



Helpful - Set One



JOBS, JOBS, JOBS

A SCOUT IS HELPFUL. HOW DOES “JOBS, JOBS, JOBS” RELATE TO THIS POINT OF THE SCOUT LAW?

There are many ways that people can be helpful. One way is by volunteering time to help others. Cub Scouts, Scout leaders, and coaches are examples of volunteers. Another way people help is by doing jobs that provide a service. This month we celebrate those who help out in their homes, schools, and communities.

NOTE TO CUBMASTER

Pack meetings are best when they are no more than an hour and a half in length. Pack meeting plans are guides and can be adjusted to fit the needs of your pack.

You might consider setting up tables or areas for each den to display pictures and items made during this month's adventure.

◆ BEFORE THE MEETING

- Assign dens to be responsible for the flags, the opening ceremony, and the closing ceremony.
- Set up tables or areas for the den adventure displays (see above), if applicable.
- Arrange for a number of different tradespeople or professionals, either parents of Scouts or community members, to participate in a round-robin for the audience participation. They will spend two to three minutes telling how they help others while they are at work. (*Note: A high school guidance counselor who has some experience with career fairs could be a useful resource for this theme.*) There should be approximately one presenter per eight boys in the pack.
- If it is not possible to have visiting presenters in attendance, ask parents or Boy Scouts to wear signs indicating which role they will be playing for the pack meeting. Prepare the signs in advance.
- Prepare song sheets or make arrangements to have the words to the “I’ve Been Working Helping Others” song projected at the front of the room.
- Have the den that will be performing the opening ceremony skit prepare pictures of the workers they will mention in the skit.
- Set up tools for the gathering with corresponding numbered tent cards and cards for the Scouts. Bring pencils for the Scouts to write on these cards.
- Prepare awards for the recognition ceremony.
- Set up hats and awards for the advancement ceremony.
- Prepare large posters with the Scout Oath and Scout Law or project them at the front of the room for the closing.

◆ GATHERING

Set up around the meeting place a variety of tools that would be used by people in different professions. Number each tool. As the Scouts enter, give each one a card numbered 1–10 (or up to the actual number of items on display, if different). Instruct Scouts to circulate through the tool display and attempt to identify the professions that would use the tools.

◆ OPENING CEREMONY

The flag ceremony is led by a preassigned den. They will present the colors and lead the pack in the Pledge of Allegiance.

Salute to the Working Men and Women

A preassigned den performs the “Salute to the Working Men and Women” opening skit. Have this den make posters with pictures of people working in the various professions.

Cub Scout 1: “Let’s say thanks to the moms and dads”

Cub Scout 2: “Who work all night and day.”

Cub Scout 3: “They work to keep our tummies full”

Cub Scout 4: “And make places to sleep and play.”

Cub Scout 5: “The doctor looks in ears and throats.”

Cub Scout 6: “The dentist checks our mouth.”

Cub Scout 7: “The grocer sells us food to eat.”

Cub Scout 8: “The bus driver knows north from south.”

Cub Scout 1: “The teacher shows us how to read.”

Cub Scout 2: “The builder hammers nails.”

Cub Scout 3: “The farmer grows our food from seed.”

Cub Scout 4: “The custodian carries pails.”

Cub Scout 5: “So thank you, all you moms and dads,”

Cub Scout 6: “For showing what work is about.”

Cub Scout 7: “And thank you, too, for making sure that”

Cub Scout 8: “We can be CUB SCOUTS!”

◆ OPENING PRAYER

“May we always care about other people. May we willingly volunteer to help others without expecting payment or reward, and may we appreciate others who are helpful.”

◆ WELCOME AND INTRODUCTIONS

The Cubmaster welcomes new families, visitors, and special guests by introducing them to the pack and thanking all who helped plan and prepare for the pack meeting. Be sure to introduce the guest presenters attending the pack meeting.

◆ DEN DEMONSTRATIONS

If there is a den that needs to do some type of activity at a pack meeting for the completion of an adventure, please insert the activity here.

◆ AUDIENCE PARTICIPATION

Group the Scouts by den. Seat each professional at stations spread throughout the meeting room. Have the dens visit the professionals in a round-robin, talking to each one for three minutes or so, depending on the size of the crowd. At the end of the round-robin, ask everyone to return to their seats and thank the guests who led the stations.

I've Been Working Helping Others

Tune: "I've Been Working on the Railroad"

I've been working helping others
All the livelong day,
I've been working helping others;
It's the best part of the day.

This work makes me very happy.
Makes others feel good, too.
It's all part of being helpful,
And that's what Cub Scouts do.

Everyone can help.
Everyone can help.
Oh, everyone can help, that's tru-u-ue.
You and you and you (*point around group*),
Everyone can help.
Oh, everyone can help—that's true!

◆ **RECOGNITION**

Adventure Loops and Pins:

(Note: Adventure loops and pins can be presented at a meeting or as immediate recognition in the den.)

By den, call the names of those Cub Scouts who have completed the month's adventure to come forward.

- Have the den leader pass out the awards to the boys as they receive a Cub Scout handshake from the Cubmaster.
- If time allows, invite the den leader or den chief of the den to speak about the adventure work done for that month, and have the den stand and be recognized.
- Use a positive cheer to recognize their accomplishments.

Other options:

- Have the den stand and be recognized or come forward to receive certificates for the adventure they have completed. This option would be appropriate for a den that has already received the adventure loop or pin.
- Adapt the advancement ceremony for the month's theme into an adventure loop presentation if no rank badges are being presented.

◆ **RANK ADVANCEMENT**

Place the following six hats on a table, representing a required adventure for each rank. Put all of the rank badges in their appropriate hats.

- **Bobcat:** Scout hat
- **Tiger:** Baseball cap
- **Wolf:** Firefighter's helmet or veteran's hat
- **Bear:** Top hat
- **Webelos:** Chef's hat
- **Arrow of Light:** Uncle Sam hat

After all boys in a rank level have received their badges, lead the pack in the corresponding cheer (see Resources for descriptions of the cheers).

Bobcat: “Will (*names of boys receiving their Bobcat badge*) and their families please come forward? You have learned a lot about Scouting, which is why we find your badge in a Scout hat. Cub Scouting is all about doing your best. In fact, that is our motto. (*Hand the badge to the parent or guardian to present to the Scout.*) I would now like to shake your hand and challenge you to start following the Boy Scout slogan, “Do a Good Turn Daily.” It is never too early to start being helpful. (*The Cubmaster shakes each Scout’s hand with the Cub Scout handshake.*)

“Pack (*number*), please join me in giving these Scouts who have earned the Bobcat badge the Big Hand Cheer.”

Tiger: “Will (*names of boys receiving their Tiger badge*) and their families please come forward? One of the adventures that you completed to earn this badge was called Games Tigers Play, which is why we find your badge in the baseball cap. Just like the coaches help the players to play a better game, I challenge you to be helpful to others each day. (*Hand the badge to the parent or guardian to present to the Scout.*) I would now like to shake your hand and challenge you to start following the Boy Scout slogan, ‘Do a Good Turn Daily.’ Find at least one person to help each day. That is the Scouting way. (*The Cubmaster shakes each Scout’s hand with the Cub Scout handshake.*)

“Pack (*number*), please join me in giving these Scouts who have earned the Tiger badge the Baseball Cheer.”

Wolf: “Will (*names of boys receiving their Wolf badge*) and their families please come forward? One of the adventures that you completed to earn this badge was called Council Fire, which gave you the opportunity to visit with a military veteran, law enforcement officer, or someone else who works for the community. One thing that these people have in common is that they serve the community. (*Hand the badge to the parent or guardian to present to the Scout.*) I would now like to shake your hand and challenge you to start following the Boy Scout slogan, ‘Do a Good Turn Daily.’ Find at least one person to help each day. That is the Scouting way. (*The Cubmaster shakes each Scout’s hand with the Cub Scout handshake.*)

“Pack (*number*), please join me in giving these Scouts who have earned the Wolf badge the Scout Salute.”

Bear: “Will (*names of boys receiving their Bear badge*) and their families please come forward? One of the adventures that you completed to earn this badge was called Grin and Bear It, which gave you the opportunity to help younger Cub Scouts take part in a Cub Scout carnival. You have had the opportunity to practice the third point of the Scout Law: A Scout is helpful. I hope it made you feel good to be so helpful. (*Hand the badge to the parent or guardian to present to the Scout.*) I would now like to shake your hand and challenge you to start following the Boy Scout slogan, ‘Do a Good Turn Daily.’ Find at least one person to help each day. That is the Scouting way. (*The Cubmaster shakes each Scout’s hand with the Cub Scout handshake.*)

“Pack (*number*), please join me in giving these Scouts who have earned the Bear badge the Ringmaster’s Cheer.”

Webelos: “Will (*names of boys receiving their Webelos badge*) and their families please come forward? One of the adventures that you completed to earn this badge was called Cast Iron Chef, which gave you the opportunity to prepare a balanced meal for your den or your family. Taking your turn to prepare the meal was being helpful. (*Hand the badge to the parent or guardian to present to the Scout.*) I would now like to shake your hand and challenge you to start following the Boy Scout slogan, ‘Do a Good Turn Daily.’ Find at least one person to help each day. That is the Scouting way. (*The Cubmaster shakes each Scout’s hand with the Cub Scout handshake.*)

“Pack (*number*), please join me in giving these Scouts who have earned the Webelos badge the Cookie Cheer.”

Arrow of Light: “Will (*names of boys receiving their Arrow of Light badge*) and their families please come forward? One of the adventures that you completed to earn this badge was called Building a Better World. You had the opportunity to learn about your rights and duty as a citizen and to talk to a government leader and learn about his or her role. One of the things that I am sure you discovered was that service to others is essential in building a better world. (*Hand the badge to the parent or guardian to present to the Scout.*) I would now like to shake your hand and challenge you to start following the Boy Scout slogan, ‘Do a Good Turn Daily.’ Find at least one person to help each day. That is the Scouting way. (*The Cubmaster shakes each Scout’s hand with the Cub Scout handshake.*)

“Pack (*number*), please join me in giving these Scouts who have earned the Arrow of Light badge the USA/BSA Cheer.”

◆ CUBMASTER’S MINUTE

“A Scout is helpful. You have had the opportunity through your adventures to learn about people who help others through their jobs or volunteer roles. We know that, in being helpful, we do things for others without expecting others to tell us “thank you.” But doesn’t it feel good when others do tell you “thank you”? The words “thank you” are two simple but very important words. I *thank you* for the service that you have given and that you will give. I also challenge each of you to tell people that you appreciate what they have done to help you. Thank you.”

◆ CLOSING

The preassigned den performs the “Helpful” closing ceremony. Each member of the den holds up a paper displaying one letter from the word HELPFUL as he delivers his line. (*Write the words on the back in large print so each Scout can read them if necessary. Also, depending on the age of the den, it might be helpful to place the poster of the Scout Law nearby as reference for the end.*)

Cub Scout 1: H is for helping. Helping others is what Cub Scouts do.

Cub Scout 2: E is for every Scout. Every Scout should “Do a Good Turn Daily.” That’s the Scout slogan.

Cub Scout 3: L is for living the Scout slogan each day.

Cub Scout 4: P is for parents. They are people we can help.

Cub Scout 5: F is for friends. We can help our friends too.

Cub Scout 6: U is for the universe, which will be a better place if everyone helps one another.

Cub Scout 7: L is for the Scout Law. All Scouts should follow the Scout Law.

Cub Scout 8: Please join me in saying the Scout Law.

(Everyone gives the Scout sign and recites the Scout Law in unison.)

The preassigned den retires the flags.

RESOURCES

◆ GATHERING

The Right Tool for the Job

Arrange a display with tools from various service trades. Consider asking the parents in your pack to bring items from their professions. Assign each tool a number, and place a tent card with that number next to the tool.

Possible Choices:

- Plumber's snake or plunger (plumber)
- Stethoscope (doctor or nurse)
- Skillet (chef)
- Air-conditioner filter (air-conditioning repair technician)
- Shoehorn (shoe salesperson)
- Blow-dryer (hairdresser)
- Mail bag (postal worker)
- Safety glasses, beaker, magnifying glass, etc. (scientist)
- Pen and notebook (writer)
- Hammer (carpenter)
- Socket wrench set (mechanic)
- Hand weight (personal trainer)
- Mop (custodial worker or housekeeper)
- Dental probe or dental mirror (dentist or dental hygienist)
- Nail file (manicurist)

Advancement Cheers

Big Hand Cheer: Raise a hand, making sure it is open high above your head.

Baseball Cheer: Pretend to throw a ball up and pretend to hit it with a bat. Follow the imaginary ball with your eyes and shout: "Home run!"

Scout Salute: The leader says, "Scout salute." Everyone responds by giving the Cub Scout salute. The leader then says, "Two," and everyone returns their hands to the resting position.

Ringmaster's Cheer: The leader says, "And now, behind me in the center ring, the Cubs!" All Cub Scouts respond by growling "YE000000000-OW!"

Cookie Cheer: "Yummy! Yummy! Yummy!"

USA/BSA Cheer: Divide the audience into two groups. One group yells, "USA!" The other group yells, "BSA!" Repeat three times. Then both groups yell together, "That's us!"



Helpful - Set Two



TO THE RESCUE

A SCOUT IS HELPFUL. HOW DOES “TO THE RESCUE” RELATE TO THIS POINT OF THE SCOUT LAW?

A Scout is concerned about other people. He does things willingly for others without pay or reward. This month, Cub Scouts will explore how to be helpful by avoiding accidents and being prepared for emergencies. Use games and/or mock accidents so Cub Scouts can show they can help by coming “To the Rescue.”

NOTE TO CUBMASTER

Pack meetings are best when they are no more than an hour and a half in length. Pack meeting plans are guides which can be adjusted to fit the needs of your pack.

You might consider setting up tables or areas for each den to display pictures and items made during this month’s adventure.

You could consider inviting a local paramedic, firefighter, or police officer to be a guest speaker at this pack meeting. Coach the speaker to ensure his or her remarks are supported by a hands-on demonstration (such as a firefighter’s gear) and do not last more than six or seven minutes.

◆ BEFORE THE MEETING

Set up tables or areas for each den to display pictures and items made during this month’s adventure, if applicable.

Be sure the following materials are available for the meeting:

- If having a guest speaker, confirm the date, time, and amount of time allotted for the presentation.
- Flags for the flag ceremony
- Mini storage box (could use small jewelry boxes, other small plastic boxes, or snack-size zip-top plastic bags)
- Paint markers
- First-aid and/or emergency supplies: adhesive bandages, antiseptic cream, safety pins, cotton swabs, needle and thread, etc.
- First-aid station: bandages, wipes or bottled water and a basin to catch it in, blanket, small stool, and pillows
- Fire! station: blanket, maps of the pack meeting building, crayons or markers
- Emergency kit: items for the kit or pictures of those items, large box
- Find the Hazards: mock open knife on counter, blocked exit door, lamp cord across the walkway, and/or fake open flame, or a magnet board or felt board with a room background. Have magnets or sticky-backed pictures of dangerous items.
- One poster board cut into fourths with H-E-R-O spelled out with one letter per board. The Scouts’ lines that correspond to each letter should be written on the back of the board for the closing ceremony.

◆ GATHERING

Make personal first-aid kits (see the Resources section), or if you have a guest speaker, you can have the Cub Scouts do “To the Rescue” in the audience participation suggested below.

◆ OPENING CEREMONY

Dial 911

- Characters:** One older Cub Scout (a Webelos or Arrow of Light Scout) dressed in his full uniform with his neckerchief tied loosely like a cape. Six younger Cub Scouts (Tigers, Wolves, or Bears) with their den leader
- Setting:** A den meeting teaching the younger Scouts about 911
- Den leader:** “It is important to know when to dial 911. What do you know about 911?”
- Cub Scout 1:** “You only call it in an emergency.”
- Cub Scout 2:** “What is an emergency?”
- Older Cub Scout:** *(Jumps on stage and stands with hands on hips like Superman)* “Cub Scout to the rescue! You call 911 for emergencies you or your family can’t handle.” *(Pretends to fly off the stage)*
- Cub Scout 3:** “What kind of emergency can my family not handle?”
- Older Cub Scout:** *(Jumps on stage and stands with hands on hips like Superman)* “Cub Scout to the rescue! Like, your house smells like natural gas, or it is on fire. If someone is really hurt, not breathing, or needs an ambulance.” *(Pretends to fly off the stage)*
- Den leader:** “Wow that Cub Scout knows his stuff. What do you say to the 911 operator?”
- Cub Scout 4:** “I’m not supposed to talk to strangers.”
- Older Cub Scout:** *(Jumps on stage and stands with hands on hips like Superman)* “Cub Scout to the rescue! That’s true, but the 911 operator is there to help you. Go ahead and tell them your name.” *(Pretends to fly off the stage)*
- Cub Scout 5:** “Then I hang up, right?”
- Older Cub Scout:** *(Jumps on stage and stands with hands on hips like Superman)* “Cub Scout to the rescue! No, you tell them what the emergency is and where it is. It is a good idea to know your address if the emergency happens while you are at home so they know where to go.” *(Pretends to fly off the stage)*
- Cub Scout 6:** “Now I hang up?”
- Older Cub Scout:** *(Jumps on stage and stands with hands on hips like Superman)* “Cub Scout to the rescue! No, you will need to stay on the line until help arrives, speak clearly, and answer all the operator’s questions.” *(Pretends to fly off the stage)*
- Den leader:** “He’s right! Dial 911 only for emergencies; tell the operator what the emergency is and where it is. Tell them your name, answer all their questions, and stay on the line until help arrives.”
- All:** “Scouting can teach us how to come to the rescue, just like that Cub Scout.”
- Cubmaster:** “Thank you! Will Den ____ come to the rescue and present the colors?”

◆ OPENING PRAYER

“Thank you for our leaders who teach us what to do in an emergency and for the willingness to be helpful to others.”

◆ WELCOME AND INTRODUCTIONS

The Cubmaster welcomes new families, visitors, and special guests by introducing them to the pack and thanking all who helped plan and prepare for the pack meeting.

◆ DEN DEMONSTRATIONS

If there is a den that needs to do some type of activity at a pack meeting for the completion of an adventure, please insert it here.

◆ AUDIENCE PARTICIPATION

If a guest speaker is present, insert his or her presentation here instead of “To the Rescue” stations.

“To the Rescue” Stations

As a pack activity, run all stations simultaneously, with dens starting at different stations and rotating. Separate stations as far away from one another as possible so one den can't see another den's solutions. If you have a large pack, you may want to have two of each station to help the rotation go faster. Allow five to seven minutes per station. Have parents or den chiefs man the stations. Dens should travel with their den leaders and parents or guardians. The parents or guardians are encouraged to participate. (See the Resources section for station directions.)

◆ RECOGNITION

Adventure Loops and Pins:

(Note: Adventure loops and pins can be presented at a meeting or as immediate recognition in the den.)

By den, call the names of those Cub Scouts who have completed the month's adventure to come forward.

- Have the den leader pass out the awards to the boys as they receive a Cub Scout handshake from the Cubmaster.
- If time allows, invite the den leader or den chief of the den to speak about the adventure work done for that month and have the den stand and be recognized.
- Use a positive cheer to recognize their accomplishments.

Other options:

- Have the den stand and be recognized or come forward to receive certificates for the adventure they have completed. This option would be appropriate for a den that has already received the adventure loop or pin.
- Adapt the advancement ceremony for the month's theme into an adventure loop presentation if no rank badges are being presented.

◆ RANK ADVANCEMENT

For each rank, call each Scout and his parents or guardians by name and ask them to step forward.

Cubmaster: In Cub Scouting, the boys learn how to take care of themselves and how to give first aid. They learn to stay calm, Be Prepared, and to do their best to be helpful in an emergency. While hoping they never have to, our Cub Scouts know how to come to the rescue.

“Bobcats learn the Scout Law, which teaches us that a Scout is helpful and can come to the rescue when needed. Would the following Scouts please come forward with their parents or guardians? We present this badge to their adults to pin on the Scouts. *(Present the award.)*”

“Tiger Scouts learn to come to the rescue by staying calm and asking for help when in an emergency. Would the following Scouts please come forward with their parents or guardians? We present this badge to their adults to pin on the Scouts. *(Present the award.)*”

“Wolf Scouts learn to come to the rescue by having a plan and being prepared for emergencies. Would the following Scouts please come forward with their parents or guardians? We present this badge to their adults to pin on the Scouts. *(Present the award.)*”

“Bear Scouts learn how to come to the rescue by avoiding accidents with knives and while camping. Would the following Scouts please come forward with their parents or guardians? We present this badge to their adults to pin on the Scouts. *(Present the award.)*”

“Webelos Scouts learn how to come to the rescue of others by being a first responder. Would the following Scouts please come forward with their parents or guardians? We present this badge to their adults to pin on the Scouts. *(Present the award.)*”

“Arrow of Light Scouts learn to come to the rescue of our world. Would the following Scouts please come forward with their parents or guardians? We present this badge to their adults to pin on the Scouts.” *(Present the award.)*

◆ CUBMASTER’S MINUTE

“Being a hero doesn’t mean you must risk your own life. It can mean getting help, or making a phone call to 911 to get the police, fire department, or ambulance. The key is to use wisdom and judgment, but to do it quickly. Sometimes time is limited. You can save a drowning person by pulling them in with a life ring and not become a victim yourself by jumping in after them. Many times, an adult’s life has been saved because a child knew to call 911 in an emergency and get help right away.”

“You never know when or where emergencies will arise. Cub Scouting teaches us to come to the rescue and handle these situations. We don’t expect to get hurt, and don’t expect to need first aid, but we are prepared just in case. Do Your Best!”

◆ CLOSING

You will need large cards spelling out H-E-R-O, with the boys’ lines on the back in LARGE print so they can read them easily.

Cub Scout 1: “**H** is for **Help**. Help is on the way. A hero is someone who helps.”

Cub Scout 2: “**E** is for **Everyone**. Everyone can be a hero. You just have to Be Prepared and know that you can make a difference.”

Cub Scout 3: “**R** is for **Remember**. Remember that even brave people can be afraid. It is taking action even when you are scared that makes you brave.”

Cub Scout 4: “**O** is for **One person**. One person can make a difference. One person who helps can change someone’s world.”

All: “Cub Scouts to the rescue!”

Cubmaster: “Den _____ please retire the flags.”

RESOURCES

Personal First-Aid Kit

Materials:

- A mini storage box (could use small jewelry boxes, other small plastic boxes, or snack-size zip-top plastic bags)
- Paint markers
- First-aid and/or emergency supplies: adhesive bandages, antiseptic cream, safety pins, cotton swabs, needle and thread, etc.

Instructions:

It's easy. Decorate a mini storage box with paint markers. Fill it with supplies.

Audience Participation Stations

Station 1: First Aid

Materials: Bandages, wipes or bottled water and a basin to catch it in, blanket, small stool, and pillows, or pictures of each item

Directions:

For Tigers through Bears:

- Show what to do if you have cut your finger:
 - Wash the cut.
 - Cover the cut.
 - Let an adult know.
- State your name and address as if you were on the phone with 911.

For Webelos and Arrow of Light Scouts:

- Show how to treat someone who is choking. (As long as a victim can speak, breathe, or cough, encourage them to continue coughing. If the victim shows signs of troubled breathing, apply abdominal thrusts until the object is dislodged.)
- Show how to treat someone who is in shock. (Shock is a normal reaction to many emergencies and is the process of the body shutting

down the normal flow of blood on a temporary basis. To treat, ask the victim to lie down on their back and elevate their feet slightly. If they are conscious, get them to take some deep breaths and give them some water to sip. If they suffer from chills, offer them a blanket. If shock continues, seek medical attention.)

Station 2: Fire!

Materials: Blanket, maps of the pack meeting building, and crayons or markers

Directions:

Show what to do if your clothes are on fire. (Stop, drop, and roll.)

Show what to do if your friend's clothes are on fire. (Put a blanket over him.)

Draw a plan of how to exit the pack meeting building in case of a fire. Make sure to decide with your den where to meet outside.

Station 3: Emergency Kit

Materials: A large box, items needed for an emergency kit, and miscellaneous items not needed in a kit, e.g., a teddy bear or bubble gum. You could use pictures of these items for the Cub Scouts if you don't have room for the physical items.

Directions:

Build an emergency kit. Set out items on a table that should be in every family's emergency kit and other items that should not be. Choose the items that you would include in your kit.

This is a basic kit. (Do not share this list with the Scouts until they are finished.)

- Water—one gallon of water per person per day for at least three days, for drinking and sanitation
- Food—at least a three-day supply of non-perishable food
- Battery-powered or hand-crank radio and a NOAA weather radio with tone alert and extra batteries for both

- Flashlight and extra batteries
- First-aid kit
- Whistle to signal for help
- Dust mask to help filter contaminated air and plastic sheeting and duct tape to shelter in place
- Moist towelettes, garbage bags, and plastic ties for personal sanitation
- Wrench or pliers to turn off utilities
- Manual can opener for food
- Local maps
- Cellphone with charger, inverter, or solar charger

Station 4: Find the Hazards

Directions: If you have enough space, you can set up a room with mock hazards that a Cub Scout would recognize as dangerous. Examples are an open knife on a counter, a blocked exit door, a lamp cord across a walkway, and/or an open flame. Be sure that none of the situations present any real hazards to Scouts. If you do not have enough space, you could use a magnet board or felt board with a room background. Have magnets or sticky-backed pictures of dangerous items for the Cub Scouts to take off the board to make the room safe.

911 HELP

Tune: *“My Bonnie Lies Over the Ocean”*

Emergencies they will answer,
They're always a phone call away.
They come when they're needed most promptly,
And for you they will most surely stay.

Chorus:

Nine, one, one,

Nine, one, one,

We call on them when we need help.

Medics are your friends and my friends,

They answer their calls so fast,

They come when they are needed so greatly,
And always will stay to the last.

Chorus

The firefighters too answer calls,
A fire is scary to see,
But when they come oh so quickly,
They help protect you and me.

Chorus

We often need a policeman,
And 911 will get one there.
Be sure that you know your address,
Of this you should always be aware.

Chorus

Dial 911

Tune: *“Three Blind Mice”*

Dial 911,

Dial 911,

If you are hurt,

If you need help,

If someone has fallen and can't get up,

Run to the phone and pick it up,

Stay on the line and don't hang it up,

Help will come.

Cheers

Fire Bucket Brigade Cheer: Pretend to pass buckets of water and then throw the water on a fire, saying, “SWOOOSSHHH!”

Fire Engine Cheer: Divide into four groups:

1. Bell: "Ding, ding, ding."
2. Horn: "Honk, honk, honk."
3. Siren: "Rrr, rrr, rrr."
4. Clanger: "Clang, clang, clang."

Have everyone yell at once.

Firefighter Cheer: "WATER! WATER! WATER!"

Run-Ons

Cub Scout 1: "Hey, look over there. Smoke signals."

Cub Scout 2: "Oh yes, what do they say?"

Cub Scout 1: (*Pretending to look away through binoculars, says very slowly*) "Help . . . my . . . blanket's . . . on . . . fire."

Cub Scout 1: "Who can hold up traffic with one hand?"

Cub Scout 2: "A police officer."

Cub Scout 1: "Did you hear about the kid who always wore two different colors of socks?"

Cub Scout 2: "Yeah, his mother told him to never touch matches!"

Jokes and Riddles

Did you hear about the girl who ran away with the circus? The police made her take it back!

What wears a coat all winter and pants in summer? A police dog!

What does a desert doctor always carry? A thirst aid kit.

Cub Scout 1: "Knock, knock."

Cub Scout 2: "Who's there?"

Cub Scout 1: "Police."

Cub Scout 2: "Police who?"

Cub Scout 1: "Police let me in; I'm freezing out here!"

Emergency Alert System Skit

This skit requires six to 10 Scouts. Make sure you practice so the "Beeeeeps" start and stop when they should and so the punch line doesn't drag on too long.

All Scouts but one stand in line. The lead Scout is in front or to one side.

Lead Scout: "For the next 10 seconds, we will conduct a test of the emergency broadcast system."

(The line of Scouts all make a "Beeeeeeeeeeep" sound until the leader raises his hand.)

Lead Scout: "Thank you. This concludes our test of the emergency broadcast system. Had this been an actual emergency, you would have heard . . ." *(Scouts scream in panic and run around.)*



Helpful - Set Three



CUBS IN ACTION

A SCOUT IS HELPFUL—HOW DOES “CUBS IN ACTION” RELATE TO THIS POINT OF THE SCOUT LAW?

It is never too early in our lives to begin helping other people. Scouting has promoted being helpful to others since it began in 1907 in England. Being helpful to others is what William D. Boyce experienced one foggy night in London, when a Scout helped him find his way. Boyce was so impressed that the Scout helped him and refused a reward that he incorporated the Scouting program in America in 1910.

Our Cub Scouts find active ways to help others in their neighborhoods and spread the goodwill of Scouting. By teaching and living the Scout slogan to Do a Good Turn Daily, we are keeping the third point of the Scout Law: A Scout is helpful.

NOTE TO CUBMASTER

Pack meetings are best when they are no more than an hour and a half in length. Pack meeting plans are guides and can be adjusted to fit the needs of your pack.

You might consider setting up tables or areas for each den to display pictures and items made during this month's adventure.

This month, Webelos Scouts working on their Arrow of Light rank may wish to set up an exhibit to share information about the World Friendship Fund. This meets requirement 10b in their Building a Better World adventure.

With the assistance of the pack committee, den leaders, and parents, decide on a service project that can be performed during this pack meeting. Depending on the weather in your location, you may have an outside service project like a neighborhood cleanup, recycling project, or Good Turn for your chartered organization. You could also choose an indoor project such as preparing care packages for needy families, or thank-you packages for soldiers and local firefighters and police officers. Make certain the project is age-appropriate for the Cub Scouts.

Including the time spent on the project, try to keep the meeting length the same as usual.

◆ BEFORE THE MEETING

Set up tables or areas for den displays, if applicable.

Be sure the following materials are available for the meeting:

- American and pack flags for the opening ceremony
- Recognition for advancements, etc.
- Materials for the service project: tools and equipment for outdoor projects, other items for care or thank-you package projects
- Make certain that BSA national policies, as well as your local council policies, are followed if you are leaving your usual meeting place.
- Materials for the gathering activity: tape or chalk to make the checkerboard (or a pre-painted tarp or sheet) and red and black small plastic plates for the checkers.
- Large posters with the words of the Outdoor Code, if applicable

◆ GATHERING

- Option 1: Exhibit on World Friendship Fund by the Arrow of Light den
- Option 2: Giant Checkers—This may be played indoors or out.

To play Giant Checkers, create a giant checkerboard on the floor using tape, string, etc. You can also pre-paint a tarp or old sheet that can be rolled up and reused in the future.

As the boys arrive, they can join a side and help their team play checkers using the plastic plates as the checkers. Teamwork and cooperation should be stressed. If your pack is large, you may wish to set up several large checkerboards.

◆ OPENING CEREMONY

The Cubmaster asks a preassigned den to present the colors. Have the group recite the Pledge of Allegiance. If your service project is outdoors, you may also recite the Outdoor Code. (The text of the Outdoor Code is available in the Resources section.)

◆ OPENING PRAYER

“We are thankful that your light shines in us. We ask that we become more aware of those around us who are in need of our help and pray that our light may shine through their darkness.”

◆ WELCOME AND INTRODUCTIONS

The Cubmaster welcomes new families and any special guests, introduces them to the pack, and thanks those who helped with the service project preparations for this pack meeting.

Introduce any special guests.

◆ DEN DEMONSTRATIONS

If there is a den that needs to do some type of activity at a pack meeting for the completion of an adventure, please insert it here.

◆ AUDIENCE PARTICIPATION

Complete of the service project. Everyone can help—Cub Scouts, families, etc.

◆ RECOGNITION

Adventure Loops and Pins:

(Note: Adventure loops and pins can be presented at a meeting or as immediate recognition in the den.)

By den, call the names of those Cub Scouts who have completed the month’s adventure to come forward.

- Have the den leader pass out the awards to the boys as they receive a Cub Scout handshake from the Cubmaster.
- If time allows, invite the den leader or den chief of the den to speak about the adventure work done for that month and have the den stand and be recognized.
- Use a positive cheer to recognize their accomplishments.

Other options:

- Have the den stand and be recognized or come forward to receive certificates for the adventure they have completed. This option would be appropriate for a den that has already received the adventure loop or pin.
- Adapt the advancement ceremony for the month’s theme into an adventure loop presentation if no rank badges are being presented.

◆ RANK ADVANCEMENT

Cubmaster: “Here is a badge of rank. *(The Cubmaster holds up one of the badges.)* Just as it takes many tiny stitches to weave this badge, it takes many people doing both big and small things that are helpful to you in your journey through Scouting.

“Cub Scouts, please accept your badge of rank as recognition of all you have accomplished thus far on your trail through Scouting, and then turn and thank those who have helped you to this point.”

The Cubmaster calls the names of those Cub Scouts who have earned their Bobcat rank and asks them to come forward with their parents or guardians. Repeat for each rank in turn.

As the different ranks are presented, the Cubmaster says:

Bobcat: “Scouts, this Bobcat rank is the first step in Cub Scouting. You have learned about the Scout Oath and Law with the help of your den and families.”

Tiger: “Our Tigers have worked together and partnered with caring adults who helped them in fun adventures.”

Wolf: “The Wolf badge recognizes all that the Wolves have learned while having fun, working as a team, and helping each other.”

Bear: “The Bears worked hard while having lots of fun, learning how to work together to achieve a common goal.”

Webelos: “The Webelos badge is recognition that the Webelos Scouts have put the ideals of Scouting into action. They are helpful to others.”

Arrow of Light: “The Arrow of Light Award is presented to these Scouts who have put the Scout Oath and Law into action.”

◆ CUBMASTER’S MINUTE

(If indoors, turn the lights down low.) “Close your eyes and very quietly pretend the year is somewhere around 1909, and you are in a strange town and have lost your way. The fog is so thick that you cannot see your hand in front of your face. You are struggling to find your way when suddenly, from out of nowhere, steps a young man who says he can help you. Once you reach your destination, you offer to pay the young man, but he refuses your money and tells you he is a Scout and cannot accept payment for a Good Turn. You ask him some questions and get more information about this thing called Scouting, and then the young man disappears. Soon, that information comes to America, and the rest is Scouting history. All thanks to a young man helping a lost man find his way. Let us continue this example as we search for and help those in need.”

◆ CLOSING

A preassigned den retires the flags.

RESOURCES

Outdoor Code

As an American, I will do my best to:

- Be clean in my outdoor manners.
I will treat the outdoors as a heritage.
I will take care of it for myself and others.
I will keep my trash and garbage out of lakes, streams, fields, woods, and roadways.
- Be careful with fire.
I will prevent wildfire.
I will build my fires only where they are appropriate.
When I have finished using a fire, I will make sure it is cold out.
I will leave a clean fire ring, or remove all evidence of my fire.
- Be considerate in the outdoors.
I will treat public and private property with respect.
I will use low-impact methods of hiking and camping.
- Be conservation minded.
I will learn how to practice good conservation of soil, water, forests, minerals, grasslands, wildlife, and energy.
I will urge others to do the same.