lid (should be large enough for battery and bulb base to fit inside). Flexible insulated wire. Adhesive tape.

1. Scrape insulation from both ends of wire. Form one end into a flat coil and attach to bottom of battery with adhesive tape.
2. Cut opening in center of lid large enough for base of bulb to fit through. Push base of bulb through the hole.
3. Wind the other end of wire around base of bulb. Fix in place around sides of base with a small piece of tape.
4. Crumple small pieces of paper and place enough into bottom of bottle so that when battery is inserted and lid is tightly in place, the bottom of the bulb will just make contact with the top of battery.
5. Hinge one side of lid to the bottle with tape. When bottle lid is closed, the bulb will light. To shut off the flashlight, flip up the lid with your finger. When not in use, make sure there is no battery contact.



This light creates a dim glow. For a brighter light, use a container large enough for two batteries. You can cover the outside of the flashlight with Contact Paper

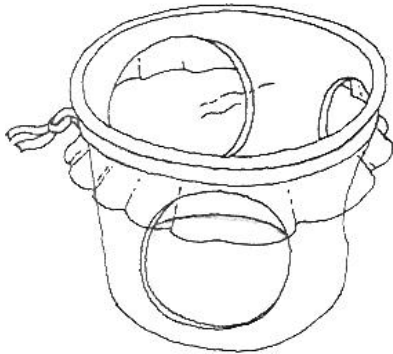
WATER MAGNIFYING “GLASS”

MATERIALS: An oatmeal box or other wide cylindrical container like a small soft plastic pail. Plastic wrap A heavy rubber band. Acrylic paint. Water.

Remove the lid. Carefully cut out three rounded shapes from the wall of the container. (You need a sharp knife.) The openings don’t have to be the same size, but they should be large enough to fit a hand through. Be sure to leave enough of the container at the top, bottom and side so it won’t become too flimsy.

Decorate the outside of the box with acrylic paints.

Cut a piece of plastic wrap a few inches larger than the opening. Be generous. Use the rubber band to hold the plastic wrap to the top of the box, leaving the plastic wrap loose and somewhat droopy.



Pour water in the droopy part of the plastic wrap. To use the lens, place it in a lighted area; then put the object you want to look at inside the container. Peer down through the water.

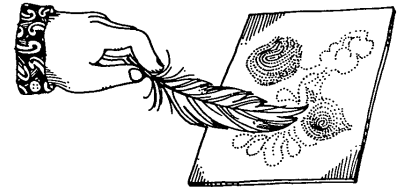
You might try experimenting with the power of magnification by using different amounts of water.

FINGERPRINTING

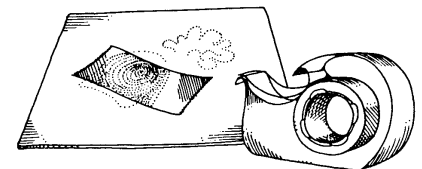
Develop some latent prints around your house, and see if you can find whose fingers they match. Skin contains a small amount of “oil” to keep it soft. Every time someone touches an object with their bare fingers, they leave an invisible fingerprint. The invisible fingerprint is called a latent print, which you can make visible with a few simple materials. Smooth surfaces are best for leaving fingerprints on. Although it is technically possible to find latent prints on paper, cloth, or other rough surfaces, clean glass or polished metal show fingerprints best.

To “develop” a latent print and then “lift” the print, you will need: talcum powder, graphite powder, very soft feather, transparent tape.

1. You must first develop a latent print to make it easy to see. Because a latent fingerprint contains skin oil, it is a bit sticky. If the surface where you suspect a latent print to be on is dark in color, you can develop the print using talcum powder. Sprinkle a very small amount of talcum powder on the surface, and very gently brush the powder around with a soft feather. If the latent print is there, the talcum powder will stick to it and the print will become visible. In the surface is light in color, sandpaper the lead tip of a pencil point to get fine graphite (or use store-bought graphite) and use this dark powder to develop the print.



2. Once the print is developed, you can easily save it by lifting the print with a piece of transparent tape. Cut a small piece of tape and place it directly on the developed print. Lift the tape and it will take the powder pattern of the print with it.




3. To save the print, mount the tape on paper or cards. Use dark paper for talcum prints and white paper for graphite prints.

FINGERPRINT CLASSIFICATION

name _____

date _____

taken by _____



finger _____

type _____

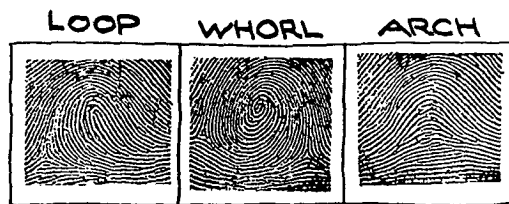
comments _____

CLASSIFYING FINGERPRINTS

Although all fingerprints are different, there are a few fingerprint-type classifications. Three of the most common types are known as LOOP, WHORL and ARCH. How many loops, whorls and arches do you have? (Some fingerprints have double loops and other variations, but these are not common.)

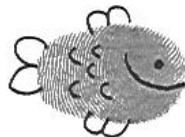
Under the fingerprints you have mounted on paper, write the proper classification--loop, whorl or arch. Include any other information, such as where you found the print and which finger the print came from, if you know.

If you have the chance, visit your local police station and ask to see the fingerprint file and how a person's fingerprint is "taken" using ink.



FINGERPRINT DRAWINGS

Make "thummies" with your thumbs or use any finger. Make dozens of characters and pictures. Add details and background. Make comic strips too.



MATERIALS: Washable ink pad or tempera paint. Paper. Fine point felt-tip marking pens.



If you are using tempera paint, pour a small amount into a jar lid or onto a styrofoam plate. You may need to gently wipe some off your fingertip before printing.



IT'S A MYSTERY

- fill empty film cans with scent samples (cinnamon, orange slice, peanut butter, baby powder, chocolate bits) and have them guess (no peeking).
- Use a magnifying glass to get a close-up view of (depending on the season/weather): tiny wildflowers, one flower petal, different textures of leaves, different colors and types of rocks, grass, dirt (see any bugs?), a sidewalk, a puddle (anything in it?), a plastic swing, and house paint.
- Fill a bag with odd items. Each child can reach in, feel the item, and try to guess what it is.
- If you have carpet, gather different shoes for the children to wear. With everyone else in another room, have one child put on a pair and walk on the carpet, leaving patterned footprints, then take off the shoes. Have the others guess which shoes made the prints.
- Have a scavenger hunt.



CRAFTSMAN ACTIVITY PIN

LIGHT BULB CHANGER

This tool is easy to make and is very useful for mom and dad when changing those troublesome recessed light bulbs.

Materials needed: 3/8" x 4" wooden dowel, medium sized suction cup, super glue (one tube will complete 20 to 30 projects), 3-d box nail, piece of string 5" long, drill, 11/16" drill bit, hammer

Instructions:

1. Drill a hole 1/2" deep in the center of one end of the dowel rod. This will prevent the rod from splitting by the nail
2. Place two small drops of super glue (jellied works the best) on the drilled end of the dowel rod.
3. Place the small flat end of the suction cup on the glued dowel.
4. Locate the center of the suction cup and align it with the drilled hole, Hammer in the box nail.
5. Punch a small hole in the ear of the suction cup and attach the string. This string, when pulled, will release the suction.
6. Option: The dowel rod can be painted or decorated.

Instructions for using light bulb changer:

Push suction cup on center of recessed light bulb (do not wet suction cup) and turn dowel rod counter clockwise. Remove light bulb from the socket. Release suction and dispose of burnt out light bulb in a safe manner, Push suction cup on new light bulb and screw the bulb into the socket clockwise. Pull string to release suction.

CARPENTER SKIT

Two boys are taking nails out of a box. One keeps throwing nails away.

C1: "Why are you throwing all those nails away?
They're perfectly good."

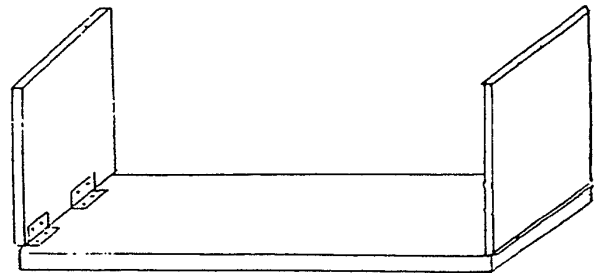
C2: "The heads are on the wrong end!"

C1: "Silly, those nails are for the other side of the house!"

EASY BOOK ENDS

Materials: Thin plywood or shelf board, 1 piece 6" x 18", 2 pieces 6" x 6"; Four small hinges; Screws

1. Cut wood and sand smooth.
2. Place one 6" x 6" piece at the end of the longer base piece. Make sure it is flush with the edge of the base.
3. Place hinges along inside edge, where two pieces fit together. Mark holes for screws.
4. Attach hinges to both pieces and repeat with other end piece.
5. Paint or decorate as desired. When ends are raised, books can be placed in between.



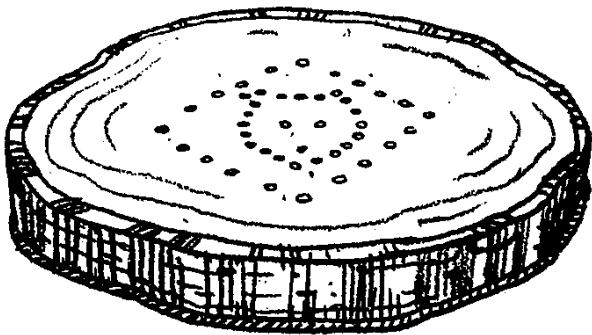
IDEAS FOR DEN MEETINGS

- Take a field trip. Visit a furniture factory, sawmill, cabinet maker, lumber yard, tannery, leather goods manufacturer, or hardware store. Ask to see the job-related tools, machines, clothing, and various safety precautions in the workplace.
- Arrange to visit a home under construction. Talk to the workers at the beginning of the month, and look at blueprints. Visit again at the end of the month to see the progress made in that time,
- Invite a safety inspector to talk to the den about the role of safety in factories. Include proper safety instruction for the tools used in a den meeting.
- Invite a special speaker. Ideas include carpenter, home builder, automobile mechanic, furniture repair, sheet metal worker, TV repair, glazier, contractor, or furniture refinisher.

HOT PLATE

You will need: A cross-section of a tree trunk, at least 6 inches in diameter; sandpaper; felt; glue; nails and wood sealer

1. Sand the wood piece smooth.
2. Glue felt to bottom of the wood.
3. Draw a design on a piece of paper and center it on the top surface.
4. Make a permanent outline of the design by hammering nails at 1/2" intervals. To finish, spray or paint with a wood sealer.



TABLETOP CROQUET

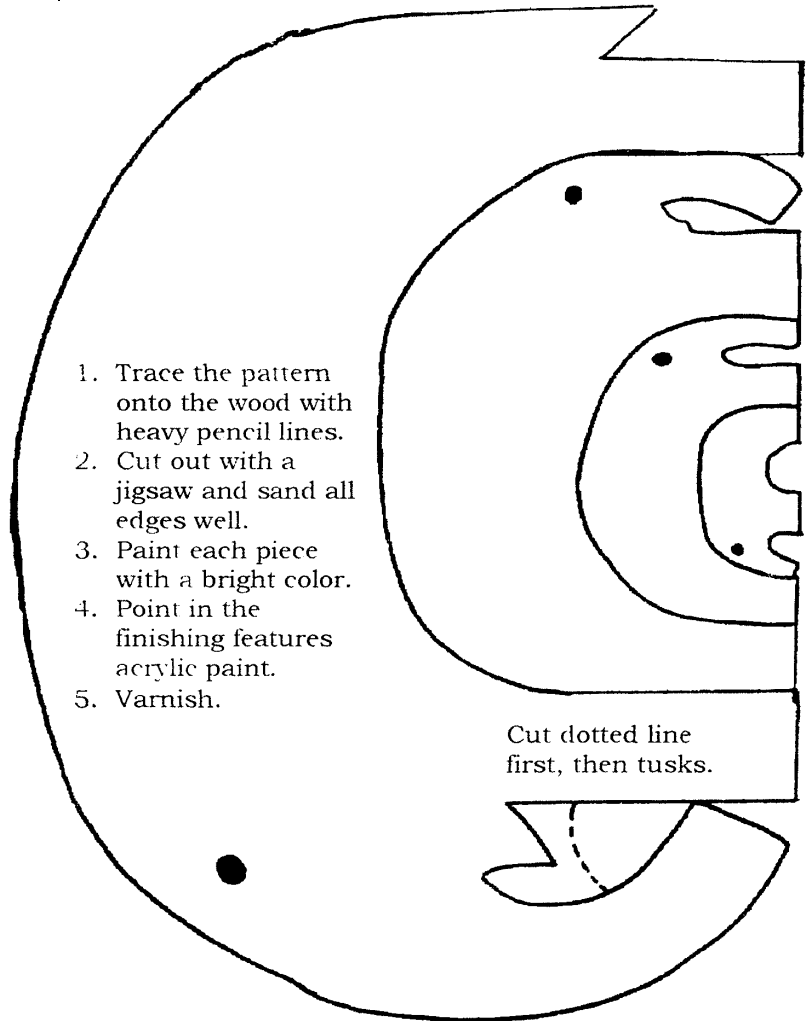
Cut a rectangular (18" x 24") piece of plywood. Bend 9 pieces of clothes-hanger wire into wickets (arches). Drill (hanger-diameter) pairs of holes about 3-4" apart for the wickets. A croquet field has the wickets in a figure-8 with two wickets very near each other at both the top and bottom of the upright "8." Try not to drill all the way through the plywood board. Place the wickets in the holes. Drill a hole outside the 2 pairs of wickets (top and bottom) for a dowel to fit into (holes should be centered in front of the wickets). Make miniature mallets by drilling a hole in a small block and hot gluing a short dowel into the hole. Checkers can be used for the croquet balls.

CARPENTER'S APRON

The boys should find this useful and fun! Cut the legs off a pair of old blue jeans - about 2" below the bottom of the pockets. Cut up both side seams on the front - to the waistband. The leader may want to finish (zig-zag) the edges or use a pinking shears on the apron edges. To wear, snap or button it in back.

ELEPHANT PUZZLE

This puzzle is made from scrap wood. This makes a great gift for a tiny tot. Any thickness of wood may be used. Enlarge pattern as needed. Features may be painted on if desired.



1. Trace the pattern onto the wood with heavy pencil lines.
2. Cut out with a jigsaw and sand all edges well.
3. Paint each piece with a bright color.
4. Point in the finishing features acrylic paint.
5. Varnish.

Cut dotted line first, then tusks.

FLAG STAND

Materials: two 1"x4" boards 16 inches long, four 1"x4" boards 6.25 inches long, 1 1/4" nails

Cut the boards and sand them. Be sure to round the ends of all six boards. Stain or paint the boards and let them dry completely. Assemble as in the diagram: both sections are fastened together with the 1.25" nails, driven from the bottom of the stand so the nails won't show. Once it is completely assembled, drill out a hole in the center big enough for the flag pole to fit snugly in.

SCIENTIST ACTIVITY PIN

AIR-CANNON HOCKEY

This game will demonstrate air pressure. Use round cardboard oatmeal boxes. Cut a hole the size of a penny in the tops.

Fasten the lid back to the box tightly. Use a table for a field, with a goal at either end. Have a boy sit at each end of the 'field' with a cannon (box) and put a ping-pong ball in the middle of the table. By tapping the back of the box and aiming it at the ball, try to score by putting the ball through your opponent's goal. The Webelos leader can demonstrate the effectiveness of his oatmeal box cannon by using it to put out a candle. Fill cannon with smoke, then aim at candle, tap back of box, and flame will be put out. These cannons are effective up to about six feet.

THE UNDRINKABLE DRINKS

1. Using a can opener make a small hole in a can of juice. Try to drink the juice. What happens when you punch another hole in the can?
2. Open a bottle of juice. Add enough water to fill the bottle to the very top. Put in a straw. Use clay to completely block the opening of the bottle around the straw. Try to drink the juice.

What is happening: There is no air in the glass of water to punch down on the cardboard. The air pressure pushing up on the cardboard is greater than the weight of the water. And the juice won't come out of the hole unless air can get in to push down on it; you need a second hole to let air in. Juice won't go up the straw because no air is getting in to push down on the juice.

THE UPSIDE-DOWN GLASS THAT WON'T SPILL

1. Fill a drinking glass to the very top with water. The water should spill over the top a bit.
2. Carefully lay the cardboard square to completely cover the top the glass. Holding the cardboard on top, turn the glass over until it is straight upside down. Stop holding the cardboard on the glass. It will stay on by itself.

INERTIA

"Inertia is the tendency of a thing at rest to remain at rest and a thing in motion to continue the same straight line".

1. Get a small stick about 10 inches in length and the diameter of a pencil. Fold a newspaper and place it near the edge of a table. Place the stick under the newspaper on the table and let about half the stick extend over the edge of the table. Strike the stick sharply with another stick. Inertia should cause the stick on the table to break into two parts.
2. Get a fresh egg and a hard-boiled egg. Give each of them a spinning motion in a soup dish. Observe that the hard-boiled egg spins longer. The inertia of the fluid contents of the fresh egg brings it to rest sooner.

DO IT YOURSELF FLASHLIGHT

This flashlight can be assembled easily and it actually works!

Materials: a flashlight battery, a bulb, a plastic pill bottle with a flexible lid and some insulated wire. The pill bottle should be large enough for the battery and bulb base to fit inside it. The wire should be the kind that can be bent easily. Scrape the insulation from one end of your wire and form it into a flat coil. Attach the coil to the bottom of the battery with adhesive tape. Cut an opening in the center of the pill bottle lid. So that the base of the bulb will fit. Push base of bulb through hole in lid. Scrape the other end of the wire and wind it around the base of the bulb. Secure in place with tape. Crumble small piece of paper. Place enough of this in bottom of bottle so that when battery is inserted and the lid is tightly in place, the bottom of the bulb will just make contact with the raised center top of the battery. Hinge one side of the lid to the bottle with tape. When lid is closed, the bulb will light. To shut off your flashlight, flip up the lid. This light creates a dim glow. If you want a larger light, use two batteries in a larger container.

IDEAS FOR DEN ACTIVITIES

- Talk about the various branches of science and how they differ.
- Do the atmospheric pressure tests or balance tests in the Webelos Book.
- Make Fog.
- Make Crystals.
- Do the inertia experiments in the Webelos Book.
- Visit an eye specialist and learn how the eyes converge and find out what the various eye tests measure
- Invite a local weatherman to your den meeting to talk about the climate during the year. How is weather different in the Southern Hemisphere?
- Have a slow-motion bicycle-riding contest to illustrate balancing skills.
- Plan a scientific experiment to be demonstrated at the pack meeting.

CRYSTAL CLEAR

Materials: salt, sugar, epsom salts, 4 glass jars, 4 spoons, magnifying glass, thread or thin string, laundry detergent flakes, very hot water, pencils, paper clips, food coloring

1. Fill a jar half full of very hot water. Stir in a cup or more of salt, a little at a time, until no more will dissolve.
2. Rub some salt onto a piece of string. Tie it around a pencil, tie a paper clip to the other end, and drop into the water. Lay the pencil across the jar.
3. Put the glass in a cool place where it won't be disturbed. Do not touch the jar or the pencil. Watch for a few days.
4. Repeat the process with Epsom salts, sugar, and laundry detergent flakes. Try adding a little food coloring to one of the solutions.

What is happening: The salt dissolves in the hot water. But cold water can't hold as much salt in a dissolved form. So as the water cools, the salt forms again on the string.

A FOG-MAKING MACHINE

Use a plain glass gallon jug, a stopper to fit it and a bicycle pump. Put a small amount of water or alcohol (which works even better) in the jug. Bore a hole through the stopper in the mouth of the jug. After a few strokes of the pump, remove the stopper quickly. There will be a loud pop and you will see that a cloud will form in the jug. To get 'fair weather', all you need to do is replace the parts as they were, and pump air back into the jug. The reason the cloud was formed is that in pumping air into the jug, the temperature was raised, making it possible for the air to hold more moisture. When the top was removed, the air expanded and cooled. This cool air could not hold as much moisture, thereby forming a cloud.

A HOMEMADE BAROMETER

Use a milk bottle, a soda straw, a piece of a penny balloon, and a length of string. Cover the mouth of the milk bottle with the piece of balloon, tying it in place with the string. Glue one end of the soda straw to the middle of the balloon. Make a scale on a piece of cardboard, by making 1/2 inch marks about 1/8 inch apart. Superimpose the free end of the straw across the scale, but don't let it touch the scale. Mark the scale from 1 to whatever number of lines on the scale. Ask one of the boys to be in charge of the barometer for a month. Have him mark the number on the scale that the barometer points to each day at a certain time. This way there can be a check between your barometer and the actual air pressure as given in the newspaper each day. Remember that as the air pressure increases, the straw will point higher on the scale.

IDEAS FOR SPEAKERS

- Lab technician
- Nurse
- Zoologist
- Nuclear physicist
- Weather forecaster
- X-ray technician
- Science teacher
- Researcher.