

What great adventures come in books? Let's discover some this month. Visit the library and learn to navigate your way through the computerized catalog, down the aisles of many adventures, and to an adventure of your own choice. Sign up for your library card while on your visit. Create your own outdoor epic adventure on a hike, on a campout, or maybe at a ball field or park. Make a costume for a character from your favorite story. At the pack meeting, the boys can perform some of their favorite stories and share their adventures with the pack. Take part in Pedro's "Say Yes to Reading" program in *Boys' Life*. This might also be a good month to work on the Communication or Computer belt loop and pin. Encourage the boys to have the courage to search for, discover, and share adventure this month.

PACK PLANNING

This is the perfect month for everyone to dress up as a favorite character from a book. Be sure to emphasize the positive atmosphere of Cub Scouting while creating and sending home guidelines for costumes. (See chapter 3 of the *Cub Scout Leader Book* for more information on Cub Scouting: A Positive Place.) Appoint the following committees:

Decorations Committee. Create book-shaped posters featuring "Books Never Written" from the Think and Grin section of *Boys' Life*.

Program Committee. Help create the Whodunit book for the advancement ceremony. Provide participation prizes for those who wear costumes. Prepare a display of activities from *Cub Scouting's BSA Family Activity Book* to show at the pack meeting (3 OCT).

Welcoming Committee. Create and distribute book-shaped name tags. Welcome new families and introduce them to others. Create and distribute small blank books for the Create a Story gathering activity.

Some of the purposes of Cub Scouting developed through this month's theme include:

- **Fun and adventure.** Boys find new places to explore and new things to do as they discover what books have to offer.
- **Spiritual growth.** Boys can read and share adventures found in the books of their faith.

This theme is designed to promote character development by emphasizing these core values:

- **Courage.** Boys can be inspired by the courage of others as they share stories in books.
- **Positive Attitude.** Read the story of "The Little Engine That Could." Use his positive "I think I can, I think I can" attitude to guide your life.

MEMBERSHIP MOMENT

This month Cub Scouts will be encouraged to dress as characters from books, so what a great time for a costume party! Have boys send invitations to their friends, asking them to attend with their parents, dressed as their own favorite character. As part of the pack meeting program, have a costume contest for guests, being sure to have a recognition ribbon for all who participate. Send home information with parents of guests about how families can join Scouting.

Pack Meeting

BEFORE THE MEETING

Set up chairs and tables if needed for den demonstrations. Create a space to serve as a "stage" for skits or puppet shows. The decorations committee hangs up posters they have created.

GATHERING

As families arrive, greeters from the welcoming committee distribute book-shaped name tags to each family member. Greeters also distribute and explain the Create a Story books and encourage each family to participate in the story-writing activity.

MAIN PART OF THE MEETING

Opening

A Cub Scout den presents The Adventure of Our Country opening ceremony (2

OCT) or a different ceremony from *Cub Scout Ceremonies for Dens and Packs*.

Prayer

A preselected boy shares the Help Us to Learn prayer (2 OCT).

Icebreaker

Get everyone involved in the Trip to the Library audience participation (2 OCT).

Welcome and Introductions

The Cubmaster, who may be dressed as a famous character from a book, welcomes all the "characters" to the pack meeting. Introduce new families to the pack. The Cubmaster leads a parade around the room of all who came in costume.

Song

The pack song leader leads "Read, Read, Read a Book" or "Here's a Book" (2-3 OCT).

Den Demonstrations

Dens perform skits based on their favorite books. Dens can report on field trips to the library or show creations from den meetings.

Games

Moms, dads, sisters, and brothers all join with the Cub Scouts playing Return Books to the Library or Reading Relay (3 OCT).

Recognition

The program committee presents participation awards to everyone who came in costume. The Cubmaster and den leaders conduct the Whodunit advancement ceremony (3 OCT). Or select a different ceremony from *Cub Scout Ceremonies for Dens and Packs*.

Announcements

A committee member enters holding a bouquet of flowers to introduce November's theme, Seeds of Kindness. Review the date, time, and location for

December's pack meeting. Highlight the pack display regarding the BSA Family Award and invite all pack members to pursue earning this award.

Cubmaster's Minute

The Cubmaster shares the Pure Enjoyment Cubmaster's Minute (3 OCT).

Closing

Six Cub Scouts help close the pack meeting with the Close the Book closing ceremony (4 OCT). Or choose a different ceremony from *Cub Scout Ceremonies for Dens and Packs*.

Cubmaster Corner

STORYTELLING

Storytelling goes hand in hand with adventures found in books. Develop your storytelling skills and have a few stories ready to share around the campfire, or when there is time to fill at any pack meeting. Storytelling techniques can add pizzazz to ceremonies, audience participation stunts, and Cubmaster's Minutes. The *Cub Scout Leader How-To Book* has plenty of suggestions to help you learn more.

Ceremonies, Games, Songs, Stunts

GATHERING ACTIVITY: CREATE A STORY

Materials: For each family, a small blank book (inexpensive notebook or several sheets of paper stapled together) with a story starter written on the first page; pens or pencils

Provide each family with a blank book. On the first page of each book, have a story starter such as "It was a dark and stormy night. Suddenly ..." or "If I'd known what was going to happen, I never would have opened the door." Let each family continue the story to create their own book. Throughout the pack meeting, invite families to share their stories with the pack. It's OK if they don't finish. They can take it home and finish the story as a fun family time.

OPENING CEREMONY: THE ADVENTURE OF OUR COUNTRY

Equipment: U.S. flag, flag stand

CUB SCOUT 1: Open up a book and read the adventure of our country.

CUB SCOUT 2: The courage of the first settlers as they crossed the ocean.

CUB SCOUT 3: The Declaration of Independence—"life, liberty, and the pursuit of happiness."

CUB SCOUT 4: The Constitution—"We the people of the United States ..."

CUB SCOUT 5: The wars and struggles to make and keep us free.

CUB SCOUT 6: The pioneers who moved westward to new frontiers.

CUB SCOUT 7: The great inventions—the lightbulb, the airplane, the television.

CUB SCOUT 8: Please join us as we salute the flag, the symbol of the great adventure that is our country. (*Present and post colors, say Pledge of Allegiance.*)

PRAYER: HELP US TO LEARN

Help us to learn from the words and ideas of others that we find as we read the great adventures in books. Let us share this gift with our friends and families. Amen.

ICEBREAKER: A TRIP TO THE LIBRARY

Divide the audience into six groups. Each group is assigned a word and its corresponding "sound" or saying. When the word is read, the group responds with their sound or saying. For added fun, assign den chiefs to do sound effects for the hoof beats, the race cars, and the volcano in the story.

LIBRARY: "Books, books, books!"

BOOK or BOOKS: "Read, read, read!"

DARK: "Turn on the lights!"

OPEN: "Squeeeeeeeak!"

CLOSE: "Slam!"

QUIET: "Shhhhhh!"

Today, our Cub Scout den is visiting the LIBRARY. Let's OPEN the door and go in. Where are all the BOOKS? I can't see any BOOKS—it's so DARK in here. Let's go this way. Maybe we can find some BOOKS over here. Why is it so DARK? Don't you know you shouldn't read in the DARK? It will hurt your eyes! Hey, I found a table. Let's sit down and maybe the lights will be back on in a minute.

Look, I have a flashlight right here on my belt. Now we can look at these BOOKS without hurting our eyes.

Here, OPEN this one: *Way Out in the Old West*. "Hey, pardner! Get out of the way. It's a stampede!" Who said that? What's that noise? Hoof beats! They're getting closer and closer, and louder and louder. Quick, CLOSE the BOOK and hide. What happened? It's so QUIET in here. Where did all the cattle go?

Let's OPEN this one: *Battle for the Brickyard*. "Gentlemen, start your engines!" Who said that? What engines? We're in a LIBRARY, not the Indianapolis 500. What's that racket? Vroom, vroom, VRRRRRROOOOM. Race cars! They're getting louder and louder and closer and closer. Quick, CLOSE the BOOK and hide. What happened? It's so QUIET in here. Where did all the race cars go?

OK, let's try this one: *Vacations Among the Volcanoes*. OPEN it up. "Watch out! It's gonna blow!" Who said that? What's that rumble? It's getting louder and louder. KABOOOOOOM! Oh no, the volcano is erupting! Rocks are shooting up in the air; hot lava is bursting from the ground. Quick, CLOSE the BOOK and hide. What happened? It's so QUIET in here. Where did the volcano go?

Whew. That's enough adventure for me. Hey, the lights are back on. Let's see what other fun we can OPEN up at this LIBRARY!

SONGS

Read, Read, Read a Book

Tune: Row, Row, Row Your Boat

Read, read, read a book.

Exercise your mind.
Fat books, tall books,
Thin or small books:
Adventure you will find.
Be a knight of old,
Dressed in shiny armor.
Be a high-flyin' astronaut,
And chase a meteor.
Be a wizard bold,
Mixing magic potions.
Be a speedy soccer star,
And keep the ball in motion.
Repeat first verse.

Here's a Book

Tune: Bingo

Here's a book that you can read,
And learn some great new stuff.

R—E—A—D, READ!

R—E—A—D, READ!

R—E—A—D, READ!

And learn some great new stuff.

2nd time: *Clap—E—A—D, READ!*

3rd time: *Clap—Clap—A—D, READ!*

4th time: *Clap—Clap—Clap—D, READ!*

5th time: *Clap—Clap—Clap—Clap,*

READ!

6th time: *Clap—Clap—Clap—Clap—CLAP!*

ADVANCEMENT CEREMONY: WHODUNIT

Equipment: A large book with poster board or cardboard covers titled “Whodunit in Pack ____.” Pages of the book can be made from butcher paper or poster board. Make sure the book can open easily and the pages lie flat so the audience can read them. Each boy receiving an award will have one page documenting (in large letters or pictures) what he did to earn the award. You can't tell everything; hit the high points. The next page has his name and/or picture. Place awards in small plastic bags and attach to that page. The last page of the book should read: “The end ... or is it? Just wait until next month!” Have a large easel to hold the book, a flashlight, and an optional “sleuth” costume of trench coat and hat.

(Room is dark.) CUBMASTER: This month, we've learned that books can take us on adventures. Just think about it—science fiction shows us glimpses of future times and space, historical fiction shows us what could have happened in history, biographies tell us about true

acts of courage that made a difference. One of the most popular types of books is the mystery, also known as the “whodunit.” In it, we look for clues so we can find who did the dastardly deed. Why did they do it? How did they do it?

(Turn on flashlight; shine it up from below chin to cast eerie shadow on face.) I'm Sherlock Shmedlock, and I'll be your guide tonight to solve the mystery of “Whodunit in Pack ____.” *(Shine flashlight around room, being careful to avoid peoples' eyes, until the beam comes to rest on large book on easel at the front of the room.)*

Aha! I have found a large clue! Let's take a look at it. *(Shine light on cover and read:)* “Whodunit in Pack ____.” I'll say! This is a huge clue! Turn on the lights so we can see what adventures this book contains. *(Lights come on.)*

You know, every good sleuth has a trusted assistant. Tonight I will need several assistants from the audience. Will the Tiger Cub den leader please come forward? Now, help me open the book and see what clues we can find here. *(Tiger Cub den leader and Cubmaster open the book and reveal clues written on first page. Start with Tiger Cubs who are receiving Bobcat badge.)* This is a real mystery. Can anyone tell me whodunit? *(Audience answers. Tiger Cub den leader turns page to reveal name of boy being honored. Boy and his family come forward as Cubmaster presents award.)*

(Continue through all ranks, with the appropriate den leaders assisting as needed.) Well, it seems you are experts at solving the mystery of “Whodunit in Pack ____.” Let's give all of our honorees a special applause for a job well done. I'll yell out “Whodunit?” and you jump up, point to our honorees, and shout “You! You! You! Good job!”

(This applause can be written on a page of the book, if desired. After applause, turn to last page and read:) “The end. Or is it? Just wait until next month!” This is Sherlock Shmedlock wishing you great adventures in books and Scouting! Good night. *(Exit.)*

GAMES

Return Books to the Library

Equipment: Eight to 10 books for each relay team. Use different shapes and sizes,

paperbacks, hardbacks, magazines, etc. (Books from yard sales or thrift stores work for this; don't ruin any of your own.)

Form relay teams. Each team lines up, leaving about an arm's length between players. The pile of books is placed at the front of the line. At the signal “Return,” the first player picks up a book and passes it behind him to the next player. He can pass it any way he likes (over the shoulder, between the legs, around the waist), but he cannot turn around. Every Cub Scout in a line must touch each book as it passes to the last player. When the book reaches the end of the line, the last player places the book behind him and yells, “Book returned!” Only then can the first player grab a new book and restart the process. The first team to get all its books back to the library is the winner.

Reading Relay

Equipment: A small notebook for each team, prepared before the meeting with different actions written individually on six to eight of the pages. Some ideas for actions: “Cluck and flap like a chicken,” “Take giant steps,” “Run backward,” “Fly like an airplane.” The notebooks may have the same actions for each team, but written on different pages so each team does a different action as they race.

Form relay teams. Establish a starting line and a turning point. Give the first player in each team a notebook. On signal, the first player opens the notebook, reads the action, races to the turning point, and returns, doing the action as he races along. He gives the notebook to the next player, who reads the action on page two, races to the turning point, and returns while doing the action. The first team to complete its book is the winner.

CUBMASTER'S MINUTE: PURE ENJOYMENT

We use books every day in school to learn about math and science and history. We use books to complete our achievements in Scouting. We use books to learn more about our faith. My challenge to you this month is to read for the pure enjoyment of reading. Find a book that will take you to another time or another place. It could be the future, the past, or right now. Find a

great adventure that you never want to end. Scouting's founder, Lord Baden-Powell, told leaders that "If you can hand on something of the love of books to your Scouts, you will be giving them friends which will never fail them." I hope you can find these friends now and throughout your life. Share them with all you meet.

CLOSING CEREMONY: CLOSE THE BOOK

CUB SCOUT 1: It's time to close the book on another pack meeting.

CUB SCOUT 2: The chapter full of fun we had this month.

CUB SCOUT 3: The chapter sharing our achievements and advancements.

CUB SCOUT 4: The chapter full of songs and games.

CUB SCOUT 5: The chapter full of friends, families, and fellow Cub Scouts.

CUB SCOUT 6: May you open many great books as you go on through Scouting.

ALL: Good night and good reading!

October Pack Program Page: Adventures in Books

ACADEMICS AND SPORTS PROGRAM

Cub Scout Academics

Communication. The written word is only one form of communication. Cub Scouts can explore the Communication belt loop and pin requirements for more information on using the library, keeping a journal, and learning about sign language.

Cub Scout Sports

Soccer. Cub Scouts are active, and the game of soccer is one that requires plenty of activity and knowledge of skills. Cub Scouts will benefit in many ways from earning the Soccer belt loop or pin.

FAMILY ACTIVITY

While earning the BSA Family Award, families benefit from such activities as playing games, having conversations, and attending events together. The Communicating section of *Cub Scouting's BSA Family Activity Book* has suggestions of simple activities that foster effective listening. Prepare a display to show at the pack meeting. Explain the requirements for the BSA Family Award and highlight fun activities from the book.

DID YOU KNOW?

Take part in Pedro's "Say Yes to Reading" contest. Everyone who enters gets a free patch, that can be worn on the uniform shirt right pocket. The contest is open to all *Boys' Life* readers. Be sure to include name, address, age, and grade on the entry. To review the current topic, sign on through www.scouting.org and *Boys' Life* magazine. Send your report, along with a business-size, self-addressed, stamped envelope, to:

Boys' Life Reading Contest, S306
P.O. Box 152079
Irving, TX 75015-2079

GOOD TURN FOR AMERICA

Why not adopt a local homeless shelter and tie this in with the theme Adventures in Books? Conduct a book drive and contribute the books to such a facility.

BSA RESOURCES HIGHLIGHT

Cub Scout Leader Book (No. 33221). This book will answer all of your questions about Cub Scouting. Want to know how to organize your den activities? Curious about policies? Need information on pack program planning? It's all in there. Use this valuable resource to find details on planning a great program for your Cub Scouts.

PACK LEADERS' PLANNING MEETING

Pack leaders meet one to two weeks before the October pack meeting to coordinate all elements of the meeting and outline den and pack activities for the November pack meeting.

Remind everyone that costumes will be worn to the pack meeting. Ask den leaders to remind their families and stress that a written reminder will encourage everyone's participation.

Many Bobcat badges may be awarded this month. Be sure that each boy gets his "moment in the spotlight." Focus the ceremony on the boys, their accomplishments, and the support of their parents.

Coordinate the contributions by the different dens. Find out what each den plans to contribute so that the program can be varied and you can avoid duplications.

Discuss the November pack meeting. Finalize the pack's Good Turns for the next few months.

Remind all den leaders to provide a den adults' meeting for their parents. A den newsletter can keep parents informed of den outings and accomplishments as well as remind parents to

sign achievements and electives completed from the boys' handbooks.

The pack trainer conducts Unit Leadership Enhancement No. 3, Character Development. You could also choose another topic. This and other topics may be found in the *Cub Scout Leader Book*. Select a topic for next month's pack leaders' planning meeting.

LOOKING AHEAD

Seeds of Kindness is the theme for next month. Have an appropriate service opportunity for pack members and report time spent on the service to GoodTurnforAmerica.org.

Webelos Scouts are participating with local troops on outings at this time of year and can share their experiences with these events at the pack meeting.

PACK TRAINER HIGHLIGHTS

Review the training status of all new den leaders. Announce dates, times, and locations of upcoming basic leader training opportunities. Ensure that all leaders are aware of the date, time, and location of the local Cub Scout roundtable.

Share opportunities for additional training such as powwow, University of Scouting, or BALOO (Basic Adult Leader Outdoor Orientation) course. Webelos den leaders should attend Outdoor Leader Skills for Webelos Leaders training.

OUTDOOR IDEAS FOR EVERYONE

Tiger Cubs. Go to a pumpkin patch and select a pumpkin for decorating.

Wolf Cub Scouts. Play a game of soccer as a den.

Bear Cub Scouts. Plan a hike. Many different hikes are described in the *Cub Scout Leader How-To Book*.

Webelos Scouts. As a den, attend a Webelos-ree in your council.

Adventures in Books: Tiger Cub Den Meetings

Each Tiger Cub and his adult partner should attend all meetings as a team.
Dens may meet in the evening or on weekends.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK	
The Tiger Cub den leader shares leadership with a Tiger Cub adult partner. This team should review plans before each meeting and check the equipment needed.					
BEFORE THE MEETING STARTS	Have the U.S. flag. Gather materials for the Do Your Best Bookmarks (6 OCT), Tiger Bookends (6 OCT), and Family Scrapbook (6 OCT).	Have the U.S. flag. Gather materials for Page Pals (6 OCT) and Character Puppets (6 OCT). Bring directions for next week's Go See It.	Call the Go See It destination to confirm arrangements, times, fees, etc.	Host team writes a thank-you note to the destination of last week's Go See It.	
Den leader may collect dues. Den leader checks boys' books for completed advancement requirements and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.					
GATHERING	Make Do Your Best Bookmarks (6 OCT).	Make Page Pals.			
OPENING	Say the Pledge of Allegiance and then recite the Cub Scout Promise.	Say the Pledge of Allegiance and then recite the Cub Scout Promise.			
SHARE	Courage can be obvious such as facing down a ferocious monster, or it can be subtle like trying new things. Discuss different ways that the Tiger Cubs can show courage in their everyday life.	Have each Tiger Cub share his favorite book with the group and tell why it is his favorite. Talk about courage and how each character showed courage. Follow up with a Character Connection on courage.	Take a Go See It to a library. While there, learn about what family life was like many years ago. Use the computerized catalog to look for books on the topic (<i>Achievement 1G</i>).	Participate in the monthly pack meeting by sharing Character Puppets and information about the den's Go See It. Tiger Cubs and adult partners sign the thank-you note.	
DISCOVER	Start the Tiger Bookends project. Make covers for Family Scrapbook (<i>Achievement 1D</i>).	Make Character Puppets. Save them for the pack meeting. Finish bookends project.	At the end of the trip, lead a reflecting discussion with boys and adult partners about their outing. A Tiger Cub immediate recognition bead may be presented for participation and completion of <i>Achievement 1G</i> .		
SEARCH	Have each Tiger Cub bring his favorite book to share next week.	Hand out information about next week's Go See It.			
CLOSING	Gather together and chant, "Do your best ... do your best ... do your best!"	Form a Living Circle and give a big Tiger roar.			
This week's shared leadership team reviews the meeting. The den leader should meet briefly with the Tiger Cub and adult partner who will share leadership at the next den meeting.					
AFTER THE MEETING	Den leader files local tour permit with local council service center for Go See It outing.	Talk to Tiger Cub team in charge of the next month. Offer resources or ideas as needed.	Den leader fills out Tiger Cub Den Advancement Report for the pack leaders' meeting.		Den leader mails thank-you note.
ADULT PARTNER RECORDS ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETING IN THE TIGER CUB'S HANDBOOK.					

Tiger Cub Den Activities

Advancement possibilities highlighted in this month's meeting plans: Achievements 1D and 1G.

Use this month to take your Tiger Cubs on an adventure of the mind through books. The joy of reading that you give a boy now can last him a lifetime. Together, explore strange places and interesting people (Elective 14). Look in *Boys' Life* for Pedro's "Say Yes to Reading" contest in which you can win a free patch for reading a book and writing Pedro about it. The Tiger Cub and his adult partner will make a book to record the fun they have in the Tiger Cub den. They can draw pictures, paste photos, or write down adventures on each page to make a cherished memento.

"DO YOUR BEST" BOOKMARK

Materials: Yellow cardstock, blue yarn, scissors, hole punch, blue marker, Tiger Cub stickers (optional)

Before the meeting, make a template of the basic bookmark shape. Have each Tiger Cub trace around the template onto a piece of yellow cardstock. Cut out the bookmark. Use a hole punch to punch a hole for the yarn. Tie several pieces of yarn through the hole. With the help of his adult partner, have the Tiger Cub decorate his bookmark with the Cub Scout motto, *Do Your Best*. Add a Tiger Cub sticker or other embellishments as desired.



CHARACTER PUPPETS

(Elective 21)

Materials: Paper bags, index cards, pens; construction paper, scissors, markers, crayons, glue stick, yarn, other assorted embellishments such as ribbon, fabric scraps, buttons

Have each Tiger Cub pick a character from his favorite book who showed courage. Using a paper bag as the body, make a puppet of the character. Have the adult partner interview the Tiger Cub about how his character showed courage. Write his remarks on an index card and share them and the puppet at the pack meeting.

PAGE PALS

Materials: Construction paper, scissors, glue stick, old pieces of junk mail, crayons or markers

Cut triangular pieces (the corners) off of old envelopes of junk mail. Each corner will form the body of a Page Pal.

From construction paper, cut out different faces (people or animals). Glue a face onto an envelope corner. The corner fits over the corner of a book page to mark your spot.

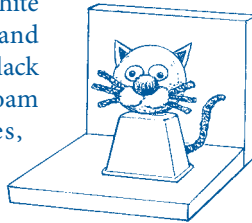
TIGER BOOKENDS

(Elective 2)

Materials: Four pieces of 6-by-6-inch wood, nails, hammer, craft paint (blue and orange), clean pudding cups, plaster of Paris, glue, 2-inch foam ball, black permanent marker, two black chenille stems, two wiggle eyes, small scrap of orange craft foam or cardstock, two small white pompoms and one small black pompom, foam paintbrushes, glue, scissors

Before the meeting, cut 6-inch wood squares. Mix plaster of Paris according to the instructions and fill pudding cups. Tap the cups gently against a table to eliminate air bubbles and level the surface of the plaster. Let plaster dry for at least 24 hours before removing from the pudding cup molds. Glue foam balls to the tops of the inverted pudding cup plaster pieces.

Have each Tiger Cub paint his plaster-and-foam tiger body. Set aside to dry. Meanwhile, the adult partner helps the Tiger Cub glue and then nail the wood squares at right angles to make two L-shaped pieces. Paint the wood brackets blue. Set aside to dry. Cut two small triangles from craft foam (or cardstock) for the ears; use a permanent marker to make small black triangles on the inside of each ear. Cut one chenille stem into three equal pieces to form the whiskers (half on each side of the face). Glue the whiskers, white cheeks (white pompoms), black nose (black pompom), eyes, and craft-foam ears onto



the orange body. Use the other chenille stem to make a tail for the tiger. Glue tiger onto wood bracket.

FAMILY SCRAPBOOK

(Achievement 1D)

Materials: Two pieces of lightweight cardboard or poster board (6-by-9-inch), hole punch, two loose-leaf rings (from office supply store), two pieces of patterned scrapbook paper (7-by-10-inch), two pieces of scrapbook paper (5¾-by-8¾-inch), 10 sheets of white copy paper (5½-by-8½-inch), glue stick, ruler

Before the meeting, use a paper cutter to cut the different papers into the appropriate sizes. The two types of scrapbook paper do not need to be the same.

Lay one 7-by-10-inch piece of scrapbook paper facedown on a table. Apply glue liberally to the entire piece with special attention to the edges. Center a piece of 6-by-9-inch cardboard on the paper and wrap the excess paper around to the top side. Repeat with the other 7-by-10-inch scrapbook paper. These are the outer covers for your book. To finish the inside of the book, glue the 5¾-by-8¾-inch pieces of scrapbook paper to conceal the edges that you wrapped around the cardboard. With the adult partner helping, punch two holes into the cover pieces and into the white pages. Use loose-leaf rings to bind the pages together.

CHARACTER CONNECTION: COURAGE

- What is courage?
- How did the character in your favorite book show courage? How do you show courage?
- How can you show courage in the days ahead?



Adventures in Books: Wolf Den Meetings

Dens may meet after school, in the evening, or on weekends.
Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Prepare Match the Adventure Names (8 OCT). Have U.S. flag and spoons and candies for Spoon Race (8 OCT).	Have a ball. Have the 2-by-4 wood piece laid out for other boys to walk (<i>Achievement 1a and 1b</i>).	Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week's destination. Prepare Story in a Bag (8 OCT); have milk carton for Rattlesnake (8 OCT).
Den leader collects dues.				
WHILE CUB SCOUTS GATHER	Play Match the Adventure Names (8 OCT).	Collect permission slips. Play catch (<i>Achievement 1a</i>) and practice walking the 2-by-4 (<i>Achievement 1b</i>).	Collect permission slips. Review appropriate field-trip behavior, rules, and consequences.	Boys sign thank-you note or card. Play Rattlesnake (8 OCT).
OPENING	A boy who has not yet done <i>Achievement 2b</i> leads the flag ceremony.	Denner leads the Law of the Pack.		Boys form a circle around the flag and recite the Cub Scout Promise.
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Explain the Adventures in Books theme. Have boys bring and suggest scenes from books they are reading that could be used as a skit for the pack meeting.	Boys discuss ideas for stories/scenes from books; the den votes on which ones to reenact for the pack meeting. Start to practice and talk about costume ideas.		Practice staging and costuming for the scene/skit to be presented at the pack meeting.
ACTIVITY	Prepare an Illuminated Letter (8 OCT). Play Spoon Race (8 OCT).	Create a cover for a book (<i>Elective 6c</i>). Use the Illuminated Letter prepared last week on the front cover.	Visit a bookstore; see the many types of books that are available. Have a clerk explain how they are categorized and how people order books. At the end of the trip, lead a reflecting discussion with boys about their outing.	Play Story in a Bag (8 OCT). If time permits, change the "foe" and play another round of Rattlesnake.
CLOSING	Have boys bring a book to be covered at next week's den meeting. Sing "Good Night, Cub Scouts" (one part of <i>Elective 11c</i>). Send home permission slips for outing on THIRD WEEK.	Close with the den yell.		Boys form a line and salute the den leader as they leave.
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK.		Den leader fills out advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Wolf Den Activities

Advancement possibilities highlighted in this month's meeting plans: Achievements 1a–1b; Elective 6c.

Adventure is everywhere, every day, between the covers of a book. Boys will explore the myriad possibilities that books provide for their budding imaginations. The visit this month is to a bookstore to see the rows and rows of publications, to find out how they are published, and to learn how a desired book can be found. Wolf Cub Scouts are exploring the adventure of the stage this month as they select a story to reenact for the pack members.

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

- *Achievement 8b*, Cooking and Eating: Boys can explore the wonders of recipe books as they help to plan a meal.
- *Achievement 10*, Family Fun: Cub Scouts and families will enjoy reading a book together aloud.
- *Elective 10*, American Indian Lore: Cub Scouts may discover new interests as they explore American Indian stories.

MATCH THE ADVENTURE NAMES

Prepare papers with two columns. In the first column, put heroes' names. In the second column, list identifying features (in random order). Boys match each name to the correct feature.

Examples:

Harry Potter	Hogwarts
Ramona	Klickitat Street
James	Giant Peach
Stuart Little	Snowbell the Cat
Winnie the Pooh	Honey Pot
Wayside School	Mrs. Jewls

STORY IN A BAG

Materials: Paper bag; pictures or words cut from magazines

Put pictures and words into a bag. Each boy pulls out either a picture or a word and creates a story. As boys create their story, the den leader or den chief serves as the scribe. After the story is created, give each boy a blank piece of paper and let him illustrate one or two sentences of the story. Put a book together and display at the pack meeting, or turn it into a skit with the den leader as the narrator.

CREATE A SKIT

Choose a fun short story or book and let the boys reenact it as a skit for the den's contribution to the pack meeting. Creating a skit will involve reviewing the story, assigning roles to all den members, and preparing scenery.

Costumes: Many costume ideas can be found in the *Cub Scout Leader How-To Book* and by visiting thrift stores.

BOOK SAFE

Materials: Old book, craft knife, ruler, white glue, paintbrush, fabric

At thrift stores or used bookstores, find extremely inexpensive two- to three-inch-thick books. This project relies on adult assistance to use a sharp knife. Cub Scouts add finishing touches to the book safes.

Preparation: With the book open to the first page, measure and mark cutting lines for a "well." Leave at least a 1-inch border on all sides of the well. Mark the opening's location on the first paper page. Adults (only) use a craft knife to cut $\frac{1}{4}$ -inch depth or less. Cut straight down through the pages. Then turn all but one of the cut pages; use the last cut page as a template to redraw the opening. Cut another $\frac{1}{4}$ -inch depth; repeat until you reach the back cover.

Finishing: After an adult has cut the pages, boys brush the insides with white glue and leave to dry. This makes the edges of the pages stiff and thus able to hold materials inside the opening. Optionally, Cub Scouts may line the hole with precut pieces of felt to give the opening a more finished edge. Or have boys cover the book's front and back covers with fabric to create a keepsake.

After the glue dries, close the book safe and place it on a bookshelf as a regular book. Use it as a place in which to store special things.

ILLUMINATED LETTER

Materials: Black felt-tip pen, metallic crayons, markers

Let the boys design the first letter of their first or last name as illustrated. Outline the letter with black felt-tip pen. Fill in with lines, circles, stars, squares. Create other spaces and fill in as desired.

You may also use computer fonts such as calligraphy, gothic, medieval, etc. (If doing this on a computer, set



page orientation to landscape so there is room to write the rest of the boy's name.) Boys can then use colored pens or crayons to recreate the color and design of their letter.

GAMES

Rattlesnake

Materials: Paper or plastic milk carton or a grocery bag

Stand the "rattlesnake" (the object referenced above) on the floor. Cub Scouts form a circle around the object and grasp their neighbors' hands. On signal, they try to force their neighbor to touch the rattlesnake while avoiding it themselves. When a boy touches the rattlesnake, a point is scored against him.

Change "rattlesnake" to a different foe, based on a Cub Scout's suggestion from a book he has read.

Spoon Race

Materials: Wrapped candies, spoons

Lay out a starting line and an ending line approximately 10 feet apart. Boys divide into teams. The first boy in each team takes a spoon, places a wrapped candy on it, runs to the ending line, turns around, and brings the spoon and candy back to the next boy. Each team member repeats in turn. The first team to finish wins. If the candy is dropped, the boy must start over.

Adventures in Books: Bear Den Meetings

Dens may meet after school, in the evening, or on weekends.
Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Have old clothes for Costume Relay (10 OCT), library books for boys to review, and U.S. flag.	Gather stacks of books and cups and materials for making Shadow Puppets.	Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week's destination.
Den leader collects dues.				
WHILE CUB SCOUTS GATHER	Have several folklore stories available for the boys to look at and choose their favorites.	Collect permission slips. Play Adventure Around the Books (10 OCT).	Collect permission slips.	Boys sign thank-you note or card. Boys write up their service project performed last week for inclusion in the den or pack scrapbook (<i>Achievement 8c</i>).
OPENING	Boys form a Living Circle; the denner leads the Cub Scout Promise.	Boys respond to the roll call by saying the title of a book they like.		Denner leads boys in Pledge of Allegiance.
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Discuss this month's theme, Adventures in Books. Show an example of a shadow puppet and demonstrate how the illumination from behind presents an image.	Remind boys to work on <i>Achievement 4c</i> : Read two folklore stories this week and tell them to your den in two weeks. Discuss the field trip next week and announce any extra items boys should bring for the service project.	Visit the local library (<i>Achievement 8a</i>). While on the outing, perform a service project with prior permission of the library or at a nearby location. At the end of the trip, lead a reflecting discussion with boys about their outing.	Have boys share folklore stories. Discuss what folklore stories have been the boys' favorites.
ACTIVITY	Discuss with the boys what folklore is. Have them list some folklore stories, songs, or legends (<i>Achievement 4a</i>). Play the Folklore Match Game in the <i>Bear Handbook</i> . Play Costume Relay (10 OCT).	Do the Write a Folklore Story activity (10 OCT). Based on their story, boys create shadow puppets. Lead the Courage Character Connection (10 OCT).		Practice the shadow puppet presentation for showing at the pack meeting.
CLOSING	Send home permission slips for the outing to your local library (<i>Achievement 8a</i>) on THIRD WEEK. Boys salute the flag as they leave.	Do the Handshake Closing (<i>Cub Scout Ceremonies for Dens and Packs</i>).		Boys gather in a circle; on the count of three, they shout out the den yell.
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK.		Den leader fills out advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Bear Den Activities

Advancement possibilities highlighted in this month's meeting plans: Achievements 4a, 4c, 8a, 8c.

Not only will Cub Scouts learn about adventure in books that others have written, they will write about their own adventure. Plan a visit to your local public library or elementary school library. Check with the librarian ahead of time to see whether there is a service project the boys can perform. If no project can be done at the library, choose a nearby park for a cleanup, visit a retirement center, or perform service at a shelter. Follow up by having the boys write of this adventure to add to the pack or den scrapbook.

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

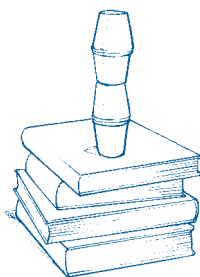
- *Achievement 8b*, The Past Is Exciting and Important: Find someone who was a Cub Scout a long time ago. Talk with him about what Cub Scouting was like then.
- *Achievement 3a*, What Makes America Special: Write or tell what makes America special to you.
- *Elective 24a*, American Indian Life: Find the name of the American Indian nation that lives or has lived where you live now. Learn about these people.

GAMES

Adventure Around the Books

Materials/Preparation: Stopwatch; piles of books laid out to form a course; paper cups (total of four) stacked atop the books with rims touching

Form teams and have the boys start at the first stack of books. Time each boy as he runs the course without knocking the paper cups off the stack. The boy or team with the best time wins.



Costume Relay

Materials: Two sets of clothes for each team to put on (pants, shirt, hat, gloves, and coat)

Divide boys into two teams. The first boy on each team runs to the table where the clothes are and puts each garment on. He then runs to tag the next player in line, who runs back with him to the table. Exchange the worn clothes with the replacement boy. Repeat until the last boy has had a chance to wear the outer clothing.

The Librarian

Equipment: Rubber ball; list of characters from books

Gather players in a circle and give each player the name of a character in a book. Throw a rubber ball high into the air and at the same time call a character's name. The player with that name must catch the ball while everyone runs from the circle. When the player who

was called catches the ball or picks it up, he yells "Stop," and everyone must stop. He may now take three steps toward anyone and try to hit him with the ball. The target may dodge by moving his body, but he may not move his feet. If he is hit, he becomes the "librarian" and it becomes his turn to toss the ball into the air. If he misses, form the circle again and call another name.

WRITE A FOLKLORE STORY

Materials: Pencil and paper

The den will choose a folklore legend and write a collaborative story. Once the legend is chosen, have each boy write one sentence and pass the pencil and paper to the next boy. Go through the process until the story is "complete." Den leaders should attempt to keep the story on topic while letting the boys' imaginations run free. Once the story is finished, the den leader reads the story to the den. The den might make a skit based on the story and use it at the next pack meeting.

CHARACTER CONNECTION: COURAGE

When the Cub Scouts have created their story (the Write a Folklore Story activity), review the attributes of the hero of their story. The story will likely include a conflict which calls for courage on the hero's part. Ask: What did this hero do? Was it hard? Did it take courage to do what he did? Do you know what courage is? Do you do courageous things in your lives? What are they?



SHADOW PUPPETS

Materials: Poster board, crayons or markers, scissors, brass paper fasteners, dowel rods or craft sticks

Choose a story to illustrate, or use the folklore story the boys created in the writing activity. To make a puppet, each boy draws the story character of his choice and cuts it out.

Decide which part of the character will be the "moving" part (arm, leg, etc.) and cut this out. Make a duplicate copy of this part, lengthening the arm or leg to allow for overlap on the puppet. Attach that part to the body with a brass paper fastener.

Add two dowels or craft sticks to the bottom of the puppet; one should be attached to the bottom of the moving part. To operate, hold the bottom of the dowels. One dowel remains in one place. The second dowel works the moving part; hold the bottom of the dowel but move it up or down to achieve the desired motion of the puppet.

To make the shadow, create a screen with a source of light behind it. The screen may be an opening in a box or a thin hanging curtain. *Source:* <http://www.osv.org/>

SNACK: JOHNNY APPLESEED TREATS

Ingredients: Apples, spreadable cream cheese, raisins, dried cranberries, shredded coconut; craft sticks

Clean and dry apples. Remove apple stems. Insert craft stick into stem of each apple. Spread cream cheese over apple. Roll apple in raisins, dried cranberries, and shredded coconut.