

National Camping School 2018



“Passport to Adventure”

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 staging NCS, as well as in the districts and councils presenting Cub Scout camping activities.

2018 Passport to Adventure Resource Booklet

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Welcome!

The material in this resource book is designed to serve your district or council in presenting tremendous Cub Scout day camping events, AND in support of those dedicated Scouters in your area and across the regions who staff National Camping School.

We asked for help this year with our Resource Book and I want to say THANK YOU to the leaders who sent in ideas and suggestions. We appreciate your help and all that you do for our scouts and day camp!!

When we looked at the theme "Passport to Adventure" the first thing that came to mind was traveling - traveling to other lands and learning about other countries. We hope that you thought that as well - that is what you will find in this book. However, Passport to Adventure can be about other things as well. The word "adventure" opens doors to many ideas - along with world travel there is also traveling within the United States, hiking, weather, outdoor skills, animals, mystery. . . the list goes on. Whichever "adventure" you choose for your day camp, we hope that it will be an adventure full of FUN and memory making opportunities for your campers.

Note: The first section of this book includes material especially useful for council and district events. It will include items listed in the Table of Contents. All materials reflect the high standards of the BSA. Feel free to use at your local Cub Scout camping activities to help take your activity over the top!

The second section, Abolish Boredom, is geared more to the presentation of the National Camping Schools, but may be useful locally as well.

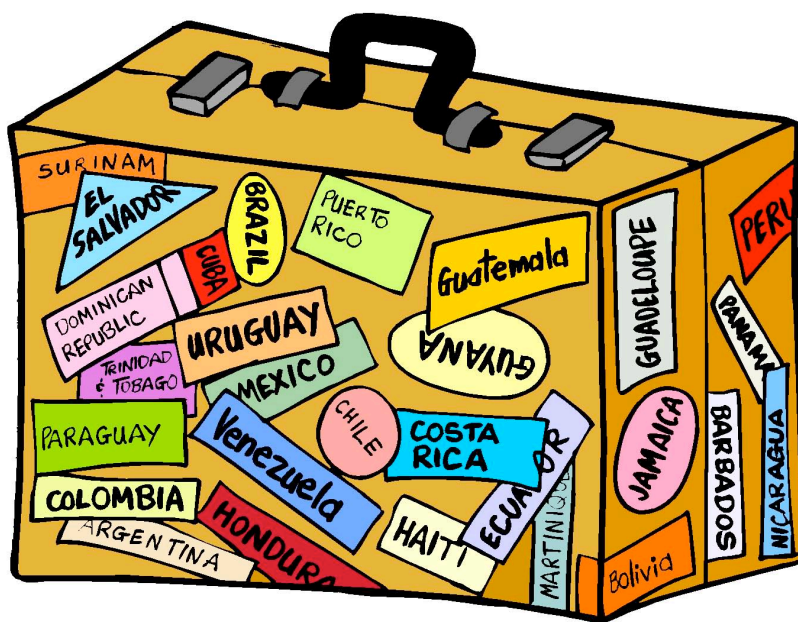


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Setting the Tone for FUN!

Carefully set the tone for FUN from the very start! From your communication with your staff, leaders and parents, to the way your camp looks when the campers arrive, make sure it is warm, welcoming and FUN!!

Some ideas for setting the tone:

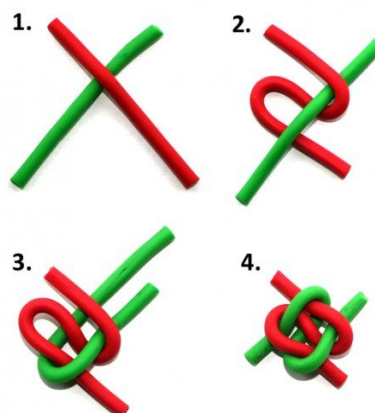
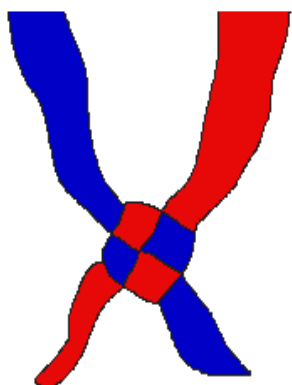
Make sure you use the theme throughout including station names, props, songs, skits and costumes.

Have a passport decorating station on the first day. Use the passports for each of the campers to have stamped at each station they go to. The 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 suitcases each having one of the twelve points of the Scout Law on them.

Songs, den names and cheers should all be theme related.

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.



MAP OF THE WORLD

Have a large world map on a stand as the scouts arrive. Give each scout theme related stickers and ask them to mark places they have been to or a place where they know someone is living or is from. They may want to include the place where their ancestors came from. During the closing on day one, comment on the map – talk about how many countries/states were connected with.

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

SPECIAL GUESTS - This could be a station or lunch time activity. Make sure the scouts thank all of those who attend by having a special cheer ready!

Setting the Tone for FUN!

1. Have a guest from another country visit. Is anyone attending camp from another country? There are many things that this person can do with the scouts. Ask the guest to talk about a child's life in the country he/she is from? Can he/she bring some traditional toys from that country? Can he/she teach a traditional game? Can he/she teach some words in their native language? Can he/she teach the boys to write their names (phonetically) in that language? (Children are fascinated to see their names written in foreign letters.)
2. Have a guest who has been to another country or has hosted Scouts or students from another country. Ask the guest to bring some souvenirs and photos to share. The guest could tell the scouts some of his/her experiences in a different culture.
3. Have a guest (Boy Scout) who went to a World Jamboree. Have them tell about his/her experience.

Additional Lunchtime Visitors – Zoo Keeper with animals; Reptile group; Search and Rescue Team; Venturers – tell the scouts about some of their high adventures; Troop or Boy Scouts returning from Philmont – have them bring their backpack that they used and some pictures; storyteller; police; police dogs; fire department; marine wildlife; historical society or museum docents; Rock Hounds - talk about the adventure of finding rocks. Is there rock hiding in your area? If so, have the scout decorate a rock with a fleur de leis on it or other scouting picture. As above, make sure the 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 by using . . . **THE ENVELOPE** is a good way to help do that! Each station or area should have an envelope that can be given to scouts 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, or whomever is patient and understanding). The envelope itself serves to let the recipient know that the scout needed a break. The recipient can give a snack, a drink; have the scout "try out" a craft/puzzle or other relaxing activity before being sent back with the envelope. Don't forget the buddy system!



NCS 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	Parking Garage Long Term Parking Short Term Parking Departure Depot Landing Strip Boat Dock Trailhead Holding Area
GATHERING AREA	Airport Lobby CSA Checkpoint (Cub Security Administration) Transportation Lobby Adventure Administration Customs Transportation Lobby Passport Checkpoint Headquarters (HQ) Transport Depot Embassy
PROGRAM STATIONS	Names of Countries Visiting Adventure Alley Program Passageway Pathway to Adventure Adventure Stations Exploration Posts
FIRING RANGES	Shot Central Aim Alley Pop It Station Shoot for Adventure Security Honduran Hawkeyes Tarmac Target Range Serengeti Sharpshooters Malaysian Marksman
OBSTACLE COURSE	Names of Metro Stations Modes of Transportation – train, plane, automobile, high speed train Famous Landmarks or 7 Wonders of the World Quest Lane Exploration Excellence Stretch & Run Runway Taiwanese Range Iditarod Cape Canaveral Challenge Madagascar Maze Turkish Twists & Turns

NCS Station Location Names

LOCATION	SO CALL IT.
FIRST AID STATION	Sick Bay Bump & Bruise Bay Seven Seas Sick Bay Embassy Infirmary Fix it Central Quest for Help Band-Aid Brigade Help Corner
FOOD COURT	Cuisine Corner Iron Chef Adventure Bar B Que Brigade Croatian Café Orient Express Eatery Railroad Dining Car Columbus' Canteen
WATER FRONT	Nile River Rafters Coast of Corfu Plunge for Fun Awash for Adventure Amazon River Flotilla Shipping Lanes
ADULT VOLUNTEERS	Tour Guides Docents Escorts Crew Ushers Adventure Advisors Voyage Leaders Adventure Conductors Adventure Aides Travel Agents
SCOUTS	Sightseers Travelers Wanderers Pathfinders Seekers Explorers Searchers Adventurers Pioneers Navigators
NATURE	Green Adventures Wildlife Exploration Landscapes States Environmental Exploits Habitation Home For All

NCS Station Location Names

LOCATION	SO CALL IT.
Trading Post	Internal Currency Exchange Adventure Resource Roundup Supply Central Bathsheba's Bazaar Explorers Emporium Marco Polo Traders Five & Dime (US) Pound Store (England) 100 Yen Shop (Japan) Todo a 100 (Spain)



Gathering Activities

Scout Oath and Law – Have the Scout Oath and Law on strips of paper, card stock (laminated). The Cub Scouts can work alone or as a team to put them in order.

Name tag and/or passport making/decorating station!

Have a leader ready to sing some fun action songs!

Bean Game, Tangrams, theme related Beadie Critters.

NATION SCRAMBLE - Unscramble the names of these countries. Work with your den or other cub scouts.

1. CRFNEA
2. GASDMACAAR
3. EMGARYN
4. GNAEDNL
5. SARUSI
6. NRUAHGY
7. NLODAP
8. APNJA
9. EKOAR
10. EMRKDNA
11. LIFNADN
12. RINLDAE
13. CNOLASTD
14. WREN LZISDTA
15. RUALAISAT
16. IPNELIHPISP
17. MERACIA
18. ZRLIBA
19. PISNA
20. EWN LNDZAAE

Answers:

1-France; 2-Madagascar; 3-Germany; 4-England; 5-Russia; 6-Hungary; 7-Poland; 8-Japan; 9-Korea; 10-Denmark; 11-Finland; 12-Ireland; 13-Scotland; 14-Switzerland; 15-Australia; 16-Philippines; 17-America; 18-Brazil; 19-Spain; 20-New Zealand

Gathering Activities

Passport to Adventure!

C	S	L	A	P	N	M	K	M	P	Y	C	B	G	Y
M	E	V	G	E	K	S	U	A	J	W	K	R	Q	S
F	T	R	H	M	C	H	S	S	S	Y	D	N	D	I
H	A	M	E	O	M	S	E	N	A	L	P	R	I	A
F	T	S	U	M	P	Z	K	Y	X	L	T	V	O	D
U	S	T	T	O	O	S	E	M	A	G	R	V	R	V
N	K	C	R	I	T	N	C	U	B	E	A	X	S	E
Y	E	T	H	F	K	N	I	K	N	S	I	K	P	N
K	N	O	A	E	M	S	B	E	Z	I	N	B	G	T
D	U	R	P	X	E	D	U	G	S	O	S	P	D	U
M	C	M	L	P	L	R	E	V	T	D	E	Y	I	R
N	A	X	G	P	L	D	S	T	H	H	K	L	K	E
C	K	G	T	W	Y	Y	A	X	I	E	O	Y	C	Z
H	V	K	S	L	Q	I	E	Y	O	N	J	U	L	G
T	R	A	V	E	L	M	W	X	W	Q	U	P	J	V

ADVENTURE
CEREMONIES
CUB
GAMES
SCOUT
TRAIN

AIRPLANE
CHEERS
DAY
JOKES
SKITS
TRAVEL

CAMP
CRAFTS
FUN
PASSPORT
STATES
UNITED

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 so live up to our promises. *Amen*"

Bless Our Cub Scouts

Note - can be sung to "Bless This House"

Bless our Cub Scouts, Lord we pray, keep them healthy all the day.
Let them know their Cub Scout sign, have it always on their mind.
If they do, we promise them, they'll become good future men.
Hear their prayers at night and day; Guide them, Lord, along their way. 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
boys 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

Help us to understand our world more and
to learn how we can take care of the things which
You have made and keep them as beautiful as you meant them to be.
Amen

Lord Baden Powell, this hour I pray,
To do my best each and every day.
To help my fellow man to see,
That Scouting spirits is given free.
Let me not in service lag,
Let me be loyal to my flag.
SO I might grow and learn to be,
A person of true quality.

Prayers

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 - Cubs attend Duty to God sessions for four days, and then attend a Scouts' Own on Friday, put on by the Webelos. Cubs 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. A ceremony, whether it involves one or many, is a great way to start your day! Whether it is reciting the Scout Oath and Law, doing the Pledge of Allegiance, or an opening including props and speaking parts for the Cub Scouts, will let those attending know that camp is underway!!

Please keep in mind that the openings provided below provide ideas that you can use – they can be modified to fit what is going on in your camp. Your adventures may keep you in the United States – use state names where country names are. Whatever you do, make it fun and memorable for the 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 scouts name tag so that they will be able to recite it along with the group.

Passport to Adventure

Arrangement:

Camp Director and a group of Cub Scouts enter. The Camp Director is holding several travel brochures. Each Cub Scout has one brochure with his lines written on it. The flag should be placed on the stage area to the right of the speakers.

Camp Director: Our day camp will learn a lot about other countries this week (or duration of your camp) and where we can find adventure. There are so many neat places to visit – let's take a look and learn about scouting in these places. (Looks at brochures in his hands)

Cub #1: We could go to Mexico -- The motto for Cub Scouts there is "Always My Best."

Cub #2: Or we could go to Japan -- Scouts there start as Beaver Cubs and aim towards Fuji Scout, like climbing their highest mountain.

Cub #3: It says here that the Egyptian Scout and Guide Federation include four associations: Air Scouts, Sea Scouts, Boy Scouts and Girl Guides.

Cub #4: Scotland is part of the Scout Association in the United Kingdom, which includes Scotland, England, Ireland, and Wales. Their program is called Scoutreach.

Cub #5: Here it says that in Canada there are two Scouting organizations -- one for the English-speaking Scouts and one for French speaking Scouts.

Cub #6: The program emphasis in the Scout Association of Australia is on adventure, camping, bush craft, and FUN!

Opening and Closing Ceremonies

Cub #7: Scouting was founded in Kenya in 1910. They do community service projects which include planting trees and campaigning for literacy. And we could see Baden Powell's grave!

Camp Director: Wow we sure are lucky to belong to such a Worldwide organization. We have over 162 National Scouting organizations including 25 million youth and adults in the Scouting movement. Let's stand say the Pledge of Allegiance.

Nature

Have six participants hold up cards spelling out NATURE as they say:

N stands for your name – be proud of it. As you advance from Tiger to Webelos Scout, you will add new achievements to your name. Everything you do affects your good name and family.

A is for attitude. As sunlight is essential to growth, so attitude affects your spirit. Cub Scouts with the right attitude are happy and fair.

T stands for task. As the beaver works hard at a task, so does each Cub Scout.

U is for understanding our responsibilities to preserve nature and our environment.

R means you are ready. As the squirrel gathers food for the future, so you have worked on achievements, getting ready for becoming Boy Scouts.

E stands for energy. As the bee is never idle, so you keep busy doing your best!

Welcome to Day Camp

Open with the Pledge of Allegiance followed with Scout Oath and Law. Have the Scout Oath and Law written on a poster or flip chart so the scouts can follow along.

Props:

Scout Oath & Law on poster or flip chart

Large map (use to show north, south, east and west)

Passport (if will be used at your camp)

Large compass made out of cardboard or small one to hold in your hand

After the opening, let the cub scouts know that this week (duration of camp) that they will be going on an adventure. They will have a passport (show) that they will have stamped at each station they visit. (Or explain how your camp will be set up). There are many places to visit. We will travel to the North, South, East and West. 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!"

Opening and Closing Ceremonies

Do Your Best

Camp Director: All over the world, Cub Scouts promise to do their best. Let's stop for a minute and carefully consider those words. "Best" describes effort and action above our usual performance. "You" are the only person who can possibly know whether or not you have done your best. Every time you repeat the Scout Oath, YOU agree to do your best to do certain things. "Your Best" is just that- the very best. Think about the meaning of the scout oath and decide that you will always do your very best, no matter what the job facing you might be. Now please stand, make the Cub Scout sign and repeat the Scout Oath with me. While you are here at camp, let's remember to always do your best!

Scouting Around the World

Select the number of countries below you would like represented, or add a few different ones. A small replica of the flag may be reproduced and the Cub Scout can recite one scouting fact about that country. This can be written on the back of the flag.

Narrator:

"Scouting is active in many countries around the world. Let's look at some of them."

The United States

(A Scout holding an American flag walks out on stage.)

Scouting began in the U.S. on February 8, 1910. There are over 2,980,000 Scouts in our country."

The Republic of China, or Taiwan

(A Scout holding a Republic of China flag walks out on stage.)

Scouts of China began in Taiwan in the year 1912. There are over 49,000 Scouts of China."

Egypt

(A Scout holding an Egyptian flag walks out on stage.) Scouting began in Egypt in 1914. Egypt has over 80,000 Scouts and has both boys and girls."

Germany

(A Scout holding a German flag walks out on stage.) Germany has over 100,000 Scouts, having begun their program in 1910."

India.

(A Scout holding an India flag walks out on stage.) India has over 3 million Scouts and began in 1909."

Switzerland

(A Scout holding a Swiss flag walks out on stage.) Switzerland has over 20,000 Scouts and started its program in 1912."

Thailand

(A Scout holding a Thai flag walks out on stage.) Thailand has over 820,000 Scouts. Their program began in 1911."

Opening and Closing Ceremonies

Mexico

(A Scout holding a Mexican flag walks out on stage.) Our neighbor to the south has over 33,000 Scouts. Their program began in 1920.”

Canada

(A Scout holding a Canadian flag walks out on stage.) Our neighbor to the north has over 110,000 Scouts. Scouting in Canada began in 1908.”

The Cub Scout holding the American flag steps forward holding his flag up high and says “Please join me in the Pledge of Allegiance.” When finished, the cub scouts walk off stage.

Scout Oath Opening Ceremony

Cub Scouts line up in front of the camp. They will each hold up a flag or scouting emblem.

Narrator: Cub Scouts around the world recite their Scout Oath just as we do at our Den meetings, Pack meetings and at camp.

Narrator: In **Italy**, Scouts are called AGESCI:

Cub Scout 1: *With God’s help, I promise on my honor to do my best to do my duty to God and my country, to help others in every circumstance, and to observe the Scout Law.*

Narrator: In **Japan**, Cub Scouts say:

Cub Scout 2: *I promise to behave honestly and steadily, and to follow the Packs Law.*

Narrator: In **Germany**, boys pledge:

Cub Scout 3: *I promise to do my best to do my duty to God and my Fatherland, to be honest, and to follow the laws of the Pack.*

Narrator: In **Australia**, boys ages 6 to 8 are “Joey”:

Cub Scout 4: *I promise to do my best to love my God and be helpful.*

Narrator: **Australian** boys 8 to 10 are “Cubs”:

Cub Scout 5: *On my honor, I promise that I will do my best to do my duty to my God, and to the Queen of Australia, to help other people and to live by the Cub Scout Law.*

Narrator: In the **United Kingdom**, Beavers are 6 to 8 years old:

Cub Scout 6: *I promise to do my best to be kind and helpful and to love God.*

Narrator: And Cubs are 8 to 10 years old:

Cub Scout 7: *I promise that I will do my best to do my duty to God and to the Queen, to help other people, and to keep the Cub Scout Law.*

Opening and Closing Ceremonies

Narrator: Please join us in repeating our own Scout Oath of the Boy Scouts of America. (Have this written on a flip chart or on the scouts name tag so that all can repeat.)

“HELLO” Opening

Adjust the languages and number of Cub Scouts accordingly.

“Welcome to Cub Day Camp. In the world, you can find Scouts in 186 countries and 26 territories. There are many languages spoken in those countries but you can always hear a Scout greeting you with a “hello” and a big smile.

Cub Scout #1: In Spanish, it’s Hola (OH-lah).

Cub Scout #2: In French, it’s Bonjour (bohn-ZHOOR).

Cub Scout #3: In German, it’s Guten Tag (GOOT-en Tahg).

Cub Scout #4: In Mandarin, it’s Ni hao (nee-HOW).

Cub Scout #5: In Russian, it’s Zdravstvuite (ZzDrast-vet-yah).

Cub Scout #6: In Swahili, it’s Jambo (JAM-bo).

Cub Scout #7: In Arabic, it’s Al salaam a’alaykum (AHL sah-LAHM-ah ah-LAY-koom).

Cub Scout #8: In Hindi, it’s Nahmaste (nah-mah-STAY).

Cub Scout #9: In Hebrew, it’s Shalom (Sha-LOHM).

Cub Scout #10: In Hawaiian, it’s Aloha (ah-LOW-ha).

“No matter how you say it or where you go, you can count on being greeted by a Scout who says ‘Hello!’”

RESPECT Opening

Props: Clock or picture of clock; world map, globe or picture of earth; calendar; passport; small and large shoe; picture of World Crest; picture showing Cub Scout ranks

Cub Scout #1 (holds up a clock or a picture of a clock): It is always the right time to learn about the traditions, customs, foods, and beliefs of people from other countries. Day or night, it is always the right time to show RESPECT.

Cub Scout #2 (holds up a world map, globe, or picture of Earth): It does not matter where in the world people are from, it is RIGHT to treat them with RESPECT.

Cub Scout #3 (holds up a calendar): Every day is the RIGHT day to show RESPECT to others.

Opening and Closing Ceremonies

Cub Scout #4 (holds up a “passport”): Whether you visit another land or someone from another visits your country, try to learn about his or her customs. Knowledge leads to understanding, and understanding leads to RESPECT.

Cub Scout #5 (holds up a large shoe and a small shoe): No matter how big or small you are, it is always RIGHT to treat others with RESPECT.

Cub Scout #6 (holds up a picture of the World Crest): Scouts across the globe wear this symbol. It is a symbol that no matter which country we come from, we are united in Scouting. When you show RESPECT for other cultures, you are showing RESPECT for your brothers and sisters in Scouting around the world.

Cub Scout #7 (holds up a picture with the Cub Scout Ranks): No matter what your rank in Cub Scouting is, remember that a Cub Scout ALWAYS treats others with RESPECT.

Closing Ceremonies

A closing ceremony, whether it is done by the Cub Scouts, is a Camp Director’s Minute or thought of how the day went, will bring your camping day to a close!

A SMILE

We have learned much about other countries during camp. People who live in other lands have different customs, different styles of dress and different languages than we do. But there is a universal language understood by everyone in the world. It is a smile.

A smile costs nothing but creates much. It happens in a flash but the memory sometimes lasts forever. It cannot be begged, bought, borrowed, or stolen, but it is something that is of no earthly good unless it is given away. So, if you meet someone who is too weary to give you a smile, leave one of yours. No one needs a smile quite as much as a person who has none left to give.

As you travel through this world, whether you are in a foreign land or your own neighborhood, remember to smile. Remember...”A Cub Scout is Cheerful.”

Goodbye Closing

Props: You will need cue cards with each Cub Scout’s lines printed on the back. It also can be helpful to display a world map showing which countries have Scouting organizations.

Narrator: We close our camp today, by visiting the many places around the world that are served by the world brotherhood of Scouting. There are things that are different and things that are the same. A Scout will always bid you a fond farewell after spending time with you. Here’s what he’s likely to say in other places.

CUB SCOUT 1: In Spain, we say “Adios.”

Opening and Closing Ceremonies

CUB SCOUT 2: In France, we say “Au revoir.”

CUB SCOUT 3: In Germany, we say “Auf wiedersehen.”

CUB SCOUT 4: In China, we say “Zai jian.”

CUB SCOUT 5: In Russia, we say “Do svidanja.”

CUB SCOUT 6: In the Mohawk nation of Canada, we say “Onen.”

CUB SCOUT 7: In Tanzania, we say “Kwaheri.”

CUB SCOUT 8: In Saudi Arabia, we say “Salaam.”

CUB SCOUT 9: In India, we say “Pirmelange.”

CUB SCOUT 10: In Israel, we say “Shalom.”

CUB SCOUT 11: Today we say “_____”

All Over the World

Prop: Globe of the world

Camp Director: (Pointing at Northern California on the globe) This week or (time of camp) our camp has used our passport to explore other lands. Did you know that all over this world, (spin globe) Cub Scouts just like us are taking part in Scouting activities too? Well, it's true. The Scouting movement began in England and now exists in almost every nation. Their Cub Scouts are much like us. They have the same ideals, and the same brotherhood of service. So let's think of our brother Cub Scouts around the world as we join in the Scout Oath. (Lead Oath)



Skits

The Short Runway

Cast: Pilot, Copilot, announcer. If more are desired, they can be passengers, with suitable sound effects and actions.

Props: Seating for the pilot and copilot, and for passengers if required; a compass.

Setup: Set up chairs in two rows, as if sitting on an airliner.

ANNOUNCER: This scene is on board a very low-budget airline.

PILOT: Well, are we anywhere near the airport, copilot?

COPILOT: (peering out the window): I don't know. I see lights over there to port. That's likely it. Bring 'er around and have a look.

PILOT: (lurching the plane hard to the left) Boy, I can't tell. I wish the company would buy us some instruments.

COPILOT: (pulling the compass from pocket): Oh, I've got my trusty compass and the sun went down about 20 minutes ago, so we've got to be on course. (Excited) Look! See that spot down there? That must be it.

PILOT: OK, here we go. Give me 20 degrees flaps. I'm going in. (Puts plane into a nosedive; sound effects.)

PILOT: This is going to be tough. Give me more flaps, cut back the engines. (Louder:) More flaps, less throttle!

COPILOT: (Appropriate actions and sounds, acting panicky.)

PILOT: QUICK, cut the engines, give me brakes, MORE BRAKES!

BOTH: (sighing with relief): We're down, we made it!

PILOT: Boy that was a short runway!

COPILOT: (looking right, then left): Yep, and wide too!

Skits

At the Ticket Office

Scene: Ticket Office. Large table with time charts posted.

Action: Man brings his son to the ticket desk. Son sits down as the father goes to buy the ticket.

Man: (To the ticket agent) I want to buy a ticket for Newton.

Agent: All right. (Looks at timetable for Newton. Some more ticket agents could come out to help look, as it isn't on the time chart)

Agent: Sir, could you repeat your request?

Man: Certainly. I want to buy a ticket for Newton.

Agent: Well, where on earth is Newton?

Man: Why, you poor thing, he's sitting right over there.

Agent: (Faints)

Around the World

Cub Scout #1: I'm off to Rangoon on a red balloon. And I hope that I'll get there before the monsoon.

Cub Scout #2: I've packed my bag with important things, marbles and bubble gum, pencils and strings.

Cub Scout #3: I had to get ready in such a rush, that I almost forgot my comb and toothbrush.

Cub Scout #4: I'm off to Rangoon, and I'm taking my kite. I don't think I'll be back before Saturday night.

Cub Scout #1: I may stop in France, but I really don't know. You can't always tell a balloon where to go.

Cub Scout #2: As I pass over London, I'll wave to the Queen, and I'll listen for bagpipes above Aberdeen.

Cub Scout #3: I must stop in Holland to get wooden shoes. They'd be very handy, no shoestrings to lose.

Cub Scout #4: I'll see if the Black Sea really is black, I'll tell you about it when I get back.

Cub Scout #1: I'm off to Rangoon! I'll have lunch in Japan. It's hard to use chopsticks but maybe I can.

Cub Scout #2: In Egypt I'll go on a long camel ride, I'm sure a greased pyramid makes a fine slide!

Cub Scout #3: In China I'll sail on a sampan or junk, in India I'll measure an elephant's trunk.

Cub Scout #4: I'm off to Rangoon, and I'm holding on tight, and I'm not coming back until Saturday night!

This is My Land

Arrangement: Four Cub Scouts dressed in costumes of South America, Japan, Africa and the Netherlands. Each holds a picture of a map of his land with narration written on the back. A fifth boy, dressed as Uncle Sam, carries the US flag. In turn boys come on stage and read their parts.

South America: I am South America, a big continent known for its exotic foods, rain forests, and minerals. Most of my people speak Spanish or Portuguese. Some of them wear sombreros and serapes. South America! This is my land.

Japan: I am Japan. People come from all over the world to see my cherry blossoms and to try to use chopsticks. I am noted for making cars, cameras and video games. Japan! This is my land.

Netherlands: I am the Netherlands, but some people call me Holland. I am known for my windmills, my beautiful tulips and delicious cheese. Netherlands! This is my land.

Skits

Africa: I am Africa, the second largest of the six continents. I am many things – gold, diamonds, oil, exotic animals, deserts and jungles. Africa! This is my land.

America: I am the United States of America. People come to me from all over the world to find freedom. My customs are those of every land. I aim to offer equal opportunity to everyone. I am the home of the brave and the land of the free. America! This is our land.

ICE FISHING

Two scouts come in and act like they are cutting the ice to fish. They stand or sit fishing for a minute. The, from somewhere offstage they hear a voice, "There are no fish there." After hearing this they are amazed and wonder where the voice came from, but decide to move. Then the two make another hole and start fishing again. Again they hear the voice "There are no fish there." Again they are puzzled! This continues once more and once more they move. After making their hole and start fishing this time they hear, "This is the ice rink manager, there are no fish here!"

LIGHTEN UP!

Narrator

Groups of Scouts w/flashlights

(First group of scouts approaches narrator shining the light toward their mouths, like they are eating an ice cream cone)

Narrator: Whatcha doing, guys?

Scouts: We're having a light snack!

(Second group approaches, shining their lights towards their heads, stumbling & acting dizzy)

Narrator: whatcha doing, guys?

Scouts: We're feeling a little light-headed.

(Next group enters, shining the light on their feet, skipping and dancing around)

Narrator: Okay, what are YOU doing?

Scouts: We're feeling light on our feet!

Narrator: You've just been ENLIGHTENED by Den ____!

Cheers, Jokes and Run-ons

WORLD BROTHERHOOD CHEER: Divide the room in half. One side will shout "World" and the other shouts "Brotherhood." All together "That's Scouting!"

LEANING TOWER OF PISA CHEER: Have the group stand and on the count of three, lean to the left.

OFFICIAL APPLAUSE AND CHEER: Left hand raised, group claps. Right hand raised, group cheers. Raise both hand, they do both

BSA: 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!"

ITALIAN APPLAUSE/CHEER: Bravo! Bravo!

Gravity Check - The scout runs in from the side of the stage and yells, "Gravity Check!" as he jumps as high as he can. When he lands, he says, "CHECK" and runs off the stage.

I didn't actually practice before flying a plane for the first time. Thought I'd just wing it.

The son only took one hat and a t-shirt on his holiday. He was traveling light.

My cousin didn't expect to like Cuba. Turns out she's Havana great time.

My little brother had to stay with our parents when we went to Italy. I was free to Rome.

Why couldn't the librarian get a plane ticket? Because it was overbooked.

I applied for a job today and they ask for three references. I wrote, "a dictionary, a Thesaurus, and a map."

Why is Peter Pan always flying? He Neverlands.

What travels around the world but stays in one corner? A stamp.

Did you hear about the pilot who always had work? He was great at landing a job.

During his air test a young pilot flew through a rainbow. He passed with flying colors.

Cheers, Jokes and Run-ons

Knock, knock!
Who's there?
Iran.
Iran who?
Iran over here to tell you this!

Knock, knock!
Who's there?
Israel.
Israel who?
Israel nice to meet you!

Knock, knock!
Who's there?
Italy.
Italy who?
Italy be a big job!

Knock, knock!
Who's there?
Jamaica.
Jamaica who?
Jamaica the shirt you're wearing?

Knock, knock!
Who's there?
Kenya!
Kenya who?
Kenya guess who is it?

Knock, knock!
Who's there?
Kenya!
Kenya who?
Kenya open the door?

Knock, knock!
Who's there?
Uruguay.
Uruguay who?
You go Uruguay and I'll go mine!

Cheers, Jokes and Run-Ons

Knock, knock, who's there?

Yukon

Yukon who?

Yukon never get bored of traveling.

Q: What's big, white, furry and always points North?

A: A Polar Bearing.

Q: What do travelers grow in their gardens?

A: Compass roses.

Q: Where do all the pencils come from?

A: Pennsylvania.

Q: Why does the Superman know all the map symbols?

A: Because he's a legend.

Q: Why is it easy to get into Florida?

A: Because there are so many keys.

Q: Why can fish measure distances so well?

A: Because they have their own scales.

Q: Which has the higher IQ, latitude or longitude?

A: Longitude; its got 360 degrees!

Q: What do penguins wear on their heads?

A: Ice caps.

Q: Where is it always 90 degrees, but never hot?

A: The North and South Poles.

Q: What did the sea say to the shore?

A: Nothing, it just waved!

Q: What do fish and maps have in common?

A: They both have scales!

Q: Why was longitude boiling mad?

A: Because it was 360 degrees.

Cheers, Jokes and Run-Ons

Where do you find an ocean without water? On a map!

What is the tallest building in the world?... The library of course, it has the most stories!

What map element plays in the band?... The symbols (cymbals).

What is a penguin's favorite aunt?... Aunt Arctica!

What kind of maps do spiders make?... Web-based maps.

What's in the middle of the ocean?... Letter E!

What's in the middle of Paris?... The letter R!

What letter is a beverage? T

What letter is a bird? J

What letter is a vegetable? P

What letter is a body of water? C

What letter is an insect?" B

What letter is a question? Y



Songs

Cub Passport to Adventure

(Tune: Deep in the Heart of Texas)

Let's take a trip,
Across the sea!
Clap, clap, clap, clap
Cub Passport to Adventure

By plane or ship,
Which will it be?
Clap, clap, clap, clap
Cub Passport to Adventure

New friends we'll meet,
Great things to see.
Clap, clap, clap, clap
Cub Passport to Adventure

Can't wait to go,
World Travelers we'll be.
Clap, clap, clap, clap
Cub Passport to Adventure

Let's Take a Trip

(Tune: Row, Row, Row Your Boat)

Let's all take a trip,
Venture far away.
How many scouts will we meet,
On our trip today?

Paris, Rome and Italy,
Stops along our way.
Let's get started,
Pack our bags.
We can leave today!

Traveling Song

(Tune: Home on the Range)

Oh, give me a train, or a boat or a plane,
That will carry us Cubs far away.
To Paris or Rome, let us wander and roam,
And find new things to do every day.

Songs

Relax on the trail, float over the waves all day;
Or glide through the clouds, far over the crowds,
But be home by five every day.

On a broomstick we'll ride, in a rowboat we'll glide,
Take a trip to England or Spain,
And our trip will be fun, but it soon will be done,
If we happen to hit any rain.

Up, up and away, let our world adventure get on the way,
As we travel here and there, without a care,
But be home by five every day.

Traveling is Fun To Do

(Tune: Head, Shoulder, Knees and Toes)

Greece, England, Mexico, Mexico,
Greece, England, Mexico, Mexico,
Traveling is fun to do,
Greece, England, Mexico, Mexico.

France, Norway, Italy, Italy,
France, Norway, Italy, Italy
Traveling is fun to do,
France, Norway, Italy, Italy.

Spain, China, Canada, Canada,
Spain, China, Canada, Canada,
Traveling is fun to do.
Spain, China, Canada, Canada.

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 he can,
To "Do His Best" with all the rest
Of Cub Scouts in the land!

Songs

(Chorus)

We're the real thing (Cub Scouts)
Why not join us, you'll see
What fun can really be (oh, yeah)
We're the real thing.

Way Up There

(Tune: Over There)

Way up there, way up there,
There's a country up north way up there.
And it's colder, it's so much colder,
That your nose will freeze
When you visit way up there.

Canada, Canada,
That's the name for the place way up there.
Manitoba, and Nova Scotia,
Are two provinces you can visit way up there.

My Aunt Came Back

(This is a repeat after each line song)

My Aunt came back....From old Japan...
She brought me back...An old silk fan...
(Fan yourself)

My Aunt came back...From old Algiers...
She brought me back...A pair of shears...
(Cutting motion with fingers)

My Aunt came back...From Holland too...
She brought me back...A wooden shoe...
(Tap foot)

My Aunt came back...From the county fair...
She brought me back...A rocking chair...
(Rock)

My Aunt came back...From old Hong Kong...
She brought me back...The game of ping-pong...
(Move head from side to side)

Songs

My Aunt came back...From Timbuktu...
She brought me back...Some gum to chew...

(Chew)

(Each time there is a motion; you add it to the previous ones.)

When you Travel

(Tune: Clementine)

When you travel, don't unravel!
Plan your trip ahead of time.
Those who go around in circles,
Never leave and stay behind.

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 boy
There's things that I can see.

I see that Scouting is a way
To start to understand
That caring, helping, smiling, learning,
Can help me be a man.

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.

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,

Songs

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...

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)

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.

The Princess Pat

(Tune: Sippin' Cider)

(A repeat-after-me song, with hand motions that go with each line)

The Princess Pat (do an Egyptian with arms out, one leg up)
Lived in a tree (form a tree with hands)
She sailed across (make wave motion)
The seven seas, (with hands, hold up 7 fingers, then make a C with one hand)
She sailed across (wave motion again)
The channel, too, (hands straight down for channel, then the number 2)
And she brought with her (one hand motioning over shoulder)
A rig of bamboo. (pick up heavy bag from the ground and sling it over the shoulder)

(Chorus)

Songs

A rig of bamboo, (pick up bag, throw over shoulder)
Now what is that, (holds hands out one at a time, palms up, asking a question)
It's something made (pound fists together as if hammering)
By the Princess Pat (the Egyptian step)

It's red and gold, (swing right hand in a circle)
And purple, too, (swing left hand in a circle)
That's why it's called (cup hands around mouth, yell out 'called')
A rig of bamboo. (bag over shoulder)

Now Captain Jack (military salute)
Had a mighty fine crew, (multiple salutes)
They sailed across (wave motion)
The channel, too, (hands straight down, then the number 2)
Now their ship sank, (hold nose, bend knees)
And yours will, too, (point to audience, then #2)
If you don't have (shake head, shake finger)
A rig of bamboo. (bag over shoulder)

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-h-left, chicka chicka chicka chicka chicka,
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.

A-Roost-Ta-Sha

Chorus:

A-roost-ta-sha, a-roost-ta-sha, a-roost-ta-sha SHA!
A-roost-ta-sha, a-roost-ta-sha, a-roost-ta-sha SHA!
Thumbs Up! (echo)

Songs

Wrists together! (echo)
A-roost-ta-sha, a-roost-ta-sha, a-roost-ta-sha SHA!
A-roost-ta-sha, a-roost-ta-sha, a-roost-ta-sha SHA!
Thumbs Up! (echo)
Wrists together! (echo)
Elbows In! (echo) (keep adding the motion)
Chorus

Thumbs up! (echo)
Wrists together! (echo)
Elbows In! (echo)
Head back! (echo)
Chorus
(Keep going back to the beginning, adding one motion each time and doing the chorus.
During the chorus, kids are moving to the beat.)
Add:
Knees together....
Toes together....
Buns out....
Eyes closed....
Tongue out

Scouting Thunder

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

Scouting Around the World

(Tune: Battle Hymn of the Republic)

Around the world as far away as England or Peru,
Where ever there are boys who like to play a game or two.
You'll find some boys who do their best, in everything they do,
The best in al the world!

CHORUS

Scouts are having fun all over!
Scouts are having fun all over!
Scouts are having fun all over,
The best in all the world!

Boys all hike and fish and camp, wherever they may be.
They ride their bikes and sing fun songs, the same as you and me.
We're each a tiny parcel of the scouting family.
The best in all the world.

CHORUS



Games and Activities

We have included many games from across the world. While deciding which ones will work at your camp, think about how they can be modified for the different levels of scouting. Sometimes changing the size of the ball or rolling instead of throwing, will allow the game to be played by all!

Traveling the Country

The leader tells the Cub Scouts they are each going on an imaginary trip somewhere in the country. The leader starts by asking each player where he is going. Each player can choose to go anywhere in the country he wishes, but must answer all subsequent questions with words that begin with the first letter of the place he is going. For example, if a boy is going to Spain and the leader asks, "What are you going to do there?" appropriate replies might be "Slurp sundaes" or "Sing silly songs." A player going to China might say "Chase crazy cats." Answers should be limited to two or three words and players should be given a reasonable time to think of them.

Map Snap Game

On index cards, draw or cut out (from an old map) map symbols. On separate cards print the name/meaning of the symbol. Begin the game by shuffling all cards together. Then place the cards face down on a playing area. Each boy takes a turn, turning over 2 cards. The goal is to make a match between the symbol and the identification. When the boy makes a correct match, he takes his pair of cards. The boy with the most matches wins. Another variation is to use road signs instead of map symbols.

Grand Central Station

Line up chairs facing each other. Have boys seated facing each other, and tell them they are now in a subway. Add 4 or 5 standees to the car and they are ready for the ride. The "conductor" will call out one of the following two options.

- Grand Central Station, All Change
- South Ferry, Everybody Transfers

When Grand Central Station is called, everyone rushes out of one end of the subway "car" and back on at the other end, trying to get a seat. When South Ferry is called, everyone, including those standing, need to switch to the other side of the subway "car". In each case those standing are trying to get a seat.

Lost In The Fog

Equipment: Two blindfolds for each team; items to build an obstacle course (cones, chairs, boxes, rope, books, etc.)

Divide boys into equal teams. Blindfold one boy; another team member is his guide. The guide helps the blindfolded player through the obstacle course to the finish line, instructing him on how to get there. The guide can say "go to the right," "go to the left," "step over," etc. When the two reach the finish line, the boy who was blindfolded returns to guide the next member of his team, who should be blindfolded and ready to go. The first team with all members successfully negotiating the course is the winner.

Games and Activities

Circle of World Brotherhood

Supplies: Long rope with the ends tied together to form a circle

This is a teamwork game. Players should be similar in size. Start with a small circle and gradually increase the size as the boys get used to the game. Players sit around the rope circle. The object of the game is for everyone to stand up, tugging the rope. If everyone pulls at the same time, the entire group should be able to come to a standing position. After standing up, let go of the rope and wave to friends in the circle.

La Palma (Bolivia)

The Indians of Bolivia used a bone, but you can use a stick for this game. Set the stick up on end in a hole in the ground. Draw a straight line away from the stick. Measure out a distance of 3 feet from the stick. Drive in a peg, then another 3 feet, going away from the stick in a straight line. You will need about 6 pegs and a supply of tennis balls. The boys take turns trying to hit the stick from the first peg. Those who do, move onto the next peg. Those who don't, stay at one peg, until they hit the stick. The first boy to complete the 6 throws from the pegs wins the game.

Pebble (Greece)

Need: pebble, small ball, washer or other object

Boys line up with hands out, palms up. A goal is established from 10 to 30 feet away. Between the line of boys and the goal is "it", who has the pebble or some object. He walks down the line of boys, pretending to give the pebble to each one. Somewhere along the line, he actually does drop it into another boy's hand. The boy who receives the pebble tries to reach the goal and get back to "it" before the player on the right can catch him. He may start running any time, but he must go before "it" reaches the end of the line. If the runner gets to the goal and back to "it" without being tagged by the boy on his right, he becomes "it". If he gets caught, the chaser becomes "it".

Crossing the Rice (China)

Players line up in teams of two, forming two or more columns as in relay formation. On the word "rice", the first team in each column forms a wheelbarrow and races across the rice fields to the river (two parallel ropes stretched out on the floor). At the edge of the river, player A climbs on player B's back and is carried piggy-back across the river. On the other bank, they change places for the return journey across the water and then wheelbarrow home again.

Chinese Puzzle

Players form a circle holding hands. They then twist, turn and cross over and under while still holding hands. "IT" tries to unscramble them.

Chopstick Relay

Cubs are in teams, each team has a balloon and a pair of long slender sticks. The first player on each team runs to the finish line with the balloon between the sticks, turns and comes back, giving the sticks and balloon to the next player without stopping or touching the balloon. First team to finish wins.

Games and Activities

I Pack My Trunk for Holland

The first player starts by saying, "I pack my trunk for Holland and in it I put apricots". The second player says "I pack my trunk for Holland and in it I put apricots and books". The third player has apricots, books and coats or some other article that follows in alphabetical order. Each player must repeat all the preceding articles in proper sequence and add another beginning with the next letter. The one who leaves out an item in the original sequence drops out. The one who holds out longest wins.

Nsikwi - Africa

You will need a tennis ball and an empty plastic bottle for each player (all the same size.) Divide the players into two teams. Teams sit in lines about 10 feet apart, facing each other. The players place the empty bottles in front of them. Each player then tries to knock down the bottle of the player opposite him with the tennis ball. A point is scored for each knockdown. After a designated time period, add up the points of the boys on each team.

Australia: What's the time Mr. Wolf?

Number of Players: 3 or more players

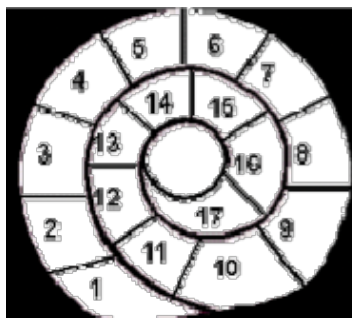
How to Play:

Choose someone to be a "wolf." The "wolf" turns its back to the other players who should stand about 16 feet away. The other players say: "what's the time Mr. Wolf?" The wolf makes up a time and says it. If the wolf says for example, 5:00, the other players take 5 steps toward the wolf. When the other players are close enough to catch, the wolf says 'dinnertime' and chases the other players. The player who is the "wolf" catches another player who will be the next "wolf."

Europe (France): Escargot

Number of Players: 2 or more

Equipment: Chalk – to make the hopscotch (shaped like a snail – shown below). (No puck is used for this version of the hopscotch game.)



How to Play:

Decide which your hopping foot is and who goes first. Whichever foot you choose is the foot you will hop on to go to the center of the snail and back out. Hop through the snail to the center. Start with square 1.

Hop only once in each square. Do not hop on any lines or you will lose your turn. You may rest when you reach the center. Turn and hop back to the beginning. Take turns repeating steps 2 and 3. If you have hopped in and out successfully you may choose a square as your "house." Put your initials in the square. You can use this space to rest and other players must skip over the square. The game is over when it

Games and Activities

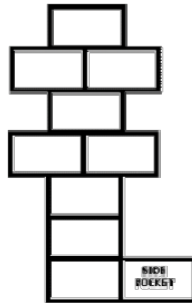
becomes impossible for anyone to hop to the center. The player with the most squares at the end is the winner.

North America (Alaska): Alaskan Hopscotch

Number of Players: 2-10 players Equipment: hopscotch mat, puck or pebble

How to Play:

Decide if you want to use a side pocket (see picture below). The side pocket is used to jump from when you start. The squares are NOT named or numbered. The puck or pebble is called the “man.” Decide which foot you will use to hop on. You cannot hop on a line or a box with a puck (man) in it. The first player puts the puck into the first box, NOT the side pocket. That player will have to jump from inside the side pocket diagonally to box 2. Then, that person goes to the rest of the boxes and comes back to box 2. Then the player gets to box 2, they pick up the puck, hop out of the pattern, and give it to the next player. Then the next player tosses the puck into box 2 and repeats the pattern. If you toss the puck and it does not land into a box, or line, you lose. You keep repeating that until one person wins.



South America (Bolivia): La Thunkuna - This version of hopscotch in Bolivia is the “Old World” version. Today children play the game the same way; only they number the squares instead of naming them.

Number of Players: 2 or more players

Equipment: a puck (can be a stone), chalk (to draw the hopscotch mat)

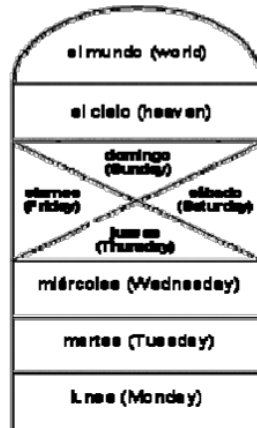
How to Play:

Throw a puck into the first box (Lunes – Monday) and hop over this box into the second box (Martes – Tuesday). Kick the puck out the first box (Lunes) and back behind the starting point. After you kick the puck out you hop back out of the pattern. Players may decide whether or not to use their hopping foot to kick out the puck and use their other foot to kick the puck out of the box. Throw the puck into the box Martes. Jump in box Lunes, then in box (Miercoles – Wednesday). Kick the puck out of the pattern, and then hop out of the entire pattern.

Repeat the same pattern for Miercoles, and then for (Jueves –Thursday). When you throw the puck into Jueves, hop in the box Miercoles, and then jump into box (Viernes –Friday), and (Sabado – Saturday), with one foot in each box. Then jump on one foot into the box (Domingo – Sunday), and kick the puck back behind the main baseline.

Games and Activities

Don't throw the puck in boxes Viernes or Sabado. Continue throwing the puck into box Domingo. Always hop over the space where the puck lands. If the puck lands into the wrong space on any toss or kick, you lose your turn.



Kenya

Kenya is known for large amounts of wild animals living there. This game is based on the animal relay. Split the cubs into teams. They will have to move up and down the room (outside area), pretending to be the animals called out.

Antelopes	Jump across the room gracefully.
Baboons	Let arms hang loose, and move like a monkey.
Elephant	Run up and down, hold arm like a trunk.
Flamingo	Move across the room on one leg; hopping.
Giraffe	Hold one arm up as high as possible and move on tip toes.
Rhino	Hold hand on the end of head, and slightly tilt head down.
Snake	Slither across the floor.
Vulture	Glide across the room, and swoop up and down.

Denmark

Equipment: Lego bricks – range of different colored pieces. A container for the Lego pieces for each team. Before starting the game, make something out of the Lego pieces, which is quite easy to make, and place in the middle of the area. Divide the cubs into teams. The object of the game is to have the cubs remake the model exactly, using the pieces from their container. You can modify this by making it into a relay game.

India

Play traffic lights in Hindi. The colors are Hara (green), Narangi (Orange) and Lal (Red). Play the game like you play Red Light, Green Light.

Games and Activities

United States of America

Equipment: Baseball bat (hard cardboard tube or rolled newspaper), 6 posts and soft ball.

Split the camp into groups of eight, or into two halves. (Consider the playing area) One half is fielders and the other the batters. The bowler from the fielders side bowls the ball at the batter. If the batter hits they can run, if not they have another two balls to choose from. If they get all the way around in one go they get 3 points, if they only make it around in bits, they will get 1 point when they score. The fielding team can get the players out by tagging the base the batter is running to with the ball, or catching the ball. A catch will award the fielding team with a point.

Zambia

Equipment: Sheets of different animal cards

Give out the cards, one each, to the boys, making sure they do not show each other. Then on the word go, the boys have to group themselves using either:

- Making the sound of the animal
- Acting like the animal
- Saying the name of the animal

Once the boys have found each other, they have to stay together. Keep the game going until all are together in their group.

Other game ideas:

Make paper airplanes out of old maps. Use different size targets for different age groups – hula hoops or make a circle out of rope.

Paper Airplane Toss – use paper planes or bean bags. This could be on the ground or standing up.



Stories and Audience Participation

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.

Left/Right Stories

Have the group either stand or sit down. Hand out something to each scout that they will pass around during the story and take home when the story is over. It can be a patch, a coin from a different country/countries or some kind of trinket that relates to the theme.

Parade Time!

In the community where Kevin's pack was the located, the community was getting ready to celebrate Founder's Day and planning their annual Founder's Day parade. The local Cub Scout Pack was asked to participate in the parade. They knew that they could walk, but they wanted to step it up and decided that marching would be the way to go. But how could they make that happen?

At the next pack meeting the Cubmaster talked about the parade and their wanting to march. He explained that when they march, they should all be marching on the same feet. **Right, left, right, left**, etc. He told them that it would take some practice, but they could learn the same way that the soldiers learn to march. They learned by using a cadence, or rhythm and a chant helping them to keep in rhythm and marching on the same foot. For example, as the caller says **left** in the chant, they should all be stepping on their **left** foot, when the caller says **right**, they should all be stepping on their **right** foot. "Any questions," he asked the group? "Here is a sample chant that I found that will help you see what I am talking about. First of all, which foot is your **left**? Which is your **right**? Your **right**? Your **left**? **Left, right**?" And the Cubmaster and a few of the Den Leaders demonstrated for the Cub Scouts.

Stories and Audience Participation

Brother was Home Cadence

Your brother was home when you **left**

You're **right**

Your sister was home when you **left**

You're **right**

Your father was home when you **left**

You're **right**

Your mother your father, your sister, your brother

They all were home when you **left**,

You're **right**

Let's all try it. So the scouts stood up and they all gave it a try. The Cubmaster recited the cadence once more.

Brother was Home Cadence

Your brother was home when you **left**

You're **right**

Your sister was home when you **left**

You're **right**

Your father was home when you **left**

You're **right**

Your mother your father, your sister, your brother

They all were home when you **left**,

You're **right**

They did really well and were excited about the parade. The Cubmaster then said "We will need to have a chant of our own that we can recite during the parade. Let's see if this will work."

We are Proud Scouts Cadence

We are proud scouts, on your **left**,

You're **right**,

A smile we wear, on your **left**,

You're **right**,

Doing Good Turns, on your **left**

You're **right**,

Living the Oath and the Law,

That's **right!**

The cub scouts couldn't wait to practice and march in the parade. The last thing the Cubmaster said to the scouts was "Marching in the parade is something fun that we will be able to do. Don't worry if you get messed up and march on your **right** foot when you should be on your **left**. The most important thing you can do is to ***Do your best!***"

Stories and Audience Participation

Globe Adventure

Wyatt, Conner and AJ were at their weekly Den Meeting. The theme for the month was Passport to Adventure. This theme had them thinking about all the different places in the world that they could travel. They looked at each other and said, "If we could go on a trip, where would it be?" Conner said to AJ "There is a globe right over there where Mrs. B, our Den Leader **left** it. Let's take a look." So together, they went **right** over to take a look. They stood around the globe, Conner and AJ to the **right** and Wyatt to the **left**.

Wyatt said "I'll go first," looked at the globe and spun it to the **left**. He closed his eyes and pointed with his **right** hand to a spot to the **right** of where he was standing. "How about England? We could take a hike and see lots of things. Big Ben located in the **left** of the city, Westminster Abby to the **right**, Tower of London in the middle, York Minister and Windsor Castle to the **right**, and Stonehenge and Gilwell Park to the **left**. Did you know that the first Wood Badge Course was held right in Gilwell Park in September 1919. There is a Buffalo statue presented by the Boys Scouts of America there. It honors the unknown British Scout who helped BSA founder W. D. Boyce, an American, find his way in the London Fog. My grandma told me all about it."

AJ was next and spun the globe to the **left** as well. He closed his eyes and pointed with his **left** hand to the **left** on the globe. "How about Australia?" he said. "We could visit the Outback, see **left** and **right** handed kangaroos, and **right** and **left** handed Koala bears. I wonder if the kangaroos jump straight or get all crazy and jump to the **left**, the **right**, the **right** some more and to the **left**. I bet that could make them dizzy. There is also the Great Barrier Reef, Broome and the Kimberley region where tourists ride camels. I wonder how they make those camels move to the **right** and **left**? Sounds like lots of cool things to see!"

The only one **left** was Conner. He spun the globe to the **right**, closed his eyes and pointed to the **left**. "How about Canada, our neighbor to then north? If we were standing facing west, that would be to our **right**. If we were facing east, it would be to our **left**. We could visit Calgary, Niagara Falls, and Ottawa's Parliament Hill where you will find the Peace Tower. We could go in the summer time and see the Changing of the Guard." They do a lot of marching, going to the **left** and **right** and **right** and **left** and forward and do an about face. It must take a lot of practice cause they all march together! Or, we can see the polar bear migration on to the ice in Hudson Bay. The polar bears move all over the place - to the **right** and **left**, or **left** and **right** depending on where they want to travel."

"No matter where we go," said Conner, "we need to make sure that none of us are **left** behind."

Sit-Down Hike - Audience Participation

The leader explains that he/she is taking the group on a hike and they are to do as the leader does and say what the leader says. In the following, the lines are repeated twice at first to show the audience participation. Throughout, the audience should repeat all lines and do all the actions.

LEADER: Do you want to hike in the mountains?

GROUP: Do you want to hike in the mountains?

Stories and Audience Participation

LEADER: All right, let's go.

GROUP: All right, let's go.

LEADER: Let's start walking. *(Makes walking sounds with feet on the floor.)*

GROUP: *(Repeats above words and actions; continues to repeat leader's words and actions throughout the story.)*

LEADER: We'll have to cross a bridge. *(Hits palms on thighs to sounds like feet on a bridge.)*

LEADER: Here we are across the bridge, and horses are waiting to take us up the steepest part of the mountain. *(Holds "reins" with hands, bounces up and down on chair while making a clucking sound with tongue against the roof of mouth to sound like hoof beats.)*

LEADER: This is the end of the horse trail. We'll hike from here to the glacier. *(Makes walking sounds with feet on the floor.)*

LEADER: Oh, dear, we've run into a swarm of mosquitoes. *(Starts slapping face and neck and scratching.)*

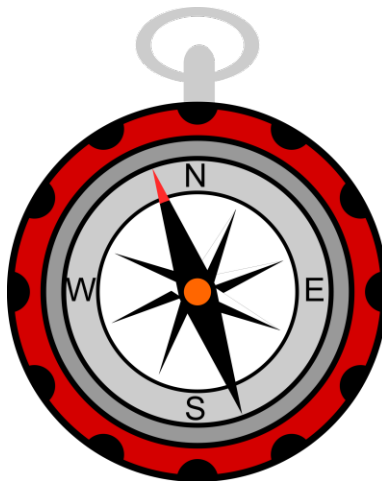
LEADER: Let's walk faster and get away from these mosquitoes. *(Walking sounds speed up.)*

LEADER: See off there? There's our glacier. *(Shades eyes with one hand and points with another.)*

LEADER: Let's run. *(Makes running rhythm, slapping hands on thighs.)*

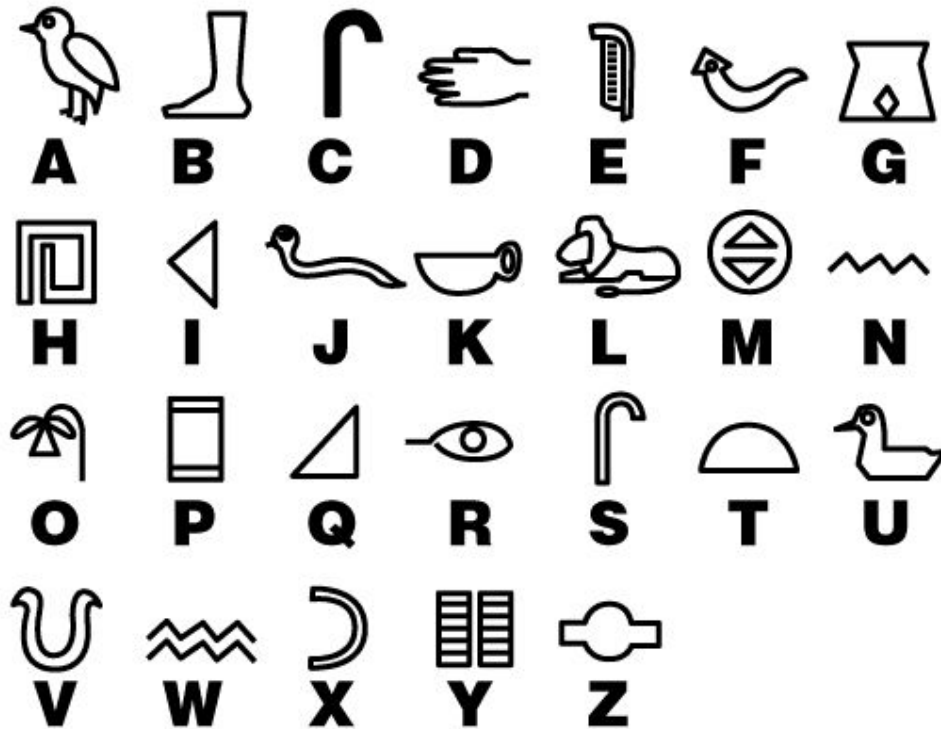
LEADER: And now for some fun we'll slide down the glacier. *(Gives a whooshing sound ending with a "wheeee!")*

LEADER: We came down a lot faster than we went up. Keep hiking, we will soon be back home. *(Walking sounds become softer and softer and finally stop.)*



Crafts

ANCIENT EGYPT HIEROGLYPHICS



So much could be done with these – shirts, neck scarves, code messages, writing names, etc.

CLOTHESPIN AIRPLANE

<http://www.createcraftlove.com/clothespin-airplanes-party-favors/>

Here's what you need:



Crafts

Take apart your clothespin and set the spring aside. Paint the clothespin and crafting sticks (in colors of your choosing). I used little wooden beads for the front of the propeller.

Hint: A wooden kabob skewer works great for holding these while painting!

Once everything has dried, reassemble your clothespin. Use your hot glue gun to glue the wings, propeller and rudder.



AMERICAN FLAG

A	A	A	A	B	B	B	B	B
A	A	A	A	C	C	C	C	C
A	A	A	A	B	B	B	B	B
A	A	A	A	C	C	C	C	C
A	A	A	A	B	B	B	B	B
C	C	C	C	C	C	C	C	C
B	B	B	B	B	B	B	B	B
C	C	C	C	C	C	C	C	C
B	B	B	B	B	B	B	B	B

20 – 7mm blue

33 – 7mm red

28 – 7mm white

Map Picture Frame

Materials: Old map, corrugated cardboard, photograph, pencil

Glue photograph to be framed in the middle of the piece of corrugated cardboard. Cut cardboard, leaving $\frac{3}{4}$ inch border around the end of the photograph. Cut the map into 1-by-2 inch pieces. Wrap the pieces around a pencil, gluing the end in place, and remove from pencil, creating a small tube. Make enough tubes to glue around your frame to decorate the edges.

Crafts

Abacas



Supplies

12 recycled Popsicle sticks

7 recycled skewer sticks

Hot Glue Gun

65 beads for lower abacus (5 beads on each stick)

26 beads for upper abacus (2 beads on each stick)

Pliers

Instructions

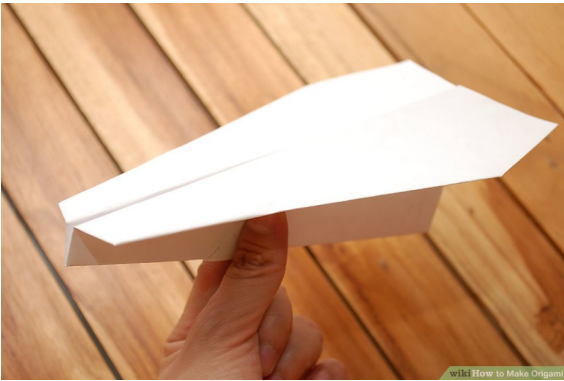
- First cut the skewer sticks in half
- When you are done you should have 14 of them, but we will only use 13.
- Cover one side of the Popsicle sticks with glue.
- Attach all 13 skewer sticks to the large Popsicle stick uniformly.
- Add glue on top of the base where the Popsicle sticks and the skewers unite forming a lock around the skewers.
- Attach two Popsicle sticks on top of the base.
- Add 5 beads per row of skewer sticks.
- Repeat the locked-in process we used while forming the base of the abacus.
- Now add 2 beads per each row.
- Repeat the locked-in process used while forming the base to complete abacus.

This project could be made out of wood as well.

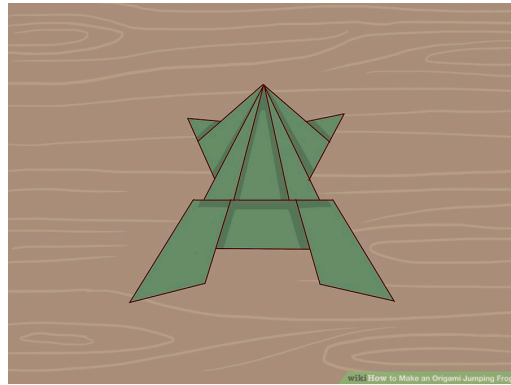
Origami

This is a fun craft for the boys 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! Make origami squares out of maps to have the origami theme oriented.

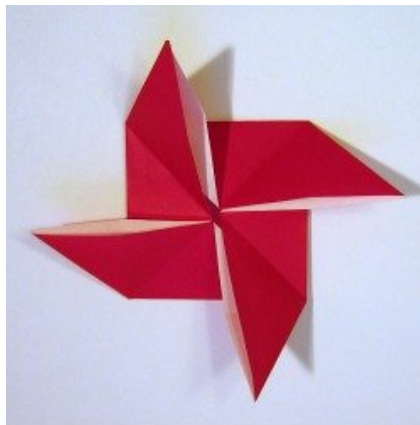
Crafts



Origami Airplane



Origami Jumping Frog



Origami Pinwheel

Ancient Egyptian Collar or Necklace



This collar/necklace is made out of a paper plate. Another idea is a fun foam visor. They are already cut and soft!

Crafts

Ancient Egyptian Collar or Necklace

Materials

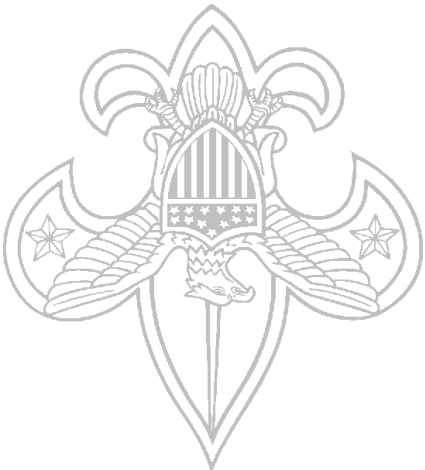
- Paper plate or fun foam visor
- Scissors
- Poster paint or acrylic paint
- Paint brushes

1. Position a large paper plate bottom side up.
2. To make an opening for the neck, find a round object to trace (about 4 ½ to 6 inches in diameter). Place it at the center of the paper plate and move upwards until it is just about an inch from the top edge of the plate. Trace around the object to make out the circle.
3. Cut a vertical slit from the top edge of the plate to the round outline.
4. Proceed to cut along the round outline.
5. Try on the collar or necklace. **If the opening is too small, you may trim the ends of the collar. You may also widen the circle if it feels too tight around the neck.
6. Once you are happy with the collar's fit, paint it gold.
7. Ancient Egyptian collars are usually made up of rows of colored beads. To simulated this effect, paint short strokes to form each row or layer of "beads". The strokes need not be perfectly uniform. You can even finger paint or use a cotton swab to apply paint.
8. Continue painting short strokes of color until you have completed a row.
9. Paint more rows of colors until you have decorated the entire collar.
10. Once the paint dries, try on your Egyptian collar. You may complete your costume by making a pair of Egyptian bracelets (see next craft) or some type of headwear.




Great Egyptian bracelet.....or add some animal pattern fabric, etc. to make it African

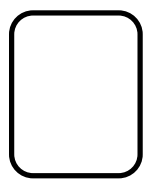
Theme Related Idea



SCOUT OATH

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






Signature _____

A SCOUT IS.....


TRUSTWORTHY
LOYAL
HELPFUL
FRIENDLY
COURTEOUS
KIND
OBEDIENT
CHEERFUL
THRIFTY
BRAVE
CLEAN
REVERENT

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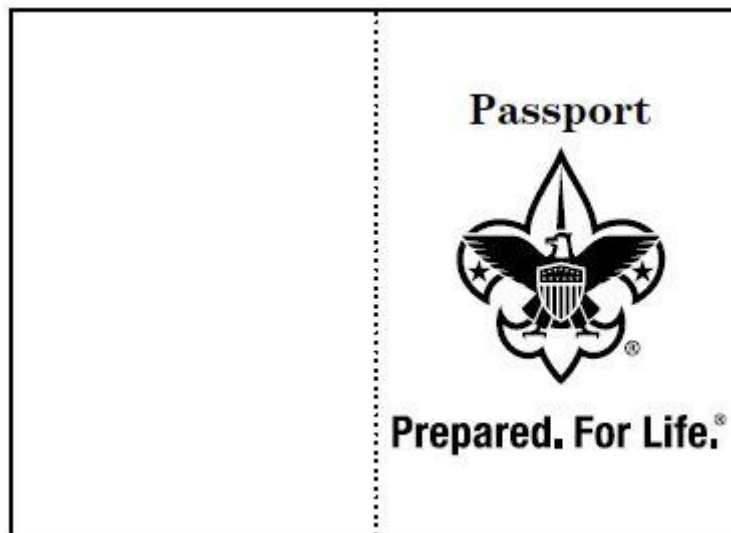
7

**PASSPORT
To
ADVENTURE**

NCS 2018

- Print out the single page and fold.
- There is a top page with NCS logo
- Inside is the Scout Law with the Oath on the adjacent page.
- The signature (as a passport has) is under the Scout Law. We could maybe even come up with an opening ceremony that would have the Cub Scouts/participants sign the inside of their Passports.
- The rounded spot under the oath is for a picture, and the lines are for adding the name/e-mail, etc.
- The numbered pages are for stamping as they finish stations (3-7).

Theme Related Idea



<i>Visa</i>		<i>Visa</i>	

Theme Related Ideas

We're Going On A Trip!
Plane and Cruise Tickets



World Traveler Airlines

Thank you for flying with us!

Name of Flyer _____ Seat _____

Departing _____ Destination _____

Date _____ Time _____ Price _____

Non-Transferable

Date of Departure

Time: _____

Price: _____



World Wide Cruise Line

Ship Name

Traveler Name

Departing Port

Destination Port

Passport Required? ☐ Y ☐ N

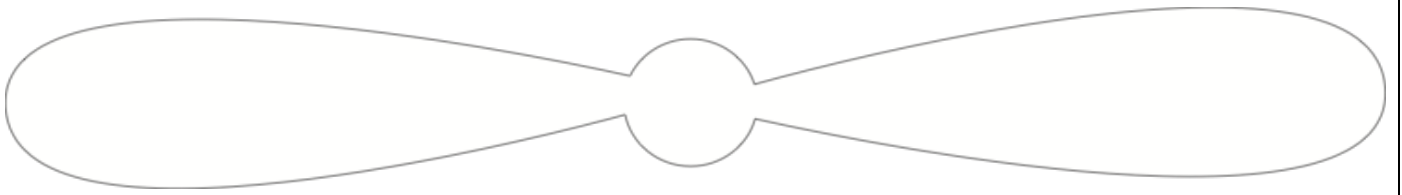
Theme Related Ideas



Airplane garland or airplanes made out of old maps for games!



Theme Related Ideas



Theme Related Ideas

World Flags - Printable World Flags - Flags of 100 Countries

www.mrprintables.com



Theme Related Ideas

PASSPORT



INTERNATIONAL

NAME

DATE OF BIRTH	BIRTHPLACE
1900	1900
1901	1901
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DATE OF BIRTH

NATIONALITY

SPECIAL FEATURES

SIGNED

DATE OF ISSUE

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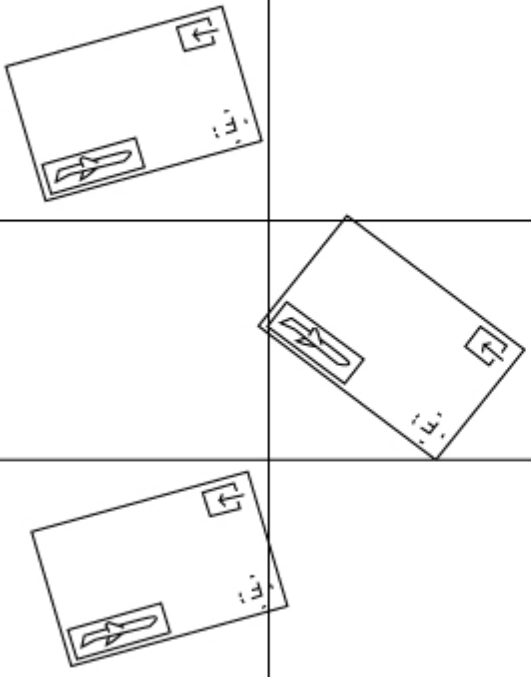
Theme Related Ideas

<p>PASSPORT</p>  <p><i>United States of America</i></p>	<p>ldsSplash.com</p>
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Theme Related Ideas



Theme Related Ideas

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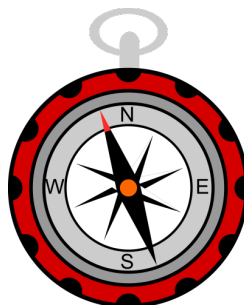
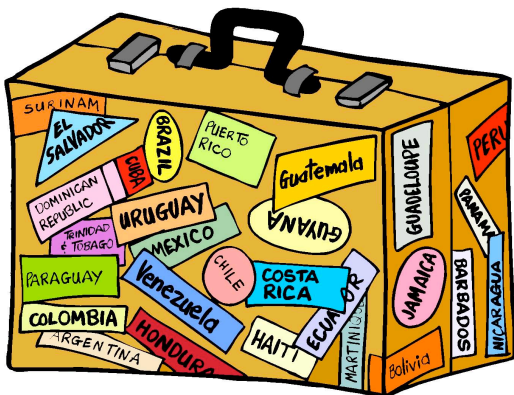


chillola.com

Clipart



Clipart



Clipart



Abolish Boredom!

Presentation Pizzazz

Change of presentation styles & techniques – Nothing is more boring than session after session of Power Point slides or 100 versions of Jeopardy. Help your training team utilize many different styles and training aids.

Change of scenery – without sacrificing too much time for relocation, use whatever your site has to offer by way of outside locations to break up the monotony of always sitting in the same place at the same table, etc. Change presentation side of the room.

Make note-taking easy. Provide handouts with key phrases printed, with one or two words missing in the phrase. (Or provide an outline format with main bullet points filled in, and blanks for fine points under each main topic.) Then participants can “fill-in the blanks” as the presentation continues.

Lead into your topic by creating a trivia quiz to test the participants’ knowledge of the subject. This can stimulate discussion and you’ve automatically created a handout. This is especially good for flag etiquette or uniforming.

Create a list of statements about your topic, and include some that are obviously false. Then play “Can you spot the imposter?” by having the audience identify the false statement. Make these increasingly harder as the game progresses, thereby stimulating discussion. This is especially good for topics such as uniforming, health & safety, youth protection, and others that deal with many rules & regulations.

Use costuming to reinforce the topic. For example, provide sunglasses or flashlights to the audience to adequately prepare them for a “spotlight” on important information.

Use a funny skit, run on, stunt, or response story to open a session. Use one that introduces the topic and brings out a key point – like a paragraph’s topic sentence. (For example: Use a skit to change “No way – no how” to “Know Way – Know How;” or other plays on words to provide a segue to your topic.

Toss candy/trinkets into the audience based on correct responses. As always, be aware of peanut or other allergies.

Use unique ways to divide the audience into working groups. Print on slips of paper things like the four lines of the Scout Oath, the Scout Law, or “mates” like salt/pepper, socks/shoes, and lock/key. At a given signal, the participants have to find their “mates” or the rest of the Scout Law, etc., to form working groups. “Mates” can be based in the learning experience so even this exercise educates: retention contributors (advancement, camping, and training) all in one group, for example.

Use “stage whispers” if you are asking for responses.

Abolish Boredom!

Have a co-presenter “accidentally” reveal responses to the audience. This is a fun way of bringing out the information if participants aren’t familiar with the subject matter.

Use phonics to highlight your point:

Alliteration – repeating the first consonant – Budgets in the black bring big bonuses by behaving brilliantly.

Assonance – repeating vowel sounds – Stay and play all day, okay? Beating the heat is a neat treat: sunscreen beats sunburn.

Consonance – repeating consonant sounds at other than the first letter of the word – Jack and the pack will come back for their snack attack.

Acronyms make good memory tools: KISMIF!

Keep it simple, make it fun.

Keep it secret, make it fail.

Kids in Scouting, men in future.

Create a song. Reinforce your message by creating a song to help reinforce and facilitate learning. Always use songs found in the BSA songbook or approved for BSA use from the Public Domain. Provide words for the participants so they can sing along. Songs with action are usually well received.

Use “Burma Shave” signs to lead into the training area to create interest. A sample:

Our Galactic Trek begins,
We learn the camp school way,
We work at having fun,
Cub Scout fun is here to stay;
Welcome to NCS!

Create commercials based on current popular commercials. “Hey, it’s Debbie’s phone. No bars here at Camp School, so we didn’t get the message that the pool had to be drained and Family Swim Night is about to begin. Wow, look at that Tiger diving into the sand box!”

Hand out a trinket as part of your summary of the session.

Shoelaces at the end of the budget session indicate that they are in control of the “purse strings”.

Bite size Snickers because everyone needs to “snicker” from time to time.

Gum, caramel, or taffy can encourage the audience to “chew this over”.

A key chain can give them the “key to understanding”.

A slinky can remind us to be flexible.

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If you use your imagination, these spirit awards (sometimes called “dingle dangles”, “warm fuzzies” or “little happies”) can provide good reinforcement for your topic.

Staff Pizzazz

Create an interchange of information and have the staff learn more about each other. Use introductory games during staff development:

Staff identifies three specific interesting things about themselves. Gather in a circle and each person shares those items with the group. Later, ask who remembers the individual who fits that description.

“Going to the moon” game fits the season’s theme. Change the first person’s line to: “My name is Mike, and I’m going to take a meteor.” To which the leader says, “Yes, you can join me on the moon.” The next person says, “My name is Sam and I’m going to take a planet.” The leader says, “No, I don’t think you’re ready to blast off yet.” Solution? The individual must announce that they are using an object or item that begins with the same letter as their first name.

Have all introduce themselves by stating two true statements and one false statement. Then the rest of the team must guess which is false.

Icebreakers

Name Signals

First you have to think of your name (pause for the laugh). Then the players are to think about a signal that describes them. It can be something they like to do or something they are wearing, like glasses. E.g., Jan wears glasses and her signal is hands circled around her eyes.

Bob likes to fish, his signal is pretending to be fishing. Jan makes the signal for Bob and calls his name. Bob calls the signal for another player and calls their name. On it goes until the last player makes Jan’s signal and ends the game. Speed it up and let the laughter begin.

Group Juggle

Materials Needed: 5 hand size balls

3 Balls alike (recommend Koosh type balls easy to hang onto)

1 Ball different color but alike to the 3 before

1 Ball different textured (recommend Koosh type ball)

Game:

- Circle the players together and have everyone say their name. One player begins as they make eye contact with another player and call their name and throw the ball. Once they have thrown, they make an X on the front of themselves with their arms indicating that they have played. Ball can be thrown in any direction or across the

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circle. Once the ball has come back to the first player try the game again to make sure they have it and see if you can go faster this time.

- Now try three balls going consecutively around following the same pattern as the first ball.
- With a different color ball see if the players can go in the reverse direction of your pattern.
- Now add back in the 3 balls going in the correct order.
- If you dare, try adding the different textured ball sending it ***around the circle*** this time.
 - Really daring? Try all 5 balls at once!
ORDER: 1 around, 3 in order of first, 1 in reverse

Debrief: This is a good example of multitasking and being pulled in all directions. People wanting this and wanting that from you – how did you handle it? What was going on in your head as you played the game? What was the experience like and how can we achieve a better experience?

Important messages from the game:

Making eye contact -Taking care of each other-Making each other look good (total team effort)
Slowing down to make sure your connecting with whatever ball/info you send and receive.

Staff Recognition Pizzazz

Be sure your staff is recognized. See the NCS syllabus for ideas. In addition, at evening staff meetings, be sure to review the positive things that occurred.

During the day find time to interact with each staff member. One idea: deliver a bottle of chilled water to each one, or a novelty item to remind them they are appreciated.

Staff introductions may be done at the opening session, but may be added to when that staff member makes a presentation in front of the combined group. Note that you don't have to be the director to do this. Every staff member can participate in recognizing their peers.

Boy Pizzazz - Abolishment of Boredom – Examples to use “Back Home” to influence Boy Behavior

Model different methods of keeping the audience engaged as they wait for the beginning of a session and demonstrate different methods or activities that can occur to distract the learners from the waiting process. These will provide additional materials that the participants will be able to duplicate in their camp situations when they return. These may be used during the gathering hour of the first day of NCS, the evening gathering the night prior, Cracker barrel time, passing time before the next session begins, etc.

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Small zip bags with activities:

Tangrams (see *Cub Scout Leader How-To Book* for a pattern). Pre-cut the paper, provide topic suggestions, and have participants create designs. In the Camp School environment, use patterns related to the theme.

Beans Instructions: pick up one bean at a time and place it on the back of the other hand; compete with others to get the most on the back of the hand.) Have participants do the activity, then lead a debrief discussion as a segue into the next topic.

Paper fillers (word search, crossword puzzle, coloring sheets - all theme related) Word Search makers are available online – you put the words in. Use theme-related words.

Passport to Adventure words that can be used – trains, plane, ship, travel, luggage, passport, states, countries, etc.

Additional paper fillers: Mad libs (fill in the blank stories), matching memory games (create cards with two of each picture; turn the cards over, and each individual turns two-at-a-time upright. If they match keep the cards, if not turn them back over. Individual with the most matches wins.)

BEADIE critters. Each individual is provided a bag with pre-cut string, pre-counted beads, and directions to create a bead animal or object related to the current Passport to Adventure theme (ship, airplane, sunglasses, flags, etc). There are many free patterns available online. Individuals may continue to work on their objects during the duration of the camp school. Check out www.beadiebuddysbonanza.com and click on free patterns or www.beadiecritters.com/Flags.htm for flag patterns.

Simple Activities and Projects

Friendship bracelets are created by tying knots in hemp or by stringing beads on lanyard. The “friendship” concept is that another individual helps the first to tie their knots, as the bracelet is put onto the individual’s wrist. Prepare neckerchief slides of plaster. These can be colored with markers while waiting. Easy and inexpensive to prepare: pour mixed Plaster of Paris into plastic candy molds (found at craft stores).

Games

- ✓ Puzzles (easy puzzles in a box)
- ✓ Deck of cards for card games
- ✓ Print out a small booklet of games (use the *Cub Scout Leader How-To Book* as a resource), that can be given to each leader and ready at a moment’s notice to engage the boys.

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Activities & Songs

- ✓ Have the *Cub Scout Songbook*, *Cub Scout Sparklers* and/or a Camp songbook prepared in-house, available for quick reference.
- ✓ Have a series of repeat-after-me songs available.
- ✓ Suggest that dens/individuals spend any “down” time by fine-tuning the skit, song or presentation they will make at the camp-wide campfire.
- ✓ Scavenger hunt: Prepare a list of items to be searched for. For Passport to Adventure theme. Activities such as this can be done before sessions or during meal times. Select a time to have participants reveal their completed list and award prizes for participation.
- ✓ People scavenger hunt: Find the staff member who knows how to do a theme-related activity (such as form of travel sound). Do this with a variety of skills. Prepare the list ahead of time by surveying your staff for correct responses. Before Camp begins, prepare a sign-up sheet with topics and have each staff person indicate if they have experience with that skill.

Spirit Awards/Tokens

To reinforce topics (or in a camp setting the completion of a task, den recognition, or individual recognition), prepare spirit tokens (dingle dangles) that can be added to den flags, necklaces, pins, or nametags. Each should have a mechanism for attaching onto the object:

- ✓ Tokens can be theme-related items like whistles, plastic coins, plastic compasses, or small cars.
- ✓ Check online sources such as Oriental Trading or US Toy, or visit a local dollar store.
- ✓ Foam core cut into shapes related to the theme or topic
- ✓ Stiff felt cut into shapes related to the theme or topic. Easy to write words such as “Scheduling” “Camper Security” etc.
- ✓ Cardstock paper with a bulls-eye on it may be prepared for all who participate in BB gun shooting or archery.
- ✓ Four inch lengths of lanyard with an assortment of five colored beads. A small object may be also added
- ✓ Foam “beads” are available in a variety of designs related to sports, seasons, animals or nature objects.
- ✓ Conchos serve as a good start to a spirit token, bookmark or key ring. Simply add leather string and beads.

Upcoming Themes

Questions, comments, ideas? We would love you to share them with us. Please contact Toni Welch at bufalost@cwo.com or bufalost@jimsoffice.org.

Upcoming Themes:

2019 – Beneath the Sea

2020 – Down on the Farm

2021 – Weird Science