

## COOPERATION: SEPTEMBER 2012 CUB THEME FOR DEN LEADERS

**Core Values & Character Connections** (know-commit-practice): **Cooperation:** Being helpful & working together with others toward a common goal. Cub Scouts can gain a better understanding of the importance of cooperation as they work together to make the pack harvest festival a memorable occasion for everyone, including the new families.

**EDGE** (explain, demonstrate, guide, enable) leader skill to be taught in class this month:

**Den Adults' Meeting.** Discussion on the importance of holding a den adults' meeting. Include in the discussion when & how often an adults' meeting should be held. Good communication is critical in keeping the boys & families in Cub Scouting & in obtaining parents' support for den activities. Share ideas on what should be on the agenda for the first meeting of a Cub Scouting year. Point out that the meeting should be informal and should have time set aside so that families become acquainted with one another. Brainstorm ways to maximize the attendance.

Tiger	Requirements/Electives	With Family *A. = Achievement & *E. = Elective
	*E. 4 make frame for family picture *E. 35 play a game outdoors with family or den	*E. 3 card game, board game, or puzzle w/ family *E. 22 family or den picnic
	*E. 5 family mobile	*E. 35 play a game outdoors with family or den
	*E. 6 song time *E. 7 make/ play instrument with others	

Wolf	Requirements/Electives	*A. = Achievement & *E. = Elective
Feats of Skill & Family Fun	Do: *A.1 a-e, +1 from f-l (1A= play catch 10 steps away, 1B= walk line & board 3 ways, 1C= front roll, 1D=back roll, 1E=falling forward roll, 1F= how high can you jump, 1G=elephant & crab walks /frog leap, J=3 ball passes) *A.10A (character connection: Cooperation)	
It's a Secret & Play a Game	Do: *E. 1A (use a secret code),1B (write friend with invisible ink) *E. 4C (play ring toss), 4D (play beanbag toss),	
Choose from optional Electives, a Belt Loop, or a Patch	*E.4 Play a Game (4A=pie-tin washer toss) (4E=game of marbles & marble belt loop) (4B=marble shooter) (4F=wide-area/large group game with den/pack) *E.7 Foot Power (7C=make & use a pair of "foot racers" with a friend) *E.11 Sing (11C=learn /sing 3 cub songs) (11F=sing with den at pack meeting) *E.18Outdoor (18A=plan/hold family/den picnic) (18B=plan/run a family/den outing) *E.21 Computers (21A=visit business where computers used) (21B=explain what computer does, use to write a report/letter) (21C= what a computer mouse is, how CD-ROM is used)	

**Home Work**-given at beginning/verify at end of month: \*A. 10 Family Fun = Do 2 from B-G (B=make game/play it w/ family, C=plan/go for walk w/ family, D=read book w/ family, E=TV show or radio w/ family, F=attend a concert, play, or other live program w/ family, G=family board game night)

Bear	Requirements/Electives	*A. = Achievement & *E. = Elective
Building Muscles	Do: *A.15 (15B=play 2 games with den) *A.16 (16B= 6 different 2-person games)(16C=30 yd dash; crab, gorilla, & kangaroo relays)	
Games	Do: *A.16 (16A= stretching/curl-up/push-ups/stand-long jump/ softball throw) *A.15 (15A=set up & play 2 listed outdoor games with den)	
Choose from optional Electives, a Belt Loop, or a Patch	*E.8 Cub Scout Band a-d (8A=make/play homemade instrument) (8B= play 2 familiar tunes on any instrument) (8C= play in den band at pack meeting) (8D=play 2 tunes on band/orchestra instrument) *E.16 Farm Animals (16D=visit livestock exhibit at county/state fair) (16B=name/describe 6 kinds of farm animals & their common uses)	

**Home Work**-given at beginning/verify at end of month:

A.10 Family Fun = Do both (10A=day trip/evening out with family & 10B=family fun night at home)

A.12 Family Outdoor Adventures = Do any 3 (12A=family camping, 12B=family hike, 12C=family picnic, 12D=attend outdoor event with family, 12E=plan your outdoor family day)

<b>Patches:</b> BSA Family Award, Utah State Fair Patch	<b>Belt Loops:</b> Chess, Computers, Music, Video Games, Badminton, Marbles, Kickball, Softball, Table Tennis, Volleyball
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### FUN FOR THE FAMILY

<b>1. Shaping Your Family Identity</b>	A-Bookworm, J-Holiday Tradition
<b>2. Developing Personal Skills</b>	B-Courtesy Capers
<b>3. Building a Family Team</b>	D-Family Campout, R-Story Creator, S-Team Spirit
<b>4. Connecting with your Community</b>	F-Community Event
<b>5. Facing Family Challenges</b>	D-Fire Drill

*Character Connection: Cooperation* 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?

### **District Theme is Hometown Heroes**

#### **FRIENDS**

Friends should be radical.  
They should love you when you're unlovable,  
Hug you when you're unhuggable,  
And bear you when you're unbearable.  
Friends should be fanatical.  
They should cheer when the whole world boos.  
Dance when you get good news,  
And cry when you cry too.  
But most of all friends should be mathematical.  
They should multiply the joy, divide the sorrow,  
Subtract the past, and add to tomorrow.  
Calculate the needs deep in your heart,  
And always be bigger than the sum of their parts.  
Be a hero--be a friend to a child.....

BE A HERO IN A CHILD'S LIFE.  
PROVIDE A GREAT PROGRAM.  
GET TRAINED!

#### **PRE-OPENERS** (for Den Meetings)

Note: Best if led by Den Chief or Assistant

#### **Helping Hands** (Sam Houston Area Council)

Give each boy a piece of paper with "HELPING HANDS" written down the side of it. Each boy writes as many ways as he can think of to be helpful to others next to each letter. The only words he can use must start with the letter at the beginning of the line. e.g.: S – Sing Carols (1 point), Shovel Snow (2 points!)

**Cooperation Puzzle** Cut a poster into 3-5 large pieces (use as many puzzles as you need to so that all have pieces). As cubs arrive, give them a random puzzle piece. Have them put their puzzle together without talking. It's hard to not communicate!

### **OPENING/FLAG**

#### **HOMETOWN HEROES OPENING**

C.S.#1: Sometimes a local hero is obvious, the policeman who risks his life to protect us from violence or the fireman who pulls people out of burning buildings.

C.S.#2: Other heroes that come to mind are the ambulance drivers, paramedics, doctors and nurses who save lives everyday.

C.S.#3: Some people around us seem like regular people, but they are heroes because they used to be soldiers in the military and served our country to keep us free.

C.S.#4: A hero is someone who does the right thing, even when they are afraid of failure. They do it because it should be done.

C.S.#5: Some heroes are harder to spot, but they are still there. My heroes include the people who donate blood, teachers who spend their time and energy helping kids, and kids who say "No" to drugs.

C.S.#6: Heroes are all around us. Please join in saluting all the heroes of our country, by repeating with me the Pledge of Allegiance to the Flag.

#### **AS A GOOD CITIZEN OPENING**

C.S.#1: As a good citizen I will try to be helpful and kind.

C.S.#2: I will strive to take good care of all property and practice safety and health rules.

C.S.#3: I will practice thrift and good work habits.

C.S.#4: I will show a respect for authority. I will be honest and dependable.

C.S.#5: Fair play and good manners will be my goal.

C.S.#6: I will take pride in achieving and be patriotic and loyal to my hometown and country.

## CLOSING

### **HERO CLOSING**

Props: Large cards spelling out H-E-R-O, with lines on the back for the boys to read.

H Help is on the way. A hero is someone who helps.

E Everyone can be a hero. You just have to be prepared and know that you can make a difference.

R Remember that even brave people can be afraid. It is acting even when you are scared that makes you brave.

O One person can make a difference. One person who helps can change someone's world.

### **HOMETOWN HEROES CLOSING**

C.S.#1: All of our Hometown heroes are hard working people. You won't find a shirker in the bunch.

C.S.#2: All are Americans trying to improve this country of ours.

C.S.#3: As we leave here tonight, let us keep those hard working Americans in our mind.

C.S.#4: Do the same as they do--do more than your share.

C.S.#5: Help your parents whenever they ask and even when they don't.

C.S.#6: Maybe someday, there will be a boy who will say you are his hero.

### **HOMETOWN HERO CLOSING**

Cubmaster: This month we have learned some important lessons about being heroes. I challenge you all to "Do Your Best" to be someone's hero. Take a moment to think about how we can live up to the words of Bill Elliot...

Do more than belong...participate

Do more than believe...practice

Do more than be fair...be kind

Do more than forgive...forget

Do more than dream...work

Do more than teach...inspire

Do more than live...grow

Do more than be friendly...be a friend

Do more than give...serve

## SKITS

(Boy #1 is trying a magic trick. The other boys are watching. Boy #2 enters, watches, then asks:)

Boy #2: What are you doing?

Boy #1: I'm a magician!

Other Boys: Yeah, he's doing magic tricks.

Boy #2: Oh, really? (Watches, then asks) Why are you doing magic tricks?

Boy #1: I like to do magic tricks because that makes people happy and when people are happy they smile and I like to see people smile.

Boy #2: I can make magic!

Other Boys: Oh, sure! No you can't.

Boy #2: Yes I can, but I need all of you to help with this magic trick. (Leaves)

Boy #1: I didn't know he knew how to do magic tricks.

Boy #3: I'll bet he doesn't know any magic.

Boy #4: He probably won't even come back.

Boy #5: He's just showing off.

Boy #2: (Enters with gardening tools)

Other Boys: Gardening tools?

Boy #5: You call that magic?

Boy #2: No! But with your help and these tools we can make magic.

Other Boys: Oh, sure! Gardening tools aren't magical. How can they make magic?

Boy #2: You said magic makes people happy, didn't you?

Boy #1: Yes, but...

Boy #2: You said you like to make people happy so they will smile, didn't you?  
Boy #1: Yes, but...  
Boy #2: Well, if we take these tools over to Mrs. Robinson's and clean her front yard, I'll bet she would be happy and she would smile the biggest smile you have ever seen.  
Boy #3: Say, I think you have got magic. I'll rake leaves.  
Boy #4: I'll go and get a lawn mower. I've always wanted to do magic tricks!  
Boy #5: Me too! I'll prune her shrubs. I really like Mrs. Robinson. I'd like to see her smile. (Boys agree and start to leave)  
Boy #1: Hey, what about my magic?  
Boy #3: We all want to try (boy's name) magic.  
Boy #1: Oh well, I guess I'll go too. Hey, wait for me!  
RUN-ON

Cub #1: I am one.  
Cub #2: Two is company.  
Cub #3: Three is a crowd.  
Cub #4: (Silent)  
Cub #5: (Silent)  
Cub #6: What are four and five?  
Cub #7: Nine.

### **RUN-ONS/ JOKES/ RIDDLES**

How did the farmer count his cows? With a "cowculator."  
How do you fix a jack-o'-lantern? With a pumpkin patch!  
What do you call cattle with a sense of humor? Laughing stock.  
Why did the farmer call his pig "Ink"? Because it was always running out of the pen.  
Why did the ram fall over the cliff? He didn't see the ewe turn!  
How do you stop a rooster from crowing on Sunday? Eat him on Saturday!  
Did you hear about the farmer who plowed his field with a steamroller? He wanted to grow mashed potatoes!  
Cub 1: What kind of ship never sinks? Cub 2: Friendship!  
Cub 1: What do flowers call their best friends? Cub 2: Buds.

Who can hold up traffic with one hand?  
A policeman.  
Leader: I wouldn't want to be in your shoes!  
Boy: Of course not, Mr. \_\_\_\_\_. They're too small for you.  
Cub #1: What thing in the whole wide world has the most importance?  
Cub #2: (Thinking) I don't know.  
Cub #1: E, since it is first in everybody and everything.

### **THE UNKNOWN LEGEND**

(Group of boys are standing around talking)  
Cub #1: I hear the unknown legend is here! Have you seen him?  
Cub #2: No. He couldn't be as strong as Paul Bunyan.  
Cub #3: Or as courageous as Casey Jones.  
Cub #4: He can't shoot as well as Davey Crockett.  
Cub #5: Or be as wild as Pecos Bill.  
Cub #1: Oh Yeah! He's better than all those heroes put together!  
All: Here he is (point to a Cub Scout leader).  
Note: Don't let the Cub Scout leader know about this ahead of time but make sure he's in the room and paying attention to the skit.

### **WHY ARE FIRE ENGINES RED?**

Cast: 7 Cub Scouts each with a picture of a fire engine to hold.

Cub #1: Why are fire engines red? Well, roses are red too.  
Cub #2: And two and two are four. Four and eight are twelve.  
Cub #3: There are twelve inches in a ruler. Now Queen Mary was a ruler.  
Cub #4: Queen Mary was also a ship. Ships sail on the sea.  
Cub #5: Fish swim in the sea. Fish have fins.  
Cub #6: The Finns fought the Russians. The Russians were red.  
Cub #7: Fire engines are always rushin'. And that's why fire engines are red

### **CRAFTS** (for Den Meetings)

#### **FLAG PLAQUE**

Material: Log (with a diameter large enough for the flag); Sand paper; Varnish; Small American flag; Fabric (optional); Brace and bit; Coping saw; Hanger for the frame.

1. Cut piece of log about 1" thick. You may want to cut it at an angle.
2. Sand the piece well.
3. Draw on it the shape of hole you want. (First practice on a piece of paper)
4. Using an adjustable bit, cut a large hole.
5. With a coping saw, enlarge the hole to the size and shape you want.
6. Varnish the wood.
7. Glue a piece of fabric background to the back of the log, if desired. You may want to leave it open.
8. Make a small hole on the inside bottom of the hole for the flag.
9. Glue a small American flag in the hole.
10. Tack a frame hanger to the back for a hanger.

#### **Picture Frame**

Materials: 13 popsicle sticks; Cardboard; Paint; Fine-point permanent markers; Star shapes (wood or craft foam); Clear plastic sheet (like report cover or sheet protector); Photo of your hero; String; Glue

1. Make a frame with 6 popsicle sticks, two on each side, one on top and one on bottom.
2. Cut cardboard to 2 1/2" x 3 1/2" Cover it with glue and lay the remaining 7 sticks side by side, touching each other. This is the backing.
3. Paint the frame and backing (on the popsicle stick side) any color you desire.
4. If you are using wooden shapes, paint them.
5. Draw design on the frame with markers. (First practice on paper and decide what you want to draw.)
6. Glue star shapes onto the frame.
7. Put the photo of your hero behind the frame to see if it fits. If it's too big, trim the photo.
8. Trace the photo on a clear plastic sheet. Cut the clear plastic. Tape it to the photo. This will protect the photo.
9. Glue or tape the photo on the sides of the frame.
10. Attach the backing.
11. Tie string to the top horizontal popsicle. Hang the frame.

#### **BEST PARENT MEDAL**

Give this special award to your parent.

Materials: Frozen juice can lid; Colored paper; Crepe streamer; Markers; Small star stickers (optional); Scissors; Glue; Magnet strip

1. Trace the can lid on a colored sheet of paper. Cut out the circle.
2. Using a round container or cup slightly smaller than the lid, trace and cut a circle.
3. Write your message on the smaller circle--like "HERO," "BEST MOM," "BEST DAD," etc.
4. Glue the smaller circle in the middle of the larger circle. Let dry.
5. Cut crepe streamer about three times longer than the circumference of the lid.
6. Fold crepe paper lengthwise, leaving about 1/4" on one side. (Don't worry if it's not too straight)
7. Glue the folded side of the crepe paper on the juice lid, tucking paper so it fits in the circle. The edge of crepe paper should be sticking out from the lid.
8. Glue circles on the lid and part of the crepe paper.
9. You may want to decorate the circles with star stickers.
10. Cut "ribbons" out of colored paper and glue on the back of the lid so the ribbon hangs down nicely.
11. Attach magnet strip on the back.

### **HERO'S MEDAL**

Materials: Stiff paper (cardboard, tag board); Wide ribbon (3-4" long); Large safety pin.

1. Fold a regular piece of note paper and cut out a star shape. For instructions on how to make a star, see below. Use 8 1/2" x 11" paper and trim down to the size of your liking.
  2. Trace the star on cardboard and cut it out.
  3. Decorate the star with markers and stickers. Include the word "HERO."
  4. Fold the ribbon in half and glue the ends to the back of the star.
  5. Slip a large safety pin through the fold in the ribbon.
1. Fold the paper in half crosswise.
  2. With the fold at the bottom, bring the lower right-hand corner up to the halfway point on the left side. Crease well.
  3. Fold the right-hand edge over to the left and crease.
  4. Fold the remaining section on the left over to the right and crease.
  5. Cut along the dotted line. The smaller portion is the star.

### **GAMES** (for Den Meetings)

#### **Shifting Shapes** (Roundtable Planning Guide)

Materials: Soft rope 25 to 30 feet long, tied end to end to form a circle for each team; a set of cards with different shapes (circle, triangle, square, diamond, etc.) drawn on them for each team.

Divide the group into teams of 6 to 8 players. Provide each team with a rope circle. All team members stand outside the rope circle, with their hands on the rope. Assign a pack leader or den chief for each team.

This game is played in silence. On signal, each leader shows his or her team the first card and the players create that shape with their rope without talking to one another. Players can move up or down the rope as long as their hands are on the rope. When the shape is done to the satisfaction of each team member, the team as a group claps their hands. Then the leader shows them the second card. The teams compete for the number of shapes they create within an allotted time, accuracy, and their cooperative spirit.

**Crab Soccer** <http://familyfun.go.com/games/indoor-outdoor-games/game/crabsoccer/>

What You Need: 2 heavy-ply yard trash bags, Newspaper, Twist-tie, Tape (or a large ball)

How To Play: 1. Make a crab soccer ball by double-bagging heavy-ply yard trash bags. Stuff with balled newspaper, twist-tie closed, and tape the whole crosswise.  
 2. Simply pick teams and set up two goals (marked by anything: hats, old sneakers, etc.).  
 3. It's just like soccer, with the big exception that players can only run (make that scuttle) and kick in the crab position?in other words, in a sort of leaning-back race-car-driver stance, propped up on their arms and feet, with derriere just off the ground.  
 4. The team that scores the most goals wins.  
 TIPS: The field should be modest in size; if it is too large, kids will feel it in their burning tricep muscles.

**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.)

**WHO AM I?**

Prepare slips of paper with names of heroes or helpful people from any category--people from your community, people in your pack, national and international heroes, or characters from popular books, TV, or movies. Tape or safety pin a slip on the back of each player, instructing them to mingle with the group and by asking questions, find out what character they are. Only questions calling for yes or no answers may be used. Explain that when the person has identified their character, they may remove the slip.

**KEY TO THE CITY**

Divide Cub Scouts into two teams. Divide each team into two groups. Two parts of a team face each other across the room or a playing field (allow some distance to run). Have two large keys cut out from cardboard. On signal, the first boys with the key will run to the first boy in the opposite line and hand over the ‘Key to the City.’ First team to have run all boys with the ‘Key to the City’ is the winner. Present that team with the ‘Key to the City’ and an applause.

**FIREMAN RELAY**

You will need a set of Dad’s old clothes, a bucket and a log for each team. Put blue or white crepe paper streamers 2-3 feet long in each fire bucket. Players form two teams. First player puts on a “fireman’s suit” (old clothes) on top of his own. He runs to a spot about twenty feet away where a log represents a “fire.” He picks up a bucket, pours the “water” (streamers) on the fire, refills the bucket (replaces streamers), and runs back to his team. He takes off his “fireman’s suit” and gives it to the next player. The team that finishes first is the winner.

**FIRE FIGHTERS RELAY**

Divide the players into relay teams. One person from each team will stand on the opposite side of the play area--he is the fire fighter. On the start signal, “FIRE! FIRE!” the fire fighter from each team will run across the area to save his team members from the burning building. He will take one person by the wrist or hand and run with him to the original position. You could make the route an obstacle course where they must crawl beneath the smoke for a distance. When the fire fighter and the rescued person reach safety, the rescued boy becomes the fire fighter and goes to rescue another of the team members still at the opposite end of the room.

**SONGS** (Den & Pack meetings)

**We’re Glad to See You Here**

(Tune: Farmer in the Dell)  
 We’re glad to see you here,  
 It gives us joy and cheer.  
 Sure, it’s true, we say to you  
 We’re glad to see you here.

Right here in my hometown,  
 You see every day,  
 A group of great people,  
 Of whom you might say...  
 All are hometown heroes,  
 Not like Batman or Herc.  
 They might not be famous,  
 They just do their work.  
 The friendly policeman,  
 The librarian,

**HOMETOWN HEROES**

(Tune: On Top of Old Smokey)

What have they in common?  
They all are your friends.

I do my best to do my duty  
That's what Cub Scouting is about.

### **I AM PROUD**

(Tune: Yankee Doodle Dandy)  
I am proud to be a Cub Scout  
It makes me want to sing and shout  
I wear a uniform of blue and gold  
It's really a sight to behold  
You would like to be a Cub Scout  
I know without a single doubt

### **The More We Get Together**

The more we get together, together, together  
The more we get together, the happier we'll be  
'Cause your friends are my friends  
and my friends are your friends  
The more we get together the happier we'll be.

## **CUB GRUB** (for Den Meeting)

### **Cooperation Trail Mix** Be Aware of Food Allergies!

Have each Cub bring a favorite salty or sweet treat to share (Between 1 or 2 cups). Put all treats together to make the trail mix. Give between 1 or 2 cups to each cub.

### **RECIPE FOR A GOOD SELF-CONCEPT**

10 oz. Package BELIEF in yourself (marshmallows)  
1/4 cup of PRIDE (margarine or butter)  
(Melt margarine in large saucepan over low heat. Add marshmallows and stir until completely melted.)  
Mix together with COURAGE to do your best (1 teaspoon vanilla)  
Sprinkle the top with a little of your relationship with others.  
Warm with positive thoughts and actions, then cook for many years.  
Add 6 cups of I CAN (crispy rice cereal)  
Press mixture into buttered 9" x 13" pan.

## **CHEERS** (for Pack Cooperation theme)

### **Cooperate Cheer** (Roundtable Planning Guide)

Divide the audience into 4 groups. Assign "Co," "Op," "Er," and "Ate" & have each group practice their part. Have each group say their part loudly as the leader points to them. Mix up the word for fun, but finish with saying the whole word, "Cooperate!"

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

**GRAND APPLAUSE:** While sitting stomp feet four times, slap knees four times, clap hands four times, stand up and yell HURRAH!

**GRAND HOWL:** Cub Scouts form a circle around the person being honored. Each Cub Scout in the circle squats, touching the fingers of both hands (each one making the two-fingered Cub Scout sign) to the ground, between his feet. Then, like young wolves, the Cub Scouts raise their heads and give a long howl: "Ah-h-kay-y-la! Wee-e'll do-o-o ou-u-u-ur best!" As the word "best" is yelled, very sharply, everyone jumps to his feet, raises his hands high above his head, and gives the Cub Scout sign.

## **AUDIENCE PARTICIPATION SKITS**

**FIRE ENGINE:** Divide audience into four groups.

Bell -- "Ding, ding, ding."

Horn -- "Honk, honk, honk."

Siren -- "Rrr, rrr, rrr."

Clanger -- "Clang, clang, clang."

Point to different groups. Raise your arm to have everyone make their sounds at the same time.

### **CUBBY, THE FEARLESS VIRUS CATCHER**

Practice motions and words with each group before beginning story. The leader who narrates the story should say key words with great drama and pause for each section to do their part.

**MESSAGE:** Swing one arm around rapidly in a circle, say "You've got mail!"

COMPUTER: Stand straight up, arms at side, say "Beep!"

SCHOOL: Arms overhead, swing back and forth, say "Ding-Dong!"

TEACHER: Cup hands around imaginary apple, say "Thanks for the apple!"

VIRUS: Arms out in front, wiggle fingers, say "Glub, glub!"

CUBBY: Stand and give Cub Scout salute, say "Do Your Best!"

One morning, a young boy named Josh got up early and checked his e-mail to see if he had a new MESSAGE. Josh turned on his COMPUTER and dialed his SCHOOL. The MESSAGE from his TEACHER came back immediately: "Emergency! Every COMPUTER in the SCHOOL has gotten a VIRUS!" The young man knew this was no ordinary disaster, so he turned off his COMPUTER and quickly changed into his special super hero costume. Josh became CUBBY, the Fearless VIRUS Catcher. As CUBBY got to SCHOOL, he spotted his TEACHER. In his deepest voice, he said, "Good morning, ma'am, I received a MESSAGE that this SCHOOL has a COMPUTER VIRUS!"

"Why, it's CUBBY!" she said, "The Fearless VIRUS Catcher! Right this way," she said. The TEACHER rushed to the COMPUTER lab. CUBBY pretended he didn't know his way around the SCHOOL, just to protect his secret identity.

CUBBY leaped into action! Neatly folding his cape, he turned into a stream of electrons and entered the nearest COMPUTER like a lightning bolt! Looking out through the monitor screen, CUBBY could see his TEACHER gasp in surprise. Over in the corner by the memory chips, slouched the nasty VIRUS! CUBBY grabbed the VIRUS by its tail and trapped it in his special Containment Unit. Immediately, he sent a MESSAGE to his TEACHER: "One COMPUTER freed, nine to go."

The SCHOOL was going crazy, as word of the VIRUS hunt spread. From COMPUTER to COMPUTER he jumped, trapping each VIRUS, then sending a MESSAGE to his TEACHER: "Another COMPUTER saved!" Finally, CUBBY was down to his last VIRUS, but it was nowhere to be found. He crawled through the COMPUTER, searching behind the power supply, around the hard drive, and through the circuits. At last CUBBY spotted the VIRUS on a floppy disk in the disk drive.

Letting out a fierce yell, CUBBY jumped on the VIRUS and wrestled it into his special Containment Unit. Exhausted, CUBBY materialized in front of his TEACHER, dragging the smoking Containment Unit holding all the VIRUSES.

"I got the last one, ma'am," he said proudly. "You truly are a super hero!" cried the TEACHER. "All in a day's work," said CUBBY, as he rushed off to change. A few moments later, Josh wandered into the room saying, "Hey, it looks like I missed all the excitement." The TEACHER scratched her chin thoughtfully and wondered to herself, "I wonder why Josh is never around when CUBBY is chasing a VIRUS..."

## **CLANCY TO THE RESCUE**

CLANCY: Feel your muscles, like a strong man

HORSES: Make horse noises, by slapping legs

YELL: Use your hand over your mouth

FIRE ENGINE: 1/3 of the group makes a high pitched Ssss

CLANGING

THE BELL: 1/3 of the groups says, "Clang, clang!"

HOSE: 1/3 of the group makes a sh sh sh sh sound like water from a hose

STEAM: Everyone makes high pitched Sssss sound

If you like HORSES, you would have enjoyed living back in 1899, when they had old fashioned steam FIRE ENGINE, pulled by HORSES, and driven by the greatest hero anywhere, CLANCY. Yesssir, CLANCY was our hero! Everyday when there was no fire, he would take the HORSES out for exercise, trotting them gently up and down the street. If there was a bunch of kids who wanted to see the HORSES, CLANCY would always stop and let the kids pet them.

Sometimes the alarms were in the daytime, but sometimes they were at night. When they were at night, one of the men would YELL up to the fellows above, and the men would get up, stretch, and slide down the pole. Then they would run to the FIRE ENGINE where the STEAM was up, and away they would go to the fire, CLANGING THE BELL, with CLANCY driving the HORSES.

One night most of the men were in bed; the others were playing checkers, when the alarm rang.

Where was the fire? At the mayor's big two story house.

The YELL man gave the YELL. The firemen got up, stretched, slid down the pole, jumped on the FIRE ENGINE and away they went, CLANGING THE BELL, with the HORSES running as fast as their legs would carry them. Would they be in time?

Quick as a flash, they were there. CLANCY stopped the HORSES and YELLED, "Keep the steam up, men!" Then they started the fire HOSE and began to squirt the water. CLANCY strained to see the upstairs window where the mayor's wife and child were trapped. Flames were everywhere. CLANCY YELLED, "You'll have to jump!" The mayor's wife was afraid, so CLANCY threw her a rope and she came right down into the middle of the net.

The men kept fighting the fire. They put the HOSE on it and kept up the STEAM in the FIRE ENGINE. Before long the fire was out, so they turned off the HOSE and all got on the FIRE ENGINE and went CLANGING THE BELL back to the fire house. Yes, to CLANCY and the other men it was all in a day's work. The sleepy firemen went back upstairs and quickly went sound to sleep (EVERYBODY SNORES).

(Boy #1 is trying a magic trick. The other boys are watching. Boy #2 enters, watches, then asks:)

Boy #2: What are you doing?

Boy #1: I'm a magician!

Other Boys: Yeah, he's doing magic tricks.

Boy #2: Oh, really? (Watches, then asks) Why are you doing magic tricks?

Boy #1: I like to do magic tricks because that makes people happy and when people are happy they smile and I like to see people smile.

Boy #2: I can make magic!

Other Boys: Oh, sure! No you can't.

Boy #2: Yes I can, but I need all of you to help with this magic trick. (Leaves)

Boy #1: I didn't know he knew how to do magic tricks.

Boy #3: I'll bet he doesn't know any magic.

Boy #4: He probably won't even come back.

Boy #5: He's just showing off.

Boy #2: (Enters with gardening tools)

Other Boys: Gardening tools?

Boy #5: You call that magic?

Boy #2: No! But with your help and these tools we can make magic.

Other Boys: Oh, sure! Gardening tools aren't magical. How can they make magic?

Boy #2: You said magic makes people happy, didn't you?

Boy #1: Yes, but...

Boy #2: You said you like to make people happy so they will smile, didn't you?

Boy #1: Yes, but...

Boy #2: Well, if we take these tools over to Mrs. Robinson's and clean her front yard, I'll bet she would be happy and she would smile the biggest smile you have ever seen.

Boy #3: Say, I think you have got magic. I'll rake leaves.

Boy #4: I'll go and get a lawn mower. I've always wanted to do magic tricks!

Boy #5: Me too! I'll prune her shrubs. I really like Mrs. Robinson. I'd like to see her smile. (Boys agree and start to leave)

Boy #1: Hey, what about my magic?

Boy #3: We all want to try (boy's name) magic.

Boy #1: Oh well, I guess I'll go too. Hey, wait for me!

## **FLAG PLAQUE**

Material: Log (with a diameter large enough for the flag); Sand paper; Varnish; Small American flag; Fabric (optional); Brace and bit; Coping saw; Hanger for the frame.

1. Cut piece of log about 1" thick. You may want to cut it at an angle.
2. Sand the piece well.
3. Draw on it the shape of hole you want. (First practice on a piece of paper)
4. Using an adjustable bit, cut a large hole.

5. With a coping saw, enlarge the hole to the size and shape you want.
6. Varnish the wood.
7. Glue a piece of fabric background to the back of the log, if desired. You may want to leave it open.
8. Make a small hole on the inside bottom of the hole for the flag.
9. Glue a small American flag in the hole.
10. Tack a frame hanger to the back for a hanger.

### **Picture Frame**

Materials: 13 popsicle sticks; Cardboard; Paint; Fine-point permanent markers; Star shapes (wood or craft foam); Clear plastic sheet (like report cover or sheet protector); Photo of your hero; String; Glue

1. Make a frame with 6 popsicle sticks, two on each side, one on top and one on bottom.
2. Cut cardboard to 2 1/2" x 3 1/2" Cover it with glue and lay the remaining 7 sticks side by side, touching each other. This is the backing.
3. Paint the frame and backing (on the popsicle stick side) any color you desire.
4. If you are using wooden shapes, paint them.
5. Draw design on the frame with markers. (First practice on paper and decide what you want to draw.)
6. Glue star shapes onto the frame.
7. Put the photo of your hero behind the frame to see if it fits. If it's too big, trim the photo.
8. Trace the photo on a clear plastic sheet. Cut the clear plastic. Tape it to the photo. This will protect the photo.
9. Glue or tape the photo on the sides of the frame.
10. Attach the backing.
11. Tie string to the top horizontal popsicle. Hang the frame.

### **BEST PARENT MEDAL**

Give this special award to your parent.

Materials: Frozen juice can lid; Colored paper; Crepe streamer; Markers; Small star stickers (optional); Scissors; Glue; Magnet strip

1. Trace the can lid on a colored sheet of paper. Cut out the circle.
2. Using a round container or cup slightly smaller than the lid, trace and cut a circle.
3. Write your message on the smaller circle--like "HERO," "BEST MOM," "BEST DAD," etc.
4. Glue the smaller circle in the middle of the larger circle. Let dry.
5. Cut crepe streamer about three times longer than the circumference of the lid.
6. Fold crepe paper lengthwise, leaving about 1/4" on one side. (Don't worry if it's not too straight)
7. Glue the folded side of the crepe paper on the juice lid, tucking paper so it fits in the circle. The edge of crepe paper should be sticking out from the lid.
8. Glue circles on the lid and part of the crepe paper.
9. You may want to decorate the circles with star stickers.
10. Cut "ribbons" out of colored paper and glue on the back of the lid so the ribbon hangs down nicely.
11. Attach magnet strip on the back.

## HERO'S MEDAL

Materials: Stiff paper (cardboard, tag board); Wide ribbon (3-4" long); Large safety pin.

1. Fold a regular piece of note paper and cut out a star shape. For instructions on how to make a star, see below. Use 8 1/2" x 11" paper and trim down to the size of your liking.
2. Trace the star on cardboard and cut it out.
3. Decorate the star with markers and stickers. Include the word "HERO."

4. Fold the ribbon in half and glue the ends to the back of the star.

5. Slip a large safety pin through the fold in the ribbon.

1. Fold the paper in half crosswise.
2. With the fold at the bottom, bring the lower right-hand corner up to the halfway point on the left side. Crease well.
3. Fold the right-hand edge over to the left and crease.
4. Fold the remaining section on the left over to the right and crease.
5. Cut along the dotted line. The smaller portion is the star.

## CLOSING/ (CUBMASTERS) DEN LEADER MINUTE

(for Pack Cooperation theme)

### **Twisted Rope** (Roundtable Planning Guide)

Materials: Two strands of cord, blue and yellow.

Cub Scout 1: (Holding two strands of cord) By itself, neither of these strands is very strong.

(Hand the cords to the next Cub Scout.)

Cub Scout 2: I think a couple of strong Cub Scouts could break either one.

(Hand the cords to Cub Scouts 3 and 4.)

(Cub Scouts 3 and 4 start twisting the cords into a single rope.)

Cub Scout 5: (Pointing to the finished part of the rope)

Together the two strands make a rope that is more than twice as strong as either one alone.

Cub Scout 6: If we cooperate with each other and work together, we can be much stronger.

Cubmaster: Let us all work together in the coming Cub Scouting year to make our pack strong.

Please rise and make a Cub Scout sign. Let's repeat the Cub Scout motto.

The only things we keep permanently are  
those we give away  
--Waite Phillips

Last night my son confessed to me  
Some childish wrong  
And kneeling at my knee  
He prayed with tears:  
"Dear God, make me a man  
Like Daddy - wise and strong,  
I know you can."  
Then while he slept  
I knelt beside his bed,  
And prayed with low-bowed head:  
"O, God, make me a child  
Like my child here,  
Trusting Thee with faith sincere."  
-Author Unknown