

Zephyr District

Cub Leader Roundtable

April 7, 2020

Month	Cub Scout Administration	Cub Scout Monthly Theme
April	Advancement	Cheerful
May	Preparing for Summer	Thrifty
June	Day Camp	Brave

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- Pack Meeting Plans - <https://www.scouting.org/programs/cub-scouts/pack-meeting-resources/pack-meeting-plans/>
 - CubCast provides monthly topics for Cub Scout leaders. The CubCast team interviews volunteer leaders from around the country and subject matter experts on topics such as conducting great outdoor experiences to how to handle conflict among Cub Scouts.
<https://podcast.scouting.org/cubcast/>
 - April 2020 Topic Youth Protection and the BSA
 - Scout's Life Magazine - <https://boyslife.org/>
 - Scouting Magazine. Information for Scout Leaders and Parents <https://scoutingmagazine.org/>
 - While there goto <https://blog.scoutingmagazine.org> and signup for 'Bryan On Scouting.'
 - It's a great blog that send you regular tips, articles, and is a terrific resource.



Set 1 - Cheerful



STRIKE UP THE BAND

A SCOUT IS CHEERFUL. HOW DOES “STRIKE UP THE BAND” RELATE TO THIS POINT OF THE SCOUT LAW?

Music can make us feel many things. One of the best things it makes us feel is cheerful. As we “Strike Up the Band” this month, we will explore ways to make people happy using music.

NOTE TO CUBMASTER

Pack meetings are best when they are no longer 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

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
- For the opening ceremony, 10 large musical notes cut from heavy paper or poster board, each with a letter to spell out “Do Your Best.” The words for the Scouts to recite can be written on the back of each note, if desired.
- For rank advancement, create black music notes upon which to attach awards.
- To make kazoos, you’ll need jumbo craft sticks; small, thin rubber bands; wide rubber bands; and drinking straws.
- To make rhythm sticks, you’ll need paint stir sticks, jingle bells, chenille stems, and tape (optional).
- To make maracas, you’ll need paper or plastic cups, dried beans or pasta, tape, and paint or markers.
- To make tambourines, you’ll need paper plates, dried beans or a similar material, a stapler, staples, and markers.
- To make tin can drums, you’ll need soup cans, balloons, clear packing tape or duct tape, and markers or stickers.
- For the closing, prepare a sheet or other large cloth to hide the boys, and a song of choice for the boys to sing.

◆ GATHERING

As the boys arrive, have five stations set up for them to make one of the following musical instruments that can be used later in the program: kazoo, rhythm stick, maracas, tambourine, or tin can drum. (See the Resources section for instructions.)

◆ 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.

Cub Music

Cut 10 large musical notes from heavy paper or poster board, each with a letter that spells out “Do Your Best.” The parts for the Cub Scouts to recite can be written on the back of each note.

Cub Scout 1: “D—Drumming up courage”

Cub Scout 2: “O—Offering to help”

Cub Scout 3: “Y—You are making music”

Cub Scout 4: “O—One way or another”

Cub Scout 5: “U—Under the guidance of Akela”

Cub Scout 6: “R—Ready to sing and dance”

Cub Scout 7: “B—Being willing to act a little silly”

Cub Scout 8: “E—Every Scout will have the chance”

Cub Scout 9: “S—Strumming, tooting, rocking, and rolling”

Cub Scout 10: “T—That’s what this month is all about!”

◆ OPENING PRAYER

“We give thanks for the music in our lives, the music of our friends, the music of our families, and the music throughout nature and the entire world.”

◆ WELCOME AND INTRODUCTIONS:

The Cubmaster welcomes new families, introduces them to the pack, and thanks those who helped prepare 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

My Music Band

Tune: “Bingo”

There was a pack that had a band and music was their favorite,
M-U-S-I-C,
M-U-S-I-C,
M-U-S-I-C,
And music was their favorite.

(Repeat the verse, but instead of singing “M,” have each boy make noise with his instrument. Continue doing this for each letter until they are just using their instruments.)

◆ 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

Cub Scout Music Awards

Materials: Music notes made from black paper large enough to put each award on. The Cubmaster may wish to wear a tuxedo or bowtie.

Cubmaster: “Ladies and gentlemen, welcome to our annual music awards night! This is the time when we honor the achievements of our Cub Scouts and sing praises of their hard work. Since I don’t want to run overtime and risk being pulled off the stage, let’s get started!

“The nominees for the Bobcat award are *(List the names. Then, with fanfare, open the envelope.)* And the winners are . . . all of you!” *(Call each boy up by name and invite his parents or guardians to join him. Acknowledge their achievements, present them with their music note with their award on it, and have the boy pin the award on his parent or guardian.)*

(Repeat for the Tiger, Wolf, Bear, and Webelos badges.)

“Ladies and gentlemen, the highlight of our evening will be the highest award that can be given to a Cub Scout. The nominees for the Arrow of Light Award are *(List the names.)*. And the winners are *(again with great fanfare, open the envelope and exclaim:)* . . . all of you! *(Call each boy up by name and invite his parents or guardians to come forward. Present each boy with his award and have him pin the award on his parent or guardian.)*

“Ladies and gentlemen, it’s been quite an evening. The hard work from these boys leaves a song in my heart. We thank you for attending this evening’s Cub Scout music awards. Congratulations to you all, and keep up the excellent performance!”

◆ CUBMASTER’S MINUTE

“If you think positively, sound becomes music, movement becomes dance, smiles become laughter, mind becomes meditation, and life becomes a celebration.”

◆ CLOSING

Upside-Down Singers Skit

Cast: Singers and announcer, two people to hold up a curtain

Announcer: “The singers are going to sing upside down!”

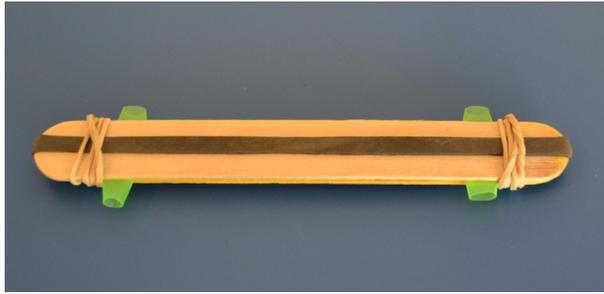
(The singers, who are already on the stage, duck behind a curtain. A sheet held by two people will do for a curtain. Placing their hands in their shoes and socks, the singers wobble the shoes above the curtain top, looking as if they are having trouble standing on their heads and some are about to topple over while singing.)

Singers: Start singing a song of their choice.

The preassigned den retires the flags.

RESOURCES

Kazoo



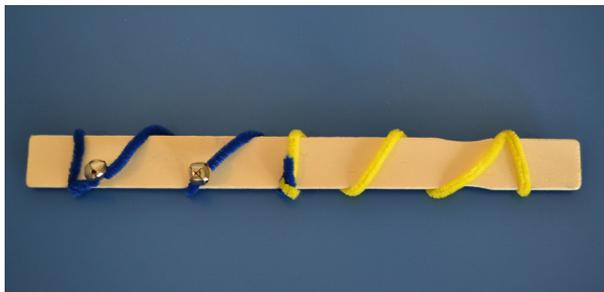
Materials:

- Two jumbo craft sticks
- Two 1-inch pieces cut from a drinking straw
- Two small, thin rubber bands
- One wide rubber band

Instructions:

1. Place a wide rubber band lengthwise on one of the craft sticks.
2. Using one of the thin rubber bands, rubber band the two craft sticks together at one end.
3. Place one of the straw pieces between the two craft sticks, about half an inch from the end.
4. Place the other straw piece between the two craft sticks at the other end. Now rubber band that end together using the second thin rubber band.

Rhythm Stick



Materials:

- Paint stir stick
- Chenille stems
- Jingle bells
- Tape to attach a chenille stem to the stick (optional)

Instructions:

- String jingle bells onto a chenille stem.
- Wrap the chenille stem with bells around the paint stir stick, or tape it to the stick at either end of the chenille stem.

Maracas



Materials:

- Two clean, dry cups or yogurt containers of the same size
- Half a cup of coffee beans, dried peas, macaroni, rice, or beads
- Glue (Hot glue will work well but requires adult supervision.)
- Masking tape or duct tape
- Paint or markers to decorate

Instructions:

- Put the beans or peas into one of the cups or containers.
- Glue the two containers together.
- Wrap masking tape around the rims for added support.
- Paint or color the shaker for decoration.

Tambourine



Materials:

- Two paper plates
- Stapler
- Dried pasta, beans, sand, rocks, or similar material
- Optional: stickers, paint, markers, construction paper, etc., for decoration

Instructions:

- Decorate the outside of the paper plates as desired.
- Fill one plate about a fourth of the way or less with dried pasta or beans (or a similar material).
- Put the other plate over the first and staple them together all around the edge.

Tin Can Drum

Materials:

- Empty, clean soup cans
- Clear packing tape or duct tape
- Balloons
- Scissors
- Stickers, markers, foam shapes, etc., for decoration (optional)

Instructions:

- Cut the end off a balloon and stretch the balloon over a can's open end.
- Cut the end off a second balloon and place it over the first balloon. (This step is optional. It makes the drum more durable.)
- Cut patterns in the second balloon, if desired.
- Tape around the balloon and can to secure everything.
- Decorate the can if you'd like.



Set 2 - Cheerful



CELEBRATE

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

A Scout looks for the bright side of things. He tries to make others happy. December is a big month for all sorts of celebrations and opportunities to make others happy.

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.

◆ 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
- Indoor Scavenger Hunt sheets (see the Resources section), pens or pencils
- Poster props for What Are We Full Of?
- Several wrapped treats to be used during the audience participation activity, Traveling Treats (The number of treats will depend upon the size of your pack. Not everyone will need a treat.)
- Candles for the rank advancement ceremony, matches, lighter, etc., or battery-operated candles if your meeting place does not allow real flames
- Copies of the song for the closing ceremony or a way to project the words

◆ GATHERING

Indoor Scavenger Hunt. See the Resources section.

OPENING CEREMONY

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

What Are We Full Of?

Props: Six posters with the letters “C,” “H,” “E,” “E,” and “R” (one on each poster), and one poster with the letters “FUL” on it

Seven Scouts hold up the posters as the Cubmaster calls the letters.

Cubmaster: “Give me a C! (A Scout holds up a poster, prompting the audience to yell “C!”)”

“Give me an H! (The next poster goes up, etc.)”

“Give me an E!

“Give me another E!

“Give me an R!

“What are we full of?” (*The audience yells “Cheer” when the poster with “FUL” goes up.*)

This can be repeated multiple times—slower, faster, louder, softer, etc.

◆ OPENING PRAYER

“I pray for you today that you be cheerful,

“With head held high and sparkle in your eye;

“With warmth of smile, and voice that holds no anger;

“With quickened step, and purpose in your stride.

“I pray the Lord will look on you with pleasure,

“As parents look upon a cheerful child”

– Reverend William McGinnis

◆ 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

Traveling Treats

Pass out a few small treats to the audience. Each time they hear a word that indicates a direction, they move the treat to the person closest to them in that direction. A few treats could be bigger or wrapped to appear more special.

Listen for these words:

- Right
- Left
- In front
- Behind

Narrator: “The Cub Scout year is filled with such fun. **Right** at the end of the summer, the pack has a grand roundup to invite new Cub Scouts into the pack. After the Webelos Scouts have **left** to join the troop, there is more room for all the new Tigers and Bobcats.

“In the fall, all the Cub Scouts **left** bags on the doorsteps for the neighbors to fill. After the service projects, caroling, and holiday crafts, there were not many days **left** in December.

“The Boy Scouts from the troop invited the Webelos Scouts to their camp at the Klondike derby. Looking to the **right** and the **left**, they found the troop’s sled **right in front**.

“At the derbies, the excited Cubs stood **in front** to see the racing. Did you see the one that **left** the others **behind** in his dust?”

“**In front** of the pack at the blue and gold banquet, the Cubmaster was careful to give the boys their **right** awards.”

“The fun continued with Scout shows with displays and activities jam-packed **right** in a row. What Cub Scout in his **right** mind could forget the fantastic time at summer camp?”

“Den meetings, field trips, pack meetings, outings galore! You had better **write** it all down because you would certainly feel sad if you were **left** behind.”

“The End”

Note: See where the treats have ended up. You could number them and ask the beginning person to remember his or her number to see how far the treat has traveled.

◆ 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

The Light of Cheer

Materials: Candles (one large and one slightly smaller representing Scouting spirit and cheerfulness, plus a smaller candle for each rank that will advance at this meeting), table for candles, matches or lighter. Please adapt for flameless candles, if necessary.

Cubmaster: “First, I light the candle of Scouting spirit (*lights largest candle*). The light from this candle leads us as we walk along our Scouting trail. May its brightness always show us the Scouting way.”

“From the flame of Scouting spirit, I will light the candle of ‘cheerful.’ We have 12 points of the Scout Law that serve as our guide. We have picked cheerful as our focus tonight to honor the season of hope and good thoughts toward others.” (*The Cubmaster lights the next largest candle from the flame of the larger one.*)

Have on the table the same number of smaller candles for each rank that will advance. The color of these candles can correspond with the ranks if you wish: dark blue for Bobcat, orange for Tiger, yellow for Wolf, light blue for Bear, green for Webelos, and red for Arrow of Light.

Cubmaster: “Will (*names of the advancing Scouts*) and their parents or guardians please come forward? I will light your (*rank*) candle from the cheerful candle. You have been cheerful Scouts as you have worked toward this award.” (*Present rank patches.*)

Repeat the last paragraph for each rank that will advance.

◆ CUBMASTER’S MINUTE

“Tonight has been a lot of fun. We have a lot of cheerful faces in the room, we played games, we received our awards, etc. It’s easy to be cheerful when things are going our way, right? But what about those times when things are messing up: we forgot our homework, we were late to school, our favorite computer game is broken? How do we act then? What about when your parents ask you to help around the house? How do we act then? Can we say we act cheerful? I challenge you to begin thinking of ways to stay cheerful when the going gets tough. Try to remember something fun you did, something great you had to eat, how awesome your best friend is, a really funny joke you know, and then the tough times might not seem so bad.

“Until our next pack meeting, I wish you a cheerful good night.”

◆ CLOSING

Sing “Cub Scout Vespers” or another song of your choosing. (See the Resources section for the lyrics.)

The preassigned den retires the flags.

RESOURCES

Cub Scout Vespers

Softly falls the light of day,

As our campfire fades away.

Silently each Cub should ask,

Have I done my daily task?

For my country done my best?

Prayed to God before I rest?

Helped a friend along the way?

Have I done my best today?

Indoor Scavenger Hunt

Provide one sheet for each Scout to fill out.

Find one item in the room for each letter in the word "Cheerful."

C _____
H _____
E _____
E _____
R _____
F _____
U _____
L _____

Find one item in the room for each letter in the word "Cheerful."

C _____
H _____
E _____
E _____
R _____
F _____
U _____
L _____

Find one item in the room for each letter in the word "Cheerful."

C _____
H _____
E _____
E _____
R _____
F _____
U _____
L _____



Set 3 - Cheerful



ABRACADABRA!

A SCOUT IS CHEERFUL. HOW DOES “ABRACADABRA!” RELATE TO THIS POINT OF THE SCOUT LAW?

Cub Scouts love to amaze and to be amazed. Discover the magic this month as your pack dazzles the audience and spreads cheer by sharing magic tricks.

NOTE TO CUBMASTER

Pack meetings are best when they are no longer 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

Set up tables or areas for the den adventure displays (see above), if applicable.

Be sure the following materials are available for the meeting:

- Flags for the flag ceremony
- Large posters of the Scout Oath and Scout Law displayed in the front of the room or a projection of the words onto a screen or the wall
- Materials for the gathering activity: one zippered storage bag for each boy, white school glue, water, food coloring (optional), borax powder, tablespoon for measuring
- Opening ceremony materials (or photos of the following): top hat, magic wand (or a painted dowel or the cardboard portion of a coat hanger), piece of rope, deck of cards, coin, scarf (like those magicians use), and cards with the parts to the flag ceremony printed for each boy to read
- Materials and preparation for selected audience participation skits (see Resources section of this plan)
- Rank advancement: top hat with the Tiger badges and Bobcat badges placed on top and hidden by cardstock; paper-towel tube painted like a magician's wand, with the Bear badges hidden inside; several colored scarves tied together (one for each boy getting the Webelos badge), tied together and placed in one pocket; and another rope of scarves placed in another pocket, with an Arrow of Light badge attached to each one
- Cards with each line for the closing ceremony, distributed to the den in advance to allow for preparation

◆ GATHERING

As Scouts and their families arrive, have them make slime—after all, slime is a magical solution that can be made easily. It is magical because it goes back and forth from acting as a liquid to acting as a solid. If the slime lays flat in the palm of your hand, it will act as a liquid and ooze all over. However, if you start to play with it and move it around, it begins to firm up and act as a solid until you let it rest again. (See the Resources section for a recipe.)

If you are unable to make slime where you meet due to concerns about mess or difficulty getting supplies, have your boys play Wobbling Bunnies as they arrive. (See the Resources for directions.)

◆ 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.

Magic Symbols

A preassigned den performs the “Magic Symbols” opening skit.

Cub Scout 1: *(Wearing a top hat)* “This top hat reminds many people of a magician, especially when a rabbit comes out!”

Cub Scout 2: *(Showing off a magic wand)* “The magic wand is an essential tool for a magician.”

Cub Scout 3: *(Holding a rope)* “Many magicians also use a rope to perform their tricks.”

Cub Scout 4: *(Showing off a deck of cards)* “Some of the most surprising magical tricks use only a deck of cards.”

Cub Scout 5: *(Showing off a coin in his palm)* “Even though it’s small, a coin can amaze an audience.”

Cub Scout 6: *(Holding up a scarf of the type used in magic acts)* “And sometimes a simple scarf can be used for a magic act!”

Cubmaster: “The boys have shown you some magical symbols, including a magician’s scarf. There is another piece of fabric that has special symbolism for all of us—our flag. Please stand and join me in the Pledge of Allegiance.”

◆ OPENING PRAYER

“Let us be thankful for all of the ‘magic’ that surrounds us each day: the wonders of nature; the love of our family, friends, and country; and, most of all, the magic that a positive attitude brings not only to ourselves but also 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 the activity here.

◆ AUDIENCE PARTICIPATION

To get your audience involved, have the boys and/or leaders do a magic trick or two, using audience members as helpers. Below are a few ideas.

Magic Balloon

Blow up a number of balloons. Then ask an assistant to give the balloons to people in the audience, saving one for yourself. Distribute pins to those people who received a balloon. Hold up the balloon you saved, wave your wand over it several times, and say a few silly magic words. Tell the audience that your balloon is now magic and—unlike an ordinary balloon—it cannot be popped. Have one audience member use the pin you provided to pop his or her balloon. Then, with great drama, stick your pin in your balloon. The balloon will not pop. Repeat this process with several other audience members, convincing the crowd that your balloon is, in fact, magic!

The secret: As you distribute the balloons, create enough distraction that you are able to attach several pieces of pre-cut clear tape to various spots on the magician’s balloon. The tape will prevent the pin from popping the balloon when inserted lightly in that spot. As with any trick, it is best to practice ahead of the performance.

Magic 1089 Audience Game

Materials: Slips of paper, pencils

Instructions:

1. Tell the audience that you are going to write down a number. Without letting the audience see, write “1089” on a slip of paper. Fold the paper, and place it on the table in plain view.
2. Then, ask a volunteer from the audience to write down any three-digit number that uses three different numerals. (For example, 999 or 747 would not work because numerals are repeated.)
3. Ask the person to reverse the number. (For example, 123 would become 321.)
4. Have the volunteer write the larger of the two numbers above the smaller number. Then, subtract the smaller number from the larger and write down the result.
5. If the new number has two digits, add a zero in front of the number. (For example, 25 would become 025.)
6. Reverse the new number, and write it below. Add this number to the one written down in step 4.
7. Unfold the paper on the table, and ask the audience if it matches their result.

Mind Reader Skit

A Cub Scout pretends to be a magician. He gives an audience member a piece of paper and asks that person to write a short message, fold the paper, and hand it to another member of the audience.

The magician then says, “I will write the same message on my paper,” and mimics deep concentration. After a moment, he writes the words “the same message” on another slip of paper and gives it to the person who is holding the first slip. He asks the person to open the first slip and read the spectator’s message. When he or she does, the magician says, “That’s right, I wrote *the same message*.” And he did!

The Magic Paper Skit

Magician: “Today I’m going to give this lucky audience member the chance to earn some money. (*The magician holds up a large sheet of paper.*) Please observe this sheet of magic paper. If you can tear this magic paper into four equal pieces, I will give you a quarter.”

Spectator: “That’s simple. (*The spectator takes the sheet of paper and folds it in half. He or she then folds it in half again and tears the paper along the folds.*) See? I made four equal pieces!”

Magician: “And here is your quarter.” (*The magician hands the spectator one of the squares.*)

Spectator: “You tricked me!”

Magician: “Yes, well, magicians know lots of tricks.”

The Secret Message Skit

Magician: “Write a secret message on this piece of paper, but do not show me the message.”

(*The spectator takes the paper and writes a message on it. The magician turns his back to the spectator.*)

Magician: “Now put the paper on the floor, and stand on it.”

Spectator: (*The spectator stands on the paper, with only one corner sticking out.*)

Magician: “I cannot see that message, but I know what is on the paper.”

Spectator: “You do not.”

Magician: “Magicians know everything.”

Spectator: “All right, if you’re so smart, tell me what is on the paper.”

Magician: “Your foot!”

◆ 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

The Surprised Magician

Equipment: Have the Cubmaster dress up like a magician using the following: top hat with Bobcat and Tiger badges hidden inside; Wolf badges slid up the Cubmaster’s sleeve; a decorated magic wand (from a paper-towel tube) with Bear badges rolled inside; several colored handkerchiefs with Webelos badges attached to each one.

Instructions:

This ceremony may take some practice on the part of the Cubmaster. The Bobcat badges can be taped inside the top hat. The Tiger badges can be attached to a miniature stuffed tiger or a picture of a tiger that is also secured and hidden inside the hat. Tie the hankies together at the corners, then fold them inside a pocket so that they can be pulled out one by one.

Cubmaster: “Ladies and gentlemen, tonight we have already seen magic performed. Now it is time for the Advancement Magic Show to recognize the Cub Scouts of our pack. The adventures these Scouts have completed to earn these awards, while magical, were in reality done with positive attitudes and lots and lots of hard work. Let the show begin!”

Have each Cub Scout come up individually with his family as his name is called, or call the entire den and all families at the same time. Then award the Scouts as the den stands together.

Bobcat: Say “Abracadabra!” while waving the wand carefully over the hat so that the badges hidden inside the wand and up your sleeve do not fall out. Then place the wand on the table. Wait a few seconds, then peer into the hat and look surprised. Reach in and pull out the Bobcat badges first. Read the name

of each Scout, and ask that he and his family come forward. Review the requirements that were completed for the Bobcat rank, present the badges, and congratulate the boys and their families.

Tiger: Carefully wave the wand again, and reach inside the hat for the Tiger badges. Review the adventures completed to earn the Tiger rank, and recognize the Tiger Scouts and their families.

Wolf: Show the now empty hat and look surprised. Say, “Is that all? I wonder what other magic might appear during the show?” While saying this, run the sleeve with the hidden Wolf badges over the hat and secretly let the badges slide into the hat. Then turn the hat over, letting the awards spill out onto the table as you say, “Surprise! Magic!” Review the adventures completed for the Wolf rank, and recognize the Wolf Scouts and their families.

Bear: Take the wand in hand and study it. Then, with a shake of the wand, let the Wolf badges fall out of the tube and say, “Surprise again!” Review the adventures completed for the Bear rank, and recognize the Bear Scouts and their families.

Webelos/Arrow of Light: Say, “All this excitement is making me perspire!” Reach into your pocket to pull out a handkerchief and wipe your brow, revealing the string of hankies with Webelos badges attached. Say, “And still more magic!” Then review the adventures completed for the Webelos Scout and Arrow of Light ranks, and award the badges to the Scouts and their families.

End the magic show with a group applause.

◆ CUBMASTER’S MINUTE

“Everybody loves a good magic trick. But magic doesn’t always need a poof of smoke or a fancy cape. Magic exists all around us in the simplest miracles of our world. A tiny bud sprouting through the earth, a toddler taking his first steps, a hug to cheer up a friend, or a beautiful sunset lighting up the sky—these are the everyday moments of magic that are so easy to miss. So let’s leave today’s meeting with the goal of noticing moments of magic every day.”

◆ CLOSING

The Magic of Cub Scouting

The preassigned den will present this closing. Divide text or add lines as needed to allow all members of the den to participate.”

Cub Scout 1: “Helping a young boy grow into a man—that’s magic.”

Cub Scout 2: “Teaching him to build things and seeing his confidence grow—that’s magic.”

Cub Scout 3: “Helping him discover the meaning of the Scout Oath and Scout Law in his own life—that’s magic.”

Cub Scout 4: “Watching as he faces challenges and grows in mind and body—that’s magic.”

Cub Scout 5: “Guiding him as he develops positive, lasting friendships with his Cub Scout den—that’s magic.”

Cub Scout 6: “Seeing his family beam with pride as they applaud his accomplishments—that’s magic.”

Adult leader: “As his Scouting leaders, we also beam with pride because we know he’s learning and growing inside. That’s Cub Scout magic.”

The preassigned den retires the flags.

RESOURCES

◆ GATHERING

Slime Recipe

Materials (per Scout):

- Zippered storage bag
- 1 tablespoon of water
- 1 tablespoon of white school glue
- 1 tablespoon of borax powder
- Food coloring (optional)
- Safety glasses and non-latex disposable gloves

Instructions:

1. Wearing safety glasses and gloves, put the glue and water in the plastic bag.
2. If you would like to make colored slime, add a few drops of food coloring.
3. Seal the bag and squeeze it gently to mix.
4. Open the bag, and add the borax powder. Reseal and gently squeeze the bag to mix the ingredients. Does the slime mixture feel different?

(Note: Keep your slime in the sealed plastic bag when not in use; otherwise, it will dry out quickly.)

Wobbling Bunnies Game

1. Have Cub Scouts crouch down and pretend to be rabbits, holding their hands up above their heads as rabbit ears.
2. At the signal, have them begin to hop and jump around the room or lawn.
3. When the leader calls “Abracadabra,” the Cub Scouts must freeze in place. Cub Scouts must stay frozen while the leader slowly counts to five.
4. Any “bunny” who wobbles or loses balance while the leader is counting is out.

Fun projects for kids that you can do from home

March 19, 2020 Michael Freeman Boys' Life, Cub Scouts 0 Comments



As public places, including many parks and campgrounds, are closing to help prevent the spread of COVID-19, you might be left scratching your head on what you and your kids can do.

Plenty!

As we've highlighted this week, Scouts can still **meet virtually** and **serve others**. They can also go on nature hikes around your neighborhood, develop a hobby (and **share them** with *Boys' Life!*), camp in the backyard, try out a new recipe, work in the garden or help with a home project.

Let's take a look at a few activities that would be perfect during this time we should limit group activities:

For Lions (Kindergarteners)

Kindergarten-age youth do best when they have structure and schedules. Keep it simple and routine. Here are a few fun activities to add to their schedule:

- Make bubble juice – blow bubbles and pop them. Make homemade bubble wands with yarn and straws.
- Put together a genius kit of miscellaneous items and make a gadget out of them. The gadget doesn't have to work; they can use their imagination to describe what it does.
- Make a container garden.
- Complete the Rumble in the Jungle Adventure. Play a game and choose an animal they would like to be and why.

For Tigers (First-graders)

Structure and schedules are best for first-graders, too. Ideally, this schedule is as close to what they would experience at school.

- Learn a magic trick.
- Spell your name using sign language.
- Create a secret code.
- Learn about your family history. Interview a grandparent or parent about what life was like when they were young and what were their parents like, and make a family tree.
- Observe the night sky. Identify two constellations.

For Wolves (Second-graders)

Second-graders are natural explorers. Create a list of home rules or expectations; allowing them to be part of the process can help chances they'll follow them.

- Make a clean room chart, and do the chores for at least one week.
- Talk about why it is important to stretch before and after exercising. Demonstrate proper warm-up movements and stretches before and after each activity that involves action.
- Select a seed, and plant it in a small container. Care for it for 30 days. Take a picture of your plant once each week.
- Grow a mold culture.

For Bears (Third-graders)

As with all elementary-aged youth, a schedule and routine can help maintain normalcy and give them confidence to try new things. Here are a few activities they can do:

- Create a cookbook, using at least five recipes that they could prepare with adult supervision.
- Make a marble obstacle course.
- Create a game using marbles, designing the rules of the game and sharing the game with a family member.
- Make static electricity by rubbing a balloon or a plastic or rubber comb against another material, such as fleece blanket or wool sweater.

For Webelos and Arrow of Light (Fourth- and fifth-graders)

Fourth- and fifth-graders are starting to become more independent and like to be part of making plans. At this age, you can have a discussion with them about the schedule and specific times things should happen and how much time should be allotted.

- Build a model of the solar system. Chart the distances between the planets so that the model is to scale.
- Put together a tool box with at least five tools. Describe what each tool is used for and how to properly use it.
- Learn how to plunge a toilet and how a plunger works.
- Show how to change a light bulb; learn about the difference in sizes, watts and measurements of brightness.
- Discuss chores that each family member does. Develop a list of at least three tasks you can do on a daily basis and do them for at least two weeks.

App access

Since you may have extra time on your hands, you and your Scout will have access to an entire year's worth of *Boys' Life* issues for free on the ***Boys' Life* app** for a limited time. From this month's issue on back, you can read about all the Scouting adventures, comics, jokes, how-to's and witticisms from Pedro the Mailburro on the app for **iOS** or **Android**.

More on BoysLife.org

For more ideas on fun stuff to do at home, check out these **25 activities** on the *Boys' Life* website. Also available on the site are **online games**, **stories**, **podcasts**, **quizzes** and more.

This might be a great time to encourage your Scout to enter **BL's 2020 "Say Yes to Reading!" Contest**. Scouts can read a fiction or nonfiction book, write a report and turn it in for a chance to win an Amazon gift card. Everyone who enters will get a cool free patch.

Amazing Science Tricks with Common Household Items

By Michio Goto

Illustrations by Fred Schrier



Using common objects around the house, you can demonstrate cool scientific laws. Here's how:

Keeping Water Separate

Fill two identical glasses with water. Add two tablespoons of salt to the water in one glass and stir well. Add a few drops of food coloring to the water in the other glass.



Cover the glass containing the colored water with a sheet of paper, turn it upside down and place it on top of the glass containing salt water. (Be sure to do this trick over a saucer or bowl.)

Gently pull the paper out from between the glasses. The colored water and the salt water will remain separate.

How Does It Work?

Salt water is heavier than colored water, so the two stay separate as long as the boundary between them isn't disturbed. Try turning the two glasses over, though. The heavier salt water will now be on top, so it will flow down and mix with the colored water.



A Can That Can “Walk”

Place an empty aluminum can on its side on the floor. Blow up a balloon and tie a knot in the end. Rub a tissue back and forth on the balloon.

When you put the balloon near the can, the can will start rolling toward the balloon.



How Does It Work?

When you rub the balloon with a tissue, the balloon gets a negative electric charge of several thousand volts. When you put the balloon near the can, electrostatic induction affects the molecules in the metal. The outside of the can gets a positive charge, so it is drawn toward the balloon and starts rolling in that direction.

A Candle That Sucks Water

Place a candle upright in the middle of a saucer. Fill the saucer with water. Light the candle. Place a glass over the candle. When the flame goes out, the water in the saucer will get sucked into the glass.



How Does It Work?

When the candle is burning inside the glass, the heat makes the air expand, so some of the air escapes outside the glass. The candle goes out after it uses up all the oxygen, so the air inside the glass cools. As it cools, the pressure inside the glass drops. Some of the carbon dioxide formed by the flame dissolves in the water as well, decreasing the pressure even more. The water outside the glass on the saucer is forced into the glass by the higher air pressure outside.



A Flying Trash Bag

Hold the mouth of a black trash bag in one hand. Use a hair dryer to blow hot air into the bag.

Seal the mouth of the bag with tape. Tie a long piece of string around the tape so you can hold it. Take the bag out into the sun. The bag will rise slowly into the air. (It's best to do this trick in an open area on a windless day.)



How Does It Work?

Since the bag is black, it absorbs heat from the sun. That heat makes the air inside the bag expand and become lighter. When the bag and the air inside are lighter than the surrounding air, the bag starts to rise.



Bending Light Through Water

Punch a hole in a clear plastic bottle two inches from the bottom. Put your finger over the hole, fill the bottle with water and cap it to keep it from draining out.

Darken the room and cover part of a flashlight with your fingers to make the beam narrower. When you take the cap off the bottle, the water will flow out in an arc. Shine the flashlight at the stream from the side of the bottle opposite the hole. The light will bend with the arc and create a bright glow where the water hits the sink.



How Does It Work?

When the light in the stream strikes the boundary between the water and air, much of the light is reflected back into the stream. The light continues this internal reflection all along the arc formed by the falling water. The same principle is used to transmit light signals through flexible optical fibers.



Reading Through an Envelope

With a black felt-tip pen, write a three-letter word in large letters on a white piece of paper. Place the paper in a brown envelope, and insert that envelope into a white envelope. The writing on the paper should now be impossible to read.

Get a piece of dark construction paper or tear out a page from a magazine that is printed on both sides. Roll up the paper into a four-inch-long tube. When you hold the tube against the envelope, you'll be able to read the writing inside.



How Does It Work?

Usually you can't read the writing inside an envelope because of the light reflected off the envelope's white surface. But the tube blocks that reflected light, so you see only the light coming through the envelope.



Egg Into Bottle

Find a glass bottle that has a mouth slightly smaller in diameter than an egg. Pour some hot water into the bottle (be careful!), shake it vigorously and empty the water.

Peel a soft-boiled egg and place it on the mouth of the bottle. Leave it there for a while and it will get sucked inside.



How Does It Work?

The vapor from the hot water drives the air out of the bottle. Once the egg seals the top of the bottle, the air can't get back in. As the water vapor cools, it turns back into water, causing the pressure inside the bottle to drop. The higher pressure of the outside air pushes the egg into the bottle.



Toothpick Torpedo

Dab a little shampoo on the blunt end of a wooden toothpick.

Drop the toothpick in a pan of water. The toothpick will start moving in the direction of the sharp end.



How Does It Work?

Shampoo contains the surface tension shampoo on the end dissolves, it reduces tension around it, water's hold on that



The water around the other end of the toothpick still has surface tension, so it pulls the toothpick in that direction.

agents that reduce of liquids. As the of the toothpick the water's surface thus releasing the end of the toothpick.

To learn more amazing science tricks, check out the book "Amazing Science Tricks" by Michio Goto

Fun 30 Day Cub Scout Challenge to Complete at Home

Take the 30 day Cub Scout challenge! Work on both required and elective adventures from your home. Get calendars for Lions, Wolves, Bears, and Webelos and Arrows of Light.



I have a cool 30 day Cub Scout challenge to share with you! These activities are perfect to do while you're at home with your Scouts.

What is the 30 Day Cub Scout Challenge?

The Cub Scout challenge is a way to keep our Cub Scouts involved and motivated when they're out of school and Scouting activities are postponed.

There is a challenge for each rank.

- Lions
- Tigers
- Wolves
- Bears
- Webelos and Arrow of Light (they're combined like their handbook is)

The creator of these printable calendars selected between 6 and 10 adventures (some required and some elective). Then they picked activities from the adventures and put one on each day of the month for 30 days.

30 Days & 30 Activities

Your Cub Scout can complete the activity for the day and mark it off on the calendar.

When your Cub Scout den meets again, have your Scout show their completed calendar to their den leader so he or she can sign off on the activities in their books.

Just following the calendar won't allow the Scouts to complete most of the adventures. If the remaining requirements can be safely done, have your Scout finish them and write it on the calendar.

31 Day Cub Scout Lego Calendar

Here is a super cool Lego challenge calendar for Cub Scouts! Kids use each of the 31 Cub Scout-related prompts to design and build a Lego creation.

Click this link to find out about and download the [31 day Cub Scout Lego calendar](#) from That Brick Life

I hope these fun activities will help keep your Scouts busy and engaged!

Yours in Scouting,

30 Day Lion Challenge



Help your Lion keep their skills sharp by taking on our 30-day challenge with activities to help with adventure and elective requirements!

Week 1 – Lion’s Honor and Fun on the Run Week 2 – Animal Kingdom and Mountain Lion
 Week 3 – King of the Jungle and I’ll Do It Myself Week 4 – Gizmos and Gadgets and Build it Up, Knock it Down
 Week 5 – On Your Mark and Rumble in the Jungle

		1	2	3	4	5
		Show good sportsmanship! Play a board game with your family.	Practice your Cub Scout salute.	Make a nutritious snack to share. What makes it healthy?	Repeat the Cub Scout motto. What does it mean?	Get moving! Show three different exercises, then try a new one!
6	7	8	9	10	11	12
Family discussion – What can you do in an emergency?	Make a thank you card for your local hospital, fire, or police department	Turn off lights when not in use. Can you do this the rest of the month?	Go for a family walk. How can you respect nature while outside?	Family discussion – what should you do if you get lost while outdoors?	Make a list of items needed for a camping trip. Pack what you can.	Build a blanket fort and practice and practice camping. Did your list help?
13	14	15	16	17	18	19
Draw a picture of what a leader looks like. Share with your family.	Set the table for every meal	Practice tying your shoes	Family discussion – what is a good citizen?	Help make a checklist of your morning routine. Can you do any by yourself?	Watch a flag ceremony online. Why are people so careful with the flag?	Pick out your outfits for the next 3 days.
20	21	22	23	24	25	26
Explore motion. Build a ramp for a toy car and see how far it can go!	Build a tower out of blocks. How high can you make it?	Build a tower of blocks. Push it over gently. Then hard. Which one sent the blocks further?	Build a tower out of something not blocks. Was it easy? Hard? Why?	Using everyday objects, build something that can help people. *	Family discussion – can people be built up? Knocked down? How so?	Build a ramp. Launch toy cars of different weights. Which ones go further?
27	28	29	30			
Create a new game. What are the rules? Try it out with your family!	Draw a picture of your favorite jungle animal. Why is it your favorite?	Make a (safe) obstacle course outside. How fast can you go?	Pretend to be your favorite jungle animals. How do they move? Roar?			

*Objects can include toilet paper tubes, storage containers, LEGOs, pencils, paper – just about anything!

30 Day Tiger Challenge

Help your Tiger keep their skills sharp by taking on our 30-day challenge with activities to help with adventure and elective requirements!

Weeks 1 and 2 – Games Tigers Play, My Tiger Jungle, and Tiger Bites

Week 3 – Family Stories, Floats and Boats

Weeks 4 and 5 – Sky's the Limit...Safe and Smart



			1	2	3	4	5
			Show good sportsmanship! Play a board game with your family.	Make up a new game. What are the rules? Play it with your family.	Make a nutritious snack to share. What makes it healthy?	Watch a new sport online you've never seen. Which sport did you pick?	Go for a walk outside. Take in nature using your 5 senses. What did you notice?
6	7	8	9	10	11	12	
Go in your backyard. Make a list of everything you see.	Go bird watching out your window. Draw 2 different birds you see.	Make a thank you card for local doctors, nurses, police, or firefighters.	Make a birdhouse out of household items. What birds can fit in your house? *	Family discussion – learn about good food choices and how to pick healthy meals.	Make a poster explaining the difference between fruits and vegetables.	With your family, pick a job to help your family at mealtime. Do it for the next 4 meals.	
13	14	15	16	17	18	19	
Family discussion – what are some of your family's traditions, history, and culture?	Create a family crest. Include what you think makes your family special!	Call a grandparent or other relative. Learn what life was like when they were kids.	With your parents' help, create a family tree.	Learn about and draw 5 different types of boats. Where can each type be found?	Build your own boat with recycled materials and float it on water. *	Practice the SCOUT water safety chant.	
20	21	22	23	24	25	26	
Memorize your address and recite it to your family.	Memorize two emergency phone numbers and recite them to your family.	Show you can stop, drop, and roll.	Make a fire escape plan and practice with your family.	Go outside and observe the night sky.	Research two astronauts who were Scouts.	Visit a science museum or observatory online.	
27	28	29	30				
Find the smoke detectors in your home and check the batteries.	Looking at the night sky, create and name your own constellation.	Show how to safely roll someone else in a blanket to put out a fire.	Learn how 2 constellations got their name and find them in the sky.				

*Objects can include toilet paper tubes, storage containers, LEGOs, pencils, paper – just about anything!

30 Day Wolf Challenge

Help your Wolf keep their skills sharp by taking on our 30-day challenge with activities to help with adventure and elective requirements!



Week 1 – Paws on the Path

Week 3 – Cubs who Care and Motor Away

Week 2 – Running with the Pack

Week 4 – Code of the Wolf

Week 5 – Hometown Heroes

			1	2	3	4	5
		Plan a one-mile hike/walk. Make a list of the Cub Scout 6 Essentials and pack.	Family discussion – what is the buddy system, and what should you do if separated outside	Watch the weather forecast for the weekend. Plan clothing for Saturday.	Name two birds, animals, and insects that live in your area. How did you identify them?	Go on your one-mile walk/hike! Look for any of the animals you listed.	
6	7	8	9	10	11	12	
Play catch with a family member, getting further apart as you play.	Balance as you walk forwards, backwards, and sideways.	Show your agility by demonstrating a front roll, back roll, and frog stand.	Play a board game with your family and show good sportsmanship.	Kangaroo hop, frog leap, inchworm walk, and crab walk outside.	Help plan a healthy meal with your family, then help cook it!	Watch a new sport online with your family.	
13	14	15	16	17	18	19	
Learn about a sport that has been adapted for wheelchairs. Watch a game online.	Draw a picture, then try it blindfolded. How did it turn out?	Family discussion – what is an “invisible disability”?	Try trying your shoes or using a fork while wearing mittens. Discuss with your family.	Fold and test 3 different paper airplane designs. Which went furthest? Why?	Build and test a paper airplane catapult using household items. *	Create two different model boats with different shapes and test them. *	
20	21	22	23	24	25	26	
Make a rain gauge and set it up outside. Measure the water when it rains next.	Play Go Fish with your family.	Go on a walk and identify 3 shapes you see in nature.	Create a secret code using numbers. Can anyone figure it out?	Create a code stick to create and decode a message.	Measure the height of your family members. See who takes the most steps to get to 100 feet.	Play a game that requires math to keep score. (Yahtzee, Scrabble, etc)	
27	28	29	30				
Family discussion – What is a hero? Give an example and say why.	Make a thank you card for the nurses and doctors of your local hospital.	Create a thank you card for your local police and fire departments.	Find an online tour of a police or fire station with a parent/guardian.				

*Objects can include toilet paper tubes, storage containers, LEGOs, pencils, paper, straws – just about anything!

30 Day Bear Challenge

Help your Bear keep their skills sharp by taking on our 30-day challenge with activities to help with adventure and elective requirements!



Week 1 – Fur, Feathers, and Ferns

Week 3 – Super Science, Roaring Laughter

Week 2 – Paws for Action, Robotics

Week 4 – Bear Picnic Basket, Beat of the Drum

Week 5 – Critter Care

		1	2	3	4	5
		Go on a one-mile walk or hike. Identify 6 signs of any animals, insects, or birds.	Take an online zoo or nature center tour. Describe what you learned to your family.	Observe wildlife out your window and describe what you saw with your family.	Draw a picture of a plant in your yard, then look with a magnifying glass and draw again.	Name an animal that has become extinct in the past 100 years and research why.
6	7	8	9	10	11	12
Hang up or draw and hang an American flag at your house.	Learn about two famous Americans. Draw a poster for each showing what you learned.	Make a list of emergency phone numbers. Show your family you can call for emergency help.	With your family, create and practice fire and tornado emergency plans.	Build a robot hand with string, straws, and sticks. How does it compare to a human hand?	Build your own robot using household items. *	Explore places that use robots online. What type of robots do you see?
13	14	15	16	17	18	19
Make static electricity by rubbing a balloon against different materials.	Create your own sink or float investigation. Explain what you learned.	Make marble milk. Put drops of food coloring in a plate of milk, then drop dish soap in the middle.	Family discussion – what makes you laugh? Make a list!	Make a Mad Lib! Take nouns, verbs, adjectives, and adverbs out of a story; add your own.	Play a game that makes you laugh with your family.	Ask your family members for their favorite joke and share yours with them.
20	21	22	23	24	25	26
With a family member, select and help cook a meal. Clean up after.	Create your own Bear cookbook with at least 5 recipes you can make on your own	Prepare and serve a nutritious snack for your family. Explain what makes it healthy.	Learn about lowan Native Americans online. Share with your family.	Create your own Native American legend in a story or diorama.	Make your own dreamcatcher. Hang it in your room.	Watch Native American dancing online. Can you dance like that?
27	28	29	30			
Research a pet you would like to have. Present a report to your family	Learn 3 ways animals help people. Make a poster and share.	Have a pet? Make a care checklist and use for 2 weeks.	Learn what careers involve animal care. What education is needed?			

*Objects can include toilet paper tubes, storage containers, LEGOs, pencils, paper – just about anything!

30 Day Webelos Challenge

Help your Webelos keep their skills sharp by taking on our 30-day challenge with activities to help with adventure and elective requirements!



Week 1 – Stronger, Faster, Higher

Week 2 – Art Explosion

Week 3 – Build My Own Hero, Aware and Care

Week 4 – Project Family, Maestro!

Week 5 – Cast Iron Chef

			1	2	3	4	5
			1	2	3	4	5
6	7	8	9	10	11	12	
13	14	15	16	17	18	19	
20	21	22	23	24	25	26	
27	28	29	30				

31 Day Cub Scout LEGO Calendar

DAY 1 You want the fastest Pinewood Derby Car! Get building!	DAY 2 Everyone loves a campfire.	DAY 3 Time to get your tent set up.	DAY 4 Create something that represents the Bear.	DAY 5 Show me your scout sign! 	DAY 6 Scouts have a duty to their country. Create a flag.	DAY 7 Let's go for a hike. Grab your boots!
DAY 8 Don't forget your neckerchief slide!	DAY 9 Every scout needs a buddy! Make a Mimifig Cub Scout.	DAY 10 A water bottle is one of the six essentials.	DAY 11 On your hike, leave only footprints and take only pictures.	DAY 12 Create something that represents the Lion.	DAY 13 Shooting Sports is always a camp favorite.	DAY 14 Whistles are for emergencies only!
DAY 15 You'll need sun protection for today's adventure.	DAY 16 Create something that represents the Tiger.	DAY 17 Can your boat finish first at the raingutter regatta?	DAY 18 A first aid kit is one of the six essentials.	DAY 19 You're orienteering today. Bring the compass.	DAY 20 What kind of food do you bring on the trail?	DAY 21 Create something that represents the Webelos.
DAY 22 Every scout needs a flashlight.	DAY 23 You'll need a backpack for this outing.	DAY 24 A scout is reverent. How do you show reverence?	DAY 25 Today is the Space Derby. Get the rocket ready.	DAY 26 Cub Scouts love popcorn!	DAY 27 Create something that represents the Wolf.	DAY 28 Can you raise the most money at the cake auction?
DAY 29 It's time for crossover and your pack needs a bridge.	DAY 30 Every campfire needs s'mores!	DAY 31 Show me your pack #.	<p>Follow the instructions for each day. The only rule is to have fun.</p> 			

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