

The Philmont Cub Scout Roundtable Supplements

September 2018



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October Pack Meeting
(Fire Prevention Month)

***Introducing the New Leader Breakout! This breakout is for brand new leaders that are attending Roundtable for the first time. This Breakout will be run by the Assistant Roundtable Commissioner - New Member Coordinator. ***

◆ **Gathering**

Have a stroll around the midway. Give all Scouters an opportunity to get information and sign up for events and trainings.

Midway Award of the Month:
Recruiter Strip Grow your unit!



The **Recruiter Strip** is an award for Cub Scouts and Boy Scouts and is worn below the right pocket on the **uniform**. Each unit chooses the procedure for awarding the strip. The Recruiter Strip is usually awarded to a Cub Scout or a Boy Scout the first time they are successful in getting a buddy, relative, neighbor, classmate or friend to join the unit. The Scout is typically awarded one strip as a Cub Scout and may be awarded the strip as a Boy Scout. The Recruiter Strip is available in the Scout Shop.

◆ **Opening Ceremony**

The flag ceremony is led by preassigned Scouters.

They will present the colors and lead the pack in the Pledge of Allegiance.

Preassigned Scouters perform the opening skit.

The Meaning of Our Flag (Great Salt Lake Council, POW WOW book, 2009)

Preparation: Use one piece of construction paper in red, white, and blue and one white 5-pointed star. Cub Scouts stand by the Flag as they say their part which can be written on the back of their page.

Den Leader: Today let's all keep in mind our Flag and the meaning that we can find.

Cub Scout 1: The red is for blood of Americans true, who gladly would give up their lives for you.

Cub Scout 2: The white is for purity in both thought and deed, a rule of conduct we all might well heed.

Cub Scout 3: The blue is for justice for all, not one, a tenet we fought for and so dearly won.

Cub Scout 4: The star is a symbol of God's guiding hand, over the nation and this mighty land.

Cub Scout 5: There isn't a one our Flag won't protect, don't you think we could show it greater respect?

Cub Scout 6: Please stand for the Pledge of Allegiance to our Flag.

◆ **Opening Prayer**

"We are thankful for our safety in our home, at school, and as we play. Help us do our best, be responsible every day, and be good Cub Scouts."

◆ **Welcome and Introductions**

The Roundtable Commissioner or Assistant Roundtable Commissioner - New Member Coordinator welcomes new Scouters, visitors, and special guests by introducing them to the district. If you aren't sure what a New Member Coordinator is, check out :

<http://scoutingwire.org/marketing-and-membership-hub/new-unit-development/commissioners/>

◆ **Big Rock Topic**

See the Boy Scout Roundtable Commissioner Planning Guide for a list of Big Rock Topics that both the Cub Scout and Boy Scout Roundtable Commissioners choose to do jointly to help serve the units in your district.

◆ **Applauses and Cheers!**

Tips on how to make your cheers or songs successful. Remember **C.H.E.E.R.S.**

C: Cheese - Cheese it up! Cub Scouts love it when you do. Consider costumes and props.

H: Hands - Use actions with your hands: clap, stamp your feet. This helps the Scouts remember the cheer or song for next time.

E: Explain - Always explain the cheer or song and how it goes. Keep instructions to the cheer or song short, simple, and basic.

E: Excitement - You must do all cheers or songs with a face, voice, and body language that

shows the Scouts you are excited to be with them.

R: Rehearse - You need to rehearse your cheers or songs beforehand. Practice in your mirror,

practice with your family and kids, or in your car.

S: Stand - There are only two ways to do a cheer or song- on your feet or standing up!

(Candace Lavaka, Orem District, Utah National Parks Council)



Fire

Shout: "Call 911! Call Smokey the Bear! Our fire's out of control!"

Fire

Make the noise of the fire, "Crackle, crackle, pop" (moving fingers overhead.) Make noise of fire engine, "Whee, whee," act like holding a hose, putting out the fire. Have fingers and hands flutter down with "Shhhhhhh, shhhhhhh" noise.

Fireman Yell

Water, Water, Water! More, More, More !

Fire Engine Applause

Divide the group into four sections. 1. Pretends to ring bell and says, "RING!" 2.

Pretends to honk the horn and says, "HONK, HONK, HONK. 3. Pretends to sound the

siren and says, "Rrrr, Rrrr, Rrrr." 4. Pretends to clang the clanger and says "CLANG, CLANG, CLANG!" Have the group make their noises one at a time, and then all together.

(www.retiredscouter.com) ; All the Applauses We Could Find. John L. Van Da Walker III and friends. 1987. Nampa, ID

Stamp of Approval

Pound your right fist into your left hand.

Run-Ons

Fire Fighters use Dalmations

Cub 1: Why do firefighters use Dalmations?

Cub 2: They use them to keep the crowds back.

Cub 3: No, they're just for good luck.

Cub 1: They use the dogs to find the fire hydrant.

Fireman wear red suspenders

Cub 1. Why do firefighters wear red suspenders?

Cub 2. To hold up their pants.

Smokey The Bear's Middle Name

Cub 1. What is Smokey the Bear's middle name?

Cub 2. The!



Can Run But Can't Walk

Cub 1. I am something that can run but can't walk. What am I?

Cub 2. WATER

(www.retiredscouter.com)

SONGS:

Fire Prevention

(Tune: O My Darling, Clementine)

Check your hallways,
Check your closets,
And underneath the stairwell, too.
For if you've piled lots of junk there,
A big fire may call on you.

Dirty paint rags,
Piled up papers,
Frayed extension cords won't do.
Fire prevention is the answer,
All Cub Scouts must follow through.

GET OUT!

(Tune: "Bingo")

What happens if there is a fire?
Do you know what to do? Oh!
GET OUT, QUICK, GET OUT!
Get out, quick, get out!
Get out, quick, get out!
Stay very low and go. GO!

What happens if there is a fire?
Do you know what to do? Oh!
STAY OUT, DON'T GO BACK!
Stay out, don't go back!
Stay out, don't go back!
Don't go back in the house. NO!

What happens if there is a fire?
Do you know what to do? Oh!
GET HELP! CALL FOR HELP!
Get help! Call for help!
Get help! Call for help!
Call 911 for help! OH

◆ Cub Scout Interest Topic

- Pack Organization
 - Leadership
 - There are 3 parts to the Pack Leadership: The Chartered Organization, The Committee, and the Pack and Den Leaders...let's break it down.
 - The Chartered Organization
 - Every Cub Scout pack, Boy Scout troop, and Venturing crew belongs to an organization with interests similar to those of the BSA.
 - This organization, which might be a church, school, community organization, or group of interested citizens, receives a charter from the BSA to use the Scouting program.
 - This chartered organization provides a suitable meeting place, adult leadership, supervision, and opportunities for a healthy Scouting life for the youth under its care.
 - The chartered organization helps the pack by:
 - Providing the Scouting program as an integral part of its program for youth and families
 - Ensuring that the Scouting program is conducted according to the policies and regulations of the organization and the Boy Scouts of America
 - Selecting a chartered organization representative to serve as liaison with the pack
 - Appointing a pack committee
 - Providing adequate and safe facilities for the monthly pack meeting

- Providing opportunities for the youth to recognize responsibility to God, to country, to other people, and to self
 - Cooperating with the council in fund-raising through Friends of Scouting (FOS) so the Scouting program can operate
- The Pack Committee
 - Every pack is under the supervision of a pack committee, which consists of at least three members (chair, secretary, and treasurer).
 - By handling administrative and support tasks, the pack committee allows the Cubmaster, den leaders, and their assistants to focus on working directly with the Cub Scouts.
 - With a committee of three, members must assume responsibility for more areas of service than with a committee of seven or more.
 - Although packs can and do operate with a minimum of three committee members, experience has shown that a larger committee generally ensures a stronger, more stable pack and is better able to perform all the required functions to ensure a successful pack program.
 - It is also a way of involving more pack families in meaningful service to the pack.
 - A strong pack committee will have individual members assigned to such areas as record keeping and correspondence, finances, advancement, training, public relations, and membership and registration.
 - The pack committee chair decides how the responsibilities should be divided and gives committee members assignments.
- The Pack and Den Leaders
 - Cubmaster and Assistant Cubmaster
 - Cubmasters and Assistant Cubmasters are approved by the pack committee because of their interest in helping the youth. It is the pack's responsibility to coordinate the efforts of all the leaders in the pack so that the Cub Scouting program works the way it should. CM and ACM should do the following:
 - Attend monthly roundtables.
 - Plan and help carry out the Cub Scouting program in the pack according to the policies of the BSA.
 - With the pack committee, develop and execute a year-round recruitment plan for recruiting youth into Cub Scouting.
 - Know about and use the appropriate and available literature, including the den leader guides and this resource.

- See that the pack program, leaders, and Cub Scouts positively reflect the interests and objectives of the chartered organization and the BSA.
- Work with the pack committee on developing program ideas, selecting and recruiting adult leaders, and establishing a budget plan.
- Guide and support den leaders and see that they receive the required training for their positions.
- Help organize and encourage graduation into a Boy Scout troop by establishing and maintaining good relationships with Boy Scout troops (soon to be Scouting BSA Troops).
- Meet with the unit commissioner, Webelos den leader, and Scoutmaster to establish plans for the Webelos Scouts' transition to Boy Scouting.
- Help bring families together at joint activities for Webelos dens (or packs) and Boy Scout troops. • Maintain good relationships with parents and guardians. Seek their support and include them in activities.
- See that Cub Scouts receive a quality, year-round program filled with fun and activities that qualify the dens and pack for the National Summertime Pack Award.
- See that the responsibilities specified for the assistant Cubmaster are carried out.
- Help the pack committee chair conduct the annual pack program planning conference and the monthly pack leaders' meetings.
- Work as a team with the pack committee chair to cultivate, educate, and motivate all pack leaders and parents or guardians in Cub Scouting.
- Take part in the charter review meeting and annual charter presentation ceremony.
- Request den chiefs for all Cub Scout dens and, after selection, see that they are trained.
- Recognize the den chiefs at pack meetings.
- Conduct impressive advancement, recognition, and graduation ceremonies. For Webelos ceremonies, involve Scoutmasters and other Boy Scout leaders.
- Encourage high advancement standards from all Cub Scouts.
- Support the policies of the BSA.

- Den Leaders
 - Cub Scout den leaders work directly with Cub Scouts and their parents/guardians to execute the Cub Scouting program in the den.
- New Member Coordinator
 - See the Cub Scout Roundtable Planning Guide

Reminder: Youth Protection Training 2 (YPT2). All Scout leaders are required to complete the new informative and timely YPT2 sensitivity training **by October 1, 2018**. Log into My.Scouting.org and click on the Youth Protection icon. YPT2 is divided into four sections: Overview and Policies, Sexual Abuse, Bullying, and the Test. You may stop at the end of any section and continue it later. You will need to return to My.Scouting.org for each of the four sections. On the right of your screen, click on Open Course to begin each section. You will see videos and interactive modules. For mandatory reporting of Youth Protection violations, you may call 911 or the 24-hour ScoutsFirst hotline/helpline: 1-844-726-8871 or 1-844-SCOUTS1. The test has 25 true or false and multiple-choice questions. To print your certificate, return to My.Scouting.org, click on the YP tab, then click on the small printer icon (a small blue circle with a white printer on it). This is good for two years.

◆ Audience Participation

Smokey Bear (A true story) Simon Kenton Council

Divide your audience into six groups and one person for the brook. Have each group respond when they hear their group.

- Big Tree** - I am so big!
- Middle-Sized Tree** - See my pretty leaves.
- Baby Tree** - I'm just a bush.
- Camper** - I love this beautiful forest.
- Fire** - Crackle, crackle
- Smokey** - Only you can prevent forest fires.
- Babbling Brook** - Assign one person, they get up and run through the group, "babbling."

Once upon a time in a beautiful lush green forest, there stood three trees, the **Big Tree**, the **Middle-Sized Tree** and the **Baby Tree**. A **Babbling Brook** coursed its way through the forest. A **Camper** made a **Fire** for his breakfast without clearing the area for 10 feet and then went for a hike without making sure the **Fire** was dead out. The **Fire** threw some sparks into some dried grass. It started smoldering.

The **Babbling Brook** was not close enough to put out the sparks. In a short time, the dry forest was ablaze. The animals heard the sounds of the **Fire**. smelled the smoke and tried to flee. A bear cub couldn't see where his mother had gone so he did what she had taught him when there was danger. He climbed the **Big Tree**. The **Fire** roared by. It burned up the **Baby Tree** and **Middle-Sized Tree**. It singed the **Big Tree** with the bear cub clinging to the top. After the **Fire**, a ranger found the bear cub still in the top of the **Big Tree** and got him down. He was singed and scared. The ranger healed his burns and raised him. He called him **Smokey**. He became the symbol to remind **CAMPERS** and hikers to be careful with **FIRE** and protect the **Big Trees**, the **Middle-Sized Trees** and the **Baby Trees** so we can enjoy the forest with the **Babbling Brooks** running through them. Remember, "Only you can prevent forest fires!" The one who says that is **Smokey Bear!**

◆ STEM Minute FIRE!

What makes fire?

There are three elements to fire: fuel, heat and oxygen. A fire occurs when the right amounts of these elements mix together. Removing any one of the elements will stop a fire.



Foam can be used to stop the fire from getting the oxygen (or air) it needs. Water can be used to lower the temperature of the fuel so it won't burn. Even when the water is changed into a gas (steam), it can still lower the temperature of the fuel.

Water cannot be used to stop an electric or metal fire. Adding water to a fire with an oil source will cause the oil to spread, since oil and water do not mix.

Wildfires

Wildfires have the three elements of a fire. Weather and climate affect the fires. Winds give the fire more oxygen to make the fire grow. Wildfires are more difficult to put out in a climate that is dry with dry vegetation to fuel the fire. Wildfires in our country cause huge damage to wildlife, property, vegetation and human life. Have an evacuation plan for camp. Be careful with fire!

Fire Safety. Have a safety circle around you of at least 5 feet, like the blood circle for using a knife. Always have a bucket of water next to you when building a fire. The water is to put out the fire and for first aid if you get burned.

Lighting/striking a match.

Demonstrate for the Scouts how to light a match. Scouts- always light a match with an adult with you and a bucket of water.

Watch for the three elements. A match head is made of a number of ingredients, including potassium chlorate, sulfur and powdered glass. The striking surface is made up of sand, powdered glass and red phosphorus. When the match head is dragged along the striking surface, the sand and powdered glass cause friction and heat, which is enough to convert some of the red phosphorus to white phosphorus—a chemical so volatile that it ignites in the air. The heat also breaks down the potassium chlorate in the match head, releasing oxygen that serves as fuel for the fire. The oxygen combines with sulfur and keeps the flame burning. As for the gelatin, it acts as glue to hold everything together in the match head, and also provides extra fuel.

Always drag the match on the striking surface AWAY from you. Hold the match level or hold it up with the match head above your hand. If you have the match head lower than your hand, the flame will burn you.

To practice lighting a match, have the Scouts light a candle. Only light it inside if it is allowed in your meeting place and light it outside with precautions such as the water bucket. Be aware of wind.





Smoke Detectors Inspect your home for smoke detectors. Check the battery. All smoke detectors consist of two basic parts: a sensor to sense the smoke and a very loud electronic horn to wake people up. Smoke detectors save lives.

Evacuation Plan. Have an evacuation plan in your mind wherever you go. Have one for your family in your home similar to the fire drill in school. Know where to meet your family outside of your home in case of a fire or emergency. Notice fire exits.



SKIT

Spooks from Fire Land (Great Salt Lake Council, Pow Wow Book, 1982)

Costumes: Seven Cub Scouts dressed as ghosts. Use old sheets or inexpensive fabric with eyes cut out. Drape overhead and presto-ghosts!

Ghost 1: I smoked and smoked and smoked in bed]
And now you see that I am dead!

Ghost 2: My pop said frayed wires were okay.
I became a ghost without delay!

Ghost 3: I saved oily rags to use again
No telling what I might have been!

Ghost 4: We thought the campfire was under control
I just climbed out of a six-foot hole!



Ghost 5: While in a hurry the hot grease splattered
I didn't know it really mattered!

Ghost 6: I played with matches-- it was such fun
'Till I caught fire and began to run.

Ghost 7: I filled with gas the lawnmower hot,
So, like the others, I am not!

ALL GHOSTS: So, if you want our advice-
Be careful and remember to be fire safe every day!
Booooooooooooo

If You Use the 60-minute Roundtable Please Skip to the Commissioner's Minute and Closing Ceremonies

◆ Cub Scout Leader Breakouts

◆ New Leader Breakout ***This is good through the whole year***

- *This Breakout session needs to be run when a leader either new to Roundtable or a brand-new leader/ new to the area attends. This breakout is run by the Assistant Roundtable Commissioner – New Member Coordinator. This breakout never changes as a leader should only be taking it once. They will go into their respective leader breakouts after this Roundtable.*
- Welcome and Introductions
 - Name, Unit, Position
- Discuss the following
 - What is Roundtable
 - How does it help you as a leader?
 - Breakdown of the District Leadership (if in attendance, introduce these members to the new leaders)
 - Introduction to the Training Chair and list of all upcoming leader trainings.
 - Walk through the Midway to show off all of the upcoming events in the District and Council
 - Introduction to the Breakout Leaders
 - Go to the different breakout sessions and introduce the leader to the breakout they will attend next time.
 - Have them observe the rest of the breakout if there is time.



◆ Lion Breakout

- Lion Requirement
 - Fun on the Run - **Required Adventure**
 - Discuss Activity 2 Nutritious Snacks. Discuss the importance of knowing everyone in the Den's dietary concerns. Here are some snack ideas:
 - Strawberry Chia Fruit Leather
<https://www.superhealthykids.com/super-yummy-strawberry-chia-fruit-leather/>
 - Blueberry Muffin Date Balls ***Contains Nuts***
<https://www.blessthismessplease.com/blueberry-muffin-date-balls/>
 - Roasted Spicy Chickpeas
<http://www.outdoorfamiliesonline.com/kid-healthy-hiking-snack-ideas/>
 - Zucchini Carrot Apple Muffins
<https://www.theleangreenbean.com/zucchini-carrot-apple-muffins/>
 - Fresh Fruit
 - Veggie Sticks
 - GORP (Good Old Raisins and Peanuts) ***Contains Nuts*** <http://boyslife.org/features/143982/35-tasty-trail-mix-ingredients/>
 - Demonstrate the Jungle Field Day! Have the leaders walk through what the Field Day looks like by participating in all 4 stations.

◆ Tiger Breakout

- Remind Den Leaders to work with new Cub Scouts on their Bobcat Rank
- Tiger Requirement
 - Tiger: Safe and Smart
 - In honor of Fire Prevention Month, we look at the adventure Tiger: Safe and Smart. This adventure can be a little scary for our First Graders but the reason why we talk about this is to Be Prepared. Discussing with the breakout leaders of how to talk with their new Tigers and their Adult Partner is important. We need to make this fun but also important. So how do we do this? Ask your leaders how to turn Requirements 4 and 5 into a game.



- Requirement 4 states to show how you can stop, drop and roll. Discuss different ways to make a game out of this.
 - The Tigers can walk in a circle and when the leader yells stop. They stop, drop, and roll. You can play music like musical chairs. You can have the Adult Partners have a turn as well to demonstrate how to play the game.
 - Make up a song or find some songs on the internet about stop, drop, and roll.
- Requirement 5 is about the safety roll. Demonstrate the safety roll during your breakout. Plan some ideas on how to do this activity. Discuss options on how to play a game on this. Play some of the games to see how they work.
- Cyber-Chip
 - Today's youth are spending more time than ever using digital media for education, research, socializing, and fun. To help families and volunteers keep youth safe while online, the Boy Scouts of America introduces the Cyber Chip. In developing this exciting new tool, the BSA teamed up with content expert NetSmartz®, part of the National Center for Missing and Exploited Children® and training expert for many law enforcement agencies. Cyber Chip has grade-specific videos for each level. Topics include cyberbullying, cell phone use, texting, blogging, gaming and identity theft.
 - <https://www.scouting.org/Training/YouthProtection/CyberChip.aspx>
 - Cyber Chip Requirements for grades 1-3
 1. Read, commit to, and sign the Level I Internet Safety Pledge. (BSA Cyber Chip blue card)
 2. Watch the video "Bad Netiquette Stinks."
 3. Play the Router's Birthday Surprise Interactive Adventure and print the completion certificate to give to your den leader. (netsmartz.org/scouting)
 4. Show and tell your family, den leader, den, or pack what you have learned.
 - Cyber Chip Requirements for grades 4-5
 1. Read, commit to, and sign the Level I Internet Safety Pledge. (BSA Cyber Chip blue card)

2. Watch the video “The Password Rap” and another video of your choosing. (netsmartz.org/scouting)
3. As an individual or with your den, use the Teachable Recipes to demonstrate Internet safety rules to your den leader, den, or pack. (netsmartz.org/scouting)
4. Discuss with your unit leader the acceptable standards and practices for using allowed electronic devices, such as phones and games, at your meetings and other Scouting events.

To Recharge your Cyber Chip go to netsmartz.org, click on your age group and look for the recharge requirement at the bottom of the page.

Each Scout signs the Cyber Chip card and takes the Internet Safety Pledge.

A Tiger earns the Cyber Chip patch, a Wolf earns a recharge pin to place on the patch, as a Bear and a Webelos the Scout earns another recharge pin.



◆ Wolf Breakout

- Remind Den Leaders to work with new Cub Scouts on their Bobcat Rank
- Wolf Requirement
 - Review the Cyber Chip requirements and demonstrate making the simple Cyber Chip neckerchief slide.

Today's youth are spending more time than ever using digital media for education, research, socializing, and fun. To help families and volunteers keep youth safe while online, the Boy Scouts of America introduces the Cyber Chip. In developing this exciting new tool, the BSA teamed up with content expert NetSmartz®, part of the National Center for Missing and Exploited Children® and training expert for many law enforcement agencies. Cyber Chip has grade-specific videos

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- <https://www.scouting.org/Training/YouthProtection/CyberChip.aspx>



- Use the appropriate Cyber Chip Requirements for grades 1-3 and 4-5.
- Discuss ways to use the Teachable Recipes to demonstrate Internet safety rules. This can be done with the den, pack or family. (netsmartz.org/scouting)

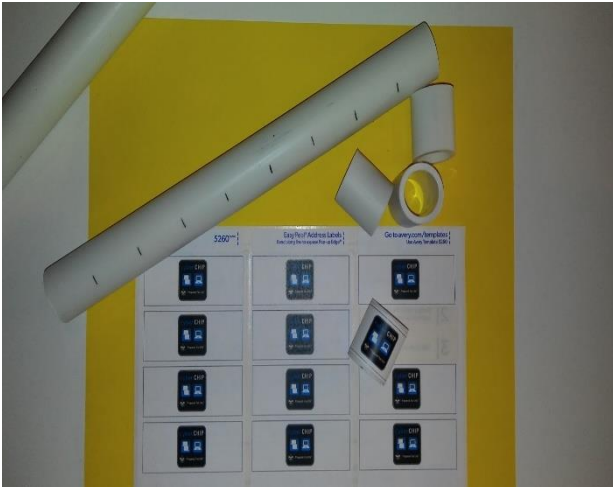
To Recharge your Cyber Chip go to netsmartz.org, click on your age group and look for the recharge requirement at the bottom of the page. Each Scout signs the Cyber Chip card and takes the Internet Safety Pledge.



A Wolf earns the Cyber Chip patch. As a Bear, the Scout earns a recharge pin to wear on the patch. As a Webelos, the Scout earns another pin to place on the patch.



Cyber Chip Neckerchief Slide



Materials: $\frac{3}{4}$ " pvc pipe, pipe cutter or hand saw, 1 x 2 $\frac{5}{8}$ " address labels
Directions: Print out a cyber chip image of your choosing onto address labels. Cut pvc pipe into 1 $\frac{1}{8}$ " sections. Have scouts attach their label to the pvc pipe and wear as a neckerchief slide.

◆ Bear Breakout

- Remind den leaders to work with each new Cub Scout on the Bobcat rank
- Bear Requirement
 - Requirement - **Cyber Chip**
 - Discuss the fact that Cyber Chip requirements must be met each year. Preferably, the youth will fulfill these requirements at the beginning of the year. If the youth already earned the Cyber Chip as a Wolf, the youth will now receive the recharge pin to put on the Cyber Chip patch. If the youth is earning the Cyber Chip for



the first time, the Cyber Chip is awarded. Requirements are found at <http://www.netsmartz.org/scouting>



- Review requirement 1: “Read, commit to, and sign the Level I Internet Safety Pledge. (BSA Cyber Chip blue card)”
- Review requirement 2: “Watch the video “The Password Rap” and another video of your choosing from NetSmartz.org/scouting.”
- Review requirement 3: “...use the Teachable Recipes to demonstrate Internet safety rules to your den leader, den, or pack.” (See NetSmartz.org/scouting)
- Review requirement 4: “Discuss with your unit leader the acceptable standards and practices for using allowed electronic devices, such as phones and games, at your meetings and other Scouting events.”
- Review the guide “Be Safe -- and Nice -- Online” found at https://filestore.scouting.org/filestore/youthprotection/pdf/Cybersafety_LO.pdf

Be Safe – and Nice – Online

The Internet can be lots of fun. Just be sure to use it right. By Valerie Van Kooten

TEN-YEAR-OLD David was having a great time playing videogames online. He liked that he could play with kids from other states. Sometimes his cousin, who lived 500 miles away, would play against him.

Once, David played against someone named Bruce. While they were playing, David got a message from Bruce. When David opened it, he saw that Bruce had sent him an inappropriate picture. This upset David, and he told his parents about it. They helped him block Bruce so he couldn't bother David anymore.

Be Safe
Here are a few tips to help you stay safe and confident online:

Remember that you can't trust everyone online — just because you have played games with someone or friended them on Facebook, Instagram and Twitter, it does not mean they are really your friend. If they have access to what you post, it is very easy for them to use the sharing options on social media sites to send it to others.

Do not share your personal information. Avoid giving your last name, address, phone number, email address or your school information.

Be suspicious of strange questions and conversations. If someone you don't know well asks for personal information or asks questions that make you uncomfortable, stop the conversation and tell a parent.

Don't be afraid to tell an adult what is going on. “The No. 1 fear of kids is that Mom and Dad will go ballistic and take away their computer,” Michael Ferjak, a criminal investigator, says. “You're not doing anything wrong by being on these sites, and you need to let a trusted adult know if something weird is happening.”

Be Nice
The Internet can be a great tool to help with homework, keep in touch with friends and family, and play games. But it also is a place where you can be bullied or you can bully someone else. And that is not only unkind, it can also be against the law. What should you do about it?

If You Are Being Bullied:
Talk to a trusted adult. Tell your parent, a Scout leader or a teacher at school. You haven't done anything wrong, and you need help to stop it.

Don't respond. Usually the bully is trying to get a reaction from you. If you don't respond, he or she will move on. It's hard not to want to get back at the bully, but this will just make it worse.

Stay offline for a while. Don't go to websites where people are talking about you. Turn off your cellphone for a while. Let adults do their job in taking care of it.

If You Are the Bully:
Look at your friends. Sometimes people do things in a group that they would not do

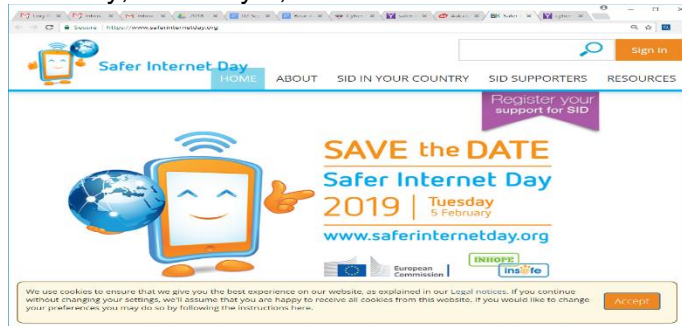
Don't forward mean messages about others or embarrassing pictures of them. Tell the bully to stop. Sometimes someone who is being bullied cannot think clearly enough to report it. Help the person who is being bullied report it to a trusted adult.

Put yourself in the other person's shoes. How would you feel if this were being said about you or done to you? Just stop doing it. If someone you know is being bullied, be a good friend. Do not

Earn the Blue Cyber Chip, which shows you understand and agree to certain rules of cybersafety. Get the details at netsmartz.org or from your unit leader, pack council or Scout shop.

For lots of cybersafety tips, visit boyslife.org/netsmartz

- Notify leaders that Safer Internet Day 2019 is scheduled for Tuesday, February 5, 2019.



- Discuss the option of having all Cubs earn the Cyber Chip together at a den meeting vs. having each earn it on their own with help from their families.
- Discuss the option of playing a game to help review the requirements (which may be done periodically throughout the year, not just done as a one-time thing).



◆ **Webelos Breakout**

Remind Den Leaders to work with new Cub Scouts on their Bobcat Rank

- Webelos Requirement
 - See **Cyber Chip** information in the Wolf and Bear Sections.



- **Fix It Adventure 4Q.** -Elective. Change the battery in a smoke detector or a carbon monoxide detector and test its operation.



Cast Iron Chef - Required Adventure #3 "...If circumstances permit and there is no local restriction on fires, show how to safely light the fire, under the supervision of an adult..." (Cub Scout Webelos Handbook) See the STEM minute above for lighting a match and the science of fire.

First Responder #7. "Create and practice an emergency readiness plan for your home or den meeting place." (Cub Scout Webelos Handbook) For fire prevention, have the Scouts create a plan for leaving their home or meeting place safely. Look for the all the exits for your unit's meeting place so the Scouts will know where they are. Practice exiting the building quickly and safely. Can they exit the building with the lights off? Practice meeting your den in a prearranged safe location outside of the building. Ask your Den Chief to help with your plan. Your Den Chief may have earned the Emergency Preparedness merit badge and will have ideas to share with you.





◆ **Arrow of Light Breakout**

- Remind Den Leaders to work with new Cub Scouts on their Bobcat Rank
- AOL Requirement

Outdoorsman - Required Adventure

Discuss with your den or family what actions you should take in the case of an extreme weather event or disaster. Option A. 3C. Option B. 2C. "Fire". Know where to meet and evacuate to safety in the event of a wildfire. In your home, know where to meet your family and evacuate to safety. Be aware of fire exits in your school and other buildings. Call 911.



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Fix It Adventure #4Q- Elective. Change the battery in a smoke detector or a carbon monoxide detector and test its operation. (Cub Scout Webelos Handbook)

- Review with the Webelos the emergency exit plan for your unit meeting place. Find all the exits in your meeting place. Participate in the Webelos den emergency readiness plan to exit the building safely. (**First Responder #7**) See Webelos breakout information.
- Ask your Den Chief to help practice an emergency exit from your meeting place and find your pre-arranged meeting place outside of the building.

◆



Cubmasters Breakout

- Ask a firefighter if he will come to your pack meeting and talk about what fireman do for their jobs.
- See if they will give a demonstration of how they put their gear on and how fast they can do it.
- What is it like living in the firehouse.
- How many days in a row do they stay at the firehouse.



◆ **Committee Chair Breakout**

- Discuss planning the pack year. If possible, have some of the leaders bring sample schedules for their year.
- Remind leaders to have school, community, and family calendars reviewed when the year is planned.
- All leaders should be present for the meeting. Parents could be invited to attend also to bring ideas for activities and scheduling.
- Discuss the budget for the upcoming year. The budget coincides with the annual program plan. The budget needs to meet the needs of the pack's activities.
- Remind leaders to consider Journey to Excellence requirements while planning (such as outdoor activities and service).
 - Review the Journey to Excellence Scorecard for the pack: https://filestore.scouting.org/filestore/mission/pdf/2018_JTE_Pack_Scorecard.pdf

◆ Commissioner's Minute:

- Lord Baden-Powell, the founder of Scouting, said, "Honesty is a form of honor. An honorable man can be trusted with any amount of money or other valuables with the certainty that he will not steal it." When you feel inclined to cheat in order to win a game, just say to yourself, "After all, it is only a game. It won't hurt me to lose." If you keep your head this way, you will often find that you are a winner after all.

◆ Closing

The preassigned Scouters perform the closing ceremony.

◆ Retire the Flags

◆ References

- New Cubmaster Flyer
 - <https://filestore.scouting.org/filestore/pdf/510-237.pdf>
 - BSA Number 510-237
- Cub Scout Pack Organization Chart and References
 - <https://www.scouting.org/programs/cub-scouts/leaders/about/the-pack/>