

Cooperation

Amazing Games

Cubmaster Section



COOPERATION

Being helpful and working together with others toward a common goal. Cooperation is a key element in teamwork. Cub Scouts will gain a better understanding of the importance of supporting each other as they play games and learn new skills.



Character Connection:

What does cooperation mean?
Did you cooperate with other players?

What happened in the game when everyone on your team cooperated with one another?
How would you feel if a player didn't work with the rest of the group?
What can you do to encourage cooperation when you play with other children at school or home?

See Fun for the Family, No. 33012, for family activities related to this month's Core Value, cooperation.

Make a Character Connection With Any Activity *Cub Scout Leader Book*

Values can easily be connected to Scouting activities using a three-step method: plan it, do it, review it.

Plan it.

Before the activity, gather the group and have a short discussion. Planning the Character Connection takes only a couple of minutes. Highlight one or two values that the boys can learn by doing this activity.

- How will they need to cooperate?
- How will the need to show a positive attitude?

Do it.

During the activity, highlight both positive and negative experiences as teachable moments. Some teachable moments must be captured as they happen because the impact is lost if discussed at a later time. Others can be emphasized effectively during the review at the end of the activity. Be sure to make mental or written notes of these opportunities.

Review it.

After the activity, gather the group together and have a discussion involving all members. Celebrate positive examples of where the values were demonstrated in the activity and highlight areas for improvement.

- What part of the value does the group need to practice?
- What did the group learn about using the value?
- Discuss the experience and determine ways the value could be used at home, at school, etc.

TRAINING

Character Connections involves 12 core character values, but the program does not assume there are only 12 values, if we can succeed in creating a strong character foundation with our scouts they will learn other values later. Also, although each achievement emphasizes one particular CC it doesn't mean that it is the only character value that can be focused on in that activity.

Character Connections, by being integrated into the books, achievements, materials, and so forth, we are building on a child's developmental ability.

CC also involves three dimensions that aren't separate or even separable-- to know, commit and practice. The boy needs to know the CC (head), commit to it (heart) and practice it in his daily life (hand). Character is both caught and taught. We see someone exhibiting character and follow their example in our community. We can also teach character by telling, discussion, experience and modeling. This is where the discussion points in the books come into play.

The end goal of CC is to establish a moral identity for our youth. Until a boy takes on Scouting's values as his or her own, it isn't a violation of a child's personal morals to break those values. Values are situational, too. In the context of a Scout meeting, a boy may quite comfortably recite the pledge or discussing the importance of not littering. However, under pressure from his peers in a non-Scouting setting, the boy needs to have a sense of greater conviction to those same values to stand behind them as strongly when they may not be as popular for him or her to follow them.

CC can be integrated into achievements this way:

- ✓ Say you're working on a conservation project or hike. You're out in nature, and you come across a pile of rubbish left by some campers or hikers. One of your boys makes a comment about how rude or careless littering is. Ask the boys why they think it's rude to litter. This is the **KNOW** component. They've seen an example of littering, and now they realize that it's not nice to toss your trash in the woods. Ask them how they felt when they came across the pile of trash. Did it distract them from everything else that was around them? Did it make them forget that they were looking for animal tracks, or a certain type of plant?
- ✓ This is the **Commit** phase, where these boys realize that they don't want to be thought of in the same way as they're thinking of whoever left the trash. Now that you've guided them to discover how they feel, they establish a personal set of values about littering. The important part here is that it is easy to break a rule we don't believe in or hold as a personal value. People speed because they don't think it's too wrong--they consider themselves good drivers and capable of handling a vehicle at a higher speed

than the posted limit, or because the importance of being someplace sooner outweighs the importance of breaking the law. Speeding just doesn't violate most people's core values or beliefs. Most people, though, do have a value system that prevents them from shoplifting. Doing so would violate their personal values.

✓ Cultivation of a sense of community and the impact that values have on the boy's place in that community. We've helped the boys establish *for themselves* that littering is wrong, guided them to understand how they feel about the person that left the trash, and realize that they don't want to be thought of in the same way. Now we apply the last part of the program, **Practice**, where the values are broken into actual skills. Here it may help to script the steps toward the end goal so that difficult concepts can be better understood. Help them make the decision to pick up the trash, and to not litter themselves. It's not until they have an opportunity to actually do/avoid something that the three parts come together and a character connection is made.

✓ Cool down, where discussion of what went well, what could have gone better, and what might come next can be discussed.

How to do a Character Connection activity:

1. Reserve judgment—let them give their ideas
2. Open ended questions—require scouts to think and give personal ideas.
3. Feeling questions—what did they feel about the experience—that makes it personal to the scouts.
4. Judgment questions—about their feelings
5. Ask guiding questions and stay on track.
6. Closing thoughts—Bring discussion to an end.

This isn't a classroom type of program. Rather, it's a method by which we as leaders can have an informal discussion with our youth and allow them to discover how they feel about something. As in all Scouting activities, Make it simple, make it FUN! Examples found in the 2005 **Character Connections Packet** are collected from 2002 to present so that future Leaders will have the resources we had from the beginning.

To learn more check out <http://www.scouting.org/sitecore/content/home/cubscouts/parents/about/character%20development.aspx>
<http://www.cubroundtable.com/character-connections.htm>

REFLECTING AFTER GAMES *Page 3-2; Cub Scout Leader How To Book*

What is *reflecting*? Reflecting is guiding the players to think about what has happened as a result of the game or activity and try to learn from it. It is remembering thoughts, feelings, and actions and their effects. It is making comparisons and contrasts. Reflecting is making sense of the game or activity by using a series of questions to fit the needs of the group. In the section below on "Noncompetitive, Cooperative, and Team-Building Games," reflecting is an integral part of many of the games.

You should ask the boys five important questions at the end of each activity or game regardless of whether the game is cooperative or competitive. Be sure to allow time for these questions:

Did you do your best?

Was anyone left out of the game?

Was anyone physically hurt?

Did anyone have their feelings hurt?

How would you make the game different next time?

Reflecting is a learning experience for you, the leader, as well. Enjoy this opportunity to help your Cub Scouts learn by doing.

REFLECTING *Page 3-13; Cub Scout Leader How To Book*

Review the section on "Reflecting After Games" (page 3-2). As a game leader, you are encouraged to help the group members reflect on what they did, how they determined what to do, and how they felt about it. Some specific questions are suggested below with some of the game descriptions.

HOW TO CONDUCT A REFLECTION *APPENDIX P Venturing Leadership Skills Course*

We can make our experiences more meaningful and effective if we reflect on them. In Venturing, reflection is simply the process of the Venturers talking about their experiences immediately afterward. Reflection provides an opportunity for everyone in the group to have input into what happened. Unless we plan times during which everyone gets a chance for input, it is possible that those individuals who are less assertive or confident might never say anything, even if they have valuable insights.

Reflection is best accomplished by asking open-ended questions such as "What," "How," "When," and "Where." In reflection there are no right or wrong answers. Ask questions about the good things first, like "What was good about the way decisions were made?" or "What did the group do well?" Then you can ask about improvement: "What was the problem with the way you were communicating?" or "Were there any problems with what happened?" This is the evaluation part of reflection.

In the Venturing Leadership Skills Course, reflection is also used as an opportunity for teaching and instruction.

All participants should be reminded of the ground rules of reflection:

1. No putdowns allowed; every response is welcome and valid.
2. The person conducting the session should not show disapproval of a response or a person, either verbally or non-verbally.

We should conclude reflecting time by asking questions that involve setting goals. Ask: "What skills did we use today that we should continue to use?" or "Is there anything we did that we should stop doing?"

PRE-OPENERS (GATHERING ACTIVITIES)

Gathering Ideas

Alice, Golden Empire Council

- ✓ Create a life-size maze or labyrinth at the entrance to your Pack Meeting room. Have each family walk through as they enter. At the end, they can each get a special award, such as “I Walked the Labyrinth” or “I Conquered the Maze”
- ✓ Maze or Not? Download pictures of mazes and labyrinths and display them. See the Maze World website for some great pictures, or go to Google. Individual or team must decide which is a maze and which is a labyrinth. Winning person, family or team gets first chance at the refreshments.
- ✓ Create your own trivia game - Use the facts under Theme Related to create a game. One idea: True or False? - mix up the trivia facts, then make it a team competition between dens or families to recognize what is true. Or pit the boys against the parents for even more fun!
- ✓ Have maze games for people to play – even if you are having a Pinewood Derby, it will keep everyone busy during weigh-in and set up.

Balancing Nails

Materials: block of wood most any size; 15 nails; Paint or markers to decorate block of wood

Hammer one of the nails into the center of the wood just far enough that it is secure.

See if the boys can balance the rest of the nails (14) on top of the nail that is in the wood.

Answer: Lay one nail across the top of the nail in the wood. Then start by laying each nail from the head, hanging from the horizontal nail, being careful to balance as you go.

Balloon Round-Up

Materials: one large box, 4 different colors of balloons (one for each boy).

Divide the group into 4 different teams, giving each team a different color and each Cub his own balloon.

Each Cub must put his hand behind his back and only use his other hand to try to tap the balloon into the box. At the starting signal, everyone tries to tap his balloon into the box. When the box is full, stop the game. Count how many balloons of each color are in the box. The team with the most, wins!

Indoor Games

Catalina Council

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

Outdoor Games

Catalina Council

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

Find and circle all of the games that are hidden in the grid. The words may be hidden in any direction.

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BATTLESHIP	CRAZY EIGHTS	CAT'S CRADLE	DODGE BALL	RED ROVER	LEAP FROG
MONOPOLY	TIDDLYWINKS	TIC, TAC, TOE	HOT POTATO	TUG OF WAR	JUMP ROPE
CHARADES	MUSICAL CHAIRS	GO FISH	SIMON SAYS	TETHERBALL	KICK BALL
CHECKERS	HOTTER, COLDER	CHESS	HOPSCOTCH	KICK THE CAN	MARBLES
OLD MAID	THUMB WRESTLING	JACKS	KEEP AWAY	HIDE AND SEEK	FREEZE
SOLITAIRE	TWENTY QUESTIONS	I SPY	WALL BALL	MOTHER, MAY I?	TAG
				CRACK THE WHIP	

OPENING / FLAG CEREMONIES

I Made A Promise

(Try to have the boys memorize their parts or have them printed on a small card just to glance at.)

Cub 1: I made a promise...I said that whatever I did I would do the best I could.

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

Cub 3: I made a promise...to help other people the best I could.

Cub 4: I made a promise...to obey the Law of the Pack the best I could.

Cub 5: I have done my best and I will do my best because I am the best...I am a Cub Scout.

Cubmaster: Will all Cub Scouts join my in repeating the Cub Scout Promise.

Now, will the audience please repeat the pledge with us.

A BOY

Trapper Trails Pow-Wow book 2003

A boy is nature's answer to that
false belief
that perpetual motion is
impossible.

A boy is a frowning animal of
superlative
promise,
who can swim like a fish, run like
a deer,
climb like a squirrel,
balk like a mule, bellow like a
bull,
eat like a pig,
or act like a donkey,
according to the climatic
conditions.

A boy, if not washed too often and
kept in a
cool, quiet place after each
accident,
will survive broken bones,
hornets, measles, fights,
and five helpings of pie.

A boy is a piece of skin stretched
over
an appetite,
a noise covered with smudges,
the problems of our times,
the hope of the world.

Every boy is evidence that God
is not yet
discouraged with men.

COOPERATION

Golden Empire Council

Have them come onto stage randomly, ALL OUT OF ORDER!

Narrator: This month we have been working on a very important value that we need to use in our dens, our pack and even our families. Let's see if you recognize what the value is.

Cub #1: C: Compromise if you don't agree.

Cub #2: O: Our den (family, pack) can work together.

Cub #3: O: Our den (family, team, pack) will make sure everyone gets to the finish line.

Cub #4: P: Play every game fairly.

Cub #5: E: Encourage others to do their best.

Cub #6: R: Reach out to help a teammate.

Cub #7: A: Always congratulate the winner – nicely!

Cub #8: T: Take time to show appreciation.

Cub #9: I: Include everyone so they don't feel left out.

Cub #10: O: Our team needs everyone – we'll make sure they know it!

Cub #11: N: Never whine or complain or make excuses.

Narrator: (Looking at Audience) "So as you can see, we worked this month on the Value of ??????? (Tries to sound out the "word" and looks puzzled.

Narrator: Now, that doesn't seem quite right – I think we need to rearrange these letters! Boys, can you work together and figure out where each letter belongs?

(Boys make a big deal out of chaotically trying to find their place; then one boy says, "Wait a minute – let's all work together!" The boys talk together, and get themselves in order to spell out the word correctly.)

Narrator: Now, that looks better – how did you boys figure out what order to stand in?

All Boys: (Look back and forth at each other, then in unison shout "COOPERATION!")

The Value of Games

Catalina Council

Materials: Four signs for Cubs to hold with Honesty, Perseverance, Positive Attitude, and Resourcefulness written on them.

Set up: The four Cubs with the signs stand out of sight (in the audience, behind the curtain, on the side lines). The Cubmaster (CM) and Assistant Cubmaster (CA) or two other leaders are up front having a discussion. The CM has a newspaper and a pen.

CM Boy, this crossword sure is tough today. I could sure use some help. (Calls CA), can you help me finish this before the meeting starts?

CA Sure, I love doing crosswords. Maybe the Cubs can help, too

CM Okay, lets go. I need a seven-letter word that means, "telling the truth and being worthy of trust."

Cub #1 (Comes on stage) I know, I know, it is Honesty (shows his sign to audience)

CM You are right! (Cub goes to center stage, continues to hold his sign up)

CA Now number 7 down is a 12-letter word meaning, "sticking with something, and not giving up, even if it is difficult."

Cub #2 (Come on stage) How about Perseverance? (shows his sign to audience)

CA You are right! (Cub #2 joins Cub #1 at center stage, both hold their signs up)

CM Now number 5 across is 2 words meaning, "Being cheerful and setting our minds to look for and find the best in all situations."

Cub #3 (Comes on stage) Is it Positive Attitude?

CM Right again! (Cub #3 joins others, all hold their signs up)

CA Now number 2 down is a 15 letter word meaning, "Using human and other resources to their fullest."

Cub #4 (Comes on stage) Resourcefulness!!

CA WOW! These Cubs sure are smart. (Cub #4 joins others, all hold their signs up)

CM Yes, and isn't it amazing what they can learn playing games! (Point to the signs)

Sportsmanship

Catalina Council

Set Up: Make large cards with the following letters-S-P-O-R-T-S-M-A-N-S-H-I-P on front and the words on back in LARGE print..

Cast: You'll need the Cubmaster (CM) and 13 Cub Scouts, each with one letter.

Start: As the Cubmaster reads the letters the boys show their cards, read the words for their letter off the back, and hold them up for the rest of the ceremony.

CM: At the start of a baseball game, the announcer yells, "Play Ball!" Very soon, we will be saying that for our games here at our Pack Show tonight. But before that, 13 Cub Scouts and I would like to remind you of something very important. We'll do it with a little spelling lesson:

S – is for smiling, even if you hurt inside.

P – is for pardoning parents who may show poor manners.

O – is for oozing enthusiasm for your team and your fellow Den members.

R – is for respecting the feelings of other Cub Scouts.

T – is for trying your best and (next letter) is for being satisfied with yourself.

S -is for Satisfaction guaranteed

M – is for mastering self-control.

A – is for anger, which has no place in our meetings.

N – is for noticing that only one can win.

S – is for success in doing your best.

H – is for hushing boastful words.

I – is for inspiring us to congratulate the winner.

P – is for playing the games for fun.

CM: Let us remember that word 'Sportsmanship' during Game Night at our Pack Show tonight.

The Law of the Garbage Truck

Wayne of the SW NJ Chapter of Thrivent

One day I hopped in a taxi and we took off for the airport. We were driving in the right lane when suddenly a black car jumped out of a parking space right in front of us.

My taxi driver slammed on his brakes, skidded, and missed the other car by just inches! The driver of the other car whipped his head around and started yelling at us. My taxi driver just smiled and waved at the guy. I mean, he was really friendly.

So I asked, 'Why did you just do that? This guy almost ruined your car and sent us to the hospital!' This is when my taxi driver taught me what I now call, '**The Law of the Garbage Truck.**'

He explained that many people are like garbage trucks. They run around full of garbage, full of frustration, full of anger, and full of disappointment. As their garbage piles up, they need a place to dump it and sometimes they'll dump it on you. Don't take it personally. Just smile, wave, wish them well, and move on. Don't take their garbage and spread it to other people at work, at home, or on the streets. The bottom line is that successful people do not let garbage trucks take over their day. Life's too short to wake up in the morning with regrets, so...Love the people who treat you right. Pray for the ones who don't.

Life is ten percent what you make it and ninety percent how you take it!

Have a blessed, garbage-free day!

SNACKS

NOTE: Be aware of food allergies and diet restrictions.

“Let’s Get Together” Dessert

Alice, Golden Empire Council

This is really easy - Just assign each boy, den or family to bring one ingredient of a favorite dessert recipe. No one gets the complete recipe till everyone turns in their assigned ingredient. Then you can all work together to create a tasty dessert everyone can share. The most important ingredient in this recipe is Cooperation!

Edible Maze

Alice, Golden Empire Council

Ingredients:

Graham cracker for each boy,
Frosting,
Knives,
Toothpicks,
Various candies.

Directions:

Each boy frosts (ices) his graham cracker, Then he “lays out” a maze by drawing with a toothpick on the frosting. Candies such as M&M’s can be used to show the pathway thru the maze. And then of course, they can eat the whole thing – maze and all!

Fruit Kabob

Catalina Council

Prep time: 15 minutes

Ingredients:

1 apple
1 banana
1/3 c. red seedless grapes
1/3 c. green seedless grapes
2/3 cup pineapple chunks
1 cup nonfat yogurt
1/4 c. dried coconut, shredded

Utensils:

Knife (Adult help needed)
2 wooden skewer sticks
Large plate

Directions:

1. Prepare the fruit by washing the grapes and apples
2. Cut the apples into small squares,
3. Peel the bananas and cut them into chunks, and
4. Cut the pineapple into chunks, if it's fresh.
5. Put the fruit onto a large plate.
6. Spread coconut onto another large plate.
7. Slide pieces of fruit onto the skewer and design your own kabob by putting as much or as little of whatever fruit you want! Do this until the stick is almost covered from end to end.
8. Hold your kabob at the ends and roll it in the yogurt, so the fruit gets covered.
9. Then roll it in the coconut.
10. Repeat these steps with another skewer.

Serving size: 1 kabob

Simple Snack Mix Note:

Catalina Council

Prep time: 5 minutes

Ingredients:

1 cup whole grain cereal (squares or Os work best)
1/4 cup dried fruit of your choice
1/4 cup nuts, such as walnut pieces, slivered almonds, or pistachios
1/4 cup small, whole-grain snack crackers or pretzels

Equipment and supplies:

Single serving (snack size) bags
Large bowl
Measuring cups
Large spoon

Directions:

Measure out ingredients.
Combine in large bowl.
Makes - Three to four 1/2-cup servings

Spoon Fudge

Catalina Council

Ingredients:

Gallon size Zip Loc® plastic bag
1 lb. powdered sugar
1 stick of butter (1/4 lb.)
3 oz. cube of cream cheese
1/2 tsp. vanilla
1/4 to 1/2 cup of cocoa

Directions:

Place all the ingredients in the Zip Loc® bag and Squeeze out all the air. Squish and smooch the bag until all the ingredients are well mixed and there is a creamy consistency. Add favorite flavors or stuff (raisins, peanut butter, etc. Take a spoon and enjoy

Chocolate Cornflake Clusters

Catalina Council

Ingredients:

2 cups cornflakes, crushed
3/4 cups raisins
3/4 cups flaked almonds
3/4 cup shredded coconut
3/4 cup sweetened, condensed milk
2 cups melted milk chocolate chips, white chocolate, or peanut butter chips

Directions:

- ✓ Preheat oven to 325F degrees.
- ✓ Mix together all ingredients except chocolate chips.
- ✓ Line a cookie sheet with foil and grease.
- ✓ Spoon about 1 tablespoon per cluster onto cookie sheet.
- ✓ Bake for 15 minutes or until golden brown.
- ✓ Remove from oven and cool for 5 minutes.
- ✓ Then spread the bottom of the clusters with the melted chocolate.
- ✓ Let the chocolate harden, then turn clusters over and drizzle more chocolate over the top.

AUDIENCE PARTICIPATION

Mad-lib

Give everyone a copy of the list below during Gathering Time. Have them fill in the types of words required. Parents may help the Cubs understand what types of speech are required.

- | | |
|-----------------------------|------------------------------|
| 1.....(name) | 14.....(body part) |
| 2.....(adjective) | 15.....(past tense verb) |
| 3.....(name) | 16.....(past tense verb) |
| 4.....(noun) | 17.....(verb ending in -ing) |
| 5.....(adjective) | 18.....(body part) |
| 6.....(past tense verb) | 19.....(verb ending in -ing) |
| 7.....(clothing) | 20.....(number) |
| 8.....(verb ending in--ing) | 21.....(adjective) |
| 9.....(past tense verb) | 22.....(adverb) |
| 10.....(noun) | 23.....(adjective) |
| 11.....(clothing) | 24.....(noun) |
| 12.....(verb ending in—ing) | 25.....(name) |
| 13.....(animal) | 26.....(adjective) |

Now read the following story while pointing to someone in the audience and have them read their answer for that number. Make copies of the story for anyone that wants to play this game with their family.

The Most Embarrassing Day to Play Baseball

Hi, my name is (1), but you may call me (2) (3). That's what my (4) calls me. But anyway, would you promise to keep a (5) secret? Today, at baseball practice as I was trying to catch the ball, it (6) into my (7). I was very embarrassed to take it out because everyone was (8) at me. When I (9) a few times trying to catch the ball, I got a (10) in my (11). Now everyone was (12) at me really hard. The next time I tried to catch the ball, a (13) landed on my (14) and I couldn't concentrate on catching the ball. When it was my turn for batting, I (15) the baseball bat in half! The coach was so (16) that he was (17) on my (18). I was really embarrassed now, especially since everyone was (19) at me. I also had to pay the coach (20) dollars for a new baseball bat. The (21) coach made me leave early since I was doing so (22). Now people call me (23) (24) (25). Just remember it's a (26) secret!!!

Family Game Night

Sam Houston Area Council

Divide the audience into 6 groups. Assign each group one of the words listed below. When their item is mentioned in the story, the assigned group should shout the designated saying. Have a practice session before starting the story.

GAME(S):	Everyone says, "Let's play!"	ACTIVE:	"My turn!"
FAMILY:	"We have fun together!"	RIDE (RIDING):	"Zoom, zoom!"
HOMEMADE:	"I made it myself!"	CHASE (CHASING):	"Try to catch me!"
SKILL:	"More points for me!"		

If you ask the Link FAMILY what their favorite FAMILY activity is, they will certainly tell you, "FAMILY GAME Night." That's when they have the most fun together.

The Link FAMILY takes their GAME night very seriously. Everyone in the FAMILY gets to suggest their favorite GAMES. Choosing GAMES to play on GAME night is an important decision and this is how that decision is made.

Each person in the FAMILY chooses two GAMES they would like to play. Dad usually suggests a HOMEMADE GAME like Box Hockey or The Putting Game. Mom's favorite GAMES are usually GAMES of SKILL. She might suggest darts or ping pong. Sally likes ACTIVE GAMES like Red Light, Green Light and Potato Race. Mitch likes everyone to play GAMES while RIDING on their bicycles. He chooses GAMES like Hitting the Target or Snail Race. And little Charlie's favorite GAMES are CHASE GAMES like Body Tag or Catch the Dragon's Tail.

Dad Link writes each FAMILY member's GAME suggestions on strips of paper. This adds up to 10 strips of paper with GAME ideas. There are always two HOMEMADE GAMES from Dad, two GAMES of SKILL from Mom, two ACTIVE GAMES from Sally, two RIDING GAMES from Mitch, and two CHASING GAMES from little Charlie. Dad puts all the suggestions in a hat. Every FAMILY GAME Night they take time to play four games. Tonight, little Charlie picks out four strips of paper.

The first strip reads "Hitting the Target." This is a RIDING GAME so Mitch is happy, but since it is also an ACTIVE GAME, Sally is happy, too. And it is a GAME of SKILL, Mom is excited about this choice. The second strip reads "Body Tag." This is a CHASING GAME, so little Charlie is ready to run. But it is also an ACTIVE GAME, so Sally is on her toes, too. The third strip of paper reads "The Putting Game." This is a HOMEMADE GAME from DAD, so he is all prepared with what he made. But it is also a GAME of SKILL, so Mom likes this game, too. And the fourth strip has "Potato Race" written on it. That is Sally's suggestion for an ACTIVE GAME but it is also a RIDING GAME so Mitch is very excited to play. And Dad says, it is also a HOMEMADE GAME, so he gets another favorite, too.

There seems to be something for every member of the Link FAMILY to like about each of these GAME suggestions! Each person liked each GAME for a different reason. But no matter which GAME is chosen, the one thing that all the Links agree on is that because it is their FAMILY night, they choose to play together, and that is the best choice of all.

ADVANCEMENT & RECOGNITION CEREMONIES

A Puzzling Ceremony

Sam Houston Area Council

Materials –

- 1) A large poster of the Cub Scout logo or a Cub Scout poster cut into puzzle piece shapes (as many as you have Scouts with awards for – so your pieces may be small or large depending on how many Scouts are receiving awards). Attach a boy's awards to each puzzle piece (Optional).
- 2) An easel with a blank poster board for the Cub Scouts to eventually mount all of their puzzle pieces as they build a puzzle for everyone to see.

Cubmaster: This month we've been playing some amazing games together and with our families. You have also been working on your rank advancements, arrow points and activity badges.

- ✓ The Cubmaster calls up each Scout and his parents.
- ✓ As the Scout receives his award, he takes his puzzle piece and puts it on the blank poster board on the easel. *Scouts may end up having to rearrange the pieces... and they may need some help to get the first pieces started... since there probably isn't the "picture on the box" to help them build this puzzle.*

Cubmaster: Once the puzzle is completed, depending on what logo or poster was used, discuss the significance of the picture and of completing the puzzle – like completing requirements for their awards – and doing their best... and how great the completed puzzle is.

Assistant CM: Lead cheer

A Maze of Advancement

Alice, Golden Empire Council

At the Pack Meeting, put a large Maze up as a backdrop. You could use the "Maze Generator," but you could also make your own. Place a label for each boy at places along the path, according to how far they have gone along the Scouting pathway. Or you could label areas along the path with Tiger Cub, Wolf, Bear, Webelos, Arrow of Light – whatever awards or advancements are being given. Call up boys and parents as their awards are to be given, so that parents can help give the award and the boy can give his Mother the parent's pin.

If you are having a Pinewood Derby, make the following alteration: Create a flat, cardboard or heavy paper car for each boy. (The cars should be based on a standard size that will work with the size of the maze) Or let boys choose between several styles of proper size racer shapes in a den meeting, then decorate with markers. Be sure to add their name on a small label. All cars begin at the outside of the maze. As boys are called up with their parents, their car can be moved along the maze while the leader or Cubmaster reviews what the boy has done to earn the award.

Poetry in Motion

Catalina Council

Here are ideas you could use to have the Cubs describe their ranks. These are short poems. Don't feel limited by these. Maybe your Cubs would want to write their own lines. They need not rhyme.

Bobcat:

You have to make some promises to become a Bobcat Scout. To follow, help and give goodwill, that's what Cub Scouting's all about.

Tiger:

I really enjoyed working in the den
And the Go-See-Its were great
My Adult partner helped me out a lot
And to be a Wolf, I can't wait

Wolf:

The back and front rolls were easy; making games was fun. But when it came to giving directions, I almost didn't get done. I had to earn the Wolf badge; it meant a lot to me. Finally, I learned my directions, and a Wolf Cub Scout I would be.

Bear:

I never wrote a letter before, let alone a 100-word essay,

Cubmaster:

Now that we have had the ranks explained, we would like to recognize those boys in our Pack who have earned those ranks. (At this time have the advancing boys come forward with their parents and award the badges.)

Or ever learned to throw a rope, to hit a marker 20 feet away.

And now that I've earned the Bear badge, all that and a whole lot more makes me feel that much smarter than I ever felt before.

Webelos:

Now that I'm a 9-year-old, I belong to a Webelos den. Activity badges I'll try to earn, like Athlete, Forester and Outdoorsman.

Arrow of Light:

The Oath and Law are memorized,
graduation day is in sight.

I am prepared for what's ahead;

I've earned the Arrow of Light!

It's hard to say goodbye to friends.

Cub Scouting's meant a lot to me.

But it's time I start the upward trail,

for it's an Eagle Scout I want to be.

CHEERS / RUN-ONS / JOKES / SKITS

Cooperate Applause *Alice, Golden Empire Council:*

Divide the group into four groups.

Have each group practice their part: Co/Op/Er/Ate;

Now, have each group say their part loudly as you point to them.

Mix up the word for fun, but finish with saying the whole word Cooperate!

Then everyone yells "Together" at the end.

Cooperate – Communicate Applause *Alice, Golden Empire Council:*

Divide into three groups –

One group yells Cooperate!

The second yells Communicate!

The third keeps up a steady undertone saying "I want my way, I want my way!"

They do this all at the same time!

Then the leader says "Stop! – Let's work together!"

He points to 1st group, then the 2nd group and then says: – "Now we're working together! – That's the Scouting Way!"

Cooperation Applause:

Each person stands facing another person. They give applause by each using only one hand and clapping with one hand of their partner.

Relay Clap: First person claps second person's hand and then relay it on through all of the Cubs.

A-MAZE-ing: Everyone says, "You are A-MAZE-ing".

Catalina Council

Golf *Catalina Council:* Shout "FORE" and pretend to hit the ball, place hand over above eyes to follow where the ball went.

Great Job *Catalina Council:* Have one half of the audience say, "Great" and the other half say, "Going."

Alternate sides.

Home Run *Catalina Council:* Simulate swinging a bat, then shade your eyes with your hands and yell, "Thar she goes."

Javelin *Catalina Council:* Hold hand as if close over a javelin, raise arm above shoulder and pretend to throw the javelin forward, wait a couple of seconds and say "Thud".

Pole Vault *Catalina Council:* Stand two fingers of one hand on the other arm like legs. Have them run down the arm to the wrist and then leap into the air, as the hand comes down, CLAP!

Alice, Golden Empire Council

Q: How do you know when someone is an optimist?

A: When they do a maze with a pen!

Q: Here's a puzzle for you – what can you add to a pail that makes it weigh less?

A: A hole!

Q: I know a word of letters three.

Add two and fewer there will be.

What is the word?

A: Few!

Driving Riddles:

Alice, Golden Empire Council

Q Let's say you drive a bus from Atlanta to Dallas.

Twenty four passengers start out the trip.

At the first stop, five people get off and two get on.

At the next stop 3 people get on and 1 gets off.

At the 3rd stop, 10 people get off and 5 people get on.

At the next stop, 6 people get off and 1 gets on.

What is the name of the driver?

A: **YOU** are the driver.

Q You are riding a horse.

In front of you there is a fire engine.

You are being followed by a helicopter.

To your left a sports car is driving.

And to your right there is a big ditch.

How can you make sure everyone stops at the same time without crashing?

A: Just tell the man running the Merry-go-Round to shut it off carefully!

Sam Houston Area Council

Cub #1: What does a jigsaw puzzle do after a bad day?

Cub #2: It tries to pick up the pieces!

Cub #1: How many sides does a sphere have?

Cub #2: Two – an in-SIDE and an out-SIDE!

Knock-Knock.

Who's there?Ease.

Ease who?

Ease up to his old tricks!

Knock-Knock.

Who's there?

Midas.

Midas who?

Midas well play another game!

1. What question can you never truthfully answer "Yes"?

2. I don't know...what question can you truthfully answer yes?

1. Are you asleep?

1. What word in the dictionary is always spelled wrong?

2. I don't know, what word is always spelled wrong?

1. Wrong!

1. What did one domino say to the other domino?

2. I don't know...what did the domino say to the other domino?

1. You're such a pushover!

Knock, knock.

Who's there?

Ringo.

Ringo who?

Ringo round the rosies, pocket full of posies!

GAMES & ACTIVITIES

Musical Backs

This game is a lot like musical chairs. Kids roam around the room while the music is playing and when it stops...or a whistle blows, etc...everyone quickly finds another person and stands back-to-back. When there are an odd number of people on the floor, someone will not have a partner and will be eliminated. When there is an even number of people playing, a chair is placed on the floor and anyone may sit in it and be safe. Naturally, every other time, the chair will need to be removed. Everyone must keep moving and players may not pair off with the same person twice in a row. The last person remaining wins.

Domino

This is a game that is as fun to watch as it is to play. It's also easy to play and requires no props. Teams line up in single-file lines parallel to each other. The lines should have the same number of people, and everyone should be facing towards the front of the line. At a signal, the first person in each line squats, and then each person in turn squats, all the way to the end of the team's line. (You cannot squat until the person immediately in front of you squats first.) The last person in line squats and then quickly stands up again. Then, in reverse, each person stands up in the line. The first team with the person standing at the front of the line is the winner. This game works best with at least twenty people in each line (the more the better). Have the teams try it several times for speed. (Prior to beginning the game...secretly tell the last Cub in line...when it is all over, gently lean into the next one in line and you can watch the whole line topple over!)

Long, Long, Long Jump

Materials needed: tape for starting and ending lines
The object of this game is for the group of boys to jump collectively as far as possible.
The first player begins at a starting line and makes a jump.
The next player starts his jump where the previous person landed.
The players can attempt to improve their total collective distance on successive tries.
This can be played indoors or outside, with a backward broad jump, forward long jump (standing or running), hop, skip- and jump, and so forth.

Knots

Cub Scout Leader How to Book

Needed: Activity room or grassy outdoor area, eight to 12 players
To form a knot, boys stand in a circle, shoulder to shoulder, extending their hands into the center. Each boy grabs the hand of two different players, taking care that one of the players is not standing adjacent to him. Then the group "untangles" the knot, the object being for the group to find itself in one large circle again, or perhaps two or even interconnected circles. No player may let go of any other player's hand (unless to prevent injury!). Reflecting questions might be related to who, if anyone, became the "leader" of the group. Did the "leadership" change from person to person? How and why? How did the group decide how to untangle the knot?

For more mazes, labyrinths, and games go to <http://usscouts.org/bbugle/bb0812.pdf>

Batting Down the Line

Cub Scout Leader How to Book

Needed: Large indoor or outdoor playing area, any number of players, inflated balloons

Two or more groups may play this game simultaneously. Arrange groups in parallel lines with members spaced about 2 feet apart. On a signal, the first player bats the balloon with either hand toward the person next to him, who bats it to the next, and so on until the balloon reaches the end of the line. If the balloon touches the ground, a group member must take it to the starting line, and the group members must begin again. By varying the spacing between players. Is it more challenging to play the game with people closer together or farther apart?

Cooperation Juggling

Boys stand in a circle. Leader gives one ball (balloon, beach ball, bean bag, etc.) to a boy, starts timer, and the cubs toss the object around to anyone in the circle. The Leader keeps adding objects to toss around the circle into the game. The game stops when an object is dropped & the time is checked. Game can be scored by length of time or how many objects were successfully "juggled". (Bigger numbers or longer times are better.)

Blanket Ball

Cub Scout Leader How to Book

Needed: Indoor or outdoor area, any number of players, two sheets or blankets, two balls or large soft objects (even rolls of toilet paper work well)

Form two groups. Group members grab hold of a blanket's edges, with a ball in the center of the blanket. Players practice throwing the ball up and catching it by moving the blanket up and down in unison, trying to get the ball as high as possible. After the groups have developed some skill in catching their own ball, they toss the ball toward the other group to catch on their blanket. Groups continue throwing the balls back and forth. Group members might reflect on how they decided to toss the ball to the other team. Variation: Try using water balloons outdoors on a hot day.

Catch the Dragon's Tail

Cub Scout Leader How to Book

Needed: Large clear area without holes in the ground, eight to 10 players, bandanna or neckerchief for each team
Players line up, one behind the other. Everyone grabs the waist of the person in front of him. The last person in line tucks a neckerchief or bandanna in the back of his belt. To work up steam, the "dragon" might let out a few fearsome roars. On a signal, the dragon begins chasing its own 'tail,' the person at the head of the line trying to snatch the handkerchief. The tricky part of this struggle is that the people at the front and the people at the end are clearly competing, but those in the middle aren't sure who to cooperate with. When the 'head' finally captures the tail, the head dons the handkerchief and becomes the new tail, and the second person from the front becomes the new head. Variation: Two dragons try to catch each other's tails. The dragon "members" will have to work together as a team to move effectively and quickly. Reflecting questions might relate to how those in the middle felt when they didn't know which way the "head" was going, and whether or not they had to help keep the "tail" from getting caught.

CLOSING / CUBMASTER'S MINUTE

Now we must bring our evening of fun and games to a close. In our world of electronic entertainment, it is easy to sit inside of closed doors and let the entertainment come to us.

My challenge to you is to get out of the house. Go out in the world and do something active...Run! Jump! Invent a new game! Cubs...ride your bike to your friend's house and see how he's doing. Climb a tree or paint a picture. Put yourself in the spotlight and live life for real!

Dominos

(Props)...a box of Dominos.

Cubmaster: Does everyone know what these are? Right. This is a box of dominoes.

Imagine that each one of them is a Cub Scout. Have you ever lined them up on a table so that they are standing on their ends? They stand up straight and tall, but if someone just moves the table or touches one of them...they all fall down. That is the way it is in life, there will be winds that try to knock you down. It doesn't take much to make the dominoes start to fall, either...and yet, it only takes one domino to stop the entire row from collapsing.

Perhaps the Cub Scout relies on the support of a family member, his Den Leader or the

Cubmaster, a teacher or a grandparent, to help him stand tall. Or perhaps he uses what he has learned in scouting to move out of the influence of drugs or a friend who tells him that shoplifting is OK. Or, perhaps, all the dominoes band together for strength in numbers so that they can't be knocked down.

Cub Scouting will help you remain standing tall and proud just like these dominoes.

Cooperation

Boy Scouts of America Roundtable Planning Guide 2011-2012

Great things can happen when people cooperate for a common goal. You cooperate with your parents. You cooperate with your den leader. You cooperate with your teachers. The result can be a fun time, learning new things and experiencing new adventures. Thank you, Cub Scouts, for your cooperation tonight and always. We had a great time.

At the End of the Game

Sam Houston Area Council

Setting – 4 Cub Scouts; memorize the verses if possible.

Scene – Scouts are in a group on stage, talking among themselves about the pack meeting.

Cub #1: G - Getting to play all those games was really fun! We were

Cub #2: A - All trying to do our best and win.

Cub #3: M - More importantly, we were also playing with our friends, and

Cub #4: E - Everyone had a great time!

All: (*All four Scouts together*) Our pack meeting was amazing!

The Value of a Badge

Sam Houston Area Council

A badge in Cub Scouting is a piece of embroidered cloth. If you were to try to sell one of these badges, you'd find it wouldn't bring much money. The real value of the badge is in what it represents; the things you learned to earn it; how to keep healthy, how to be a good citizen, good safety practices, conservation and many new skills.

Does your badge truly represent all these things? Were you prepared to meet each test at the time you passed it, or did you try to get by? Maybe you were prepared when you passed the test, but have you forgotten the skill now?

If this is true, then the badge you wear has little value. Don't wear a cheap badge. Wear one that has real value... one that represents what you can really do and know.

Six Million

Sam Houston Area Council

Today in our country there are over six million young men and adults in Scouting. That's a good thing to know...a good thing to think about when we get to wondering about the future.

Six million, keeping a promise to "do their best," to "help other people," and to "respect God and country."

Six million, following Baden-Powell's admonition "try to leave this world a little better than you found it."

These six million can make the difference in tomorrow.

These six million WILL make the difference in the future of this country and in the future manhood around the world.

A Maze of Possibilities

Alice, Golden Empire Council

As leaders and parents, we often feel we are navigating a "maze" of possibilities – and hazards. By following the ideals of Scouting, and helping our boys learn to be good citizens, loyal friends, active learners and healthy young men. By providing uplifting and fun Scouting activities and supporting each boy in his chosen goals, we can help our sons navigate through the possibilities and avoid the hazards all around them. As we leave tonight, let us commit to helping each of our scouts become young men of good character – to navigate the "maze" successfully.