

Nevada Area Council
Zephyr District
Cub Leader's Roundtable
5 January, 2021

1. Program Changes
 - a. 2nd Year Webelos now called Arrow of Light Scouts
 - b. Boy's Life Magazine now Scout Life Magazine
2. 2021 Klondike Derby
 - a. Saturday, February 6, 2021
 - b. Arrow of Light Scouts can attend as a den.
 - c. Spooner Lake State Park
 - i. Off Highway 50 West of Carson City
 - d. Online Games (Attached)
3. Investment in Character Campaign
4. Camp Card Sales
 - a. \$5.00, half goes to Pack
5. Monthly Themes
 - a. January
 - i. Courteous
 - b. February
 - i. Kind
 - c. March
 - i. Obedient
 - d. April
 - i. Cheerful
 - e. May
 - i. Thrifty
6. Important Spring Activities
 - a. Pinewood Derby
 - i. Building cars
 - ii. Decorating cars
 - iii. Pack-Level Race
 - iv. District-Level Race
 - b. Blue & Gold Celebration
 - i. Online?
 - ii. Scouting's Birthday
 - iii. Scouts, BSA 111 years old
 - iv. Cubs, 91 years old

- c. Advancement Push and Completion
 - d. Summer Camping Activities
 - i. Day Camp
 - ii. Family Adventure Camp
7. Planning Ahead
- a. Fall Membership Drive
 - b. Popcorn/Nuts Sales
 - i. Choose a Pack Popcorn Kernel NOW

Five fun Scouting games for your next online Cub Scout meeting



fizkes/Getty Images

Whenever a Cub Scout meeting reaches what we like to call “maximum fidget,” seasoned leaders know it’s time for a game, song or cheer.

As we enter day 15,000 of the pandemic, you’re no doubt looking for new games that might enliven your next virtual Cub Scout den or pack meeting.

Here are five ideas to try.



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1. Scouting Scavenger Hunt

Over their months and years in the program, Cub Scouts acquire a bunch of “stuff” — patches, adventure loops, crafts and more.

But can your Cub Scouts find those items in their homes? And if so, how quickly can they locate them?

To play Scouting Scavenger Hunt, create a list of five things every Cub Scout in your pack or den should have. We’ve included a sample list below.

Then announce each item one at a time and give your Cub Scouts 30 seconds to locate it. Tell your Scouts to hustle (but not run), and ask them to return after 30 seconds even if they can’t locate the object in question.

So what’s being scavenged? You could ask your Cub Scouts to find stuff like:

- Their Pinewood Derby car
- Something that would help on a hike in the woods
- Their favorite adventure loop
- At least one item from the **Cub Scout Six Essentials**
- Something they’d need on a camping trip
- Their proudest possession (Scouting-related or otherwise)
- A family photo
- A healthy snack
- A recent copy of *Boys’ Life* magazine



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2. Make 'em Laugh

In-person pack and den meetings work best when they're equal parts silly and serious. Continue that tradition online with a game called Make 'em Laugh.

You can probably guess the rules: Someone gets the mike and tells jokes — perhaps choosing from the 4,300-plus available on the [Boys' Life website](#) or the dozens found in the back of each issue of *BL*.

For an extra twist, each Cub Scout could take turns on "stage," but instead of having the Cub Scout appear, they could find a favorite stuffed animal, doll or action figure and have that character tell the jokes.

Buzz Lightyear could do a [routine about aliens](#), Elsa could perform a [set about snow](#) and Kylo Ren could stop sulking for a second to tell [some Star Wars jokes](#).

Make 'em Laugh could be pure fun with nobody keeping score, or you could inject a little competition. Ask your Cub Scouts to unmute themselves and try not to laugh as another Cub Scout tells jokes. The first Cub Scout who can't contain their chuckle takes the next turn.

When everybody's laughing, everybody wins.

Some tips:

- If you're having trouble deciding who goes next in this game (or any other), use the free online tool called [Wheel of Names](#). Input your Cub Scouts' first names, spin the wheel and let the computer do the picking.

- Want to skip right to the best jokes *Boys' Life* has to offer? **These are the top 100**, as voted on by actual *BL* readers.



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3. Kim's Game 2.0

When Scouting founder Robert Baden-Powell invented Kim's Game in 1910, HD videoconferencing was still the stuff of science fiction.

But it turns out that this fun activity, first published in B-P's book *Scouting Games*, makes the move to Zoom quite nicely.

The original game goes like this: An adult gathers, in B-P's words, "a number of articles — knives, spoons, pencil, pen, stones, book and so on — not more than about fifteen." The adult leader then places those items on a tray and covers everything with a cloth.

The cloth is removed, and the Scouts have one minute to memorize what's on the tray. When the cloth returns to conceal the collection, the Scouts try to remember as many of the items as they can.

For Kim's Game 2.0, you can follow this same process. I recommend choosing fun, Scouting-themed items and throwing in something silly. Fifteen things might be too many for your Cub Scouts to memorize, so choose a quantity that will be challenging but not impossible.

Some tips:

- Instead of trying to awkwardly tilt the collection toward a laptop webcam, the Kim's Game host should access Zoom from a smartphone or tablet, so they can aim the camera directly above the items.
- For a simpler variation on the game that might work well with younger Cub Scouts, show the collection twice: once with everything and again with one item removed. Ask your Cub Scouts to name which item is missing.
- After you've played this once or twice, assign the job of creating the game to a Cub Scout in your pack or den. They'll enjoy hosting the game — and the opportunity to share some of their favorite "stuff" from around the house.



blackCAT/Getty Images

4. Who Said It?

This one takes some advance preparation, but trust us when we say it's worth it.

About a week before the meeting where you plan to play Who Said It?, contact your pack or den parents to tell them the plan: You'll be sending them a short questionnaire to complete with their Cub Scout. Be sure to include a due date.

The questions should yield responses that hint at the respondent's identity. Avoid questions that are likely to yield the same or similar answers from multiple Cub Scouts.

Some questions:

- What's your favorite thing to do while camping?
- Who is your favorite superhero, and why?

- What's the funniest thing that ever happened at a Cub Scout meeting?
- What's your favorite hobby?
- What superpower would you like to have?
- What do you like to do for fun?
- What's your favorite book?
- What color was your most recent Pinewood Derby car?
- What's your favorite movie?
- For Webelos: What are you most looking forward to about being in a Scout troop?

You won't have time to get to every response, so curate the list by selecting the ones that best identify the answerer — but still provide a bit of a fun challenge. When making your list for Who Said It?, double-check that every Cub Scout has at least one answer included.

As a bonus, this questionnaire will help your Cub Scouts get to know one another. It might even help them realize that there are other Cub Scouts in their den or pack who share their interests.

Some tips:

- Use **Google Forms** to make the questionnaire process faster and easier. Parents can input their Cub Scouts' answers right on the form, and Google will give you a sortable list of which Cub Scout said what.
- If you want to get really fancy, you could even use the free online learning tools at **Kahoot!** to quiz your Cub Scouts in real time. Instead of asking Cub Scouts to guess Who Said It? aloud, Kahoot! would allow every Cub Scout to vote on every answer.



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5. We're Going on a Camping Trip

Who says packing for a Cub Scout camping trip has to be a parent's sole responsibility?

In *We're Going on a Camping Trip*, the Cub Scouts get in on the fun. It goes like this: One Cub Scout (selected using that **Wheel of Names**, perhaps?) starts by saying "We're going on a camping trip, and I'm bringing a sleeping bag" — or whatever item they might want to pack.

The next Cub Scout continues the list: "We're going on a camping trip, and I'm bringing a sleeping bag and a flashlight." The third adds on their own piece of gear: "We're going on a camping trip, and I'm bringing a sleeping bag, flashlight and water bottle."

This continues with each Cub Scout adding on an item until the list gets so long that one Cub Scout forgets something.

Some tips:

- If your Cub Scouts enjoy the game and want to try a second (or seventh) round, try changing the trip destination. Now you're going on a camping trip to Antarctica, the desert, the jungle or Mars. Get creative!
- You could also switch things up by starting the prompt with "We're going on a camping trip, and we're *not* bringing ..." — this time encouraging your Cub Scouts to come up with ridiculous things they wouldn't (or couldn't) take camping.

Other favorite Zoom games?

Heads Up, Charades, Simon Says, Pictionary and countless other party games can easily be adapted for a Cub Scout meeting.

Have you had success with any virtual Cub Scout games while meeting remotely? Share your tips with your fellow Scouters below.

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S'MORE CUB SCOUT FUN

A SCOUT IS COURTEOUS – HOW DOES S'MORE CUB SCOUT FUN RELATE TO THIS POINT OF THE SCOUT LAW?

Summertime is a great time to get outside and to have S'more Cub Scout Fun! This month, enjoy one of the last summer evenings at a pack campfire. Cub Scouts can experience fun activities before the campfire, a campfire full of songs, skits, awards and great memories. At the campfire, the Cub Scouts will treat each other with politeness because they know that is how they want to be treated.

NOTE TO CUBMASTER

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

◆ BEFORE THE MEETING

- Use the campfire planner on the resource page to help you plan your campfire. This will help you follow the flames and provide a memorable campfire.
- Encourage all dens of the pack to participate and sign up for a part of the campfire.
- Distribute skits and other assignments that the dens signed up for at least two weeks before the pack meeting.
- Have a "Plan A" and a "Plan B" by preparing for an indoor or outdoor campfire. This way you are prepared for weather conditions and possible local fire restrictions. Note: You can make a simulated campfire by using red cellophane and battery operated lights in a log/stick frame.
- Provide information to the parents and guardians regarding date, time, and location of the campfire if other than your normal pack meeting date, time, and location.
- Provide campfire safety by assigning adults to check on and secure local permits that may be required. They will be responsible for building and lighting the fire, tending the fire, and putting out the fire when the campfire is over. Consider using a Boy Scout troop or venture crew for this assignment. Note: verify there is no fire ban in your area.
- Make sure that all material to be performed at the campfire is screened to make certain that it is appropriate. Remember this guideline: "When in doubt, throw it out."
- If there is a special guest speaker or storyteller, appoint someone to confirm their attendance at the campfire. Make sure the guest knows of any time limits.
- Prepare advancement items to be awarded to the Cub Scouts.
- Gather items needed for marshmallow gathering activities and assign leaders/parents or guardians to man stations.
- Gather items for the advancement ceremony, including:
 - S'more Fun in Cub Scouting advancement recognition items (See the resource page.)
 - Fire ring
 - Shovel
 - Bucket of water
 - Tinder
 - Kindling
 - Fuel log
 - Fire starter or matches
- Verify that there are no food restrictions such as allergies. (Note that marshmallows are not kosher.)
- Gather items needed to make s'mores at the end of the meeting/campfire, including graham crackers, chocolate bars, marshmallows, and roasting sticks.

◆ GATHERING

Set up marshmallow games and challenges for the Cub Scouts and their families to enjoy before the campfire. Please take into account that using real marshmallows has drawbacks. First, you are playing with food, and second they become sticky when the air is humid. Please consider using one or more of the alternatives below:

Marshmallow alternatives:

- Packing peanuts can be used as a substitute in many activities.
- Pool noodles can be cut into 2" lengths for large marshmallow activities.
- Fake marshmallows from craft kits.

Environmental Note: Marshmallows, while fun to eat for humans, are not good for our animal friends. Have a "marshmallow collection" of the area with all members of the pack. All can help pick up the marshmallows and dispose of them in a trash bag or trash can, removing them from the area.

◆ OUTDOOR CODE OPENING CEREMONY

Note: This is performed by a preassigned den and they should receive the skit at least two weeks in advance of the pack meeting.

Den leader: "What a wonderful evening to be in the great outdoors! As we begin our campfire, we would like to share with you our thoughts on what the Outdoor Code means to our den."

Cub 1: "As an American, I will do my best to:"

Cub 2: "Be clean in my outdoor manners."

Cub 3: (*Holding a trash bag*) "Saying we will be clean in our outdoor manners means that we are courteous by taking with us any trash we might create while outdoors and helping to clean up any trash we see along the way. I'm ready!"

Cub 4: "Be careful with fire."

Cub 5: (*Holding a "fire danger today" sign*) "We as Scouts follow the rules of fire safety and know when and where we can build a fire. We understand that each of us can help to prevent forest fires. I'll be careful!"

Cub 6: "Be considerate in the outdoors."

Cub 7: "When we go outdoors, we enter the world of the birds, wildlife, and nature that live there always. We are guests and we need to remember we are in their world. I will be considerate!"

Cub 8: "And be conservation-minded."

Cub 9: "We can help protect the things we find in nature by leaving them there, staying on the paths and trails, and keeping it beautiful for others. I will do my part!"

All: "We will all DO OUR BEST!"

◆ OPENING PRAYER

This evening as we gather for S'more Cub Scout Fun at this campfire, let us be kind and considerate to one another as the fire glows and we feel the warmth that Scouting brings into each of our hearts.

◆ 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.

"Let's welcome our families and guests with a stirring round of applause."

(A Stirring Round of Applause: Move one hand as if stirring something in front of you while clapping with your other hand on your knee.)

◆ 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 here.

◆ AUDIENCE PARTICIPATION

“S’mores for Me”

Tune: “Hail, Hail the Gang’s All Here”

S’mores, s’mores, it’s s’mores for me!
They’re all gooey gooey,
Always nice and chewy.

S’mores, s’mores it’s s’mores for me!
Let’s go make some s’mores right now.

S’mores, s’mores, it’s s’mores for me!
Brown and oh so toasty,
How we like to roasty.

S’mores, s’mores, it’s s’mores for me!
Lovely sandwich made for fun.

◆ STORYTELLER OR GUEST SPEAKER

Storytellers:

Good storytellers help make stories come to life right before our eyes. Remind the audience of campfire etiquette and good manners before the story begins. Flashlights should remain off. Ask them to be courteous and not talk during the story, unless the storyteller is interacting with the audience requesting answers. Encourage the guest speaker to limit remarks to no more than five or six minutes, in keeping with the attention spans of the youngest participants.

Guest Speaker Suggestions:

- Forest ranger
- Park ranger
- Scout leaders (pack, troop, or crew leadership)
- Chartered partner representative
- Local craftspeople

◆ 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

Campfire and Cub Scouting advancement ceremony

Cubmaster: “A campfire and Cub Scouting have some things in common:

The boys of our pack who earn awards tonight have been patient, have kept the fire going and tended it by working very hard on their adventures.”

Bobcats: *(Call the names of the boys who are to receive their Bobcat rank and ask them to step forward with their parents or guardians.)* “Bobcats, The campfire must be secured by a set of stones known as the fire ring. You are those stones for our pack and your role is very important.” *(Award the Bobcat badges.)*

Tigers: *(Call the names of the boys who are to receive their Tiger rank and ask them to step forward with their parents or guardians.)* “Tiger, you are the water and shovel that we must always have handy at our campfire to keep us courteous in the outdoors.” *(Award the Tiger badges.)*

Wolf: *(Call the names of the boys who are to receive their Wolf rank and ask them to step forward with their parents or guardians.)* “Wolves, you are tinder that is needed to light the fire. You are essential for starting the flame which is our Scouting program.” *(Show a piece of tinder. Award the Wolf badges.)*

Bears: *(Call the names of the boys who are to receive the Bear rank and ask them to step forward with their parents or guardians.)* “Bears, you are the kindling in our campfire, and you signify the hard work that you boys continue to do on the Cub Scout adventures.” *(Show a piece of kindling. Award them their Bear badges.)*

Webelos: *(Call the names of the boys who are to receive the Webelos rank and ask them to step forward with their parents or guardians.)* “Webelos Scouts, you are the fuel, the wood that provides steady warmth in our fire, and make sure you are have S’more fun in Cub Scouting!” *(Show a fuel log. Award them their Webelos badges.)*

Arrow of Light: *(Call the names of the boys who are to receive the Arrow of Light rank and ask them to step forward with their parents or guardians.)* “Arrow of Light Scouts, you are the spark that lights our campfire. You keep your fire lit as you grow each year and learn more and more.” *(Show a fire starter/ matches. Award them their Arrow of Light badges.)*

“Congratulations, boys, and thank you to all the members of the pack (and our special guests) for joining us tonight. Now let’s have S’more Cub Scout Fun!”

Cubmaster: “Let’s congratulate our Scouts who achieved rank with the ‘Marshmallow Cheer.’ Put your marshmallow on a stick, and hold it over the fire. It catches fire. Hurry and blow it out. Cool it. And say, ‘Now that’s S’more Cub Scout Fun’.”

◆ CUBMASTER’S MINUTE

“As we began our campfire this evening, we were reminded of the Outdoor Code that we as members of the Boy Scouts of America promise to do our best to uphold when we are in the outdoors.

Our Scout Oath is a promise as well. It is a code to live by every day of our lives. Let us close this evening by standing and reciting the Scout Oath together followed by singing ‘Scout Vespers.’”

◆ CLOSING

Scout Oath

(Recite in unison)

On my honor I will do my best
To do my duty to God and my country
and to obey the Scout Law;
To help other people at all times;
To keep myself physically strong,
mentally awake, and morally straight.

Scout Vespers

Tune: "Tannenbaum"

Softly falls the light of day,
While our campfire fades away.
Silently each Scout should ask:
"Have I done my daily task?"

Have I kept my honor bright?
Can I guiltless sleep tonight?
Have I done and have I dared
In everything to be prepared?"

◆ S'MORES!

Enjoy s'mores if there are no allergy issues. Each boy receives a baggie with supplies. (See Resource page.) Safety note: Please remind the Scouts not to hold the marshmallow straight up after it has been heated or is on fire as hot marshmallow can drip down upon them.

◆ EXTINGUISH THE CAMPFIRE

After everyone has had a chance to eat s'mores, make sure the campfire is extinguished properly by your preassigned fire safety individuals.

RESOURCES

Gathering Round-Robin

Marshmallow Distance Throw

Items needed:

- Two individuals to make a team
- Large marshmallows
- Plastic cups

Instructions:

Player one takes five marshmallows to start. Player two takes a plastic cup in which to catch the marshmallows as they are thrown by player one. The challenge to this game is that player one must turn away (back to him) from player two who is some distance away from him at the catching line (determine how far you want your distance required to be and mark on ground with chalk or masking/painter's tape). Set a time limit (1–2 min). If player one and player two successfully catch the five marshmallows before time is up, they may get more marshmallows and try for a higher score. Several teams can play at the same time. Tallying of team scores is optional.

Toss the Marshmallow

Items needed:

- 2 players
- Regular sized marshmallows

Instructions:

This game is played like the egg or water balloon toss game. Partners face one another at a close distance, tossing the marshmallow back and forth and increasing the distance between one another until the marshmallow drops.

Marshmallow Word Hunt

Items Needed:

- Large marshmallow
- Permanent marker

Instructions:

Put one letter each of the word MARSHMALLOW on marshmallows. Hide these “lettered marshmallows” in a large bowl or a large inflatable swimming pool along with packing peanuts. The challenge is to find all the letters needed to spell the word, correctly place them in order showing the word, and record the time it took to find them.

Variations:

- Include letters that do not spell the word to make it more challenging to find the letters needed.

- Change the word to S'MORES, or even a full sentence such as the Cub Scout motto, “Do Your Best.”

Roasting Stick Relay

Items needed:

- Sticks long enough for roasting marshmallows
- Small or large marshmallows

Instructions:

Teams line up to move the marshmallow on the ground with the roasting stick. They move the marshmallow down a designated length and around a marker (traffic cone or water bottle) and back to the next in line to do the same. The team that completes the relay first wins. Marshmallows can be pushed with the stick or hit with the stick like a golf ball.

Marshmallow Hole-in-One

Items Needed:

- Plastic golf putter
- Large marshmallows (or substitute a pool noodle cut into 2-inch pieces)
- Large plastic or tin can

Instructions:

Cub Scouts can do their best by putting the large marshmallow toward the large can and hopefully make a Hole-in-One!

Launch a Marshmallow

Items needed:

- Marshmallow catapult
- Large marshmallows

Instructions:

Cubs try launching marshmallows as far as they can with a marshmallow catapult. Have a volunteer help measure the distance of each launch for fun!

Marshmallow Shooting Fun

Items Needed:

- Marshmallow shooter
- Small marshmallows
- Target

Instructions:

Have Cub Scouts use marshmallow shooters and shoot at a target. (See the directions that follow.)

Marshmallow Balloon Shooter Option

You'll need:

- Plastic cups or clean yogurt containers (9-ounce containers work)
- Balloons (12-inch balloons work)
- Mini marshmallows or marshmallow substitutes
- Scissors

And here's what you need to do:

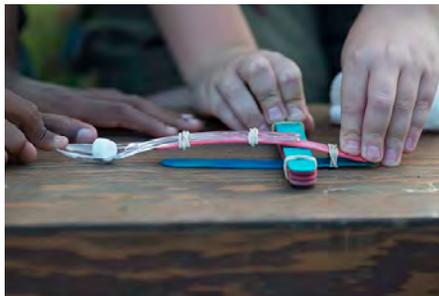
1. Cut the bottom part off of your plastic cup. Note: It helps to double up the cups and cut off the bottom third.
2. Tie a knot at the end of your balloon and cut off about 1/2 inch from the other end.
3. Now stretch the balloon over the top part of the cup where the lip is. Otherwise the cup will bend too much when the balloon is applied. Put your marshmallow inside the cup on the knotted center, then aim the cup away from yourself. Be sure the distance to the target is safe and free of people. Pull back on the outer knot and launch away!



Marshmallow Catapults

Instructions:

1. Take seven craft sticks and tie them together tightly at one end with a rubber band.
2. Tie a second rubber band tightly around the other end of the seven craft sticks.
3. Take two additional craft sticks and tie them together tightly at one end with a rubber band.
4. Insert the seven stick bundle between the two sticks in the two stick bundle as close to the rubber band as possible.
5. Tie a rubber band in a cross fashion, joining the two-stck bundles.
6. Tie a plastic spoon to the top of one of the sticks from the two-stick bundle.



CAMPFIRE PROGRAM PLANNER:

How to use this sheet: Be sure that every feature of this campfire program upholds Scouting's highest traditions.

1. In a campfire planning meeting, fill in the top of the Campfire Program sheet (over).
2. On the Campfire Program Planner (below), list all units and individuals who will participate in the program.
3. Write down the name, description, and type of song, stunt, or story they have planned.
4. The MC organizes songs, stunts, and stories in a good sequence considering timing, variety, smoothness, and showmanship.
5. The master-of-the-campfire makes out the Campfire Program sheet (over).
6. Copies of the program are given to all participants.

Cheer Planner	Spot

Song Planner	Spot

Campfire Program Planner			
Group or Individual	Description	Type	Spot
Opening	Main event		
Closing			
Headliner			
Song leader			
Cheerleader			

CAMPFIRE PROGRAM:

Place _____

Date _____

Time _____

Camp director's approval: _____

Campers notified _____ Area set up by _____

Campfire planning meeting _____

MC _____ Campfire built by _____

Song leader _____ Fire put out by _____

Cheerleader _____ Cleanup by _____

Spot	Title of Stunt, Song, or Story	By _____	Time
1	Opening— and firelighting		
2	Greeting— introduction	MC	
3	Sing— Yell—		
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			
17			
18			
19			
20			
21			
22	Closing		

Campfire Etiquette:

- Before the campfire begins, let the pack know what type of behavior is expected.
- If you walk the pack members to the campfire area quietly, this will help set the tone as you enter the campfire area and help boys get ready for the opening lighting ceremony.
- Have the Scouts all turn on their flashlights. Have them point them up, down, right, and left. Then ask them to turn them off for the rest of the campfire program.
- If things get a little noisy during the program, just use the Cub Scout sign to help quiet things down.
- If you use the planner and follow the flames, your campfire will be well-paced and entertaining for the boys and will lead to better behavior.

Follow the Flames:

When the flames are high, the energy is high—action songs and loud stunts get everyone into the mood. As the fire dies down, so does the tone—move to more quiet, reflective songs, a good story, and a Cubmaster’s minute to close the evening. There should be no reason for adding firewood—let the fire die to embers, and follow the flames with the pace and tone of your program.

Screening Campfire Program Material:

Some basic “No’s” in a campfire program include the following:

- No embarrassing an audience member
- No racial put-downs
- No cultural put-downs
- No portraying violent behavior
- No bathroom humor
- No water skits
- No sexual overtones
- No material that is not consistent with BSA standards. When in doubt, throw it out.

Campfires:

If you cannot have a real campfire, a mock campfire is easy to do as well! Gather stones to make a fire ring. Next gather fuel logs or sticks and build as you would for a real fire. Cardboard tubes can be decorated to look like logs as well. Place a large flashlight (use two if you’d like) in the center where the flames would be. The light should shine upward. Use orange, yellow, and red tissue paper or cellophane to make mock flames coming from the center of the logs. The light of flashlight will illuminate the tissue paper to make it look like it is glowing!

Some people like to use an electric campfire. They can be purchased online or instructions for making one can be found online as well.



Advancement: S'more Cub Fun

Instructions:

Print the tags below on card stock, and cut them out. Punch holes and use string or ribbon to tie them to baggies that have individual S'more makings inside, including two graham crackers, chocolate, and a marshmallow.

If the weather is too hot and the chocolate will melt before the time designated to make s'mores at the campfire, another suggestion would be to make small s'more magnets with cardboard for graham crackers, dark brown fun foam for chocolate and cotton balls for marshmallows. Glue them together and put a small magnet on the back for Cub Scouts to take home as a remembrance of the campfire. Attach a tag to each s'more magnet. Present "S'more Cub Scout Fun" kits or magnets to boys as awards earned are presented.





January - Courteous - Set 2



CUBS IN SHINING ARMOR

A SCOUT IS COURTEOUS. HOW DOES “CUBS IN SHINING ARMOR” RELATE TO THIS POINT OF THE SCOUT LAW?

A Scout knows good manners make it easier for people to get along together. The word “courteous” is an old English word that comes from the time of knights. Many associate chivalry and graciousness with a knight in shining armor because of their code of conduct. The knight’s code of conduct extols these virtues, ensuring that a Cub Scout in shining armor will exhibit courtesy to all.

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.

Webelos dens may fulfill a requirement of their Stronger, Faster, Higher adventure by providing a fitness gathering game for younger Scouts.

◆ 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:

- Flags for the flag ceremony
- Materials for Tournament of the Knights
- Roundtable ceremony supplies
- Posters or projections of the Scout Oath, Scout Law, and “Cub Quest” song

◆ GATHERING

Tournament of the Knights round robin (See the Resources section of this meeting plan.)

◆ OPENING CEREMONY

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

Knights of the Roundtable

Materials: Crown for King Arthur, tunics for Scouts (pillowcases or large paper bags with head and arm holes, to be worn over uniforms), poster with the Scout Law printed large enough for all to see

King Arthur: “We need to recruit new knights to join our Round Table. Come hither, recruits!”

(Scouts enter.)

King Arthur: “Each of you, tell me two things about you that is like a knight.”

Cub Scout 1: “I am trustworthy, loyal.”

Cub Scout 2: “I am helpful, friendly.”

Cub Scout 3: “I am courteous, kind.”

Cub Scout 4: “I am obedient, cheerful.”

Cub Scout 5: “I am thrifty, brave.”

Cub Scout 6: “I am clean, reverent.”

King Arthur: “Our Round Table is complete. Together you uphold the knight’s code, known to all here as the Scout Law. (*Holds poster with the Scout Law for all to see.*) Let us all stand and say it together with fingers held high.”

◆ OPENING PRAYER

“We pray that we will always be ready to serve and defend those who need us, that we will be courteous to all as chivalrous knights.”

◆ 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.

Cubmaster: (*Dressed as a medieval king or knight*) “Hear ye, hear ye, the Court of Pack ____ has gathered here to celebrate our knights and give them their just rewards. We courteously bow to those who are new to us (*introduce newcomers and guests*) and welcome them among us.”

◆ 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

The Cub Scout Becomes a Knight

Whenever the words “**Cub Scout**” are read, Webelos families respond, “Do Your Best.” When the word “**knight**” is read, Bear families respond, “shining armor.” When the word “**courteous**” is read, the Wolf families respond, “Be polite.” When the word “**king**” is read, Tiger families respond, “Hail to the king.”

Narrator: “Once upon a time there was a **Cub Scout** who wanted to be a **knight**. He knew that for a **Cub Scout** to become a **knight**, he must be **courteous** to all and complete a special challenge determined by the **king**.”

“The **Cub Scout** who wanted to be a **knight** went to see the **king**. The **king** asked the **Cub Scout** who wanted to be a **knight** if he was **courteous**. The **king** explained that being **courteous** meant always being polite and showing good manners to everyone.

“The **Cub Scout** said he was always **courteous**, so the **king** gave the **Cub Scout** a challenge. The **king** told the **Cub Scout** that if he wanted to be a **knight**, he must bring the **king** a dragon scale from a fierce dragon. The **Cub Scout** really wanted to become a **knight**, so he decided to bring the **king** a dragon scale.

“The **Cub Scout** knew a fierce dragon lived in a cave that was only about an hour’s hike away. So the **Cub Scout** prepared for the hike. He asked his buddy to go with him and gathered supplies for them to share on their journey. Being **courteous**, the **Cub Scout** asked his mother for permission to search for the dragon’s scale. His mother cautioned him to be very careful and gave him permission to follow the task set forth by the **king**.”

“The **Cub Scout** and his buddy went to the cave of the dragon. When they got there, they were very scared. But the **Cub Scout** really wanted to be a **knight**, so he entered the cave to carry out his task. Being **courteous**, the **Cub Scout** politely asked the dragon for a scale. The dragon was so impressed that the **Cub Scout** would ask rather than just take that he gave him a big shiny silver scale.

“The **Cub Scout** took the scale back to the **king**. The **king** asked the **Cub Scout** how he acquired such a beautiful dragon scale. The **Cub Scout** explained that he had asked the dragon for a scale and the dragon gave him one. The **king** was very impressed with the **courteousness** of the **Cub Scout**. The **king** explained that just like **Cub Scouts, knights** always act politely. The **Cub Scout** passed the **king’s** test of **courtesy** and became a **knight** because true **courtesy** is being polite, even to dragons!

“The End”

◆ 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

Set up enough chairs to seat the boys receiving rank advancements in a semicircle around either side of a table in the front of the pack meeting area.

Cubmaster: “Lords and ladies, noble members of the pack, we bid you to recognize these knights who, by their diligent work, courteous spirit, knowledge, and willingness to do their best, have proved themselves worthy of the honor of a seat at our Round Table.

“Knights of the order of the Bobcat, come forward. *(Call boys by name to stand with their parents or guardians at the front of the room.)*

(Giving each his badge of rank) “Will you uphold the honor of the order of the Bobcat? *(Scouts answer, ‘I will.’)* Then take your place at the Round Table. *(Scouts take their seats at the table. Parents and guardians return to their seats.)*

(Repeat with each rank until all boys earning recognition have been seated at the Round Table.)

“Knights of the Round Table of medieval times were men of great courage, honesty, loyalty, strength, and courtesy toward all. These young knights have shown us that the spirit of the Round Table remains. Let us all stand to congratulate them with the Knights’ Cheer, ‘Hurrah, hurrah, hurrah!’”

◆ CUBMASTER'S MINUTE

"Tonight we have seen that the knights of old and the Cub Scouts of today have much in common. Our Scouts face challenges every day, but face them as gallantly as knights, armed with the values we instill in them."

◆ CLOSING

Cub Quest

Tune: *"This Old Man"*

Knights of old, stories tell,
Lived their code of honor well,
Courtesy and loyalty their call,
And to show respect to all.

Like the knights, Cubs today,
Pledge to live a helpful way,
To honor God and country is our quest,
We always try to do our best!

(The preassigned den retires the flags.)

RESOURCES

Tournament of the Knights

If possible, ask the Webelos den or dens to set up the following games and other fitness games in round-robin fashion for Scouts as they arrive.

Crossing the Moat

The object of the game is to cross the moat on the drawbridge (a two-by-four similar to a balance beam) without falling off.

A-Mace-ing

This is a medieval version of beanbag toss. For the target, make a large cardboard cutout of a castle with several windows of various sizes cut into it. Use beanbags or foam balls as the “mace.” The object of the game is to throw the mace through the castle windows. Each knight gets three tries.

Spear the Ring

Suspend several 6-inch-diameter rings made of plastic or cardboard about 1 foot apart on strings so each ring hangs at a different height, the first at about the shoulder height of a Tiger Scout and the others slightly higher.

Using an oblong balloon shaped into a sword, a 3-foot-long pool noodle, or other soft foam stick, each Scout tries to spear each of the rings, starting with the lowest.

Jumping the Dragon’s Tail

Set a string or tape on the floor as a starting point, a plastic tablecloth cut in the shape of a dragon’s tail in the center, and another string or tape 2 1/2 feet from the starting point. Each Scout leaps over the dragon’s tail.

Crossing the Swamp Forest

Place six cardboard pieces about 2 feet in diameter on the floor about 1 1/2 feet apart. Scouts must leap from pad to pad, avoiding touching the floor, to cross the Swamp Forest.

Dragon Bowling

Decorate six empty plastic bottles with paper, glue, and markers to make them look like dragons. Set them on the floor like bowling pins. Scouts take turns bowling with a small ball to see how many dragons they can knock over.