



# Resourcefulness

## Invention Convention

### Cubmaster Section



#### Why Invention Convention for the Core Value Resourcefulness.

[http://www.scouting.org/filestore/CubScoutMeetingGuide/pack/February\\_2013\\_WB.pdf](http://www.scouting.org/filestore/CubScoutMeetingGuide/pack/February_2013_WB.pdf)

This month's theme promotes creativity, imagination, and resourcefulness.

Close your eyes and dream. Cub Scouts will learn that the sky's the limit when it comes to a great idea. The boys will also see that anyone with an idea and the desire can be an inventor.

## TRAINING

[http://www.scouting.org/filestore/training/pdf/511-410\\_WB.pdf](http://www.scouting.org/filestore/training/pdf/511-410_WB.pdf)

**Uniform Inspection.** Boys develop a feeling of pride in wearing their uniforms and insignia correctly. Conducting an occasional uniform inspection at a pack meeting will also help to improve the pack's appearance. Using the *Cub Scout Leader Book* as a resource, talk about the proper way to conduct a uniform inspection. Display the various uniforms complete with appropriately placed insignia or, if you have access to the Internet, go to [www.bsauniforms.org](http://www.bsauniforms.org) and use the interactive tools to demonstrate proper uniforming. Stress the importance of adults setting the example of properly wearing the official Scouting uniform. Have the leaders conduct uniform inspections on each other, and share ways in which corrections should be made while maintaining Scouting's safe environment and not making others feel embarrassed or inadequate.

What is the purpose of the uniform?

--Sense of belonging – Boys need to belong to a group. Boys dress the same and feel unity. Boys dress the same and are not categorized or judged by who is or isn't wearing designer labels and brand name clothes. Boys with disabilities feel included and part of the team.

--Sense of pride. Uniforms can strengthen unit spirit. Uniforms are a reminder of the commitment to the purpose and aims of the BSA. Uniforms promote advancement by providing the proper place for wearing badges and awards. Uniforms can attract new members.

--Encourages proper behavior. Uniforms can remind boys to live up to the Cub Scout Promise, Law of the Pack, and Cub Scout Motto. As boys learn to respect the uniform and what it represents, their behavior improves.

--Affects the attitudes of boys. The leader's attitude toward complete uniforming influences the attitude of the boys toward wearing their uniforms. When a leader's uniform shows that he or she has earned awards, boys are inspired to earn awards, too. Leaders uniform, with insignia placed correctly, set a good example for boys.

--Improves tenure. Leaders who regularly wear their uniform tend to stay in Scouting longer. Uniformed leaders tend to participate more in activities and training than leaders who are not in uniform.

Uniforms should only be worn by members who are registered and in good standing. No alteration of or addition to the official uniform, badges, or insignia is allowed.

The uniform should be worn to all den and pack events. It can also be worn to school, church, or family functions. Also council wide product sales or events authorized by the executive board.

The uniform should NOT be worn when advertising any commercial business or product; in a distinctly political endeavor; when appearing on the stage professionally; when taking part in parades unless rendering service as a scout leader or officially representing the Boy Scouts of America; or participating in demonstrations not authorized by the BSA.

How to Uniform the Pack: Establish a pack uniform exchange; Make arrangements with agencies such as Goodwill Industries, The Salvation Army, and Volunteers of America to get Cub Scout and leader uniforms that might be donated to them; Schedule pack money-earning projects to earn funds for uniforms; Encourage families and friends to give uniforms as gifts on holidays and birthdays; and Some packs encourage proper uniforming by giving a new Cub Scout his pack and den numerals.

Uniform Inspection information can be found on pages 107-111 of the Cub Scout Leader Book. Uniform inspection should develop a feeling of pride and unity. Remember to have the Den Leaders inspect the dens' uniforms before a pack inspection. The uniform inspection sheets should be used. A uniform inspection is a morale feature of a pack meeting rather than the major focus. The leaders need to set the proper example of uniforming.

Uniform Inspection Sheet. Tiger Cub, Wolf Cub Scout, and Bear Cub Scout. [www.scouting.org/filestore/pdf/34282.pdf](http://www.scouting.org/filestore/pdf/34282.pdf)

Uniform Inspection Sheet .Scout Leader Uniform <http://www.scouting.org/filestore/pdf/34048.pdf>

Uniform Inspection Sheet. Webelos Scout ... [www.scouting.org/filestore/pdf/34635.pdf](http://www.scouting.org/filestore/pdf/34635.pdf)

The Cub Scout Uniform information [www.scouting.org/scoutsource/CubScouts/Uniform/Parents.aspx](http://www.scouting.org/scoutsource/CubScouts/Uniform/Parents.aspx)

## PACK IDEAS

[http://www.scouting.org/filestore/CubScoutMeetingGuide/pack/February\\_2013\\_WB.pdf](http://www.scouting.org/filestore/CubScoutMeetingGuide/pack/February_2013_WB.pdf)

Every Cub Scout can be a genius or an inventor. A week or more before the pack meeting, assemble genius kits from recyclable odds and ends. Give each boy a kit and tell him to invent something with these materials. Cub Scouts will learn about recycling. What do we recycle, and what becomes of those materials? How can we help as individuals and as citizens in the community? Present all the inventions at the pack meeting and award prizes to all category winners. Also have exhibits about recycling and how Scouts can help recycle.

Prepare awards out of recycled materials for prizes for the inventions, and make sure the Scouting awards and puzzle pieces for the recognition ceremony are ready for presentation. Invention awards could include "Best Use of Material," "Most Colorful," "Biggest," "Strangest," "What Is It?," "Most Creative," "Most Thought-Provoking," "Used the Most Materials," and "Most Likely to Be Patented." Don't forget that everyone is a winner and needs recognition.

Set up display tables for the boys' genius kit designs. You might want to place a paper cup in front of each display so fellow Scouts can vote on the inventions. Each boy can be given a piece of unpopped popcorn, beans, or pennies to vote with immediately prior to the voting for each category. Categories for voting should be announced prior to the competition. A certificate recognizing the boy's genius would be appropriate, or you could make blue ribbons that say "TRUE GENIUS" in glitter for each invention.

### GENIUS INVENTION KITS

[http://www.scouting.org/filestore/CubScoutMeetingGuide/pack/February\\_2013\\_WB.pdf](http://www.scouting.org/filestore/CubScoutMeetingGuide/pack/February_2013_WB.pdf)

Construction of inventions is a popular activity in many packs. The rules can be customized to the needs of your pack. Whatever rules you formulate, this activity will bring out the creativity in your Cub Scouts.

Decide if the activity will be done by each Scout at home or in dens at a meeting. Determine the goals and rules, if any. Do the Scouts have to use everything in their kits? Can they add an item? Does the finished item have to move or do something? How will winners be judged? What categories will be used for judging?

Prepare kits of identical items, either one kit per den or one kit per boy. Be sure the kits include adhesives and nails or other fasteners so the inventions can be put together.

Sample kit materials:

wooden dowel      spools      tin cans      plastic bags      springs      toothpick      string      marble      paper plate      wire  
pipe cleaners      coat hanger      wheels or gears      buttons      lumber of various sizes/scrap materials from lumber company

Use your imagination and have fun!

## PRAYER

[http://www.scouting.org/filestore/CubScoutMeetingGuide/pack/February\\_2013\\_WB.pdf](http://www.scouting.org/filestore/CubScoutMeetingGuide/pack/February_2013_WB.pdf)

"We give thanks for our families, our blessings, and our Scouts for their resourceful and creative minds. Help us to encourage their creativity and individuality."

## DEN DEMONSTRATIONS

[http://www.scouting.org/filestore/CubScoutMeetingGuide/pack/February\\_2013\\_WB.pdf](http://www.scouting.org/filestore/CubScoutMeetingGuide/pack/February_2013_WB.pdf)

### Progressive Invention Kit

This activity combines a craft project and a game, using teamwork, fast thinking, and imagination. It can be varied in many ways to suit the needs of your den or pack.

Give each person two or three scrap items without telling him what he will be doing with them. The bigger the variety, the better so that the boys can all use different materials.

Divide the group into two teams. (Or you can do this activity in a den by pairing the boys, thus having more groups competing with each other.) Each team sits around a table or in a circle on the floor. Have items available to each group such as stapler, scissors, glue, tape, hammer, and nails, etc.

On a signal, player 1 combines his items in some fashion to make an object. After using all his items, he passes his creation to the next person, who adds all his items in some way using glue, nails, tape, staples, etc., as needed. This continues around the circle until everybody's items have been added and the team has a completed project.

When a whistle is blown, the project is done. The groups then take a few minutes to write a description of their project, give it a name, and tell what it does. Here's where a boy's resourcefulness and imagination can create some unbelievable contraptions that are bound to bring a lot of laughs when the groups share their projects.

At the end, everybody should get a genius award of some kind for their participation.

Present the awards to the winners of the inventions contest. Have the individual winners demonstrate their invention to the pack.

### CITED SITES FOR THIS HANDOUT

BSA Invention Convention      [http://www.scouting.org/filestore/CubScoutMeetingGuide/pack/February\\_2013\\_WB.pdf](http://www.scouting.org/filestore/CubScoutMeetingGuide/pack/February_2013_WB.pdf)

BSA Roundtable guide 2012-2013      [http://www.scouting.org/filestore/training/pdf/511-410\\_WB.pdf](http://www.scouting.org/filestore/training/pdf/511-410_WB.pdf)

Baloo's Bugle      <http://usscouts.org/bbugle.asp>      Cubstruction December 1998; Invention Convention February 2005;

Cubstruction February 2006; Why Does It Do That? February 2003; Resourcefulness January 2011 and 2012

# GATHERING ACTIVITIES (PRE-OPENERS)

[http://www.scouting.org/filestore/CubScoutMeetingGuide/pack/February\\_2013\\_WB.pdf](http://www.scouting.org/filestore/CubScoutMeetingGuide/pack/February_2013_WB.pdf)

As families arrive, direct the Cub Scouts to their den's display area. Ask the Cub Scouts to man their table and explain or show how their inventions work. You might have one den at a time visit the other dens' tables so that they can see all of the inventions. Encourage parents to circulate as well. Allow extra time for this period. If you're going to have participants vote on awards for inventions, distribute voting materials.

## Bridge Building 101

Simon Kenton Council

Materials: 20 full pages of newspaper. One roll of adhesive tape. Make several teams using the parents and boys. The object is to make a bridge as strong as possible. The bridge must span an imaginary river of 20 inches. The winner can be the bridge that is the strongest, if several are actually made.

Using judges is the best way to decide the winner, using categories: Looks most like a real bridge, Looks least like a real bridge; Looks like you guys were not building a bridge at all, etc. Takes 10 to 15 minutes, or this game can be a project for the Webelos dens to bring into the Pack meeting.

Options: Add 10 feet of dental floss and one small tube of glue.

## Find A Name

Longhorn Council

Find and circle the last name of these famous inventors –

Sir Isaac <u>Newton</u>	Aristotle
<u>Galileo</u>	Michelangelo
Louis <u>Braille</u>	James <u>Watt</u>
Leonardo <u>DaVinci</u>	Joseph <u>Lister</u>
Robert <u>Fulton</u>	Albert <u>Einstein</u>
Guillermo <u>Marconi</u>	Ernie <u>Levassor</u>
Eli <u>Whitney</u>	Orville <u>Wright</u>
George <u>Eastman</u>	George Washington <u>Carver</u>
John Logie <u>Baird</u>	Thomas <u>Edison</u>
Alexander <u>Fleming</u>	William <u>Kalff</u>
Werner <u>von Braun</u>	Johannes <u>Gutenberg</u>
Alfred <u>Nobel</u>	Robert <u>Watson Watt</u>
Roger <u>Bacon</u>	Madame <u>Curie</u>

```

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

Copy and enlarge this word search before trying to solve it.

## Who Invented It?

Match the inventors with their invention

- |                                    |                           |
|------------------------------------|---------------------------|
| 1. _____ Richard Drew              | A. cell phone             |
| 2. _____ George Westinghouse       | B. air conditioning       |
| 3. _____ Willis Carrier            | C. Band-aid               |
| 4. _____ Wilbur and Orville Wright | D. blue jeans             |
| 5. _____ Knights of St. John       | E. ambulance              |
| 6. _____ Willem Kolff              | F. battery                |
| 7. _____ Dee Horton and Lew Hewitt | G. Game Boy               |
| 8. _____ Leo Hendrik Baekeland     | H. scotch tape            |
| 9. _____ Earle Dickson             | I. artificial heart       |
| 10. _____ Alessandro Volta         | J. airplane               |
| 11. _____ Levi Strauss             | K. neck tie               |
| 12. _____ Louis Braille            | L. plastic                |
| 13. _____ Peter Durand             | M. Braille language       |
| 14. _____ C.D. Fleet               | N. automatic sliding door |
| 15. _____ Martin Cooper            | O. air brakes             |
| 16. _____ Edwin Perkins            | P. Kool-aid               |
| 15. _____ Jesse Langsdorf          | Q. chapstick              |
| 16. _____ Gunpei Yokoi             | R. tin can                |

Answers: 1-H; 2-O; 3-B; 4-J; 5-E; 6-I; 7-N; 8-L; 9-C; 10-F; 11-D; 12-M; 13-R; 14-Q; 15-A; 16-P; 17-K; 18-G

## Genius Test

[http://www.scouting.org/filestore/CubScoutMeetingGuide/pack/February\\_2013\\_WB.pdf](http://www.scouting.org/filestore/CubScoutMeetingGuide/pack/February_2013_WB.pdf)

Hand out a copy of the following test to each boy. Tell them that they must follow the directions closely. Tell them to concentrate, but they have only two minutes to complete it.

## Genius Test

1. Read everything before doing anything.
2. Put your name in the upper right-hand corner of this paper.
3. Circle the word "name" in sentence No. 2.
4. Draw five small squares in the upper left-hand corner of this paper.
5. Put an X in each square.
6. Put a circle around each square.
7. Put a circle around each word in sentence No. 5.
8. Put an X in the lower left-hand corner of this paper.
9. Draw a triangle around the X you just drew.
10. On the reverse side of this paper, add 25, 30, and 37.
11. Now that you have finished reading carefully, do only No. 2. You have finished. How did you do?

## Tower Building

Baltimore Area Council

Have an assortment of "blocks" made from scrap lumber, all sizes and shapes. Boys take turns stacking blocks of wood, forming a tower, one at a time. How tall can the tower grow before it tumbles? The object is to not be the one that causes the stack to fall.

## Cardboard Drop

Baltimore Area Council

You will need a piece of cardboard about 8" square and a button in front of each standing player. The idea of this game is to drop the cardboard so it falls on the button and covers it. This is tricky because the cardboard will swirl as it falls. A player may pick up is cardboard and try as many times as he likes. The cardboard must be held with only one hand.

## SNACKS

**NOTE: Be aware of food allergies and diet restrictions.**

### Cub Scout Pizza

<http://www.creighton.edu/~bsteph/pack114/library/recipes.html>

- ✓ Split English muffins into halves to use as crusts.
- ✓ Spread pizza sauce on each muffin half, and let the boys select the meat and toppings for his pizzas.
- ✓ Top off with grated mozzarella cheese.
- ✓ Bake 10-12 minutes in oven preheated to 300F. (For a crisper crust, toast the muffins before adding the sauce.)

### Blue & Gold Popcorn

<http://www.creighton.edu/~bsteph/pack114/library/recipes.html>

#### Ingredients

2 cups sugar  
1 T white syrup  
1/4 tsp salt  
2/3 cup milk  
1 tsp vanilla  
blue or yellow food coloring  
6 qts popped popcorn

#### Directions:

Mix sugar, syrup, salt and milk and cook to 230F. Remove from heat, add vanilla and one color of food coloring. Pour slowly over the popcorn, stirring to coat the popcorn. Spread on waxed paper to cool. Store in a closed container to keep fresh.

### Dirt Cake

<http://www.creighton.edu/~bsteph/pack114/library/recipes.html>

#### Ingredients

1 ¼ # pkg Oreos  
1/2 stick margarine  
8 oz. cream cheese  
1 cup powdered sugar  
3.5 cups milk  
2 small boxes instant vanilla pudding  
12 oz. Cool Whip

#### Directions:

Crush Oreos until fine.  
Cream margarine, cream cheese and powdered sugar together.  
Mix milk and pudding and combine with margarine mixture. Mix well, then add Cool Whip.  
Thoroughly clean out a new plastic flower pot with soap and hot water.  
Alternate layers of Oreo crumbs and pudding mixture in the containers with Oreos on both the bottom and top layers.  
This cake looks especially good if you add gummy worms

### Dirt Cups

<http://www.creighton.edu/~bsteph/pack114/library/recipes.html>

#### Ingredients & Directions:

Crush 16 Oreo cookies and set aside.  
Pour 2 cups milk into medium bowl, and add 1 pkg instant Chocolate Pudding mix.  
Beat until well blended, 1-2 minutes. Let stand 5 minutes.  
Stir in cool whip and half of cookies.  
Place 1 T crushed cookies in bottom of 8-oz cup.  
Fill cups about 3/4 full with pudding mixture.  
Top with remaining crumbs.  
Optional garnish: place plastic flower in middle and put gummy

worm halfway out of "dirt".

### Adam's Dirt Cookies

Why smash perfectly good cookies just to make another batch of cookies? 'Cause they're YUMMY! Made with crushed sandwich cookies, the small pieces of broken cookie dust make the dough speckled - They look like they're made with dirt!" Yield: 4 dozen

#### Ingredients

2 1/4 cups all-purpose flour  
1 teaspoon baking soda  
1 teaspoon salt  
1 cup white sugar  
1/2 cup packed brown sugar  
1 cup butter, softened  
2 eggs  
1 teaspoon vanilla extract  
1 1/2 cups chocolate sandwich cookie crumbs

#### Directions:

Sift together the flour, baking soda, and salt.  
Set aside. In a medium bowl,  
Cream the white sugar, brown sugar, and the butter together until smooth.  
Stir in the eggs and vanilla.  
Add the flour mixture, and stir until just combined.  
Stir the crushed cookies into the dough.  
Cover, and chill the dough for 1/2 hour.  
Preheat the oven to 375 degrees F (190 degrees C).  
Grease cookie sheets.  
Drop dough by rounded spoonfuls onto prepared cookie sheets.  
Bake for 10 to 11 minutes in the preheated oven.  
Remove to cool on wire racks.

### Cat Poop Cookies

For added effect, mix in coconut (tapeworms), ramen noodles (roundworms), or peanuts. You can also coat the scoop with melted chocolate for a startling effect.  
Yield: 3 to 4 dozen

#### Ingredients:

1/4 cup honey  
1/4 cup molasses  
2/3 cup butter  
1 egg  
2 1/3 cups whole wheat flour  
1/2 teaspoon ground cinnamon  
1/2 teaspoon ground ginger  
1/2 teaspoon ground cloves  
1 (32 ounce) package wheat and barley nugget cereal (eg. Grapenuts TM)  
1/2 cup crushed ramen noodles

#### Directions:

In a medium bowl, Microwave the honey until it bubbles. This may take up to 1 minute.  
Stir in the molasses, butter and egg. Beat until smooth.  
Stir in the flour, cinnamon, ginger, and cloves until combined.  
Then make additions of your choice such as coconut, ramen, chocolate chips, or peanuts.  
Chill dough until firm.  
Preheat oven to 350 degrees F (175 degrees C).  
Roll dough into logs about 3/4 inch in diameter.  
Cut into pieces the approximate length of cat poop.  
Roll pieces in the cereal,  
Place on an unprepared cookie sheet, and bake for 10 to 15 minutes in the preheated oven.  
Serve the cookies in a disposable cat litter box, on a bed of cereal, with a brand new litter box scoop.  
Add plastic flies, and dip the litter scoop in chocolate for added fun.

# OPENING / FLAG CEREMONIES

[http://www.scouting.org/filestore/CubScoutMeetingGuide/pack/February\\_2013\\_WB.pdf](http://www.scouting.org/filestore/CubScoutMeetingGuide/pack/February_2013_WB.pdf)

Lower the house lights.

**CUBMASTER:** (*Holds up a light bulb.*) This light bulb is a pretty commonplace thing. It's a fitting symbol for our pack's Invention Convention night because of what it represents. Its inventor, Thomas Edison, was recognized as a genius—one of the great inventors of all time. But even more, he represents what you can accomplish if you remember to live up to that part of the Cub Scout Promise that says you will do your best. Even if you don't invent a better light bulb, I hope each one of you will be resourceful and do your best, and not stumble around in the darkness.

Turn up the house lights.

The preassigned den presents the colors. The caller of the color guard asks all to recite the pledge of allegiance.

## Many Sides

Santa Clara Council

**Den Leader:** We will try to show you the many sides to little boys we proudly call son, but remember, these are all one boy.

**1<sup>st</sup> Cub:** I'm the one who lives in his dreams, always off on a cloud, at least that's how it seems!

**2<sup>nd</sup> Cub:** I'm the one all full of dirt, so very sure that soap and water will hurt.

**3<sup>rd</sup> Cub:** I'm the show-off and athlete; I just can't stand to get beat.

**4<sup>th</sup> Cub:** I'm the pouter, sensitive and shy, but I try to make people think I'm a real tough guy.

**5<sup>th</sup> Cub:** I'm the angel, neat and obedient. Mom wouldn't trade a day with me for all the money in the mint.

**6<sup>th</sup> Cub:** I'm the Cub Scout, the one we boys like best. That's 'cause I'm different from the rest. So everyone, please join us as we say the Promise we try to live by every day. (Audience and boys say the Cub Scout Promise)

Den Leader: They're all these boys and even more. There are lots of surprises for you in store. So love them. Protect them, and try to understand. It's a very hard job growing up to be a man.

## The Cub Scout Machine

Baltimore Area Council

**Setting:** After presenting flags and Pledge of Allegiance, Den remains at the front with a large appliance box wrapped in blue and gold.

**Narrator:** Good evening ladies and gentlemen. This evening our Den would like to show you its newest invention, the Cub Scout Machine. We will attempt to make an ordinary boy into a Cub Scout.

(Boy comes in wearing tee shirt. He steps into the box and it is closed around him with his head sticking out a hole in the top. The boy changes into his uniform shirt and scarf in the box unseen by the audience.)

Before we begin, I think maybe we need to administer some laughing gas to get him through this serious business. (*Produces large bottle with hose and funnel, administers laughing gas*)

First we 'take the Hate out (Removes rock from flap in front of box)

Next we add Caring (Insert heart in box)

Let's take out the Selfishness (Remove large "ME" sign)

Put in Cooperation (Inserts "WE" sign)

Get rid of the idleness (Remove limp glove)

Put in lots of activity (Insert stuffed glove)

Get rid of the Laziness (Remove old rag)

Install some Reverence (Insert Bible)

Bring in some Local Support (Parents come forward)

Find some Expert Help (Den Leader comes forward)

Push the button and instantly, we have a brand new Cub Scout. (*Cub Scout comes Out of Box.*)

## Genius Night

Baltimore Area Council

**Personnel:** 7 Cubs - 6 Holding cards with pictures of the inventions.

**Cubmaster:** This month's theme is "Invention Convention". And we've something to tell you about some genius inventors.

Xuβ #1. G is for Gutenberg invented the moveable type for printing, so that now we can have books, papers and magazines to read.

Xuβ #2. E is for Edison gave us many electrical ideas, but perhaps his greatest was the light bulb to help light up our world.

Xuβ #3. N is for Newton discovered gravity and worked with electricity.

Xuβ #4. I is for Irving was a genius with his pen. He wrote many stories, which young and old have enjoyed for ages.

Xuβ #5. U is for Urey made his discoveries in chemistry and nuclear power, which will be used for many generations.

Xuβ #6. The "S" stands for "Scouting," which helps every boy develop genius in his very own way.

**Cubmaster:** Now let us salute the genius that is in every boy by standing and saying our pledge to the flag of our country.

## INVENTORS

### Great Salt Lake Council

Make a card with the letter and a picture of the item. Have the information on the back in LARGE print

- Xυβ #1. **I—IODINE--** Iodine has many uses. It is a disinfectant and a nutrient added to salt to prevent diseases. It was discovered by accident. In 1811 Bernard Courtois was extracting sodium and potassium compounds from seaweed ash. Once the compounds were gone, he added sulfuric acid. A violet cloud erupted from the mass. The gas condensed on metal objects in the room.
- Xυβ #2. **N—NYLON--** Wallace Carothers is considered to be the father of man-made polymers. In 1928 Dupont opened a research lab to try to make a fabric that would replace silk. Japan was the source for silk for this country and trade relations were breaking apart. World War II was about to break out. They were able to create nylon by 1934 and nylon stockings were pretty, durable and very desirable.
- Xυβ #3. **V—VACUUM CLEANER--** James Murray Spangler, a janitor in a Canton, Ohio department store, deduced that the carpet sweeper he used was the source of his cough. He tinkered with an old fan motor and attached it to a soapbox stapled to a broom handle. Using a pillowcase as a dust collector on the contraption. He formed the Electric Suction Sweeper Company. William Hoover, a cousin in-law, went into business with him and they renamed it. Sluggish sales were given a kick by Hoover's 10 day, free home trial, and eventually there was a Hoover® vacuum cleaner in nearly every home.
- Xυβ #4. **E—ELASTIC--** Thomas Hancock invented a machine called a masticator, which shredded rubber scraps. In 1820 he patented elastic fastenings for gloves, shoes, and stockings. In 1821 he joined forces with Charles Macintosh and they produced rubber imbedded raincoats. The raincoats improved when vulcanized rubber was invented by Charles Goodyear.
- Xυβ #5. **N—NEON--** When electricity was discovered scientists moved towards various types of lighting. George Claude applied an electrical discharge to a sealed tube of neon gas in 1902. He formed a company called Claude Neon and introduced neon gas signs to the United States in 1923 when he sold a sign to a Packard car dealership in Los Angeles. They paid \$24,000 for two signs. Neon quickly became a popular feature in outdoor advertising.
- Xυβ #6. **T—TELEVISION--** Philo Farnsworth was born in Beaver City, Utah. They moved to Rigby, Idaho and at 14 years old, while plowing a potato field back and forth he got the idea that electron beams could scan images the same way. At 15, with only 2 years of High School, he gained admission to BYU. He credited his High School teacher for helping him succeed.
- Xυβ #7. **O—OXYGEN TENT--** John Emerson, born in New York, disappointed his father when he did not want to attend an Ivy League college but instead wanted to buy a machine shop and tinker with his ideas. His mother financed the purchase and he came up with a device for tissue respiration. In 1931 he came up with the oxygen tent. He is best known for the iron lung, which during the polio epidemic in the 1930s saved many lives.
- Xυβ #8. **R—RUBBER--** Explorers found the South American natives using a sticky substance that bounced. They brought it to Europe but it had a big problem, the instant its temperature changed it deteriorated and became rotten and smelly. Charles Goodyear became obsessed with trying to solve the rubber dilemma. He tried everything until in 1839 he accidentally spilled rubber mixed with sulphur on a hot stove. He was awarded the patent for Vulcanization and happily spent the rest of his life obsessed with inventing practical uses for rubber. When he died he was \$200,000 in debt.
- Xυβ #9. **S—STAMPS--** The first official mail office was opened in England in 1516. Nearly 300 years later [1835] Sir Rowland Hill suggested that letters under an ounce should be carried for a uniform fee of 1 Penny and used a stamp. Until this time the receiver paid the fee on receiving the letter. The United States started using stamps in 1845.

## RESOURCES

### Theme Related Internet Sites

*Great Salt Lake Council*

- <http://members.toast.net/saddletrout/attic.html>
- <http://totallyabsurd.com/absurd.htm>
- <http://inventors.about.com/library/weekly/aa980304.htm>
- [http://www.noogenesis.com/inventing/kids/kids\\_page.html](http://www.noogenesis.com/inventing/kids/kids_page.html)
- <http://www.kidzworld.com/site/p1010.htm>
- <http://www.surfnetkids.com/invent.htm>
- <http://www.kathimitchell.com/invent.html>
- <http://www.shambles.net/pages/learning/primary/Invent/>
- <http://inventors.about.com/od/kidinventions/>

### Metamucil "Flubber"

**This is only to be done under strict adult supervision! ! !**

Materials needed: Metamucil (color and flavor-free works best), distilled water, shaker jar, glass cereal bowl, plastic spoon, casserole dish, microwave oven.

- Place 4 tablespoons (20 ml) of Metamucil into the shaker jar with 8 oz. (250 ml) of distilled water. Shake vigorously for about a minute, then pour the contents into a standard-sized cereal bowl.
- Here's where it gets fun. Place the bowl into the microwave. Run on full power 4-5 minutes until the goo starts to "rise". It will look like bread dough rising in a bowl, but much faster.
- When the bubbles are just about to overflow the bowl, turn off the microwave. Let the goo cool slightly (count to ten) and repeat. The more times you repeat the process, the more "rubbery" the flubber gets.
- After seven or eight runs, pour the goo onto a flat bottomed casserole dish. With a plastic spoon, stir the goo while it is cooling. (Be very careful, as this concoction will burn your fingers to the bone in a nano second, until some cooling has taken place.)
- Once it has cooled, you have a "non-stick" flubber. Take a knife and cut it into different size pieces. You can shape it into all kinds of neat things...use your imagination.

## AUDIENCE PARTICIPATION

## Norman the Genius

Baltimore Area Council

### *Instead of assigning parts for this one, why not try it with everyone doing all the parts?? CD*

NORMAN: Oh, My (raise both hands)  
GENIUS: All clap and cheer  
RIGHT: This (raise right hand)  
LEFT: That (raise left hand)  
THIS: Right (raise right hand)  
THAT: Left (raise left hand)

This is the story of NORMAN, a boy who wanted very much to be a GENIUS. But no matter how hard he tried, it just didn't work out. You see, NORMAN had a problem -- he could not tell RIGHT from LEFT.

At school, the teacher would say, "When you know the answer, raise your RIGHT hand". By the time NORMAN figured which hand was which, it was too late. At home, it was the same. It was "NORMAN, you have your LEFT shoe on your RIGHT foot."

Things weren't any better outside. In football, they'd send him in at LEFT end and he'd be RIGHT. In baseball, they'd yell, NORMAN, move to your LEFT". He'd move to the RIGHT. Poor NORMAN. No matter what he did, it wasn't RIGHT. Or LEFT, but NORMAN was determined. Finally, he figured out what to do. He'd call it THIS and THAT. This for RIGHT and THAT for LEFT. Somehow, it all seemed easier. And in no time, he had it down pat.

One day, while NORMAN was home alone, a burglar forced his way in. NORMAN was frightened. The burglar asked where his mother's jewels and furs were. NORMAN said, "In the closet". But when the burglar said, "Which was is THAT?" NORMAN, of course answered, LEFT. The burglar followed these instructions and found himself in the kitchen. Being a smart burglar, he said, "THIS isn't RIGHT". And NORMAN said "Oh yes it is-- but you asked for THAT." The burglar became angry and said, "now listen, I asked where the closet is, do you understand THAT?" NORMAN answered, "Oh yes, THAT is LEFT." The burglar said, "THIS is enough!" And NORMAN said, "Oh not, THIS is RIGHT." Exasperated, the burglar said, "Oh, forget it. Just tell me where the closet is." And NORMAN said, "Turn THIS". But, naturally, the burglar misunderstood and turned the knob on the door in front of him and plunged headlong down the basement stairs.

Just then, NORMAN'S parents came home, and when he told them what had happened, his father said the words he'd been waiting so very, very long to hear, NORMAN, you're a GENIUS!

## The Vision Problem

Longhorn Council

Divide the audience into four sections and assign each a sound. Practice as you assign parts.

MURRAY: Blink, blink. Squint, squint.  
WESLEY: Snicker, snicker.  
GLASSES: I can see!  
CARD: Home run!

MURRAY Mole was excited because he was finally going to buy a genuine Mickey Mandrill rookie CARD from WESLEY Weasel. All his life MURRAY had saved for this baseball CARD, and today he was finally going to get one! Before getting out of bed, MURRAY put on his GLASSES. Being a mole, MURRAY's eyes were weak and he needed GLASSES to see the slightest distance ahead. Even with his GLASSES, MURRAY was a bit unfocused, but at least the GLASSES helped.

After getting dressed MURRAY gathered up his savings and hurried to WESLEY's. "Can I see the card now?" MURRAY asked. "Did you bring the money?" WESLEY demanded. When MURRAY said yes, WESLEY brought him inside. "Wouldn't you like a nice glass of water first?" WESLEY asked. "Okay." shrugged MURRAY. WESLEY went into the kitchen and came back with a big glass of water. As he approached MURRAY, WESLEY tripped and spilled the water all over MURRAY. "I'm so sorry." said WESLEY. As he tried to wipe up the water, WESLEY knocked off MURRAY's GLASSES.

The GLASSES fell to the floor, and WESLEY kicked them under the table to hide them. "Oh, no!" MURRAY cried. "Now I won't be able to see the CARD, and I need to make sure it is the real thing!" WESLEY sadly shook his head. "Would I sell you a phony card? Here, see for yourself". WESLEY handed a CARD to MURRAY. It felt like the right size and weight, but without his GLASSES, MURRAY couldn't see what was printed on the CARD. "You'd better hurry up and decide. Bubba Bear will buy this CARD if you won't take it. MURRAY swallowed hard. He felt very hot. "Can I have another drink of water first?" WESLEY shrugged and went to the kitchen.

When the weasel returned, MURRAY was still squinting, but he had a big smile. "I thought of a way I can examine this CARD before I buy it," MURRAY said. WESLEY grumbled unhappily as MURRAY discovered he had almost bought a fake card.

### **Follow Up Question –**

Can you tell me how Murray examined the card without his glasses?

He looked at the card through the glass of water, which worked like a magnifying glass.

## **CHEERS / RUN-ONS / JOKES**

[http://www.scouting.org/filestore/CubScoutMeetingGuide/pack/February\\_2013\\_WB.pdf](http://www.scouting.org/filestore/CubScoutMeetingGuide/pack/February_2013_WB.pdf)

**Carpenter cheer:** Pretend to be holding a hammer in one hand and a nail in the other. Start pounding the nail with the hammer while saying, “Bang, bang, ouch!”

**Stamp of Approval cheer:** Stamp feet on the ground, getting louder and louder.

**Telegraph applause:** “Clickety, clickety, clack, click, clickety, clack.”

**Light Bulb applause:** Put hands above head like a light bulb and say, “Blink, blink, blink.”

**Genius applause:** Look surprised and say, “Boy! Look what I discovered.”

**Ford Model T applause:** Crank with hand and make a sound like a motor turning over.

*Longhorn Council*

**Invention Cheer:** I’ve made it, I’ve made it. Don’t know what it is, but I’ve made it!

**Magic Cheer:** Put hand up sleeve then pull it out and shout “Sha-zam”!

**Mad Scientist Cheer:** Hold an imaginary test tube up in one hand and pour into it with the other hand. Shake it then shout “BOOM”! Then say – “That was exciting!”

*Great Salt Lake Council*

**Ben Franklin Cheer**

Hold both hands out in front of you as if flying a kite. Jerk back suddenly while saying, “Zap, Zap, Zap.” (Lightning). That was enlightening!

*Heart of America Council*

**Wolf Applause** - Give a Wolf howl four times, each time turning one quarter of a turn, to make one full turn.

**Bear Applause** - Growl like a bear and turn W turn each time. Make four growls and two complete turns.

**Pack Yell** - Clap your hands!! (Clap hands five times) Stomp your feet! (Stomp feet five times) Pack \_\_\_\_\_ can't be beat!!!

**Cubby Applause** - Yell “What’s the best den?” and have all the other dens yell back the winning den number.

*Alice, Golden Empire Council*

**Resourceful Applause:** Divide audience into three groups – each one is assigned a syllable: Re Source Full. Then, as you point to each group, they shout their phrase. Vary the order several times.

Then ask loudly “So What Are Scouts?” Then point to each group in order three times, revving up the volume each time as the audience shouts – “ReSourceFul! ReSourceFul!

ReSourceFul!

**Peanut Butter Applause:** Pick up a peanut. Put it in your hand. Now put both palms together and make a squashing motion.

Now, hold up both palms and say – “Yay! It’s Peanut Butter!”

**Otter Applause:** Make a diving motion with both hands; hold up one hand to show your “rock” Now put your clam shell on your belly, “smash” it with your “rock” and say “Dinner’s Ready!”

*Cascade Pacific Council*

**Canned Applause:** Whenever you open the lid to the can everybody cheers and claps.

**Hand applause:** Hold out your hand, palm open.

**Big Hand:** Hold closed fist to mouth, blow into thumb and puff out fingers, raise palm up in air.

**Guest applause:** All stand and say “WE’RE GLAD YOU’RE

HERE.”

**Baden-Powell applause:** Stand with hands behind back in parade rest position, smile and nod approval.

**Good Job:** Half yell GOOD when pointed at, other half yell JOB when pointed at.

**Crystal Palace Cheer** (*Inspired by an item in the 1986 Pow Wow Book*)

Announce to the audience: “This is a variation on the traditional greeting given to Lord Baden-Powell. In 1909, Lord Baden-Powell invited all the Scout troops in the British Isles to join in a day of contests in Scoutcraft at the fabulous Crystal Palace in London. As B.P., in his general’s uniform, mounted the platform inside the vast structure, he was greeted by a tumultuous roar of young voices. Thousands of Scout hats were swung aloft on thousands of upraised Scout staves. Now balance your hat on your upraised hand and swing it in circles, while joining in a “tumultuous roar!”

**When I Do – You Do:** Tell the group that when you applaud so should they, and when you don’t, they shouldn’t either. Use false starts throughout the evening to try and trick them up.

**Do a Good Turn:** Have the group stand up to applaud. They clap once, turn a ¼ turn and clap again, turn another ¼ turn and clap again, and continue like that until they have completed a full turn.

**Great Job Applause:** Group stands and says “GREAT JOB GREAT JOB GREAT JOB,” getting louder each time.

**Good Going Applause:** Group stands and says “GOOD GOING GOOD GOING GOOD GOING” starting off loud and ending softly.

**Well Done:** Say well done, then have the audience echo it back to you.

**Cracker Cheer:** Hold imaginary cracker in hand. Pretend to take a bite. Smile and say “MMMM,GOOOD

“Six” **Gun Salute:** Point finger into sky and say Bang bang six times, then blow the “smoke” away.

**I Like Cub Scouts:** Divide into two groups.

**Group One:** “I like Cub Scouts; yes, I do! I like Cub Scouts; how about you?” *Points to Group Two.*

**Group Two:** Responds in same manner. Continue taking turns for a couple of rounds.

**Clap and Cheer:**

When the leader raises his right hand, everyone should clap.

When the leader raises his left hand, everyone should cheer.

When both hands are raised, everyone should clap and cheer.

Raise and lower both arms independently or together several times.

**B-P Cheer:** B-P, B-P, he’s the one who founded Cub Scouts. Job well done!

**Follow the Leader Applause:** Give the order, “When I applaud, you applaud; when I don’t, you don’t.” Go through several false motions to see if you can catch someone.

**Grand Salute Applause:** Stamp feet four counts, slap knees four counts, clap hands four counts, then stand and salute.

**Great Going Applause:** Divide the room in half. As you point to one half, they say, “Great!” When you point to the other side, they say, “Going!” Vary the speed and direction you point.

**Bubble Gum Applause:** Blow three times as though you were blowing a bubble. Clap hands together as though you were popping the bubble, then peel the gum from your face.

[http://www.scouting.org/filestore/CubScoutMeetingGuide/pack/February\\_2013\\_WB.pdf](http://www.scouting.org/filestore/CubScoutMeetingGuide/pack/February_2013_WB.pdf)

What would you call a telephone with feet?

*A walkie-talkie*

Why does a telephone make a good referee?

*Because it makes good calls*

What's a vacuum cleaner's favorite sport?

*Rugby*

What's an X-ray machine's favorite food?

*Ribs*

What do you do if your coffeemaker is depressed?

*Try to perk it up*

Why did the baseball coach put an electric mixer in his lineup?

*He thought it would make a good batter*

### **WHAT WATT?**

*Great Salt Lake Council*

Shopper: Have you any four-volt, two-watt bulbs?

Clerk: For what?

Shopper: No, four-volt, two-watt.

Clerk: Two what?

Shopper: Yes!

Clerk: No.

*Baltimore Area Council*

Teacher: What is the formula for water?

Jimmy: H-I-J-K-L-M-N-O.

Teacher: That's not the formula I gave you.

Jimmy: You said H to O.

## **ADVANCEMENT & RECOGNITION CEREMONIES**

### **Puzzling Advancement Ceremony**

[http://www.scouting.org/filestore/CubScoutMeetingGuide/pack/February\\_2013\\_WB.pdf](http://www.scouting.org/filestore/CubScoutMeetingGuide/pack/February_2013_WB.pdf)

Materials: A large piece of cardboard that has a picture of a Cub Scout on it with pieces cut out in jigsaw puzzle style.

CUBMASTER: This evening we have several boys who have completed the puzzle of achievements and electives so they may advance in rank. Will Tiger (name of Tiger) and his parents come forward? *(Give each a piece of the large puzzle. Continue in the same way for the Bobcats, Wolf Cub Scouts, Bear Cub Scouts, and Webelos Scouts, giving everyone a piece of the jigsaw puzzle. After all the awards are presented, have the boys and parents put the jigsaw puzzle together.)*

CUBMASTER: By being resourceful and working together we can fit all the pieces of the Cub Scout puzzle together to make a complete picture of Cub Scouting and the youth of America.

### **Edison Inventor Advancement Ceremony**

[http://www.scouting.org/filestore/CubScoutMeetingGuide/pack/February\\_2013\\_WB.pdf](http://www.scouting.org/filestore/CubScoutMeetingGuide/pack/February_2013_WB.pdf)

Materials: Large picture of Thomas Edison; pictures of movie camera, telegraph, phonograph, and the light bulb (mounted on table)

CUBMASTER: Tonight's theme celebrates inventors and their inventions, and one of the world's greatest inventors is Thomas Edison. *(Show picture of Edison.)* Our first motion pictures were made in the 1890s by Thomas Edison. The idea was to throw pictures on a screen so fast that they gave the impression of movement. Tonight, we have some boys who have been moving fast and are ready to receive their Bobcat. Will \_\_\_\_\_ and their parents "project" themselves up to the front so we can all get a "peek" of you? *(Bobcat awards are given to the parents to present to their sons.)*

Edison improved the original telegraph that used a sender and a

Moby: Have you ever seen a fish cry?

Dick: No, But I've 'seen a whale blubber.

*Great Salt Lake Council*

1. Why did Benjamin Franklin discover electricity?

*He couldn't use his electric blanket without it.*

2. How surprised was Benjamin Franklin when lightning hit the key on his kite. *He found it shocking.*

3. Why does lightning strike people?

*It doesn't know how to conduct itself.*

4. Did you hear about the mad scientist who crossed a carrier pigeon with a woodpecker? *When the pigeon delivers the message he can knock on the door.*

5. He also crossed a turkey with a centipede.

*On Thanksgiving everybody gets a drumstick*

1. How does the sun say hello? With a heat wave.

2. What disasters happen every day? Day breaks and night falls.

3. Why does lightning strike people? It doesn't know how to conduct itself.

Cub 1: Hey, look at me! I'm at the top of this hundred foot tree.

Cub 2: We don't have any hundred foot trees in this camp.

Cub 1: Now you tell me! AAHHHHHHHHHHH!! (Screams like falling out of a tree!)

receiver to send messages in the form of dashes and dots. He discovered ways of sending more messages using less wire. I seem to be receiving a message from the Wolf Cub Scouts out there that they have been busy. *(Call new Wolf Cub Scouts and parents forward for awards.)*

We also have some Wolf Cub Scouts learning their own secret codes to send and are ready to receive some arrow points. *(Call boys and parents for awards.)*

The phonograph is credited to Thomas Edison, too. The word "phonograph" comes from the words "sound" and "write" and means that sounds are written out or "recorded." This recording is caused by vibrations, moving back and forth very rapidly. Our Bear Cub Scouts out there tonight have been moving very rapidly and quite a few have recorded achievements. *(Call up Bear Cub Scouts and parents.)*

Some Bears have really been hot and have recorded a few Gold and Silver Arrow Points. Will the following boys and parents come forward to receive their awards and due recognition? *(Call up boys and parents.)*

Probably Edison's most famous invention is the light bulb. The hardest part was to find a metal wire that would glow white-hot for a long time. Our Webelos Scouts have been keeping the Scouting spirit burning for a long time. *(Call up Webelos and parents.)*

Now let's recognize all of the Cub Scouts who have earned awards this month with a "Big Hand."

*(Do applause.)*

### **Invention Convention Advancement**

*Baltimore Area Council*

**Equipment:** Box made up to look like a computer, large cards with Bobcat, Wolf, Etc. on them, awards.

**Cubmaster:** In keeping with our theme of “Invention Convention,” I would like to unveil my latest invention. (Uncover or bring in Computer.) This amazing device is able to collect all the information that comes in from our Pack Committee Members, Den Leaders, Webelos Den Leaders and Parents. It can then determine which Cub Scouts and Webelos Scouts are eligible for which awards. Allow me to demonstrate.

*(Hold up Bobcat card. Insert into slot in machine. Pick up pre-positioned Bobcat awards from rear of box.)*

Will (name) and his parents please come forward? (Present awards).

*(Follow similar procedures for awards of Wolf, Bear, Arrow Points and Webelos Badge and Activity Awards.)*

*(Hold up Arrow of Light card. Insert into machine. Call for Arrow of Light recipient.)*

These young men may or may not be real inventors, but they have shown the truth of the old saying that ninety percent of success is perspiration. They have worked long and hard, some as long as three years, to achieve their goal. What they built was not a better mousetrap, but something far more valuable to the world today, better young men. In recognition of this achievement, we present them with an award that is so highly thought of that it is the only Cub Scout badge that can be worn on all other Scout uniforms. (Present awards) I want to congratulate all of you and your parents. The whole Pack is proud of your accomplishments and we’re sure you will continue to “Do Your Best.”

### **The Wheel - Advancement Ceremony**

*Baltimore Area Council*

**Personnel:** Asst Cubmaster (ACM), Cubmaster (CM)

**ACM:** While pushing a wheelbarrow decorated in blue and gold and, optionally, dressed as a caveman he says, “Hey you guys! Look what I invented!”

**CM:** “What are you going to do with it?”

**ACM:** “Well, uh, I don’t know, but it sure is fun and easy to push around!”

**CM:** “Hey I’ve got an idea. Will the parents of (new Cub Scout) and his Den Leader please come forward? Great! Parents this is (Den Leader’s Name) who will be working with your boy. Will you please stand close together in a row.

*ACM brings in new Cub Scout in the wheel invention.*

**CM:** “Thank you, now push him behind this line of people and I will invent a Cub Scout. *(While boy is behind the row of parent the Den leader, CM and ACM put the boy in a uniform and neckerchief.*

*When he appears the boy is now a Cub Scout.)*

**CM:** “Using this wheel invention, I have invented a Cub Scout.” *(He then welcomes boy to the Pack and awards him his Bobcat badge, if earned.)*

**Other rank advancements** could be done the same way. While behind the line of people neckerchiefs are exchanged.

**Other awards** - Arrow Points, Activity badges, etc. could be awarded from the wheelbarrow.

### **Light Through the Ages**

*Baltimore Area Council*

**Props:** Artificial campfire, kerosene lantern, shallow dish with wick and oil, regular electric lamp, candle in self-contained holder

**Setting:** Items on separate small tables in front of room, place awards at each station.

**Cubmaster:** Cub Scouting is a way of life. Let’s compare Cub Scouting with “artificial light” a good representation of the product of many geniuses. (Lights out. Turn on artificial campfire.)

When man discovered fire, he also discovered lighting. His campfire and burning knots were his first artificial light. In Cub Scouting the first light is BOBCAT. (Light wick in dish.)

Light progresses and the boy progresses. Someone discovered that a rag in animal fat makes a better and more lasting light. Our boy becomes a WOLF and the lasting light compares with the ARROW POINTS he can earn. (Light the candle.)

Lights are getting bigger and better. Our boy is growing. We can mold animal fat around a string and get a better light. We can mold a boy and get a BEAR. (Light the kerosene lantern)

Petroleum was discovered in this country, and the kerosene lamp was developed. Now we have a better light and WEBELOS. (Light the electric lamp)

Thomas Edison put two wires in a vacuum tube and watched them glow in light. Our boys are prepared to become SCOUTS.

***At this point, turn on room lights and the actual awards are presented by calling each group of boys and their parents forward to the appropriate table. Boys and parents may remain standing behind each table until all awards are presented.***

**Cubmaster:** Any genius will tell you that he is absolutely useless without a greater power. We, as Akela’s for these boys, are a guiding light toward the great power that lies in darkness in their minds. We congratulate these Scouts for coming out of the darkness and growing brighter at each Scouting function. As they grow, so does the world.

Last year I wrote this recognition poem for my daughter's basketball coaches. I have made a few changes to the words but I thought I would reprint it.

#### **A Den Leader's PayDay**

(substitute the candy where you see bold-ed candy bar name)

Sometimes we were **Butterfingers**

But always a **Joy**

We always did **Snicker**

After all, we are boys.

We wanted to give you **\$100,000 Grand**

But had **Zero** money

So that idea was canned.

We **M & Made** you this card

With **Mounds** of love and rhyme

To thank you for giving up

so much of your time.

Put in a row of Hershey Hugs and Kisses and have the Cubs sign it. I used poster board for mounting the candy and a calligraphy pen for printing the poem.

Visit Professor Beaver's site with lighthearted, fun award ideas  
[http://www.usscouts.org/profbvr/fun\\_awards/index.html](http://www.usscouts.org/profbvr/fun_awards/index.html)

## **SKITS**

## THE INVENTION

[http://www.scouting.org/filestore/CubScoutMeetingGuide/pack/February\\_2013\\_WB.pdf](http://www.scouting.org/filestore/CubScoutMeetingGuide/pack/February_2013_WB.pdf)

Cast: Four or more boys

Scene: A bedroom

Boy 1 is sitting on a chair (representing a bed). Toys and clothes are scattered all over the "room." He is deep in thought. Several friends who have come over to see him enter the room.

ALL: Hi! What are you doing?

BOY 1: Just thinking.

BOY 2: Thinking about what?

BOY 1: My invention.

BOY 3: Are you inventing something?

BOY 1: Sure! I want to be famous like Alexander Graham Bell or Thomas Edison.

BOY 4: What are you going to make? Maybe we could help.

BOY 1: Really? Do you all want to help?

ALL: Sure!

BOY 1: OK. (*Stands up*) First of all, I need a box. There's one in my closet. (*BOY 2 goes offstage to get a box.*) Then I need two toy airplanes. (*BOY 3 picks them up.*) And I need some kite string. (*BOY 4 gets it.*) (Continue with this until all the toys have been picked up by the boys.) Last I need some rags. We can use my clothes for that. (*They pick up the clothes.*)

BOY 1: (*Looks around the room.*) Well, that just about takes care of it.

BOY 2: Takes care of what?

BOY 1: My invention! I just invented a way to get my room cleaned before my mom gets home!

### The Robot Inventors

*Longhorn Council*

**Characters:** 6 Scientists in lab jackets (white shirts, collars turned inside out, put on backwards), 7th Scientist is dressed in the same manner and wears a top hat, boy dressed in cardboard robot costume

**Setting:** Table, covered with old sheet reaching to the floor in front. Fishbowl or other round glass bowl, test tubes, flasks, etc. are on the table. One of the six is reading a book plainly marked "HOW TO INVENT A ROBOT" while another looks over his shoulder. Another is stirring in a large bowl with a large wooden or cardboard spoon. Scientist #7 is offstage. Cardboard robot is hidden behind table.

**SCIENTIST 1:** It doesn't seem to be working.

**SCIENTIST 2:** I can't understand it.

*(Scientist #7 enters from stage left carrying top hat)*

**SCIENTIST 7:** I've got it! I've got it! A friend of mine just told me how to do it. (He places the hat on the table) You just say, "Abra-Ca-Dabra 1-2-3!" reach in and....

**SCIENTIST 4:** Wait a minute. What did you say your friend's name was?

**SCIENTIST 7:** Magisto the Magician. He says he's pulled a robot out of a hat lots of times,

**SCIENTIST 5:** That's RABBIT not ROBOT you dunce!!

*(They chase Scientist 7 offstage, waving book, spoon, etc.)*

*Scientist 6 starts to join them but stops and looks at hat)*

**SCIENTIST 6:** (*shrugging shoulders*) It just might work! Abra-ca-dabra 1-2-3! (*He takes hold of hat with left hand, tips it towards himself at edge of table, pretends to reach in hat, but really reached behind table and pulls up the robot who has been hidden*) hey, you guys! It worked! Now I'll just push this

button....(pretends to push button on front of robot) ROBOT DROPS TO ALL FOURS, HOPS OFFSTAGE SHOWING A BIG FLUFFY BUNNY TAIL BOBBING AT BACK)

### Genius Night

*Longhorn Council*

**Personnel** - 5 boys with graduation hats on and numbers 1-5 on their shirts, 2 judges and MC.

**MC:** In pack meeting tonight, we have a panel of judges who will decide who the real genius is among these boys. Tell us why you feel that you should be called a genius.

Xuβ #1. I'm the genius because I discovered the hamburger.

Xuβ #2. No! I'm the genius because I invented the television.

Xuβ #3. No! I'm the genius because I got all A's on my report card.

Xuβ #4. No! I'm the genius because I can play the guitar, juggle oranges and tap dance all at the same time.

Xuβ #5. I'm the genius because I joined Cub Scouts!

**MC:** Thank you boys. Judges, may I have your decision please?

**Judges:** By an overwhelming vote, Cub #5. He is the greatest genius because he was smart enough to join Scouting.

### Inventions

*Baltimore Area Council*

**Narrator:**

The horizon of our world  
Might never have been widened,  
If men before us hadn't tried  
To answer questions that -mystified.  
Their greatness we do not dispute,  
But how they did it, we refute.  
The legends have become so great,  
We want to set the record straight!

**BEN FRANKLIN:** (carries kite and key)

Ben Franklin had to find 'lectricity;  
He was picked up one night for insanity,  
It was all he could do to explain  
Why he liked to fly kites out in the rain.

**ALEXANDER G. BELL:** (carries phone),

He invented the phone, as history books tell;  
He was a man named Alexander Bell,  
But the reason he did...the books are hazy;  
His wife loved to talk...nearly drove him crazy!!

**TOM EDISON:** (carries lightbulb)

Young Tom Edison, we'll admit,  
Gets a lot of credit and deserves all of it.  
But it's little known that he invented light  
'Cause he tripped-on the bed one dark, dark night!! –

**WRIGHT BROTHERS:** (carries toy airplane)

The Wright Brothers got the first plane to go,  
It wasn't their hang-up if you want to know;  
It hurt their pride when they heard a lady talk and say:  
"Who ever heard of Kitty Hawk?"

**ALL:** So, with invention, you can see,

That although the Mother of Necessity,  
It all would have been just a lot of bother,  
If Accident hadn't been the Father!!

## GAMES & ACTIVITIES

Write the letters for the word "INVENTION" on separate pieces of paper, making two sets of them. Mix up each set of letters separately on a table.

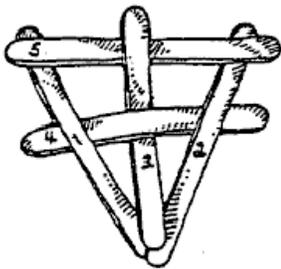
Divide the boys into two teams. On a signal, one boy from each team races to where the letters are. He picks up any letter from the pile and the pencil beside it, writes any word beginning with that letter on the paper, then races back to tap the next boy in line. All team members take turns doing this until all the letters have been used.

If a boy can't think of a word beginning with his chosen letter, he may choose a different letter that has not been used already and write a word for that letter. However, he can't come back and tap the next player until he has written a word, and the team can't complete the relay until every paper has at least one word written on it. The first team done is declared the winning team.

The boys can have lots of fun playing this game and won't realize they are learning new words, the art of quick thinking, and teamwork. To make it harder, you can require two or three words for each letter. If the boys want to play again, that might be a good time to make the rules a little tougher.

### **Amazing Flying Machine (Bomb Pops)**

*Baltimore Area Council*



**Materials:** 5 Craft sticks (tongue depressors work best)

1. Weave the 5 sticks together as shown.
2. Fly like a Frisbee. The plane "explodes" on contact with the ground or other surfaces.
3. Assemble it again, and have more fun.

### **Calendar Checkers**

*Circle Ten Council*

Place a calendar page on the floor. Have the boys stand at least six feet away and take turns tossing 3 checkers onto the calendar page. When everyone has tossed their checkers, have them total up their score. The date they have landed on determines their number of points.

### **Paper Airplane Contest**

*Baltimore Area Council*

Give each boy one sheet of paper. Have them design and make airplanes by folding the paper. No other materials may be used. Have a contest judging the planes in one or several categories. Some suggestions are: distance, loops, tricks, or landings, judging the best in each category. It is best to allow the boys to do the judging. Everyone will be a winner!

### **Human Machine Company**

*Baltimore Area Council*

Form into groups of 8 - 10. Each one takes on the part of the machine they are as a group. One by one the parts of the machine go together and sounds are added. Example: a car, one is the engine, another the windshield and another the trunk, etc. Use a little imagination and make up your own machines for fun.

### **Secret Orders**

*Circle Ten Council*

Divide players into two teams. In turn, each player runs from the starting point to the chair, where he picks up a card, reads the "order" and then fills the order. Ex. shakes hands with every member of your team, crawls through the other boys' legs pretending there is a fire and smoke has filled the room, etc. The second team member then runs and reads his order.

The first team to fill all of its orders wins. The fun is in the "orders". Be creative!

### **The Mad Scientist**

*Baltimore Area Council*

One player is chosen as the Mad Scientist and leaves the room. The rest of the players form a line and hold hands. Then, without letting go of their hands, the line ties itself up by crawling under the arms, through the legs, over the arms, etc. The Mad Scientist then returns and tries to untangle the line without anyone letting go of the others hands.

### **Newspaper Ad Relay**

*Baltimore Area Council*

Needed for this game are: 2 or more newspapers, folded; a pair of scissors for each newspaper; a list of ads to be cut (one list per team). Place a newspaper and a pair of scissors on a table or the floor 30 feet from the starting line. Divide players into teams (relay formation). Players run to the folded paper, unfold paper, find ad, cut out ad, refold paper and checks ad off list. Player returns to line and next player repeats process and on through the line. First team done, wins.

### **Genius Balloon Race**

*Baltimore Area Council*

Divide your group into even teams. Set up a goal at the other side of the room. Line your teams up opposite the goal. Give the first person in the line a balloon. Tell them simply that they must go down to the goal and back carrying the balloon, give it to the next person in line, who does the same thing, on to the last player. The first team to finish with all the players is the winner. What makes this a genius race? Simple -- no one is allowed to touch the balloon with their hands! It takes a genius to figure out how to transport that balloon! One little concession; let the receiving person touch the balloon or they may never pass it from one to another,

## **SONGS**

### **“The Invention”**

[http://www.scouting.org/filestore/CubScoutMeetingGuide/pack/February\\_2013\\_WB.pdf](http://www.scouting.org/filestore/CubScoutMeetingGuide/pack/February_2013_WB.pdf)  
(sung to the tune of “The Farmer in the Dell”)

*I had a genius kit,  
Thought lots about it,  
I laid the pieces side by side,  
And examined them bit by bit.  
A nut, a bolt, a screw,  
A piece of wood too,  
A leather scrap, some furry nap,  
And a little bottle of glue.  
A needle and some thread,  
A nail without a head,  
A piece of fire, a bit of wire,  
And this is what I said:  
“I don’t see how this mess,  
Can really quite express,  
My urge for building something grand,”  
But now I must confess:  
I sewed and nailed and glued,  
Until the thing I viewed,  
Was something grand, you understand,  
A mechanical dog that mooded.*

### **Genius At Work**

*Circle Ten Council*

Tune: Down By the Station

Out in his workshop (1)  
Early in the morning (2)  
See the brainy Cub Scout (3)  
Busily at work (1)  
Building a computer (1)  
Watch him turn the knobs (4)  
Buzz, buzz, flash, flash (5)  
Does not compute! (6)

#### **Actions:**

1. Pound fist of right hand on left hand, as if hammering.
2. Yawn and stretch.
3. Point to head to show brains.
4. Cup right hand and turn in front of body, as if turning knobs.
5. Hold hands over ears while blinking eyes fast.
6. Hold hand on head as if head hurts with an **“oh, no”** look on face

### **Cub Scout Inventor**

*Baltimore Area Council*

Tune: Whistle While You Work

Cub Scouts whistle while they work, (Whistle)  
They pitch right in and laugh and grin  
And they whistle while they work.  
Cub Scouts hum a merry tune! (Hum)  
They hum all day to work and play.  
They hum a merry tune!  
Now take these genius kits,  
A sack of scraps and gunk,  
With paint and glue and nails, a few,  
Turn them into priceless junk.  
Cub Scouts whistle while they work, (Whistle)  
They do their bit, they never quit,  
Cub Scouts whistle while they work.

### **“Be a Genius”**

[http://www.scouting.org/filestore/CubScoutMeetingGuide/pack/February\\_2013\\_WB.pdf](http://www.scouting.org/filestore/CubScoutMeetingGuide/pack/February_2013_WB.pdf)  
(sung to the tune of “Are You Sleeping”)

Be a genius, be a genius,  
Do your best, do your best.  
Give science your attention  
Or make a Cub invention  
Genius does the rest!  
Genius does the rest!

### **Frankenstein**

*(Clementine)*

I was working with my test tube  
In a lab’ratory fine,  
When one day I broke my glasses  
And I made poor Frankenstein.

#### **Chorus**

Oh my darlin’, oh my darlin’.  
Oh my darlin’ Frankenstein.  
You are lost and gone forever  
I’m so sorry Frankenstein.(chorus)

He was handsome, he was charming  
And I nailed his head on tight.  
His teeth were nice and pearly  
And his eyes came out at night. (chorus)

Frankenstein helped in the kitchen  
He was making up a cake.  
When he fell in to the batter  
And got mixed up by mistake. (chorus)

Cooking nicely in the oven,  
Oh, the cake came out just fine.  
Told my friends those lumps were raisins  
But those lumps were Frankenstein. (chorus)

### **Old Inventions**

*Baltimore Area Council*

Tune: Auld Lang Syne

Should old inventions be forgot, -  
And never brought to mind,  
Just look in any antique shop  
Old inventions you will find.  
A Victrola, a wind up toy,  
An old telegraph key,  
Inventions that brought hope and joy,  
Don’t last eternally.  
An automatic nose picker,  
A top-coat made of flies,  
A dried up envelope licker,  
And jellies made from mice.  
Inventions may be old and strange,  
But we need new ones too.  
Who’ll find the cure for fleas and mange,  
That inventor may be you.

## **CUBMASTER’S MINUTE**

## IF YOU THINK YOU CAN

*Great Salt Lake Council*

If you think you are beaten, you are;  
If you think you dare not, you don't;  
If you like to win and you don't think you can;  
It's almost a cinch you won't.  
If you think you'll lose, you've lost;  
For out in the world we find  
Success begins with a fellow's will;  
It's all in the state of mind.  
For many a race is lost  
Ere even a step is run  
And many a coward fails,  
Ere even his work is begun.  
Think big and your deeds will grow,  
Think small and you'll fall behind;  
Think that you can and you will—  
It's all in the state of mind.  
If you think you're outclassed, you are;  
You've got to think high and rise,  
You've got to be sure of yourself before;  
You can ever win a prize.  
Life's battles don't always go  
To the stronger and faster man;  
But sooner or later their hearts desire ;  
Cause you're a man who knows he can.  
So take those boys by the hand,  
Show them you are a man.  
Lead them wherever their hearts desire,  
Cause you're a man, who knows he can.  
And when they have grown,  
The way that they should;  
They will remember that man  
Who was there to help,  
When they needed it most  
And know you're a man that can.

### Because Of My Son

Author unknown

*Voyageur Area Council*

Because of my son – I found a job to do.  
I became a Scouter, tried and true.  
I understand boys better – because of my son.  
It happened through Scouting – Gee, what fun.  
Because of my son – I can be worthwhile.  
Oh what a reward, to see a boy's smile!  
'Tis endless, the pleasures gained from Scouting.  
Because of my son – I attend each meeting and outing!  
Because of my son – I've gained friends beyond measure.  
'Tis indeed blessed to hold, such a wonderful treasure!  
Hours that were idle are now filled to the brim,  
Because of my son – I enjoy life with him!  
Because of my son – I've a new way of life.  
I recommend Scouting for each husband and wife!  
Don't spend your spare time, doing nothing at all.  
Because of my son – heed the Scouting call!

[http://www.scouting.org/filestore/CubScoutMeetingGuide/pack/February\\_2013\\_WB.pdf](http://www.scouting.org/filestore/CubScoutMeetingGuide/pack/February_2013_WB.pdf)  
As we retire our flags this evening, let us remember all of the people who have helped to shape this great land—the scientists and engineers, the farmers and the factory workers, the writers and artists, the men and women of our country who gave of their talents, resources, and hard work to make this land what it is today. The fabric of our society is interwoven with all of their contributions, both great and small.

[http://www.scouting.org/filestore/CubScoutMeetingGuide/pack/February\\_2013\\_WB.pdf](http://www.scouting.org/filestore/CubScoutMeetingGuide/pack/February_2013_WB.pdf)

CUBMASTER: Don't give up—to be good at anything, you have to believe that you can do it, and then practice it until you can. There's no easy way to become an expert. You just have to keep at it, over and over. There will be times you'll think that you just can't make it. But don't give up a task because it seems hard. There are few things worth doing that are easy to do at first.

### A Builder Built a Temple

A builder built a temple. He wrought it with grace and skill.  
Foundations and pillars and arches, all fashioned to work his will.  
Men said, as they saw its beauty... "It shall never know decay.  
Great is their still, O Builder, Thy fame shall endure for all days."

A Scouter built a temple, with loving and infinite care,  
Planning each arch with patience, laying each stone with a prayer.  
Non praised his unceasing efforts, non knew his wonderful plan,  
For the temple the Scout built, was unseen by the eyes of man.

Gone is the builder's temple, crumbled into the dust  
Low lies each stately pillar, food for consuming rust  
But the temple of the Scouter built, will last while the ages roll,  
For that beautiful unseen temple is a child's immortal soul.

### THE RABBI AND THE SOAP MAKER

*Great Salt Lake Council*

A Rabbi (Priest, Pastor, Minister, ...) Cubmaster and a Wolf leader who was a soap maker at Lever Bros. were walking along and the soap maker questioned the Rabbi by asking, "What good is religion? There's been religion for a long time, but people are still bad to each other."  
The Rabbi was silent until they saw a Webelos Cub Scout, who was dirty from changing a tire for his Handyman Activity Badge with his den. The Rabbi asked the soap maker, "What good is soap? We've had soap for many, many years and yet people are still dirty."  
The soap maker protested the comparison and insisted that the soap had to be used in order to keep people clean.  
"Exactly my point." said the Rabbi. "Religion," he said, "has to be applied in order to do anybody any good."

*Baltimore Area Council*

Work while you work. play while you play.  
One thing at a time, that is the way.  
All that you do, do with all your might.  
Things done halfway are not done right.  
What you are is god's gift to you.  
What you make of yourself is your gift to God.  
Make it a good gift.

### Four Closing Thoughts

*Circle Ten Council*

One of the hardest things for anyone to do is to stick to what he knows is right while his friends are coaxing him or his enemies are threatening him to do the opposite. A Cub Scout does his best.  
A boy does what he knows; he's what he does; what he's going to be, he's becoming.  
Do Your Best – one of the most important things to learn in life is to put forth your best effort when doing something. That is why we have the Cub Scout motto. As a member of this pack, I hope you will put forth your best effort for the good of the pack and for your own good.  
Don't Give Up – to be good at anything, you have to believe that you can do it, and then practice it until you can. There's no easy way to become an expert. You just have to keep at it, over and over. There will be times you'll think that you just can't make it. But don't give up a task because it seems hard. There are few things worth doing that are easy to do at first.

## CLOSING / FLAG CEREMONIES

Five uniformed Cub Scouts line up at the front of the room and say the following lines. They may hold posters with representative pictures on them.

CUB SCOUT 1: Everyone cannot be brilliant, everyone cannot be smart. I may not be a genius, but I can build a neat go-cart.

CUB SCOUT 2: I can dam a stream with boulders. I can climb trees to the top. I can run for blocks and never even stop.

CUB SCOUT 3: I can't solve a chemical equation or explain Newton's rule, but I can make a peanut butter sandwich that will really make you drool.

CUB SCOUT 4: I don't know much about flowers, but smelling them is a joy.

CUB SCOUT 5: I know I'm not a failure. I'm a genius at being a boy! Good night!

The preassigned den retires the flags

### **Closing Prayer**

#### *Circle Ten Council*

Ask the Cub Scouts and their families to form a large circle and hold hands. The Cubmaster then reads the following prayer that was broadcasted to earth by Astronaut Frank Borman, while on a moon orbiting mission.

"Give us, oh God, the vision which can see thy love in the world in spite of human failure. Give us the faith to trust thy goodness in spite of our ignorance and weakness. Give us the knowledge that we may continue to pray with understanding in our hearts, and show us what each one of us can do to set forward the coming of universal peace."

### **Just Imagine**

#### *Longhorn Council*

Can be done by the Cubmaster or four Scouts.

- Rudyard Kipling, the famous English author, who wrote the story of the Jungle Book, wrote a little poem. It begins like this:
- I keep six honest serving men  
They taught me all I knew;  
Their names are What and Why and When  
And How and Where and Who.
- If you make these six your servants imagine the things you could do! Just imagine for a minute that a little green man from outer space lands in your backyard. Now he wants to know how the picture gets in the television. What causes thunder? Why does night come? Where did your parents live before you were born? Could you answer his questions?
- From this moment on you can decide to be an investigator. Ask questions about everything that you have ever wondered about. What are clouds made of? Are all of the lights in the night sky stars? How would I take care of myself if my parents were gone all day? What can I make by myself? How old are my pets compared to me? What kind of insects live in the field behind my house? How do they protect themselves? What is the street made of? Why is it cooler in the mountains than down in the valley? If the mountains are closer to the sun shouldn't it be hotter? If your parents, teachers and leaders can't give you the answers, then look to books and computers. Just imagine!
- Look around and you will find hundreds of things waiting to be investigated. You've only one life and future...make the best of both!

### **Boy Genius**

#### *Circle Ten Council*

**Setting** 5 uniformed Cub Scouts line up in front of the room and speak the following lines. They may hold posters with representative pictures on them.

Xuβ #1. Everyone cannot be brilliant, everyone cannot be smart. I may not be a genius, but I can build a neat go-cart.

Xuβ #2. I can dam a stream with boulders. I can climb trees to the top. I can run for blocks and never even stop.

Xuβ #3. I can't solve a chemical equation or explain Newton's rule, but I can make a peanut butter sandwich that will really make you drool.

Xuβ #4. I don't know much about flowers, but smelling them is a joy.

I don't think I'm a failure. I'm a genius at being a boy! Good Night!

### **Kitchen Chemistry**

#### *Longhorn Council*

We've all seen a pot of water boiling on the stove. We've seen the water vapor (which many of us mistakenly call steam) rising above the pan. If we allow the process to continue, we see that eventually there's no more water left. The H<sub>2</sub>O, in its gaseous state, becomes a part of the atmosphere. In a closed experiment, that water vapor would be trapped in tubes and recaptured. We don't have that sort of equipment in the ordinary kitchen where some of our experiments took place this month.

We are gathered here together because of one common bond, the boys in our pack. They have graduated on to new, challenging programs as of today. Our challenge, as parents and family members, is to capture their enthusiasm and energy, to direct it in a positive manner. They need our input, providing them with the proper direction, just like the chemical lab captures and redirects the water vapor in an experiment. That's a big part of what the Scouting program is all about.

### **Rope Living Circle**

#### *Circle Ten Council*

**Equipment:** A two or three-foot length of rope or heavy cord for each Cub Scout.

We have seen tonight that we are all geniuses in our own right. It makes you might proud, doesn't it. And we all should be proud of our accomplishments and abilities. We should never forget though that we all depend on other people and our greatness does not come out till we can be great with and for other people.

Would all the Cub Scouts come and make a circle. Take a piece of rope, each of you, and tie it to the rope of the person on your left with a square knot. Joining with other people makes you a better person.

Hold your rope with your left hand and make the Cub Scout sign with your right hand and let's say the Promise together and pledge ourselves again to the ideals of Cub Scouting.