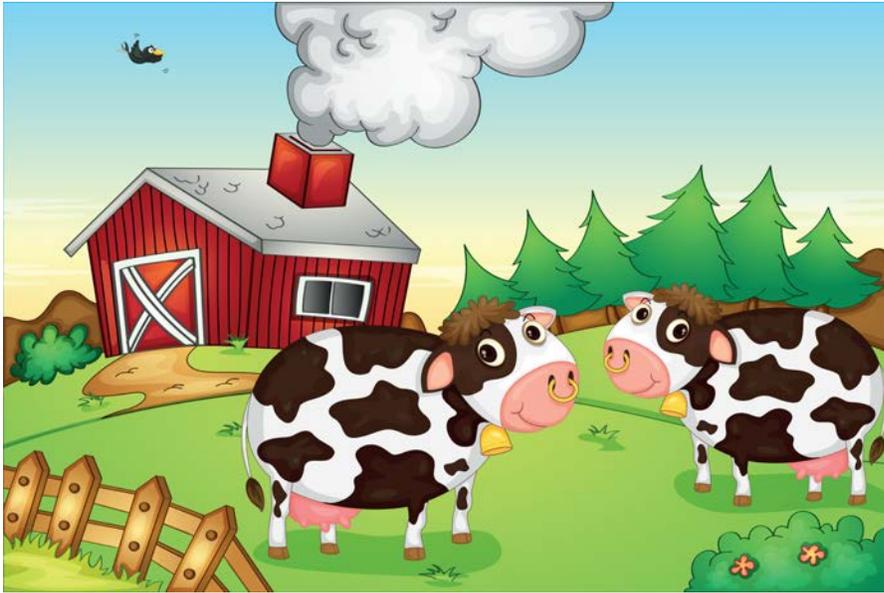


*National
Camping School
2020*



“Down on the Farm”

National Camping School’s Annual Theme Program

Each year a theme-related resource booklet is produced and distributed through the Cub Scouting National Camp Schools.

The material provided is designed to be used in the districts and councils presenting Cub Scout camping activities.

**2020 Down on the
Farm Resource
Book**

Inside this Issue:
FUN!

Setting the tone for FUN!

Camp Station Location
Names

Gathering Activities

Prayers

Opening & Closing
Ceremonies

Skits

Cheers/Applauses

Jokes/Run-ons

Songs

Audience Participation

Games & Activities

Crafts

Snack Ideas

Theme Related Ideas

Clipart

Upcoming Themes



Welcome!

The material in this resource book is designed to serve your district or council in providing tremendous Cub Scout day camping events!

Many resources were used to compile the information you will find in this booklet. THANK YOU to the leaders who sent in ideas and suggestions and THANK YOU to those who contributed to the resources used. We could not have done it without you!!!

We appreciate your help and all that you do for our scouts and day camp!!

DOWN ON THE FARM - What down home fun you will have with this theme!

Learn about animals, the food that we eat – how it grows, what it takes to make it grow, how to take care of animals, doing chores, square dancing, how to raise and care for animals and having fun!!!

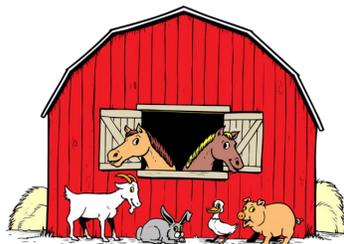
Mazes out of hay, pool noodle horses, or tube and paper sack horses, hay rides, ring toss or corn hole games, whatever it is you choose to do or go with your theme, make it FUN and exciting!

All materials in this book reflect the high standards of the BSA. Feel free to use (or modify) at your local Cub Scout camping activities to help take your activity over the top or “Down on the Farm!”



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SETTING THE TONE FOR FUN!

Carefully set the tone for FUN from the very start! Starting with your communication with your staff, leaders and parents, to the way your camp looks when the campers arrive, make sure it is warm and welcoming!! If you are using a theme – use it early!!!

SOME IDEAS FOR SETTING THE TONE:

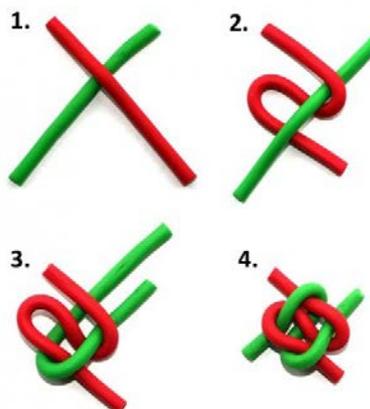
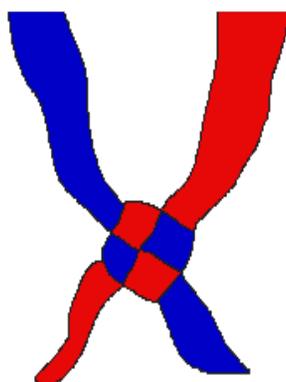
Make sure you use the theme throughout including station names, props, songs, skits and costumes.

Have a nametag decorating station on the first day. The Cub Scouts could also do their den flag and come up with their den yells at this station as well.

Line the walkway into camp with cardboard farm animals, each having one of the twelve points of the Scout Law on them.

Songs, den names and cheers should all be theme related. See page 5 & 6 for help with using the theme!

Instead of using neckerchief slides, how about tying a Friendship Knot. A picture and diagram to assist are below, but you can find many YouTube videos on how to tie them.



WORLD FRIENDSHIP FUND - The World Friendship Fund is administered by the Boy Scouts of America to help struggling Scouting associations in other lands. Have someone tell a story of how the World Friendship Fund has helped Scouts in other countries. Collect money or have a fundraising project such as recycling and contribute the money toward the World Friendship Fund.

SPECIAL GUESTS - This could be a station or lunch time activity. Make sure the Cub Scouts thank all of those who attend by having a special cheer ready, theme related of course.

THEME IDEAS:

1. Have a farmer or rancher come visit camp and bring animals to share with the Cub Scouts. Talk about their career as a farmer, how they got where they are and why they chose to do what they do.

SETTING THE TONE FOR FUN!

2. Have a Farm Mechanic, Animal Science, Plant Science Soil and Water Conservation, Sustainability Merit Badge Counselor or Boy Scout who has earned any of these merit badges come and share what they learned and how it relates to farming.

ADDITIONAL LUNCHTIME VISITORS – Zoo Keeper with animals, ranchers, bee keepers – tell how the bees help with plants and trees. Make sure the Cub Scouts thank the guests or visitors – have a cheer ready for them to do.

DISCIPLINE HELP

Help to keep the Scouts focused and having fun . . . **THE ENVELOPE** is a good way to help do that! Each station or area should have an envelope that can be given to Cub Scout(s) needing a break. If you like, you can put nonsense paperwork inside. The Scout delivers the envelope to the designated break area (maybe it is headquarters, the camp director). The envelope itself serves to let the recipient know that the Cub Scout needed a break. The recipient can give a snack, a drink; have the Cub Scout "try out" a craft/puzzle or other relaxing activity before being sent back with the envelope. Don't forget the buddy system!



CAMP STATION LOCATION NAMES

Show off your theme from the moment your campers arrive! Posting signs and using theme names to refer to the station locations puts some immediate fun and spirit into your camp – before the fun *really* begins!

LOCATION	SO CALL IT
PARKING LOT	Fields Feed Barn Meadow Orchard Pasture Stable Silo Hay Loft Corn Crib
GATHERING AREA	Barn Dairy Hatchery Ranch house Rodeo Grounds Arena Stable
PROGRAM STATIONS	Action Acres Barns Hay Bale Hay Stack Farm House Old McDonald's Ploughshare Place Tossed Salad Beehive Incubator/Hatchery Akela's Acres Fur, Feathers, & Ferns
FIRING RANGES	Tin Pan Alley Gallery Corn Stalk Cavalcade Shovels & Spades Shootout Scarecrows Showdown
OBSTACLE COURSE	Corn Maze Bronc Bustin' Loosey Goosey's Lair Tractor Pull Sod Busters Challenge Scarecrow Mazes

CAMP STATION LOCATION NAMES

LOCATION	SO CALL IT
FIRST AID STATION	Blister Buster Blisters & Bruises Band-Aid Box Band-Aid Bucket Peter Cottontail'
FOOD COURT	Farmer's Market Chuckwagon Feed Bag Horse Trough Coop Chicken Little's Coop Harvest Moon Diner From Farm to Fork Scrambled Eggs
WATER FRONT	Watering Hole Pond Duck Pond Ole Fishing Hole Trough Irrigation Ditch
ADULT VOLUNTEERS	Foreman Farmer Rancher
SCOUTS	Farm Hands Field Hands Cowpokes Ranch Hands
TRADING POST	Milking Station Co-op Stockpile Storehouse Farm Shop Auction House
NATURE	Ant Farm Haystack Meadow Orchard Pasture Ranch Windmill

GATHERING ACTIVITIES/FILLERS

Name tag making /decorating station! Or, flag decorating station!

Have a leader ready to sing some fun action or theme related songs! How about a Bean Game, Tangrams, theme related Beadie Critters (see craft section).

SCOUT LAW TOSS!

Put one point of the Scout Law on a 3x5 index card or square piece of paper/card stock. On the reverse side, put the number of the point of the law as it falls in the sequence. Turn each of the 12 Scout Law cards over on a grid so that the number side is up. Place the cards in proper order – 1 through 12. Have each Cub Scout toss a beanbag or alternative onto one of the squares.

The Cub Scout who throws the bag must now say the point of the law on which their beanbag landed. If they do not know it, the next in line may answer. Continue until the grid is completed.

SCOUT LAW RELAY!

Have each of the 12 points of the Scout Law on a piece of paper or card stock – if you laminate them, they will last longer. Mix them up and lay them out on a table. Divide the group into teams (depending on the group size and number of sets of the Scout Law) or this can be done individually.

One Cub Scout from each team will go up to the table and begin to put the Scout Law in order. The next Cub Scout will go up and select the second one, etc. until they are all in order. If a Cub Scout goes up to the table and sees that the order is incorrect, the Cub Scout can correct it, but that is their turn. First team that has them all in order wins!

FARM ANIMALS IN A BAG

Materials: Pillowcase, small rubber farm animals, small buckets, plastic rake, plastic tractor, plastic food (farm grown) - anything farm related. Fill the pillowcase with assorted items. Using the timer, allow each Cub Scout 10 seconds to reach in and feel what is inside. Each Cub Scout then writes down what he/she thinks is inside the bag. Remind the Cub Scouts to be specific. The Cub Scout with the most correct items wins.

BEAN GAME (have small snack bags with beans and instruction in them)

Object: Balance beans on back of hand

Material needed: 20 dried beans

Number of players: 2 or more

Winner: The person who balanced the most beans on the back of left hand. Repeat until a bean falls off.

Instructions: Pick up one bean in left hand. Transfer bean to right hand. Place bean on back of left hand. While still balancing bean, pick up another bean in left hand, transfer to right hand, and place on left hand. Continue until the beans are gone or one falls off. If a bean falls off, must start over.

GUESS THE NUMBER OF EGGS or CANDY (KERNELS) CORN

As the Cub Scouts enter camp, have a container that is full of "eggs" (small white jelly beans or candy corn) and allow the Cub Scouts to guess how many "eggs" or "kernels" are in the container. The winner is awarded the jar during the closing ceremony.

GATHERING ACTIVITIES/FILLERS

HOW MANY WORDS

Give the Cub Scouts a piece of paper and a pencil. Ask them to see how many words they can make from the letters in the words DOWN ON THE FARM! Make a list before camp so you can have some answers. Have your camp staff help come up with words.

WHAT ANIMAL AM I? GATHERING ACTIVITY

Pin pictures of farm animals on scouts and leaders as they arrive, without showing them the picture. The Cub Scouts will ask others questions (yes or no only) to see if they can guess what animal they are. Can divide pictures into big farm animals, small farm animals, etc. and use this as a way to put them in dens.

SCAVENGER HUNT

Choose a word from the Scout Law and put the letters down the side of a piece of paper, with a line next to the letter. Have the Cub Scouts look around to see what they can find that starts with that letter. They can either sit in one area and look or walk around in a specific area. For example:

Keys

I _____

N _____

D _____

This can also be played during quiet time after lunch. Have each of the points of the Scout Law so that the Cub Scouts can choose the one they want to do.

BOY'S LIFE COVER PUZZLES

Cut the cover of Boys Life Magazine into puzzle pieces and have them on a table as the Cub Scouts and leaders arrive. Working together or individually, have the Cub Scouts put the puzzle together. You may want to put the picture on cardboard before cutting out to give them some weight. You can also use farm scene pictures cut into puzzles to match the theme.

HUMAN KNOT

Group of Cub Scouts make a circle and extend both hands into the center of the circle. The Cub Scouts then grasp the hands of two other people, but not the hands of an adjacent person. Without letting go of hands, the Cub Scouts try to untangle themselves. Grips may change and palms may pivot on one another, but contact must be maintained.

STANDING STAVES OR PITCHFORK/RAKE

Will need one stave per Cub Scout. Have the Cub Scouts form a circle facing inward. Each player will hold a stave/pitchfork/rake upright in front of their body. When the leader calls, "**PITCHFORK!!**" all the Cub Scouts will move to the right leaving their stave/pitchfork or rake behind and trying to catch the stave/pitchfork/rake of the Cub Scout to their right. If the leader calls "**RAKE**" the Cub Scouts will move to their left and try to catch the stave/pitchfork/rake of the person to their left. Other variations – have the Cub Scouts bypass a Cub Scout and catch the next stave/pitchfork/rake.

FOOD COLLECTION/DONATION DAY

Occasionally farmers will have too much food and will donate the excess. Have the Cub Scouts bring cans of food to be donated to the local foodbank.

GATHERING ACTIVITIES/FILLERS

FARM SCRAMBLE

Unscramble the names of these things you will find on the farm. Work with your den or other Cub Scouts.

- | | | | |
|------------|----------|-------------|----------|
| 1. RCATTRO | 2. PCOSR | 3. HNCICKSE | |
| 4. EOHRSS | 5. RNBA | 6. WCSO | |
| 7. MRFERA | 8. AYH | 9. CKRUT | 10. SPGI |

ANSWER: 1. TRACTOR, 2. CROPS, 3. CHICKENS, 4. HORSES, 5. BARN, 6. COWS, 7. FARMER, 8. HAY, 9. TRUCK, 10. PIGS

IDENTIFY FARM "THINGS"

Have different pictures of animals and farm equipment on a table. Have the name of the items on pieces of paper and have the Cub Scouts match the pictures with the name of animals or farm equipment.

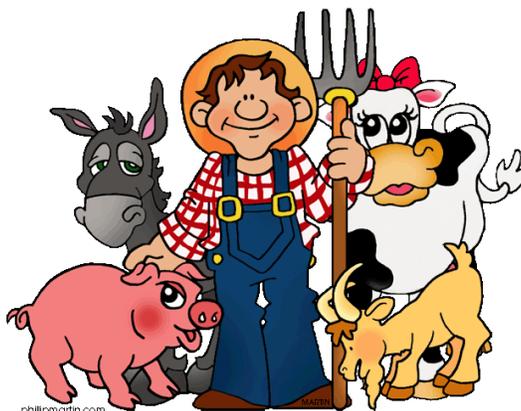
CORN /HAY MAZE

Have the Cub Scouts go through the corn/hay maze after they check in.

CORN HOLE GAMES

TRADING CARDS

Make up trading cards – theme related with a picture of a farm animal or equipment on one side and fun facts on the other or use the Scout Law - a set of twelve cards with each one having a point of the Scout Law on one side and what it means on the other. Give each Cub Scout a set of cards (which ever the set contains number wise) that are all the same. If you are doing the Scout Oath, give a Scout 12 cards of the word TRUSTWORTHY. The Cub Scouts will then have to go to other Cub Scouts and "trade" his/her card with them after introducing him/herself. In the end, all should have a full set of cards. This is a great way for the Cub Scouts to get to know each other and get excited about camp with a theme related activity. Below are trading cards that are for the Down on the Farm theme. They fit on an 8 ½ X 11 landscape. You can put 8 on a sheet. Print picture on front and fun facts on the back. Print the cards on card stock to make them a little sturdier. (See next page)



GATHERING ACTIVITIES/FILLERS



COW



FARMER



PIGS



CORN



HORSE



TRACTOR



PLOW



HAY

CORN

Corn is a cereal crop that is part of the grass family. Corn will always have an even number of rows on each cob. On average, an ear of corn has 800 kernels in 16 rows. There are over 3,500 different uses for corn products. Corn can be produced in various colors.

PIGS

Pigs have forty-four teeth. A pig's tail can be straight, knicked or curly. Pigs are warm blooded. Pigs grunt to communicate with each other. Pigs roll in the mud because it protects their skin from sunburn. Baby pigs are called piglets.

FARMER

Farmer is someone who owns land and farms it. They grow a variety of crops depending on their climate. Some farmers have livestock. On a family farm – everyone must lend a hand. Today a farm can grow enough food to feed as many as 100 people.

COW

Estimated 1.3 billion head of cattle and 920 breeds. They produce most of the milk that people drink. Group of cows is a herd. A cow spends up to 6 hours a day chewing their cud. They never forget their calves. The Holstein cow produces the most milk.

HAY

Hay is grass and other plants that have been cut, dried and collected. It is stored in piles called hay stacks or tied into blocks called bales. Bales can be round or box shaped. Hay is mostly used to feed animals. Hay is good winter feed.

PLOW

A plow is a simple machine used in farming. It is pulled by either an animal or a human. The plow lifts up dirt and makes two lines of dirt behind it. Ground that has been plowed is a good place for a farmer to grow food.

TRACTOR

A tractor is a strong work vehicle used for farming. Usually has a seat for only the driver. The tractor can pull many different tools or trailers. Tractors can pull heavy or light loads. Tractors have link arms on the front and the back.

HORSE

Horses have the largest eyes of any land mammal. A horse's teeth take up a larger amount of space in their head than their brain. Horses hooves are made from the same protein that comprises human hair and fingernails. Horses are capable of seeing nearly 360 degrees at one time.

PETTING ZOO

Have several people bring their friendly animals to share. (Some Cub Scouts may be allergic to animals, so keep this in mind if you do this).

AGRICULTURAL/FARM ALPHABET

See if you can think of a "farm" word that starts with each letter of the alphabet. Or see if you can make a list of farm animals that start with each letter of the alphabet (think globally)! This could be a den, family or team challenge. Winners get first crack at the refreshments, or a silly/fun prize.



BRING THE THEME INTO CAMP

ANIMAL KNOWLEDGE

Learn about farm animals, what they do, what they produce, why they are important to everyone and not just the farmer. How are they cared for?

BEE KEEPING

Why are bees important and why do many farmers raise them. How do you keep bees?

CROPS

What plants are chosen and why, crop rotation, growing crops for all of us. Plant your own seeds to take home. (Plastic Bag Greenhouse – see craft section).

FARM MACHINES

How do they improve farming? Learn about different types of machinery. Have a farmer display some machines and have the Cub Scouts get their pictures in the seat. How about a hay ride?

FAMILY FARMS

This is a farm where everyone pitches in. What jobs do the kids do? Have some chores that they can try or maybe dress up and play a game with the chores.

FARM STUFF

What do we get from the farm? What is produced on a farm and how do we benefit from the farms. Meat, produce, dairy, eggs, to name a few.

COUNTRY FAIRS

Have a fun day at the fair with games, art and judging! Maybe this can be done on the last day of camp. Invite the parents and have some FUN!

COMPOSTING

What is composting and why do we compost? Teach the basic principles of composting and discuss what happens to garbage that isn't composted.

SQUARE DANCING/LINE DANCING

Teach the Cub Scouts some square dancing! Dancing is good exercise and a lot of FUN! There are volunteer groups that promote square dancing and leaders might investigate local contacts by starting at CDSS.org – Country Dance and Song Society. There is also the United Square Dancers of America or National Council of Square Dance Organizations.

PRAYERS

We Give Thanks

We give thanks for being here together in the name of Scouting. We ask to have clean hands, clean words, and clean thoughts. We ask that we learn to work hard and play fairly. We ask to see the needs of others so we may help. We ask for strength to do a Good Turn each day and to live up to our promises. *Amen*

We thank You, God, for the loveliness of nature,
Which is Your special handiwork.
Everything is wonderfully made with such care.
Help us understand our world,
So we can help take care of the things You have made,
And keep them beautiful as You meant them to be.
Amen

We thank you God, for our day camp, and for all the
scouts and families who are touched by Scouting.
Make us strong as we work together
and help other people and as we do our duty to You and our country.
Help us to remember to live by the Scout Oath and Law. Amen

Philmont Grace

For food, for raiment,
For life for opportunity,
For friendship and fellowship,
We thank thee oh Lord.

PRAYER

Oh Great Creator of Heaven and Earth, from whose hand comes the rain and who set the sun in the heavens to warm the earth; we thank Thee for this world. We thank Thee for the rich soil that gives a bounty for us to enjoy. We thank Thee for those who work the land that we might have food on our tables and clothing on our bodies. Teach us to be responsible for this earth that we too might be good caretakers of it. Amen.

LET'S JOIN HAND

Tune: Mary Had a Little Lamb
Let's join hands and give our thanks,
Give our thanks, give our thanks,
Let's join hands and give our thanks,
Give our thanks to God.

PRAYERS

GOD IS GREAT

Tune: London Bridge
God is great and God is good
God is good, God is good.
Let us thank him for this food, Alleluia.

BLESSING HYMN

Tune: Edelweiss
Thank you God, for this day,
Bless all those who greet it.
May your love glow with peace,
May your love go forth from us.

Friendship and peace, may they bloom and grow,
Bloom and grow forever,
Bless our friends, bless our work
Bless each of us forever.

THE SEA BASE (Florida Sea Base) GRACE

Bless the Creature of the sea,
Bless this person I call me,
Bless these Keys, You made so grand,
Bless the sun that warms this land,
Bless the fellowship we feel,
As we gather for this meal.
Amen

THE SUMMIT GRACE

For this time and this place,
For Your goodness and grace,
For each friend we embrace,
We thank Thee, Oh Lord.
Amen

There is an opportunity for the Cub Scouts to earn a Duty to God patch while attending camp. Here is how one camp did it – Cub Scouts attend Duty to God sessions for four days, and then attend an Interfaith Service on Friday, put on by the Webelos. Cub Scouts are presented with a segment of the Duty to God puzzle patch, and after attending Day Camp for four years; they will have assembled the complete puzzle.

Visit the P.R.A.Y. website for information on the Duty to God puzzle patches as well as the Duty to God Summer Camp Program. <https://www.praypub.org/Data/Sites/1/media/resource-library/promotional-resources/summer-camp-dtg-program.pdf>

OPENING AND CLOSING CEREMONIES

OPENING CEREMONIES

Getting your camp off to a good start is very important. An opening ceremony, whether it involves one or many, is a great way to start your day! You can recite the Scout Oath and Law, do the Pledge of Allegiance, or have an opening that includes props and speaking parts for the Cub Scouts. Whatever you chose to do, an opening ceremony will let those attending know that camp is ready to go Down on the Farm!! Keep it simple and moving as the Cub Scouts came to have fun!!

Please keep in mind that the openings provided below will give you ideas that you can use – they can be modified to fit what is going on in your camp. Your adventures may keep you on the farm or take you into the fields where the crops grow. Whatever you do, make it fun and memorable for the Cub Scouts and leaders attending!

Note: If you will be reciting the Scout Oath and Law, have it written on a flip chart and put it up front where all can see or have it on the back of the Cub Scouts name tag so that they will be able to recite it along with the group. Let's help the Cub Scouts do their best!

Harvest Time

Eight Cub Scouts each with a letter and the words written on the back.

H – is for helping, as we do good turns each day.
A – is for Akela, who shows us the Scouting way.
R – is for recognition, the final touch of each adventure.
V – is for vespers, as we learn to be reverent.
E – is for each, each of us will do our best.
S – is for skills, learning to do new things.
T – is for training, to help us be better citizens.

TIME – Now is the time for us to be prepared, do our best and have some fun!

A Farmer

Six Cub Scouts with signs with letter on the front and words/saying on the back.

F – FRIEND – Like Scouts, a farmer is a valuable friend.
A – AMERICA – The farmer is an important part of the foundation of America.
R – READY – The farmer is ready to do his part for democracy.
M – MORE – The farmer grows more food than they need to help feed the world.
E – EVERY – The farmer works every day of the week.
R – RESPECT – We owe the farmer our deepest respect.
Please join us in the Scout Oath and Law.

SING A FARM SONG – Pick your favorite song related to animals, farms, crops and have some fun!

OPENING AND CLOSING CEREMONIES

CUB SCOUT GARDEN

Personnel: Narrator, 4 Cub Scouts

Arrangement: Cub Scouts come on stage, one at a time, carrying large replicas of seed packages – Peas, Lettuce, Squash, Turnips, and pretend to plant garden as narrator reads script. A large felt board works great to “plant” the rows of seeds.

Our theme for camp is “Down on the Farm,” so we’d like to show you how you can help grow a Cub Scout Garden.

First, we plant five rows of peas. (First Cub Scout comes on stage) Preparedness, Promptness, Perseverance, Politeness, Praise.

Next, we plant five rows of lettuce. (Second Cub Scout comes out) Let us be faithful; let us be unselfish; let us be loyal; us be- truthful; let us help one another.

Then we plant three rows of squash. (Third Cub Scout comes out). Squash impatience; squash criticism; squash indifference.

No garden is complete without turnips. (Fourth Cub Scout comes out) Turn up for Pack meetings; turn up with new ideas; turn up with determination.

But without many hours of work and care, no garden can grow, so... don’t wait to be asked – volunteer! Don’t say, “I can’t.” – do it! Don’t wait for someone else – be first!

Without the help of every person at camp, our garden would turn to weeds. So help us build the background, work the soil, pull the weeds, and spread the sunshine so that the garden of our Camp will thrive and we can say, “We have done our best.”

WELCOME TO DAY CAMP

Open with the Pledge of Allegiance followed with Scout Oath and Law.

Props: Scout Oath & Law on poster or flip chart

After the opening, let the Cub Scouts know that this week (duration of camp) they will be learning all about the farm. There are many things that happen on the farm and many animals that live on the farm. Our world depends on the farmers. But before we begin, let’s find our direction. (You can have a compass that you are looking at or make a large one out of cardboard that you can use for a prop or use the sun in the sky to assist finding the direction). Show the scouts where East and West are and how you were able to identify that direction. Then north and south. Divide the Scouts into four groups – north, south, east and west. Have the north group face the east group and say, “Welcome to Day Camp!” The east group will face south group and say, “Welcome to Day Camp!” The south group will face the west group and say, “Welcome to Day Camp!” and the West group will face north and say, “Welcome to Day Camp!” When all groups are done, the camp will yell, all together “Welcome to Day Camp!”

ROLE CALL OR DEN YELL OPENING

Give your den yell – loud and proud!

OPENING AND CLOSING CEREMONIES

I MADE A PROMISE

CUB SCOUT 1: I made a promise—I said that in whatever I did, I would do the very best I could.

CUB SCOUT 2: I made a promise—to serve my God and my country the best I could.

CUB SCOUT 3: I made a promise—to help other people the best I could.

CUB SCOUT 4: I made a promise—to obey the Scout Law the best I could.

CUB SCOUT 5: Today at day camp, I promise to do my best.

CUB SCOUT 6: I am a Cub Scout.

CUB SCOUT 7: Please stand and join us in reciting the Scout Oath

SMILE

Preparation: Make and hold up a sign with the word SMILE written on it.

NARRATOR: A smile costs nothing—but creates much. It happens in a flash, but the memory sometimes lasts forever. It cannot be bought, borrowed, or stolen, but it is something that isn't any good until it is given away to someone else. So, if you meet someone who is too weary to smile, give that person one of yours. No one needs a smile quite as much as the person who has none left to give. Let's give out LOTS of smiles today as we learn new things and make new friends.

OUTDOOR CODE

A preassigned den presents the colors and leads the camp in the Pledge of Allegiance. Have the Outdoor Code on a flipchart where everyone can see it and have them join in reading it.

Outdoor Code

As an American,
I will do my best to
Be clean in my outdoor manners,

Be careful with fire,
Be considerate in the outdoors,
And be conservation minded.

AMERICA THE BEAUTIFUL—The Song

Have the words printed and handed out or on a flip chart so that all can join in.

CUB SCOUT 1: What makes our country so special?

CUB SCOUT 2: America is special because it is a land of liberty. Liberty means freedom.

CUB SCOUT 3: We can choose how we do our duty to God. We can say what we think in public. We have free education for all.

CUB SCOUT 4: We can choose our own jobs. And we have civil rights, like voting and trial by jury.

CUB SCOUT 5: A special song was written to celebrate the freedoms we have. In 1831, Samuel Smith wrote the words to "America" for a children's Independence Day program in Boston.

CUB SCOUT 6: The first verse of the song tells of the love we have for our country because of the freedom we enjoy.

CUB SCOUT 7: The last verse is a prayer asking God to protect our free country.

CUB SCOUT 8: Stand and join us in singing "America, the Beautiful."

OPENING AND CLOSING CEREMONIES

BADEN-POWELL

NARRATOR: In 1907, Baden-Powell took 21 scouts with him to Brownsea Island, off England's southern coast, for what was to be the world's first Scout camp. It was successful beyond his wildest dreams. Because of this beginning, Scouting was organized in America and in many other countries. Today, there are more than _____ Scouts and Scouters from _____ countries around the world. Time changes many things, but the aims of Scouting are the same today as when it was started. Please stand, give the Cub Scout sign, and say the Scout Oath.

SCOUT LAW

I'm a Cub Scout, and you'll see
I'm as **trustworthy** as can be.

I'm **loyal** to my den (camp) and pack,
Don't worry friends; I've got your back.

I'm **helpful** too as you can see,
Need something done? Just call on me.

A scout is **friendly**, see someone new?
Shake hands and say "How do you do?"

A Scout is **courteous**, so we say,
Please, thanks and excuse me, right away.

Be **kind** to animals large or small,
On two legs or four, we take care of them all.

Following directions is the Cub Scout way,
A Scout is **obedient** every day.

See this smile? It's here to stay,
A Scout is **cheerful** night and day.

Learning to save our money is nifty,
Watching those pennies is called being **thrifty**.

A Scout is **brave** in the face of danger,
Face down this bully, don't talk to that stranger.

Clean says a Scout washes his hands and face,
And keeps friendly words in their proper place.

Being **reverent** means that we like to show,
We're thanking God wherever we go.

OPENING AND CLOSING CEREMONIES

CLOSING CEREMONIES

As an opening ceremony is important in starting your day, a closing ceremony will let everyone know that the camp day is over. Whether the closing is done by the Cub Scouts, is a Camp Director's Minute or a thought of how the day went, it will bring your camping day to a close! You can use any of the opening ceremonies above by just changing some of the words.

FOOD FOR THOUGHT

Personnel: Camp Director/Program Director

Materials: Vegetable seedling and a fully mature vegetable plant.

Camp Director/Program Director: This tiny seedling doesn't look like much, does it? It's very weak and fragile. But we have learned today/this week that if we plant it in good soil, and if we make sure that it gets lots of sunshine, air and water, it will grow up to be a big healthy (type of vegetable) like this one.

You are like this seedling. You need certain things, too. Things like proper rest, food and exercise. But Cub Scouts need something more than that. If you are going to be the kind of young adults, we all admire, you have to have healthy minds and spirits as well as healthy bodies. In Cub Scouting, and later on in Scouts BSA, you can develop that extra quality of mind and spirit by following the Scout Oath and Law. Thank you for joining us Down on the Farm.

CUB SCOUT GARDEN OF THOUGHTS

Personnel: 7 Cub Scouts dressed in farmer's hats, shirts, jeans, etc., with garden tools. Also need large cut-outs of vegetables as indicated.

We're Cub Scout farmers who've come your way to share with you, our garden of thoughts for the day.

(holds up carrot) Take care at all times, remembering to do your best each day.

(holds up lettuce) Let us always give a smile to others as we travel down life's way.

(holds up turnip) Be sure to turn up at camp and participate in activities and fun.

(holds up bean) Learn not to put things off, for it's not fun being late.

(holds up beet) In life's game, you can't be beat if you strive to work with everyone.

(holds up large package of seed) And now that we've planted some seeds of thought, we'll say good night, for our day camp is done.

SMILE

Preparation: Make and hold up a sign with the word SMILE written on it.

Camp Director: A smile costs nothing—but creates much. It happens in a flash, but the memory sometimes lasts forever. It cannot be bought, borrowed, or stolen, but it is something that isn't any good until it is given away to someone else. So, if you meet someone who is too weary to smile, give that person one of yours. No one needs a smile quite as much as the person who has none left to give. Thank you all for sharing your smiles at camp today.

OPENING AND CLOSING CEREMONIES

COMPASS

Preparation: Hold a compass in your hand as you give this talk.

Camp Director: How many of you have ever held and used a compass? Are you able to find which way is north? In Scouting, we have another type of compass. It's called the Scout Oath and Law. It is an excellent guide for making decisions in life. Whenever you are wondering what to do, say the Scout Oath and Law. It will not always give you an easy answer. Sometimes you'll have to really think it through to make your decision. But chances are, it will help you know the right thing to do.

COMPASS PRAYER

CUB SCOUT 1: From the south, we feel warmth and are secure.

CUB SCOUT 2: From the north, the chills of life come and we learn to adapt.

CUB SCOUT 3: From the east, we see the rising sun and the promise of a new day of life.

CUB SCOUT 4: From the west, we see the setting sun and the peace of night.

CUB SCOUT 5: Look up for hope in all the mysteries of life.

CUB SCOUT 6: Look down for the security and life the earth gives.

CUB SCOUT 7: Look inside yourself to find you in all your splendor.

CAMP DIRECTOR: Until we meet again!

DO YOUR BEST

NARRATOR: When we say the Scout Oath, the words "Do my best" are some of the first words we say. Let's stop for a minute and think about these words. What does the word "best" mean? (Let the scouts answer.) That's right—it means to do something better than we have done it before. You are the only person who knows whether you have done your best. Think about the meaning of this oath and decide that you will always "do your best," no matter what you are doing. Thank you for doing your best at camp today! (This can be an opening by ending with "Let's all do our BEST!")

BROTHERHOOD CIRCLE CLOSING

Have the camp form a circle. Each Cub Scout places his/her left arm around the shoulder of the Cub Scout on their left and their right arm around the shoulder of the Cub Scout on their right. Camp Director: Now may the Great Master of all Scouts be with us until we meet again.

WE MEET AS CUB SCOUTS CLOSING

Have the Cub Scouts form a circle.

Camp Director: We meet as Cub Scouts [Tiger Cubs – Webelos Scouts], we part as friends, as now we leave, our day camp day ends. Let this circle be a token of friendship, as Akela guides us home.

LIVING CIRCLE CLOSING

All day camp participants form a circle and turn to their right, each placing their left hand into the center of the circle, palm facing downward. Each person grasps the thumb of the person behind them, making a complete circle with the group. Everyone's right hand is held straight up in the Cub Scout sign. Pump joined hands up and down seven times as all say the camp yell! You can also use the Scout Oath, Scout Law, Cub Scout motto, or your own personal words in place of the camp yell.

OPENING AND CLOSING CEREMONIES

BOND OF FRIENDSHIP

You will need a 12-inch piece of string or rope for each Cub Scout. Adults and Den Chiefs can assist with tying the knots. Scout Oath posted for all to see.

Camp/Program Director: Every hardworking Cub Scout knows how tie a square knot. Join us in making a circle. Join your rope in a square knot with the person on your left. Place your left hand on the knot and your right hand in the Cub Scout sign. This circle represents the bond of friendship we have in scouting and developed here at day camp. Please join me in saying the Scout Oath. Suggestion – if you know you will be doing this closing, have the square knot be a knot the scouts will learn at one of the stations or at quiet time after lunch so that they are prepared for the closing.

CLOSING THOUGHT

Camp Director: Now may the great leader of all Scouts, who created the fields and all things that live therein, and who gave us dominion over them, be with us till we meet again. Amen

DO YOUR BEST!

Camp Director: We have had a great day at camp. Here is a thought to take home with you – Work while you work, play while you play; one thing at a time that is the way. All that you do, do with all your might; Things done halfway are not done right. Go out and do your best!

LIVING CIRCLE

Have the Cub Scouts form the Living Circle then say the following: Let this circle be a token of friendship not broken, like the vast farm land that surrounds us. As through our Cub Scouting we do roam, towards our ultimate horizons that guide us home.



SKITS, CHEERS/APPLAUSES, JOKES, RUN-ONS AND SONGS

Incorporating skits, cheers, run-ons and songs is a great way to add pizzazz to your Day Camp. They allow the Cub Scouts to share their talents and have some FUN, burn off some energy and learn something new!

POSITIVE VALUES – Fun is an important element of Scouting, but we must remember that everything we do with our Cub Scouts should be positive and meaningful. Activities should build self-esteem, should be age-appropriate, and should not offend participants or the audience.

SKITS

Skits appeal to Cub Scout–age youth. Skits are a great way to add fun and camaraderie among the campers and dens at Day Camp. They help channel a scout’s imagination and give him or her a chance for creative expression. Participation in skits helps build confidence and teaches the importance of teamwork and cooperation.

Tips for Skits

A few simple rules to remember when using Cub Scout skits are:

1. Keep it simple!
2. Keep it short—usually no more than two to three minutes.
3. Avoid long dialogue and memorized lines.
4. Use simple costumes and props.
5. Every Cub Scout in the den should participate.
6. Be sure the audience can hear. It cannot be too loud!
7. Use skits that are of a positive nature and that reflect the values and purposes of Cub Scouting.
8. Practice, practice, practice!

The skits below can be used as the Cub Scouts plan for their closing program at the end of camp. Using Skits on a Stick, lets the scouts come up with their own skit to share. Remember: Always preview all skits before the Cub Scouts perform them.

SKITS ON A STICK

You will need four different color popsicle sticks or a way to designate each category – one color for CHARACTER, one color for SETTING, one color for PROBLEM and one color for the SCOUT LAW. Using the example below, write on each of the popsicle sticks. Using different colors will allow you to put the sticks in one container. If they are not color coded, you will need to put them in different containers. Have one Cub Scout in the den pick a red, yellow, blue and green popsicle stick. Using the information on the popsicle sticks, the Cub Scouts will create a skit. Don’t forget the theme – add information that is related to the theme – character can be animals on the farm; setting can be the farm or a county fair, in a barn, in a field; problem can be a no water for the crops, the tractor is broken, the farmer is sick, etc. Let the Cub Scouts have some fun and show off their creativity!

SKITS

SKITS ON A STICK (con't)

CHARACTER – RED

Actor
Anteater
Army Sergeant
Astronaut
Bank President
Barber
Batman
Bear
Boxer
Brain Surgeon
Bus Driver
Car Salesman
Cheerleader
Circus Ringmaster
Cook
Doctor
Drama Teacher
Fireman
Football Player
Forrest Ranger

SETTING – YELLOW

At a Baseball Game
At a Football Game
At a Gas Station
At an Amusement Park
At McDonalds
At School
At the Beach
At the Circus
At the Empire State Building
At the Ice Skating Rink
At the Police Station
In a Castle
In a Cave
In a Classroom
In a Closet
In a Jungle
In a Pig Pen
In a Spaceship
In a Teepee
In a Tree

PROBLEM – BLUE

Arrow
Baseball
Bat
Bewitched
Bubble Gum
Bug
Candy
Corn
Crowded
Fat
Fortune
Gold
Heavy
In a Stew
In the Dark
Locked In
Luck
Magic
Money
Mud

Add - SCOUT LAW – GREEN

PENQUINS SKIT

Cast: Bus driver, penguins (scouts dressed in black trash bags) and a police officer.

Driver with a busload of penguins chugs across the stage. Police officer stops the driver.

Police: "Where are you taking these penguins?"

Driver: "I'm taking them to the beach."

Police: "Penguins don't need to go to the beach. Why don't you take them to the zoo where they belong?"

Driver: "Good Idea!"

The driver changes direction and goes off stage with the penguins. Shortly the driver returns back on stage with the penguins – all carrying towels and lotion and wearing sunglasses and beach hats. The police officer stops him again.

Police: "I thought I told you to take these penguins to the zoo!"

Driver: "I did! They had a great time so now I am taking them to the beach!"

CHEERS/APPLAUSES

Cheers and applauses are a great way to say “great job” to those who are doing their best! Always make sure they are positive and sincere!

CORN ON THE COB APPLAUSE: Make the motion of holding an ear of corn in your hands, then noisily eating row by row. Finish up with an imaginary toothpick, cleaning your teeth, and say “Yum, Yum!”

THUMBS UP APPLAUSE: Hold your hand in front of you. Make a fist, hold your thumb up, and say, “Great job!”

ROUND OF APPLAUSE: Audience members clap while moving their hands in a large circular, clock- wise motion.

RAINSTORM APPLAUSE: Extend one hand palm up. Using your other hand, start by tapping one finger at a time, and then adding the number of fingers you tap, increasing the sound to simulate a rainstorm starting and building to all hands clapping. Then decrease the storm by slowing down the action one finger at a time.

BSA APPLAUSE: Divide group into three sections, giving each a letter to yell. Point to each and have them call out their letter. After going through a few times, hold arms open and have all say “BSA!”

DAY CAMP CHEER: Divide the group in half. One side will yell “Day” and the other will yell “Camp.” All together “Day Camp!”

BARNYARD CHEER: Assign groups to make various sounds of animals. As you point to each group have them make the sound. When you raise both hands, have them all make their sounds at once.

PONY CHEER: Clap your hands together, and then slap your legs with each hand to simulate a pony trot.

COW APPLAUSE: “Moooo, Moooo, Mooooove on up!”

VEGGIE APPLAUSE: Tell everyone to think of their favorite vegetable. On signal, they yell the name of that vegetable three times.



JOKES

Cub Scouts LOVE to be silly. Jokes are a great way for them to be just that. Below are some theme related jokes that they can use at camp. Boys Life Magazine is a great location to find other Cub Scout appropriate jokes as well!

Q: How can you tell when a vegetable is angry?

A: It's steamed.

Q: What jewelry do vegetables wear?

A: Onion Rings

Q: What goes oom, oom, oom?

A: A cow walking backwards.

Q: What do you have if there are two ducks and a cow?

A: Quackers and milk

Q: What farm animals can jump as high as a tree?

A: All farm animals because a tree can't jump

Q: Where do cows go on Saturday night?

A: To the moo-vies.

Q: What do cows like to listen to?

A: Moo-sic!

Q: What is a cow's favorite party game?

A: MOO-sical chairs!

Q: Where do cows go for vacation?

A: MOO-York!

Q: What does a cow ride when his car is broken?

A: A COW-asaki MOO-torcycle!

Q: How did the farmer count his cows?

A: With a "cowculator."

Q: What do you call a happy Lassie?

A: A jolly collie.

Q: How do chickens bake a cake?

A: From scratch.

JOKES

Q: Did you hear about the farmer who plowed his field with a steamroller?

A: He wanted to grow mashed potatoes!

Q: What do you call cattle with a sense of humor?

A: Laughing stock.

Q: What did the well-mannered sheep say to his friend at the field gate?

A: After ewe!

What did the duck say when he bought Chapstick?

Put it on my bill.

Why did the chewing gum cross the road?

It was stuck to the leg of a chicken !!!

What did the egg say to the other egg?

Let's get cracking!

What do you say to a cow that crosses in front of your car?

Mooo-ve over.

Why do cows have bells?

Because their horns don't work

What do ducks watch on TV?

Duckumentaries

What do you call a chicken at the North Pole?

Lost.

What do you get when you cross a cow with a duck?

Milk and quackers.

What would you see at a chicken show?

Hentertainment

What did the duck say when he'd finished shopping?

Put it on my bill please.

JOKES

Q: What did the mama cow say to the baby cow?

A: Its pasture your bedtime.

Q: What do you call a bee that can't make up his mind?

A: A MAYbee.

Q: What bird is always sad?

A: A blue jay.

Q: Why do birds fly south for the winter?

A: It's too far to walk.

Q: What books do the owls like?

A: HOOT-dunits!

Q: What kind of dog says "meow?"

A: An undercover police dog.

Q: What does a duck like to eat with soup?

A: Quackers



RUN-ONS

Cub Scouts enjoy doing run-ons. These are quick ways to involve everyone at a particular location. They are not only quick, but also snappy and fun. The Cub Scouts can have fun creating their own! Keep them positive.

Knock knock.

Who's there?

Cows go.

Cows go who?

No, silly. Cows go MOOOOOO!

CS 1: When does a duck wake up?

CS 2: Beats me, when?

CS 1: At the "quack" of dawn.

CS 1: What happens when all the ducks in the world begin jumping up and down?

CS 2: Beats me.

CS 1: Earth quack!

CS 1: What has eyes but cannot see?

CS 2: I don't know!

CS 1: A potato

CS 1: Why do hens lay eggs?

CS 2: Hmmm, you got me.

CS 1: If they dropped them, they'd break!

CS 1: How many boiled eggs can a Cub Scout eat on an empty stomach?

CS 2: Two?

CS 1: One, after that his stomach is no longer empty.

CS 1: I went fishing last week.

CS 2: What did you catch?

CS 1: Three bass and one smelt.

CS 2: It did? Which one?

CS 1: So, you know a lot about first aid?

CS 2: A little. Why?

CS 1: What would you do if you broke your leg in two different places?

CS 2: I wouldn't go to those places anymore.

CS 1: You hammer nails like lightning.

CS 2: You mean I'm fast?

CS 1: No, you never strike in the same place twice.

SONGS

Singing is fun! It builds spirit, enthusiasm and helps build camaraderie! Theme related songs help build on the enthusiasm as well. Circulate the camp songbook to the packs early in the recruiting process to increase participation in singing. Lyrics of all songs should reflect the values and ideals of Scouting.

Tips for Leading Songs -

1. **Choose it** - Select songs to fit the occasion—action songs, quiet songs, patriotic songs, etc. Songs with simple words and tunes encourage participation.
2. **Know it** - Practice before leading it.
3. **Teach it** - Tell the name. Teach the tune and words. You may need to provide song sheets. Teach the songs you will use during the week as part of your program!
4. **Sing it** - Sing it through once. You may have to sing a line or a verse to get them going.
5. **Pitch it** - Set the pitch so everyone starts out on the same key.
6. **Lead it** - Smile at the group and relax. Show enthusiasm and confidence. Use simple hand motions to start the group singing. Keep the time with simple up-and-down or back-and- forth hand motions. Don't stand fixed in one spot.
7. **Stop it** - If the group makes a bad start, stop and start over.

Here is a song to start the day off right:

WHEN THE CAMP BEGINS TO SING

Tune: When the Saints Go Marching In

Oh, when the camp* begins to sing,
Oh, when the camp begins to sing.
Sometimes we can't tell who's the loudest,
When the camp begins to sing!

*Substitute the word camp with the names of the dens. Get a little competition going to see who can sing the loudest.

DOWN ON THE FARM AT DAY CAMP

Tune: Deep in the Heart of Texas

There're things to do
Like quack and moo!
Clap 4x's
Down on the Farm at Day Camp

There're games and fun,
Out in the sun!
Clap 4x's
Down on the Farm at Day Camp

SONGS

Bring your friends,
The fun won't end.
Clap 4x's
Down on the Farm at Day Camp

Come along,
We'll sing some songs!
Clap 4x's
Down on the Farm at Day Camp

DAY CAMP ON THE FARM

Tune: Jingle Bells

Day Camp fun,
On the farm,
Animals galore.

Games and crafts
Skits and songs
Fun in the outdoors.

Games and jokes,
Let's all go,
Have some fun today.

I can't wait
It's a date,
Day Camp on the Farm!

THREE FARM ANIMALS

Tune: Three Blind Mice

Three Farm Animals,
Three Farm Animals,
See how they play,
See how they play.

They quack and they neigh,
And they cockadoodle doo,
They bark and meow,
Go baa and some go moo.

SONGS

Did you ever see
Such a sight in your life,
As Three Farm Animals?

CUB SCOUT GARDEN

Tune – She'll Be Coming Round the Mountain

We will plant our Cub Scout Garden in the spring
We will plant our Cub Scout Garden in the spring
We will plant our Cub Scout Garden
We will plant our Cub Scout Garden
We will plant our Cub Scout Garden in the spring

We will plow the ground to ready it for crops
We will plow the ground to ready it for crops
We will plow the ground to ready
We will plow the ground to ready
We will plow the ground to ready it for crops

We will neatly put the seeds in nice straight rows
We will neatly put the seeds in nice straight rows
We will neatly put the seeds
We will neatly put the seeds
We will neatly put the seeds in nice straight rows

We will fertilize to help them grow up big
We will fertilize to help them grow up big
We will fertilize to help them
We will fertilize to help them
We will fertilize to help them grow up big

We will irrigate the field both night and day
We will irrigate the field both night and day
We will irrigate the field
We will irrigate the field
We will irrigate the field both night and day

We will pray to God to watch our crop each day
We will pray to God to watch our crop each day
We will pray to God to watch
We will pray to God to watch
We will pray to God to watch our crop each day

SONGS

We will reap our harvest early in the fall
We will reap our harvest early in the fall
We will reap our harvest early
We will reap our harvest early
We will reap our harvest early in the fall

Then we'll Thank God for his help with our garden
Then we'll Thank God for his help with our garden
Then we'll Thank God for his help
Then we'll Thank God for his help
Then we'll Thank God for his help with our garden

As we eat the food we grew all summer long
As we eat the food we grew all summer long
As we eat the food we grew
As we eat the food we grew
As we eat the food we grew all summer long

To make the song a bit more lively, add sounds at the end of the lines

In order –

1 - Plant, Plant	6 - Pray, Pray
2 - Plow, Plow	7 – Harvest, Harvest
3 - Neatly, Neatly	8 – Amen, Amen
4 - Spread, Spread	9 - Yum, Yum
5 - Water, Water	

TAKE ME OUT TO THE BARNYARD

Tune: Take Me Out to the Ballgame

Take me out to the barnyard,
Take me out there right now.
Show me the cows, pigs and horses, too.
I hear an oink and a neigh and a moo.

There are chickens laying their eggs,
If they don't lay it's a shame.
Oh, it's one, two, three eggs today,
And I'm glad I came.

SONGS

OINK, OINK, OINK, OINK LITTLE PIG

Tune: Twinkle, Twinkle Little Star

Oink, oink, oink, oink little pig.
Can you do a little jig?
In the bright light of the sun.
Outside having lots of fun.
Oink, oink, oink, oink, little pig,
I think that you will grow big.

THE FARMER IN THE DELL

The farmer in the dell
The farmer in the dell
Hi ho the derry-o
The farmer in the dell

The farmer takes a wife
The farmer takes a wife
Hi ho the derry-o
The farmer takes a wife

The wife takes the child
The wife takes the child
Hi ho the derry-o
The wife takes the child

The child takes the cow
The child takes the cow
Hi ho the derry-o
The child takes the cow

The cow takes the pig
The cow takes the pig
Hi ho the derry-o
The cow takes the pig

The pig takes the dog
The pig takes the dog
Hi ho the derry-o
The pig takes the dog

SONGS

The dog takes the cat
The dog takes the cat
Hi ho the derry-o
The dog takes the cat

The cat takes a mouse
The cat takes a mouse
Hi ho the derry-o
The cat takes a mouse

The mouse takes the cheese
The mouse takes the cheese
Hi ho the derry-o
The mouse takes the cheese

The cheese stands alone
The cheese stands alone
Hi ho the derry-o
The cheese stands alone
Hi ho the derry-o
The cheese stands alone

ON A FARM

Tune: London Bridge is Falling Down

Animals live on a farm, on a farm, on a farm.
Animals live on a farm, with the farmer.

Cows and pigs live on a farm, on a farm, on a farm.
Cows and pigs live on a farm, with the farmer.

Goats and sheep live on a farm, on a farm, on a farm.
Goats and sheep live on a farm, with the farmer.

Hens and chicks live on a farm, on a farm, on a farm.
Hens and chicks live on a farm, with the farmer.

SONGS

WE ARE PLANTING

Tune: Are you Sleeping

We are planting,
We are planting,
Garden seeds, garden seeds,
Vegetables are growing,
Vegetables are growing,
Hoe the weeds, Hoe the weeds

A GARDEN

Tune: Reuben, Reuben

A garden is a wonderful thing,
It provides a home for bugs,
Squirmy worms and ants with wings,
And a thousand slimy slugs

WATCH THEM GROW

Tune: Three Blind Mice

Three tiny seeds, three tiny seeds,
See how they grow, see how they grow,
With soil and water and lots of sun,
The seeds will pop up one by one,
Watching them grow can be so much fun.
Three tiny plants.

Three big plants, three big plants,
See how they bloom, see how they bloom,
The buds appear, one by one,
They turn into flowers warmed by the sun,
Flowers enjoyed by everyone,
Three blooming plants

DOWN ON THE FARM

Tune: Wheels on the Bus

The cows in the pasture go "moo, moo, moo, moo, moo, moo, moo, moo, moo"
The cows in the pasture go "moo, moo, moo"
Down on the farm.

Additional verses: Horses – neigh; Pig – oink; Sheep – baa; Chickens - cluck

SONGS

PLANT

Tune: The Farmer in the Dell

The farmer plants the seed,
The farmer plants the seed,
Hi, Ho and Cherry O
The farmer plants the seed.

Additional verses:

2. The rain begins to fall
3. The sun begins to shine
4. The plants begin to grow
5. The buds all open up
6. The flowers smile at me

TAKE ME OUT TO THE BARNYARD

Tune: Take Me Out to the Ballgame

Take me out to the barnyard,
Take me out there right now.
Show me the cows, pigs and horses, too
I hear an oink and a neigh and a moo.

There are chickens laying their eggs,
If they don't lay, it's a shame,
Oh, it's one, two, three eggs today,
And I'm glad I came.

BAA BAA BLACK SHEEP

Baa, Baa Black Sheep, have you any wool?
Yes sir, yes sir, three bags full.
One for my master and one for my dame,
And one for the little boy who lives down the lane.

Baa, Baa, Black Sheep, have you any wool?
Yes sir, yes sir, three bags full.

SONGS

DIG A HOLE

Tune: If You're Happy and You Know It

Dig a hole in the ground to plant a seed,
Dig a hole in the ground to plant a seed.
Dig a little bitty hole for a teeny tiny seed,
Dig a hole in the ground to plant a seed.

Put some soil on the top; pat it down,
Put some soil on the top; pat it down.
Put some gritty grainy soil on the teeny tiny seed,
Put some soil on the top; pat it down.

Add some water and some light; see it grow,
Add some water and some light; see it grow.
The teeny tiny seed will grow really strong and big,
Add some water and some light; see it grow.

I'M A LITTLE CHICK

Tune: I'm a Little Teapot

I'm a little chick, yellow and soft,
I was born, in the hayloft,
I play all day and I cheep, cheep, cheep,
Then back to the barn, where I sleep, sleep, sleep.

I'm a little chick, yellow and soft,
I was born in the hayloft.

BINGO

There was a farmer, had a dog, and Bingo was his name-o.
B-I-N-G-O, B-I-N-G-O, B-I-N-G-O,
And Bingo was his name-o.

2nd time through, clap instead of saying the "B".
Each additional verse, you eliminate a letter, until you are clapping.

SONGS

LIFE ON THE FARM

Tune: The Restaurant Song

A moo-moo-cow, a moo-moo cow,
Oink-oink pig and a moo-moo cow.
A moo-moo-cow, a moo-moo cow,
Oink-oink pig and a moo-moo cow.

Life on the Farm is,
An oink-oink pig, and a moo-moo cow.
Life on the Farm is,
An oink-oink pig, and a moo-moo cow.

A baa-baa sheep, a baa-baa sheep,
Neigh-neigh horse and a baa-baa sheep.
A baa-baa sheep, a baa-baa sheep,
Neigh-neigh horse and a baa-baa sheep.

Life on the Farm is,
A neigh-neigh horse and a baa-baa sheep.
Life on the Farm is,
A neigh-neigh horse and a baa-baa sheep.

A cheep-cheep chick, a cheep-cheep chick,
Cock-a-doodle rooster and a cluck-cluck chick.
A cheep-cheep chick, a cheep-cheep chick,
Cock-a-doodle rooster and a cluck-cluck chick.

Life on the Farm is,
A cock-a-doodle rooster and a cheep-cheep chick.
Life on the Farm is,
A cock-a-doodle rooster and a cheep-cheep chick.

DAY CAMP ON THE FARM

Tune: Farmer in the Dell

Day Camp on the farm,
Day Camp on the farm,
Hi ho, the dairy-o,
Day Camp on the farm!

Other verses:

The Cub Scouts on the farm. . . .
The Cub Scouts learn the Oath. . . .
The Cubs Scouts do their best. . . .

SONGS

DID YOU EVER SEE A SCARECROW?

Tune: "Did You ever See A Lassie?"

Did you ever see a scarecrow,
A scarecrow, a scarecrow?
Did you ever see a scarecrow,
That's filled with dry hay?
He's dressed all in old clothes;
He scares off the black crows.
Have you ever seen a scarecrow,
That's filled with dry hay?

I'M A LITTLE SCARECROW

Tune: "I'm a Little Tea Pot"

I'm a Little Scarecrow
Stuffed with hay
Here I stand in a field all day.
When I see the crows,
I like to shout,
"Hey! You crows, you better get out!"

SCOUTING THUNDER

Tune: "Scotland the Brave"

We put the "out" in Scouting,
We hike the trail to Eagle
We lift the light of Scouting over the world.
We'll never be hiked under,
Listen to our SCOUTING THUNDER,
We are the light of Scouting over the world.

CUB SCOUT FRIENDSHIPS

Tune: "Edelweiss"

Friendships near, Friendships far,
Friendships made here in Cub Scouts.
Find a place in your heart,
For the memories you made here.
Think of them often and you'll laugh and smile,
Laugh and smile forever.
Friendships near, friendships far,
Friends and memories of Cub Scouts.

SONGS

CUB SCOUT HARMONY

Tune: I'd Like to Teach the World to Sing

I'd like to teach the world to sing,
In Cub Scout harmony,
Cub adventures would be the thing,
That everyone would see.

Each Tiger, Wolf, Bear and Webelos,
Is doing all they can,
To "Do Their Best" with all the rest
Of Cub Scouts in the land!

GIVE A GIFT

Tune: I'd Like to Teach the World to Sing

I'd like to give the world a gift
That all men will be free
And though I'm just a growing scout
There's things that I can see.

I see that Scouting is a way
To start to understand
That caring, helping, smiling, learning,
We share across the land.

And so I'll tell you there's a fight
That you can give to me
Please help me grow in mind and spirit
To be what I want to be.

AMERICA

America, America,
How can we tell you how we feel?
You have given us your treasures,
We love you so!
(Repeat as a round)

SONGS

HE'S GOT THE WHOLE WORLD IN HIS HANDS

He's got the whole world in his hands,
He's got the whole world in his hands,
He's got the whole world in his hands,
He's got the whole world in his hands,

He's got the Lively Lucky Lions in his hands...
He's got the Teeny Tiny Tigers in his hands...
He's got the Brand New Bobcats in his hands...
He's got the Wiggle Worm Wolves in his hands...
He's got the Big Brave Bears in his hands...
He's got the Weary Working Webelos in his hands...
He's got the Dedicated Den Leaders in his hands...

CUB SCOUT SMILE

Tune: John Brown's Baby

I've got something in my pocket,
It belongs across my face,
I keep it very close at hand,
In a most convenient place,
I'm sure you couldn't guess it,
If you guessed a long, long time,
So I'll take it out and put it on,
It's a great big Cub Scout smile.

COOL CAT BEAT

[This is a syncopated rhythm chant more than a song. Call each group forward to join in the chant. Groups can be individuals, dens, other groups, e.g. Red Patrol, Camp Staff, Camp Director. By the end of the song, everyone should have joined in the group.]

Hey there, _____, you're a real cool cat,
You've got a lot of this and a lot of that,
We all think that you're real neat,
So come on down and do the Cool Cat Beat.

[Everyone points alternately left and right with their hands in the air]
A-h-h-h-left, chicka chicka chicka chicka chicka, [point left]
And a-right, chicka chicka chicka chicka chicka, [point right]
Turn around, chicka chicka chicka chicka chicka, [turn in a circle]
Get down, chicka chicka chicka chicka chicka.

AUDIENCE PARTICIPATION

The beauty of day camp is it brings both Cub Scouts and adults/leaders together to have fun! It is important to make sure that you include everyone in your programs, your songs, and your closing programs. If the Cub Scouts see that EVERYONE is participating, they are more likely to participate as well. HAVE FUN!

Rhythmic Exercise

Everyone stand.

Now, hands on your hips, hands on your knees,

Put them behind you, if you please.

Touch your shoulders, touch your nose,

Touch your ears, touch your toes.

Raise your hands high in the air,

At your sides, on your hair,

Above your head as before

While you clap, one-two, three-four.

Now hands upon your head again,

On your shoulders, around you spin.

Then you raise them up so high.

And make your fingers quickly fly.

Then you stretch them out toward me,

And briskly clap them one, two, three.

JOLLY GREEN GIANT & THE SCARECROW

Little Green Sprout - "Me

Scarecrow - "Booooo"

Corn - "Pop, pop, pop"

Come gather around me, all ye Cub Scouts.

As I tell you the story of the Little Green Sprout.

The wise and friendly Scarecrow knows all, you see,

About how the Jolly Green Giant and his small friend came to be.

It seems these two friends in a big field of Corn.

One bright sunny day, most surely were born.

For the old Scarecrow some talk overheard,

And has come here now to pass along the word.

In the field of Corn stood Farmer Brown and his son,

Hoeing out all those weeds till the day was done.

AUDIENCE PARTICIPATION

How those two worked as they did toil and sweat
To make their new crop the finest one yet.
The poor Scarecrow felt so guilty that day,
For all he must do was scare birds away.

He heard people say, "Isn't that Scarecrow grand.
He's made this Corn field the best in the land."
This made him sad and down deep in his heart,
Scarecrow knew that this job was just a small part.

As he stood there watched, an idea came to his head,
The farmer and son were hoeing, the Scarecrow then said,
"I'll call them the Jolly Green Giant and Little GREEN Sprout.
'Til soon the whole world will surely find out,

That the fields of Corn and other crops too
Are grown by people like these faithful two."
So, he told the Jolly Green Giant and Little Green Sprout
How he knew what they did and sang praises with no doubt.

So, the story of the Jolly Green Giant and Little Green Sprout
Was spread to people near and far and all round about.
So, don't think, my friend, it's just a bunch of Corn
Cause that's the truth of how those two were born.

Whenever you hear that famed Jolly Green Giant
Now you've heard the secret from the old Scarecrow
Of how those green people help make things grow.
Remember that those folks you see hoeing away,

Are symbolized now by that green pair today.
Three cheers for the Jolly Green Giant,
LITTLE GREEN Sprout, Scarecrow,
And that field of Corn where it all came about.



AUDIENCE PARTICIPATION

FARM

(Audience repeats each line after the leader)

We know a place where you can find
Fun things to do of every kind.
We can spy a sneaky snake
Fill an ant farm in a shake.
Chase the butterflies, flying by,
Jump the fence, it's not too high.
Hear the crickets serenade,
Sit on the grass, drinking lemonade.

Games of all sorts we do play,
And this is the way we pass our day.
The first one able to climb the tree,
Tells the other what he can see.
The dirt and grime that's left on me,
Shows how much it is to be,
On a farm with all the bugs and bees.

PLANTING A GARDEN

Gardener (with thumbs pointed up) "With a green thumb"
Cucumber "Cool man"
Onions (wipes tears from eyes) "Boo Hoo Boo Hoo"
Tomato Whistle a wolf whistle

One day our Gardener went out to plant his garden. The Gardener chose to plant his plot with many vegetables including Cucumbers, Tomatoes, and Onions. The Gardener took some seeds and planted first a row of Cucumbers, then a row of Onions, then a row of Tomatoes. The Gardener then stood back to watch his garden grow. Soon the Cucumbers, Onions, and Tomatoes had sprouted. The Cucumbers fell in love with the Tomatoes but the Onions stood between them.

It looked as though this budding romance would never be, because the Cucumbers were in one row and the Tomatoes were in another and the Onions were coming up between the two. The Cucumbers grew to be big and tall, and the Tomatoes grew to be plump and sweet, but the Onions still separated them.

Alas all is not lost, one day, later in the season, our Gardener went out to his garden and picked the Tomatoes, Cucumbers, and Onions, and the Gardener made a great salad. In this salad he placed the Cucumbers, the Tomatoes, and the Onions, The Cucumber was at last by his beloved Tomatoes, while the Onion had to stand aside. This was the most beautiful salad ever.

AUDIENCE PARTICIPATION

LEFT/RIGHT STORIES

Have the group either stand or sit down. Give something to each Cub Scout that they can pass around during the story. It can be a patch, a coin, a sticker or anything theme related. When the story is over, they get to keep the item they end up with. Here's how it works - when the group hears the word "left," they will pass their item to the left. When they hear the word "right," they will pass it to the right. These stories are always lots of fun!!

THE CRAZY MIXED UP FARM!

I went to the farm to visit a friend. But when I got there, it was very quiet. The farmer wasn't anywhere to be found. I looked around and heard some noises coming from the barn. As I peeked around the corner, I found all the farm animals there. They were doing some kind of a line dance. I couldn't believe my eyes.

I heard the horse say to the rest of the animals, "It's a dance with some moves, either fast or slow, whichever one you choose, get ready, set, go!" And then he called out some moves. "To the **left** three times, to the **right** three times, **left** foot one step, **right** foot two steps, slide to the **right**, slide to the **left**, and hop! Hop to the **left**, hop to the **right**, slide to the **left** and slide to the **right**. **Right** foot stomp, **left** foot stomp, hop on both feet and turn around!!!"

"There you have it," said the pig. "How about if we go a little faster?" The horse went through the moves once more, but this time a little bit faster. "To the **left** three times, to the **right** three times, **left** foot one step, **right** foot two steps, slide to the **right**, slide to the **left**, and hop! Hop to the **left**, hop to the **right**, slide to the **left** and slide to the **right**. **Right** foot stomp, **left** foot stomp, hop on both feet and turn around!!!" By the time the horse was done doing the dance a little bit faster, they were all exhausted and fell to the floor.

I couldn't believe my eyes, talking and dancing farm animals. I **left right** away and never told anyone what I saw that day.

HOW MANY ANIMALS LIVE DOWN ON THE FARM?

One day, the county came to take a count of all the animals on Farmer Brown's farm. You see, Farmer Brown was going to get some money. He didn't know how much, but was told the amount depended on the number of animals that were living on the farm. When Farmer Brown heard this, he got excited and went **right** down to the barn to start counting how many animals there were.

He started counting, but was soon confused. There were no animals to be found. "I know there were 10 chickens **right** here," he said. "I can't believe they **left**." He started pacing back and forth – **right** and **left**, **right** and **left**, **left** and **right**, **right**, **right**, **right** and **left** and **left** and **right**. He scratched his head and went **right** down to the horse barn. He decided he would look for the chickens later, **right** now he would count the horses. He knew he had 10. He started going from stable to stable – **right** to Sarah, then **right** again to CD, **right** to Clara, **right** to Cede and he could not believe his eyes. The horses were all gone. "They **left** too?" he asked. "They should be **right** here. I **left** them in their stalls last night." Farmer Brown was so confused.

AUDIENCE PARTICIPATION

Where were his animals? They should all be **right** here. Was someone playing a trick on him and **left** him out of the joke? He went out to the pasture to count the cows. There were no cows – he looked to the **left**, to the **right** and to the **left** again. Where were they? Where were his animals?

All at once he felt a shake. He was shaken **right** out of a deep sleep. Farmer Brown was dreaming – his animals had not **left**. He got up and ran outside. They were all **right** where he **left** them. He was so happy.

MY DAY ON THE FARM

On Saturday morning I woke up and jumped **right** out of bed. I was so excited that I didn't have to go to school today. I decided to go on a hike to get some exercise. I couldn't wait - I **left** with my lunch and something to drink in my backpack, along with some other stuff to keep me busy, looking forward to the day ahead of me.

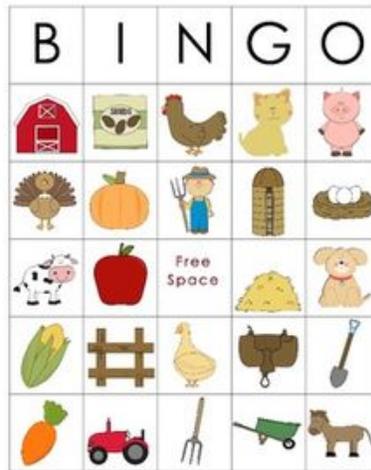
As I walked down the street, I went to the **right** and walked a few more blocks. To my surprise, there **right** in front of me, was a farm. Why was there a farm in the middle of my neighborhood? I was so confused. Oh well, I entered the farm not sure what I would find. I moved to the **left** and then to the **right**. I stopped to get my bearings and **right** there in front of me was this weird looking green cow. He had a large head and big eyes. On the **right** side of his head was a great big ear. On the **left** side was a small ear. I stood frozen in my tracks. What's going on? Am I dreaming? What should I do? I moved to my **right** and the cow moved to his **left**. I moved to my **left** and he moved to his **right**. I took a step forward; he took a step backwards. The cow seemed to be doing everything that I was doing, just the opposite. I looked at the cow and told him that my name was Tom. He just stood there looking at me. I wasn't sure what to do next. I heard a noise coming from my **right** and then another one from the **left**. Which way do I look first – **left** or **right** or **right** then **left**? There were blue horses and green ducks. And rows of chocolate bars growing **right** in the field. Wow, what was going on? I was really confused. I heard more noise and looked **right** over my shoulder. There was my friend, Bobby. He wanted to know why I **left** him? As he came running at me, he ran **right** into me and knocked me down. As I hit the ground, the **left** side of my head hit the ground. Bobby helped me up off the ground and I started to share with him what I saw.

Over there to the **right** is a green cow, and to the **left** were blue horses and to the **right** green ducks. Bobby looked at me and said "what are you talking about? I don't see any of that. We are at the ball park – are you ready to play ball?" I looked at Bobby, scratched the **right** side of my head and said "let's play ball. I don't want to be **left** out." I am not sure what I saw that day, but **right** or wrong, it was pretty crazy!"

GAMES AND ACTIVITIES

Games are a great way to teach Cub Scouts about teamwork, playing fair, doing ones best AND having FUN! Cub Scouts do not require prizes, nor do they care if the game is not finished. They like games! Some tips – choose an appropriate game – one that is right for the age level and playing area; be prepared – have everything you need; start positive – start the game with enthusiasm – make it look fun! Explain the rules and make sure everyone can hear them; make the instructions brief. Demonstrate or do a dry run if needed. While the game is being played, watch for ways to adjust the game if necessary; end the game BEFORE it reaches its peak of enjoyment; delay setting a winning score and REACH FOR LASTING RESULTS. Lord Baden Powell said, “Scouting is a game - with a purpose!” Sportsmanship and fair play fit into what it is we are trying to accomplish in Scouting.

We have included games that you can use at Day Camp or adapt to be used at Day Camp. While deciding which ones will work, think about how they can be modified for the different levels of scouting and be age appropriate. Sometimes changing the size of the ball or rolling instead of throwing, will allow the game to be played by all! Be creative and have FUN!



GAMES AND ACTIVITIES



FARM ANIMAL RELAY

Have pictures of farm animals cut from old magazines and place them in a large container. Divide the den, into two teams. Players run to the bag, take a picture from the container, and run back acting and sounding like the animal. Before a player reaches the team, the rest of the team must guess the name of the animal.

GATHERING EGGS

Materials: Two spoons and two bowls per team, one hard-boiled egg (with shell on) for every two players
Divide scouts into teams. Place an equal number of eggs in a "nest" (bowl) for each team. Place another bowl for each team on the other side of the room. On a signal, two players from each team grasp one egg with their spoons and move it to the other bowl. They then run back to their team and hand their spoons to the next two players.

SCARECROW

Play farm-related music or sing a song such as "Farmer in the Dell." Cub Scouts walk around until the leader gives a signal such as blowing a whistle. At the signal everyone pretends to be a scarecrow and stands on one leg with arms stretched out wide. Those who lose their balance and touch both feet on the floor sit down. Make the duration of standing longer as the game progresses. Encourage the Cub Scouts who are sitting to cheer on the ones still standing. The game continues until only one scarecrow is standing.

PIGS FLY

Materials: Pink balloons, markers, curling ribbon, fly swatters

Blow up pink balloons and let the Cub Scouts draw a pig face on the front with a black marker; attach a curled pink ribbon with tape for a tail. Divide Cub Scouts into teams. Use fly swatters to slap balloons to the end of the marked line and back. Then pass off to the next scout in line.

Remember: Pick up the pieces when the game is over.

GAMES AND ACTIVITIES

VEGETABLE STEW

Cub Scouts sit in chairs in a circle with one Cub Scout in the center. The leader assigns the name of a vegetable to each of two Cub Scouts in the circle. When the name of their vegetable is called, the two “corns” or “potatoes” run to change places, while the Cub Scout in the center tries to get one of the vacant places. When the leader calls “vegetable stew,” every one scrambles to get a different seat. The one left standing is “It” for the next round.

VEGGIE HARVEST

Hide either real vegetables or pictures of vegetables around your camp location. Give each Cub Scout a bucket. On a signal, they race to find as many veggies as they can before you say, “Stop.” To make the game a little harder, give each Cub Scout a list of vegetables they must harvest.

PICK A CROP CHALLENGE

Each Cub Scout, team tries to list as many crops as possible in a 3-minute time. See if anyone remembers that non-traditional “crops” are also farmed, such as trout on a trout farm.

AGRICULTURAL ALPHABET

See if you can think of a “farm” word that starts with each letter of the alphabet. Or see if you can make a list of farm animals that start with each letter of the alphabet (think globally!) This could be a den, family or team challenge.

GO HUNT IN THE HAY

In a small pile of hay, hide pennies or toys that the players must feel for with their eyes shut, or blindfolded.

WATERING THE HORSES

Equipment: Paper cup half filled with water for each scout.

Cub Scouts are in dens, and each Cub Scout is given a paper cup half filled with water. In turn they race to a turning point about 10 yards away taking their cup with them. When there they turn around, kneel, put the cup between their teeth, and with their hands behind their backs drink the water. As soon as the cup is empty, they get up and race back to their team, and the next Cub Scout goes.

FARMING CHARADES

Have the Cub Scouts pick picture out of a hat or bucket of farm related items. The Cub Scout will act out what the picture is. The other Cub Scouts will try to guess what the picture was. The Cub Scout that guesses correctly will be the one to go next.

CHARADES USING ANIMAL CRACKERS

One player pulls an animal cracker out of the bag and doesn't show it to the rest of the group. They then act out the animal while the other players try to guess what it is. When the group comes up with the correct answer, the player acting out the charade can eat the animal cracker!

GAMES AND ACTIVITIES

SEED PLANTING RELAY

Materials: 6 cups or jars per team, One bag of seeds, pasta shells, or dried peas

Team members follow a line, or rope on the ground, and walk heel to toe. Each team member must stop (about every 3 feet) and drop a seed in a small mouthed jar set near the line. When he/she reaches the end, he/she runs back and taps the next scout on the team.

MILKING CONTEST

Materials:

Large cardboard cutout of a dairy cow,
Disposable plastic gloves (Watch out for latex allergies),
bucket(s),
stool, if available.

Directions:

- ✓ Make a small pin-hole in the finger of the glove.
- ✓ Fill the glove with water,
- ✓ Then attach to the cow cutout using the rolled up "wrist" of the glove for strength.
- ✓ Set the bucket to catch the "milk"
- ✓ Have a contest to see who is the best milker.
- ✓ Set a time limit.
- ✓ Or divide into equal teams and see which team collects the most "milk" – each scout gets just one squeeze per udder

TRIP TO THE FARM – Cub Scouts sit in a circle and the first Cub Scout says, I took a trip to the farm and saw a _____. (First scout names something that begins with an A. The next Cub Scout names something that begins with B. This continues on until the entire alphabet has been used.) If a Cub Scout cannot name something that involves the farm with his/her letter, move on to the next Cub Scout. Set a time limit to name a person, place, or thing. Good lunch time activity.

DRIVING SPUDS TO THE MARKET

Each team must sweep potatoes (one for each) from one end of the area (marked with lines) to the other using only a household broom.

POTATO WHEEL-BARROW RACE

Each team will work together – one scout will walk on their hands while the other team member holds up his/her feet. Put a potato on the back of each "wheel barrow." The team must make it up and back without the potato rolling off. If it does, the team will need to start over.

BEAN AND STRAW RELAY

You will need 15 beans, 2 containers and one straw per Cub Scout. The beans need to be bigger than the straw for this to work. Each team will work together to get the beans to the container. Cub Scout one will pick up a bean with the straw and carry it across the area and deposit it in the container. The first team to have all their beans in, wins.

GAMES AND ACTIVITIES

WHEELBARROW RACE

Teams stand in lines at one end of the playing area. On the command of “go” the front player will get down on their hands. The second player stand between their legs and lift up the legs to waist level. They will go as fast as possible to the other end of the area with the front player walking on their hands and the rear player holding them up like a wheelbarrow. When they reach the end of the area; the players will switch for the race back to the starting line. The next two players will do the same. The first den that finishes wins!

HORSE RACE

Make horses out of pool noodles, paper bags and have a horse race. Each Cub Scout will use the horse that was made and run to the end of a designated area and back. The next Cub Scout in line will do the same. First team that finishes wins! (The horse could be made at a station to be played later that day).

Another version:

Each Cub Scout is given a blown-up balloon (or they can blow up their own). The balloon is put between the knees, (his horse). At a given signal, all players race for the finish line and back. If a Cub Scout drops their balloon, they return to the starting line. If the balloon pops, they are out of the race. This can also be adapted to be a relay race.

MILKING BUCKET BRIGADE RELAY - Divide players into two teams. Give each team two pails, one filled with “milk” and one empty. Place the empty bucket some distance from each team. On signal, the first player in each team carries the full pail to the empty one and pours the “milk” into it, and then returns to the next person in line with the full pail. The next player repeats the same actions, and so on until all have carried the “milk.”. This is not a speed contest. The winning team is the one that has the most “milk” in one pail when all the members have finished.

QUARTER DROP: Have the players form 2 teams. For each team, place a gallon jar 2 to 3 feet in front of the line. Fill each jar with water and place a smaller glass jar in the bottom of the gallon jar. Have each player try to toss a quarter or iron washer into the jar and into the smaller jar.

PENNY DROP: Pour water about six inches deep in a bucket and drop in a dime. Each player is given six pennies. In turn, players drop their pennies in the water, trying to cover the dime with the penny. The successful player wins the dime.

WISHING WELL: You will need a pie pan, tub of water, pennies or small rocks/pebbles. This tossing game is played by placing a light pie pan so that it floats in a tub of water. Each player stands at a distance of six or eight feet and attempts to toss the pennies or pebbles, into the pie pan. Each one that lands and remains in the pan is worth a point.

KNOT-STEP CONTEST: Line up players; each has a piece of rope. Call out the name of a knot. Each player ties the knot. Judges quickly check the knots, and those players who have tied them correctly can take one step forward. First player to reach the finish line is the winner. This game can be adapted for each age group – just change the type of knots that must be tied.

GAMES AND ACTIVITIES

FLOAT THE NEEDLE: Have a bowl of water and a needle and challenge Cub Scouts to try to make the needle float. After they have tried and failed, place a small piece of tissue on water and the needle on top of that. As the tissue gets wet, it will sink to the bottom. The surface tension of the water will allow the needle to remain afloat.

FIND THE EGGS

Have wooden, plastic eggs hidden throughout camp with words of encouragement in or on them. Have the Cub Scouts pick them up throughout the day and share them as part of the closing.

BLANKET BALL

Any number of players, two sheets or blankets, two balls or large soft objects (even rolls of toilet paper work well). Form two groups. Group members grab hold of a blanket's edges, with a ball in the center of the blanket. Players practice throwing the ball up and catching it by moving the blanket up and down in unison, trying to get the ball as high as possible. After the groups have developed some skill in catching their own ball, they toss the ball toward the other group to catch on their blanket. Groups continue throwing the balls back and forth. *Variation:* Try using water balloons outdoors on a hot day.

FARMYARD

Each team or den chooses the name of a farm animal that is easy and amusing to imitate. All are blindfolded and scattered around the room/outdoor area. At a signal, the animals start making their own noises to attract other members of their own team. For instance, the "ducks" start quacking as they wander around. If they hear other quacks, they go in that direction. When two ducks meet, they take hands and seek other quackers. The first team to fully assemble wins the game. This is great fun, but very noisy. (Another great idea for gathering dens together).

POTATO DIFFERENCES

Talk about how potatoes are grown. Talk about the differences of each other. Put potatoes in a bag and then see if the players can pick theirs out after they have been mixed up.

WORDS OF EGGCOURAGEMENT

Have the scouts paint and then write "words of encouragement" on the eggs. They can share their egg with another Cub Scout or take it home to be shared with others.

GET THE HAY IN WAGON RELAY

Using small wagons, have the Cub Scout pick up "leaves", straw or hay on a course while pulling a wagon.

SUN UP GAME

Farmers are up with the sun. All crouch down and have to try to pop up at the same time as the Sun. See which den can work together as a team to "pop up."

NEEDLE IN A HAY STACK GAME

Have real straw in a bin with a "needle" (popsicle stick). The Cub Scouts must find the "needle" while blindfolded.

GAMES AND ACTIVITIES

DRESS A SCARECROW AND RUN

1. Stock up on over-sized plaid shirts, goofy pants, rope belt, floppy hats and any other clothing that a scarecrow might wear.
2. Make piles containing one of each item.
3. The number of piles is determined either by the number of players or teams participating.
4. Line up players and let the game begin!
5. The players run to the pile, put on the outfit, and dart back to the starting line.
6. If doing it as a team game, they would then switch the outfit with their teammate-who run out and back.
7. First team with their last team member DRESSED AS A SCARECROW wins.

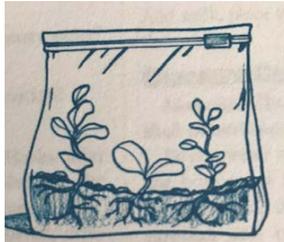
SHEEP HERDING

- Before the event, inflate two white balloons.
- Attach short pieces of black curling ribbon to make sheep tails and use a black marker to draw faces on them.
- To play, divide players into two teams.
- Give the first player on each team a broom, or fly swatter, that they will use to herd their team's sheep across the room and back to the next player in line.
- The first team to finish herding their sheep wins! (You may want to have "sheep" clones ready in case the originals pop.)



CRAFTS

Plastic Bag Greenhouse



Materials:

Resealable plastic bags (gallon size)

Potting soil

Seeds (lima beans, popping corn, pumpkin seeds, citrus or other fruit seeds)

Instructions:

Place enough potting soil (about 2 in.) in the bag so that the bag “stands” on its own. Push seeds into the soil. If you put them close to the side of the bag, you can see how the roots grow. Sprinkle just enough water to moisten the soil. Close the bag. Keep your greenhouse in a place where it gets plenty of light – but not in the direct sunlight. Transplant into an indoor garden or in a pot (outside, weather permitting) when they grow too tall for the bag.

SODA BOTTLE COMPOSTING

Supplies needed:

- 2-liter soda bottle (make sure it is transparent)
- Scissors
- Raw food scraps (vegetable/fruit peel, tea bag, coffee grounds, raw left overs)
- Soil
- Water spray bottle

Instructions:

Remove the label and rinse your soda bottle. Cut the top off the bottle (the end with the lid)

Throw a handful of soil into the bottom of the bottle. Follow this with a handful of food scraps. Repeat this process until the bottle is full, finishing with a layer of soil. Once your bottle is full, spray the bottle with water (it shouldn't be too wet, but should be damp).

Place your composter in a sunny spot. When the topsoil dries out, you should spray it with water to maintain a constant level of moisture.

Watch and wait as your food scraps decompose and turn to soil. You will need some patience – the whole process will take about 8 weeks. Take photos of the bottle once a week so that you can compare changes that take place from week to week. urbangardenersrepublic.com

CRAFTS

COMPASS NECKERCHIEF SLIDE



Materials:

Toy Compass, 10" Suede Cord, 3 Pony Beads, 4" Pipe Cleaner, Low Temp Glue Gun

Instructions:

Hot glue suede cord all around compass. Leave both ends hanging from the compass. Cut ends into a point to make stringing pony beads easier. Slide both ends into one pony bead and push it all the way to the compass. String one pony bead onto each end. Tie knot to secure. Trim. Hot glue a 4" piece of pipe cleaner on to back of compass to twist into a neckerchief slide.

BEADED NECKERCHIEF SLIDES

Weave a neckerchief slide to match your uniform.



Materials:

30 Pony Beads, 24" 1mm Black Round Elastic, White Glue

Instructions:

Cut elastic cord into 24" lengths. Stiffen ends with white glue. String the first row of three beads onto cord and push to the center of the cord. Lace the 2nd row of beads onto one cord. Lace the other cord through the same beads in reverse order. Pull both cords snugly. Continue with the next row of beads until you have laced rows. Loop beads around and string one cord through first row of beads. Tie cords together pulling tight. Put a dab of white glue on knot. Let dry, then trim the lace.

Other neckerchief ideas:

How about a small plastic animal glued to a piece of pvc pipe or leather? Or make it out of fun foam. Anything farm related could be made into a neckerchief slide.

CRAFTS

ANT FARM NECKERCHIEF SLIDE

1 tic tac box
1 plastic ant
2 different colors of sand (1 should be dark)
Candle

Remove the white cover from the tic tac box. Layer the sand in the box to look like an ant has made the trails. Stop when near the top. Seal with melted candle wax. When cool, glue on the plastic ant in a way that it looks like it is crawling out of the box. Glue on backing.

HORSE NECKERCHIEF SLIDE

Materials:

Horse colored fun foam, a "googlie" eye, markers, yarn, paper, pipe cleaners, scissors, duct tape and glue.

1. Sketch a design of a horse's head or entire horse, and transfer it to the fun foam. Cut out the basic design.
2. Draw on details, glue on the eye and yarn for the mane.
3. Tape a 1-inch piece of pipe cleaner to the back. Twist the ends of the pipe cleaner around the neckerchief to wear as a slide.

JOHNNY APPLESEED NECKERCHIEF SLIDE

Johnny Appleseed Slide

Attach pipe cleaner loop to an empty "Jet Dry" dishwasher rinse container or a small plastic cup. Glue red pom-poms inside and label "Apples".



JOHNNY APPLE SEED NECKERCHIEF SLIDE

Have apples for a den snack and save the seeds. Cut an apple slice shape from thin wood or use pre-cut shape from hobby store. Paint like a cut apple. Glue seeds in the center of apple and add a ring of vinyl or leather scrap to the back.

CRAFTS

LADY BUG NECKERCHIEF SLIDE



Use half a walnut shell for lady bug. Paint head black. Paint body red with black dots. Add a narrow black stripe down center of back. Glue on wire antennae. Use tiny plastic eyes or cut from construction paper. When bug is dry, turn upside down, fill with a little plaster and insert a pipe cleaner ring.

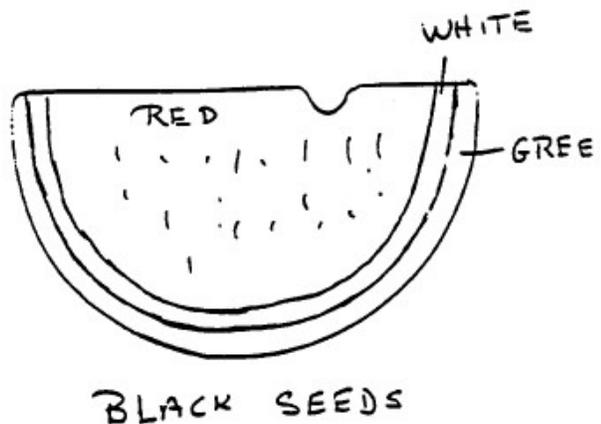
WATERMELON NECKERCHIEF SLIDE

Watermelon

Materials:

Thin wood
Paint- red, white, green, black
PVC pipe
Coping saw

1. Cut wood to pattern.
2. Cut out notch with coping saw.
3. Sand.
4. Paint.
5. Add PVC pipe to back for loop.



VEGGIE PRINTS

Materials: Various vegetables and fruits, sponge or brush, construction paper, acrylic paints

Slice veggies and fruits in half for this activity. Keep the rest clean. If you use citrus fruit, cut the flesh out as you would a grapefruit to make clear prints. Adults help with cutting the vegetables and fruit. Wipe with paper towels to minimize excess moisture. For ink, use a sponge soaked with paint, or paint the vegetable with a brush.

Encourage Cub Scouts to share the their "stamps" so they don't waste food.

Save seeds and carrot tops to plant later.

CRAFTS

CONE CUP FARM ANIMALS



BLEACH BOTTLE PIGS



SPONGE GRASS HOUSE (BARN)

Everyday kitchen sponges become an inspired gardening craft with Sponge Grass House.



CRAFTS

PLASTIC EGG GREENHOUSE

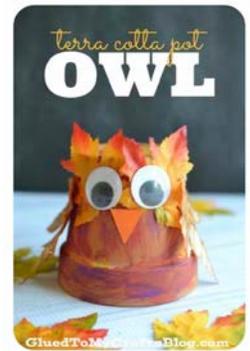


SCARE CROW MAGNETS



Popsicle Stick Scarecrow Magnet Cra... ***

TERRA COTTA POT OWL



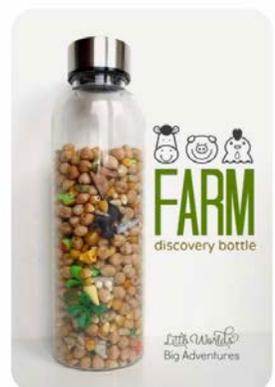
Terra Cotta Pot Scarecrow - Kid Craft ***

CORN SHAKERS



by Craftulate for Pre-K Pages

DISCOVERY BOTTLE



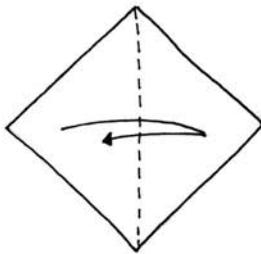
Let's Write Big Adventures

CRAFTS

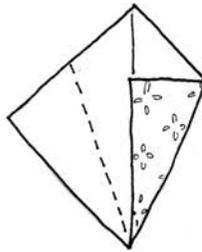
ORIGAMI

This is a fun craft for the scouts to do and provides a craft for all age levels. There are so many different things that can be made from origami. Books and the Internet provide ideas and instructions! Search the word "farm" or "animals" and you will find lots to choose from. There are a few below.

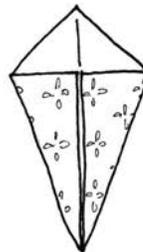
GOOD MORNING ROOSTER!



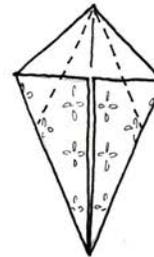
1. With white side facing up, fold and unfold on diagonal.



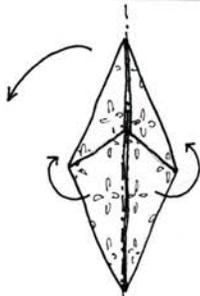
2. Fold corners to center, lining sides along center crease to make a kite shape.



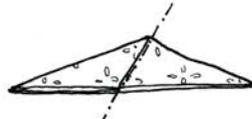
3. Kite base.



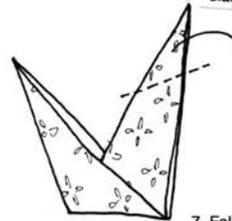
4. Fold left and right corners down to make a diamond shape.



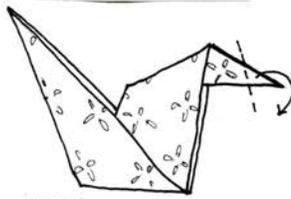
5. Mountain fold sides and turn paper on its side.



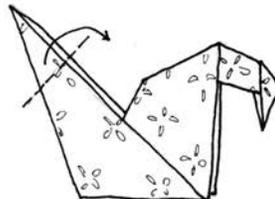
6. Mountain fold and unfold along line shown. Inside reverse fold right point up along crease.



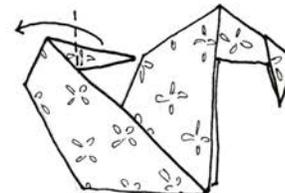
7. Fold and unfold along line shown. Inside reverse fold the tail.



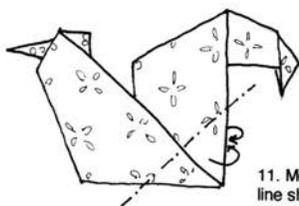
8. Fold and unfold along line shown. Outside reverse fold tip of tail.



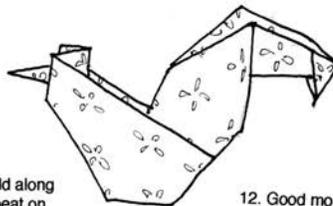
9. Fold and unfold along line shown. Inside reverse fold head of rooster.



10. Fold and unfold along line shown. Inside reverse fold beak.



11. Mountain fold along line shown. Repeat on other side.



12. Good morning rooster!

CRAFTS

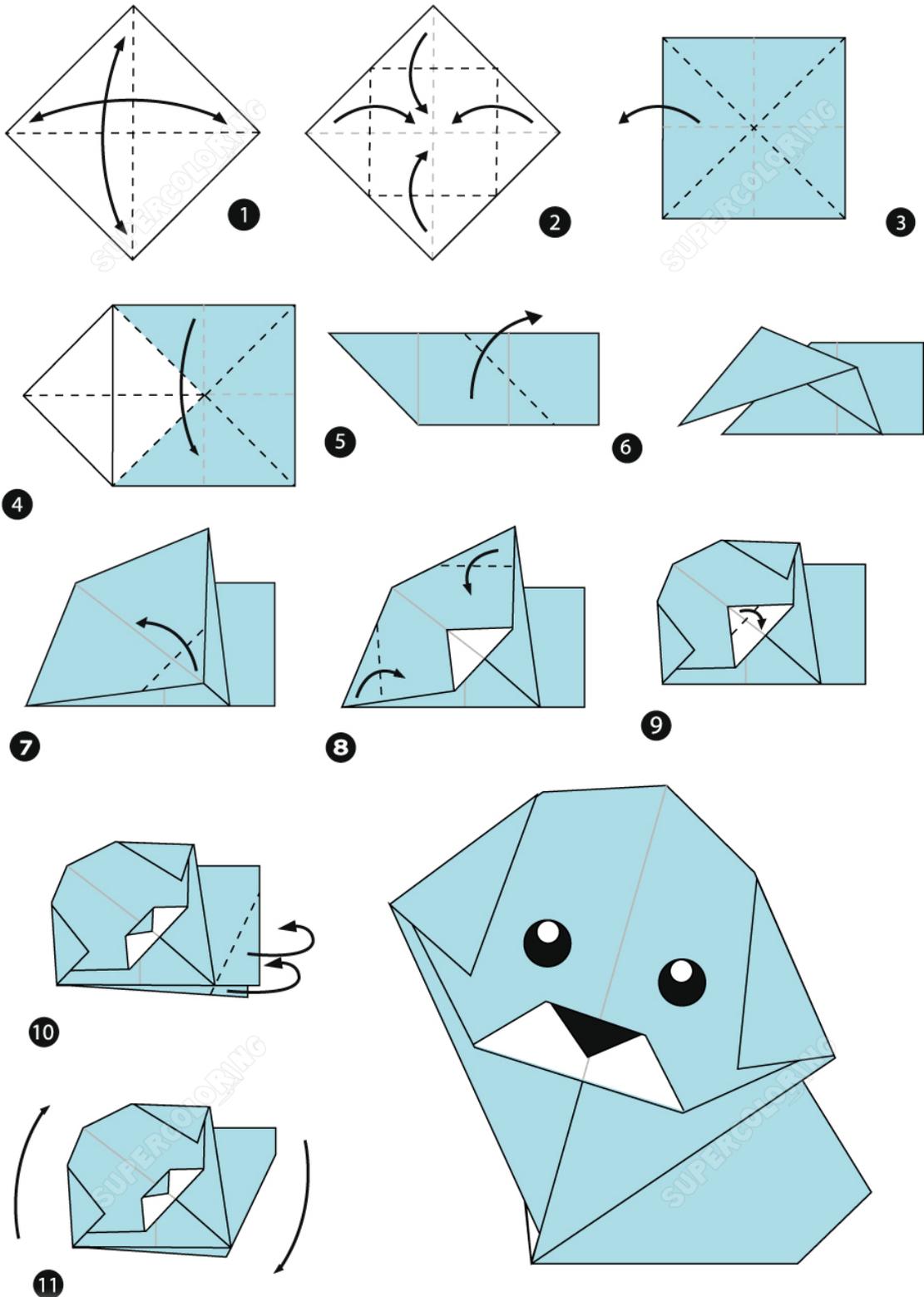
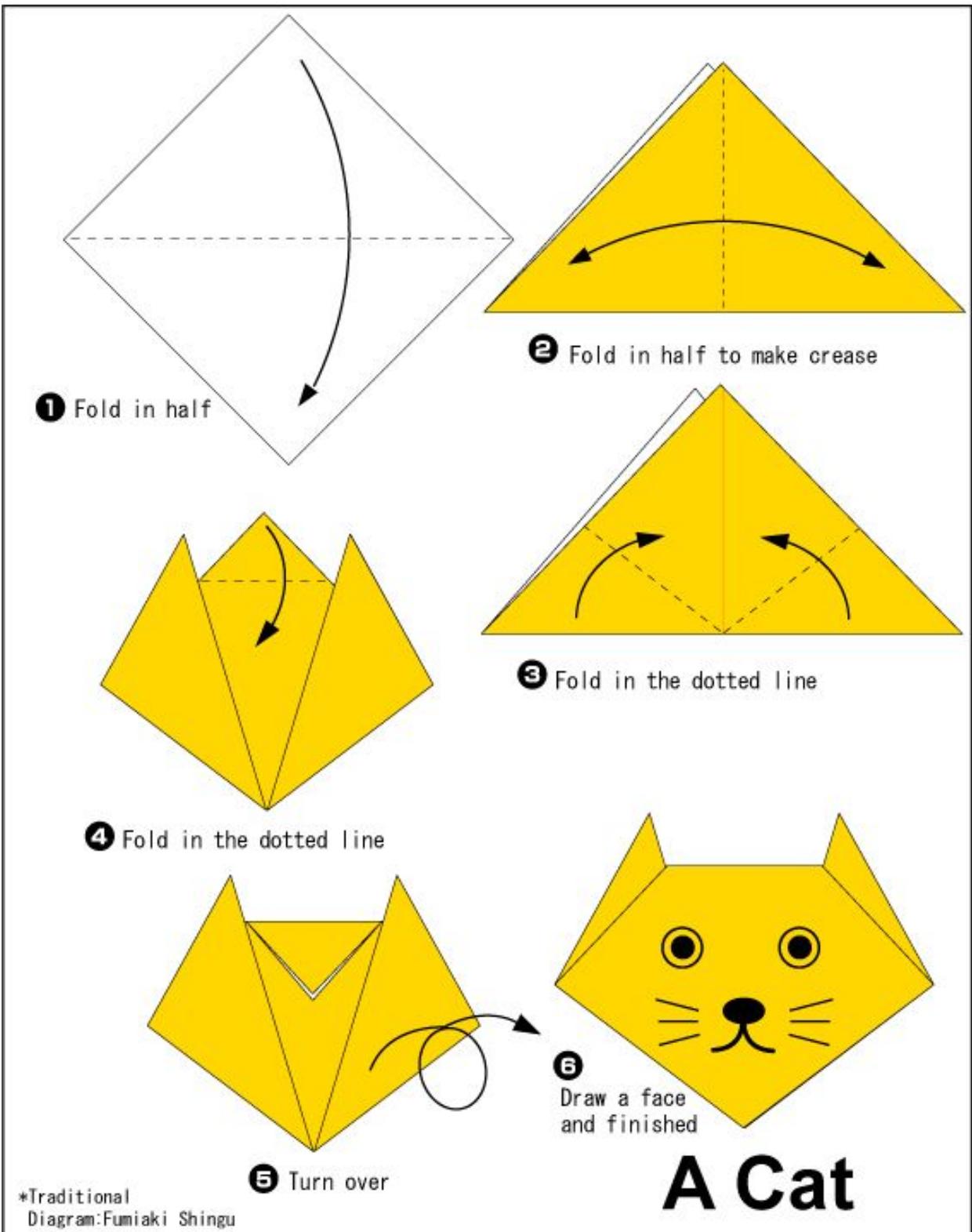


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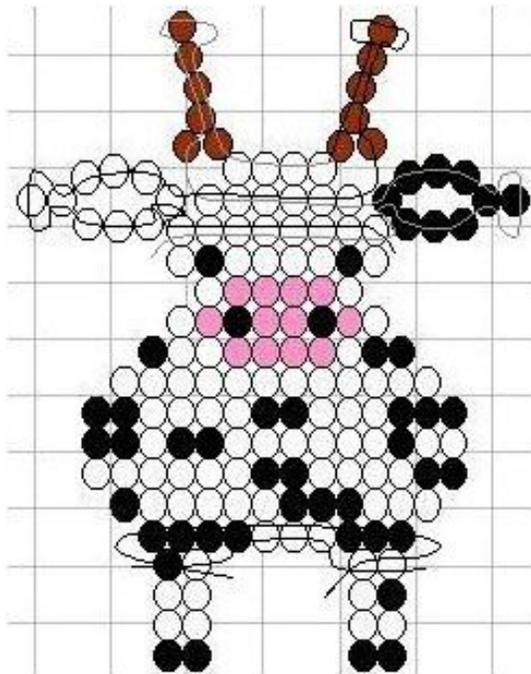
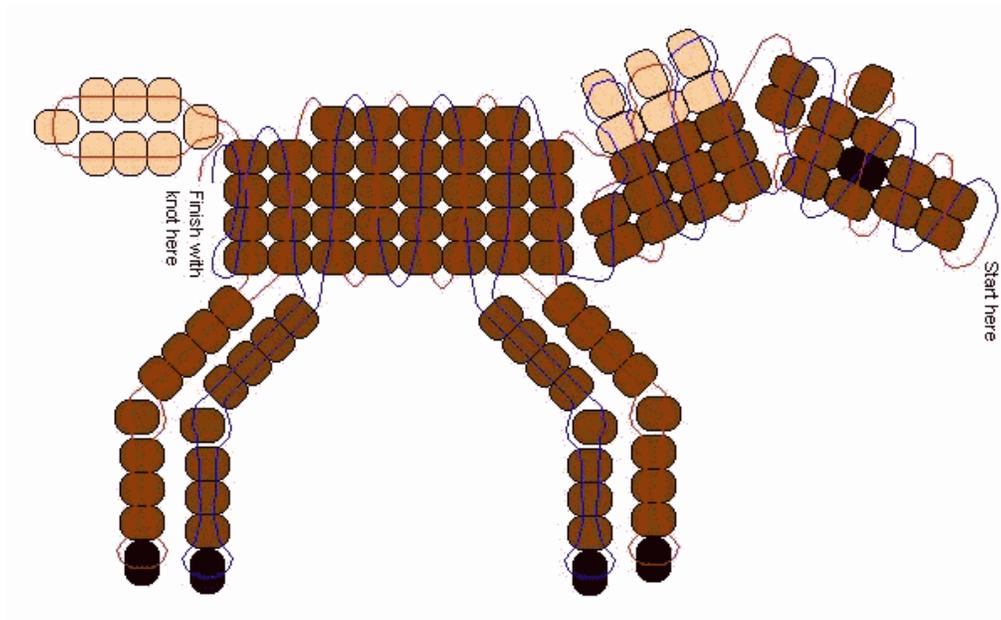
CRAFTS



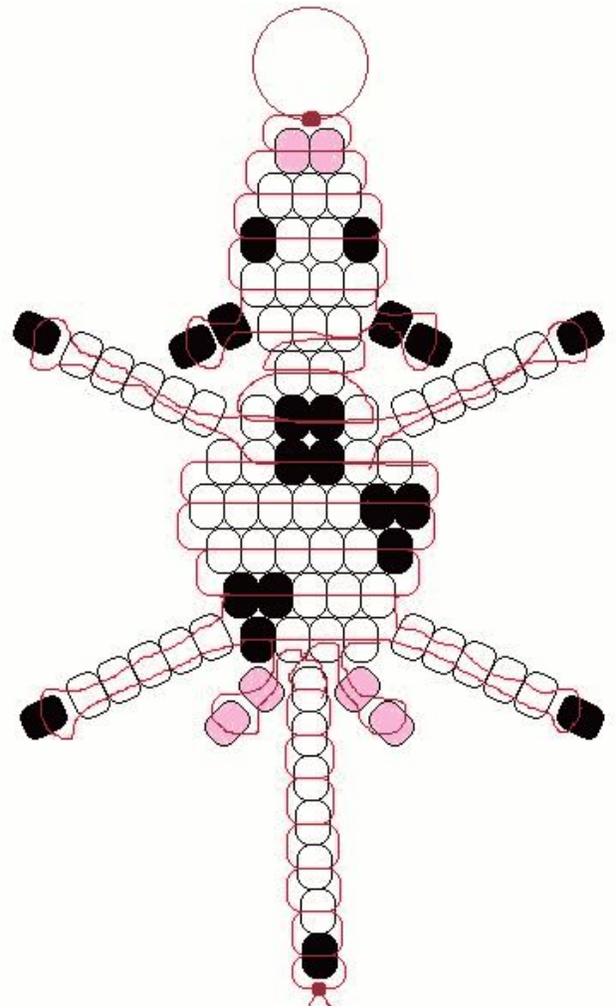
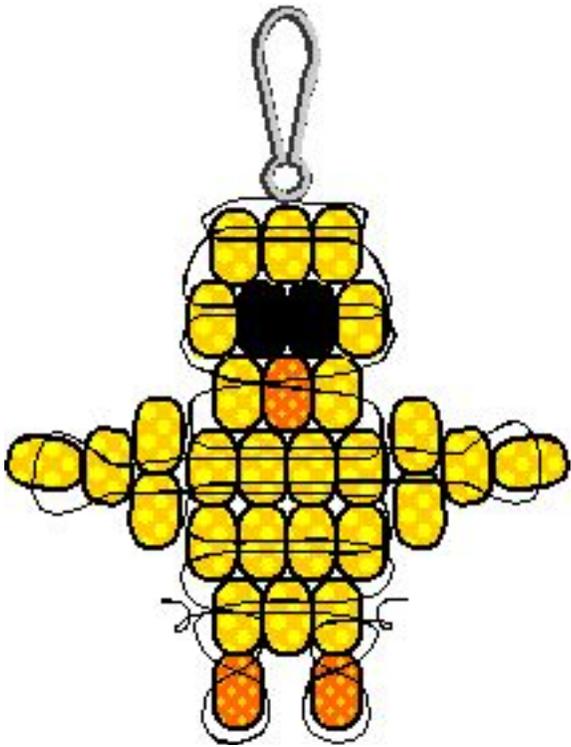
CRAFTS

Beadie Farm Critters

This is another fun craft for the Scouts to do and provides a craft for all age levels. There are so many different things that can be made from beads. Books and the Internet provide ideas and instructions! Search the word "farm" or "animals" and you will find lots to choose from. You can also put kits together to use as gathering activities or fillers when the Scouts finish a station early. Here are a few.



CRAFTS



CRAFTS

ROCK PAINTING



CORN PAINTING



PAINT CHIP PIGS



PAPER PLATE CHICKENS



CRAFTS

MOSAICS



WINDSOCK

Decorate a windsock to fit any theme. Use blue streamers on gold paper for the blue and gold banquet, or red and white streamers on blue paper for a patriotic theme.



Materials:

Cans

Paint

Streamers/Fabric or ribbons

CRAFTS

TIN CAN LANTERN

Tinsmiths used tin piercing to make items such as lanterns, charcoal heaters, and cabinets. This craft requires careful supervision by adults but makes a “keeper craft” the Scouts will truly enjoy.

Materials:

Clean tin can, any size Paper, pencil, scissors, water 2-by-4 scrap lumber, duct tape, hammer, flathead nails, small candle and holder

Instructions:

Make a paper pattern that will fit around the tin can. Draw a design of dots that will be punched through the can with a hammer and nail. Keep the dots of the design far enough apart so that the can doesn't bend during punching. The spacing will depend on the size of the can and the age level of the scouts. Fill the can almost full with water and freeze solid. After the water is frozen, wrap the paper pattern around the can and tape in place. Use two 2-by-4-inch pieces of scrap lumber slightly longer than the can to make a “frame” along both sides of the can. Secure the ends of the frame with duct tape. This frame will brace the can during punching and still allow it to be rotated. Use a hammer and sharp flathead nail to punch holes in the can following the design. The nails must be sharp or the can will bend. Keep extras on hand and replace as needed. After the ice melts, dry the can. Place a small candle and holder in your lantern. Votive candles work well. If you want a top for your lantern, you can punch a design into an aluminum funnel. The funnels are sturdier than the cans so they won't need ice to hold their shape during the punching.

HORSE SHOE CRAFT



Materials:

Horse Shoe, two spoons, two nuts and

Instructions:

Using hot glue gun glue the materials to the horse shoe.

CRAFTS

PLASTIC BOTTLE PIG PLANT POT



Plastic Bottle Pig Plant Pot ...

CLAY POT FARM ANIMALS



Clay Pot Farm Animals ...

CLOTHES PIN CHICKEN



CRAFTS

THANK YOU IDEA



SNACK IDEAS

EARS OF CORN POPCORN



Popped popcorn in green wrapping.

CHICKEN FEED



SNACK IDEAS



SNACK IDEAS



HAY BALES

CARROTS



Rice Crispy Treats

Crispy Cheetos

SNACK IDEAS

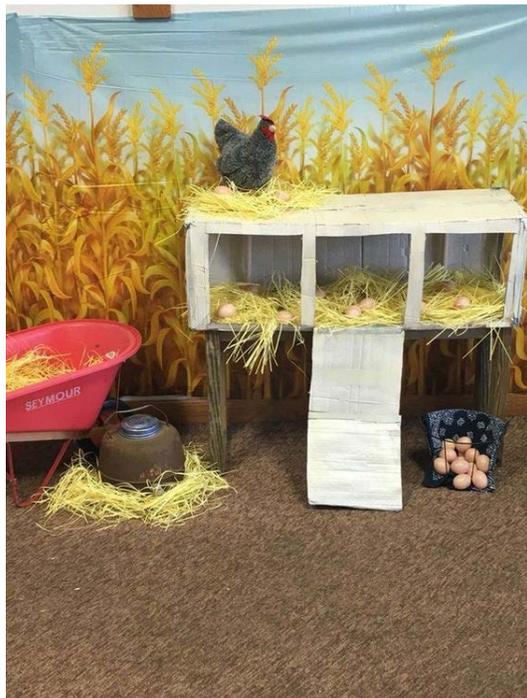
TREAT BAG



THEME RELATED IDEAS



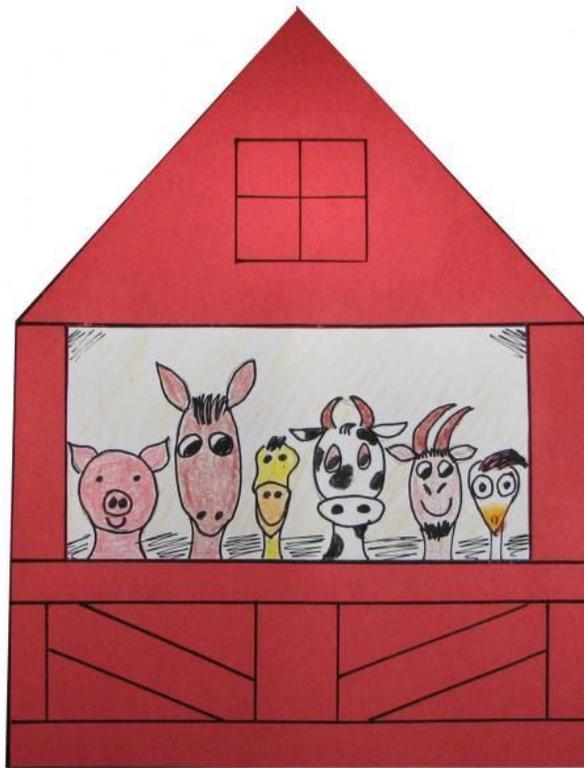
THEME RELATED IDEAS



THEME RELATED IDEAS



THEME RELATED IDEAS



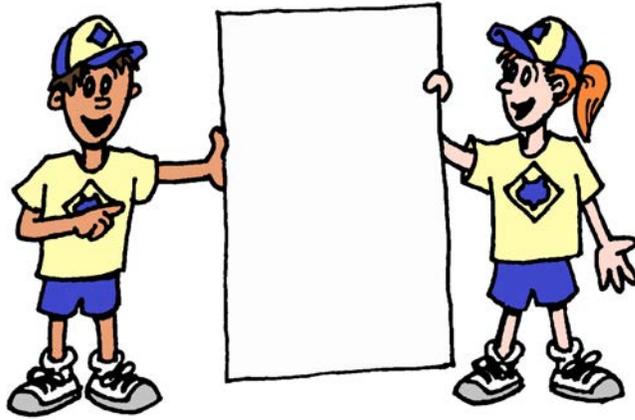
THEME RELATED IDEAS



THEME RELATED IDEAS



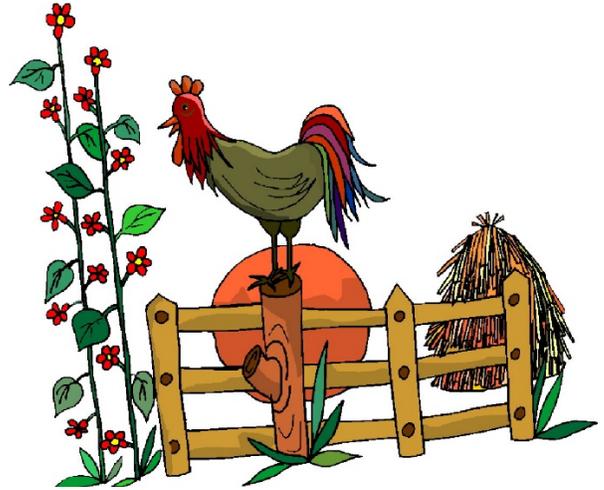
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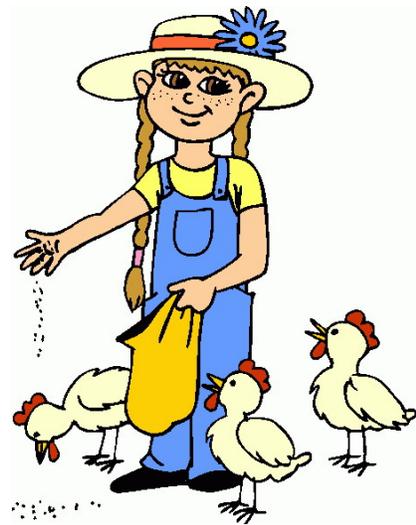
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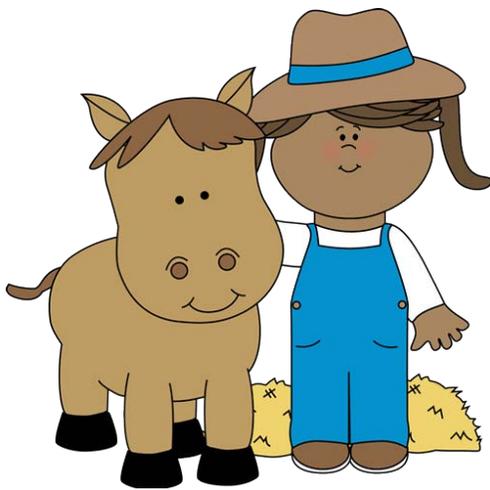
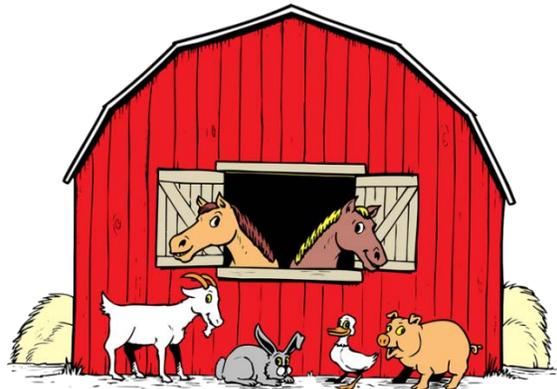
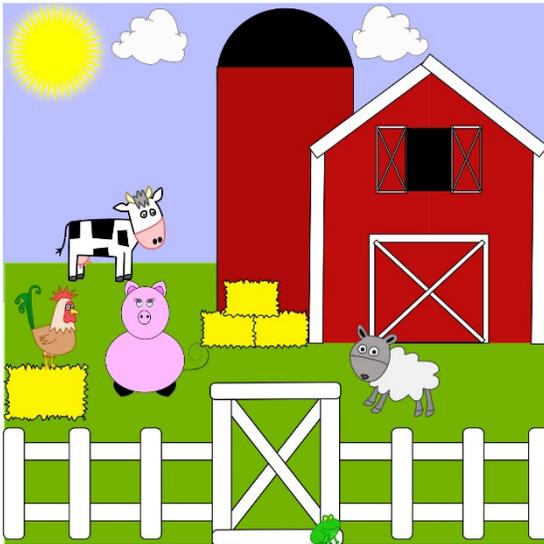
philipmartin.info



CLIPART



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UPCOMING THEMES



Dear Day Camp Directors, Program Directors and Day Camp Volunteers!

We would like to take this opportunity to say "thank you" for your dedication to Cub Scout Day Camp! The work that you do is important to the success of each of our cub scouts Day Camp experience.

Each year, the Camp School Resource Book Team gathers information to put together a Resource Book full of ideas for Camp/Program Directors to use in their Day Camp. The book is full of great ideas shared by others that will help in planning and implementing your day camp, helping to make it full of fun and adventure!

We would like your help in making the Resource Book an even better resource for all to use. *How can you help?* We are looking for activities, crafts and other ideas that are appropriate to be used at Day Camp. Anything that you would like to share with others that you think will help make their Day Camps fun, exciting and memorable for their Cub Scouts.

Here are upcoming themes for Day Camp:

2021 - Weird Science

2022 - Frontier Days

2023 - Off to the Races

Our Resource Book editor is Toni Welch and she would love to have you share material with her. You can contact her at bufalost2@gmail.com. You can start sending her material now so that she has a head start!

THEME SELECTION!

We are in the process of selecting themes for 2024 and beyond and would like your theme ideas! What themes have you used in your day camps that have been fun and exciting for your campers? Let us know so we can make sure we have some great camp themes for all to enjoy! You can send your ideas to Toni at bufalost2@gmail.com.

Questions, comments, ideas? We would love you to share them with us. Please contact Toni Welch at bufalost2@gmail.com. Wishing you all an awesome Day Camp!

Resource Book Team