

PERSEVERENCE: JUNE 2012 CUB THEME FOR DEN LEADERS

Core Values & Character Connections (know-commit-practice):

Perseverance: Sticking with something and not giving up, even if it is difficult. Cub Scouts will discover that they need to try and try again to master a skill such as knot tying. As they work hard for advancement, they will recognize in themselves and in others the quality of perseverance.

Tiger	Requirements/Electives	With Family *A.= Achievement & *E.= Elective
	*A. 5D den hike	*E. 40 Go swimming or take part in an activity in water
	*E. 18 sew a button onto fabric	

Wolf	Requirements/Electives	*A. = Achievement & *E. = Elective
Tools	*A. 5A (identify, name, & tell use for 7 tools), *A. 5B (show how to use pliers), *A. 5C (identify a Phillips head & a standard screw, drive & remove a screw from a board), *A. 5D (show how to use hammer), *A. 5E (make birdhouse/bookends or something useful)	
Make It	*E. 3A (make a recipe card holder), *E. 3B (measure your stretched hand), *E. 3C (make & use a bench fork), *E. 3D (make a door stop), *E. 3E (make something else)	
Camping	*E. 23A (participate with pack on an over-night campout), *E. 23B (explain the basics of safety in the outdoors), *E. 23C (tell what to do if lost), *E. 23D (explain buddy system), *E. 23E (attend day camp), *E. 23F (attend resident camp), *E. 23G (participate with den at a campfire in front of pack), *E. 23H (with den/pack/family participate in an outdoor worship service)	

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

Bear	Requirements/Electives	*A. = Achievement & *E. = Elective
Shavings & Chips	*A. 19A (know knife safety rules), *A. 19B (show care & use a pocketknife), *A. 19C (with adult, make carving with pocketknife), *A. 19D (earn Whittling Chip card)	
Sawdust & Nails	*A. 20A (show use & care of 4 tools shown in book), *A. 20B (build toolbox), *A. 20C (use 2 tools shown in 20A to fix something)	

Requirement: *A. 19 do all 4, *A. 20 do all 3

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

Optional= Repairs *E. 17A (with adult, fix an electrical plug or appliance)
17B (use glue or epoxy to repair something), 17C (remove & clean a drain trap),
17D (refinish or repaint something),
17E (agree with an adult family member on some repair job to be done & do it.

Optional=Swimming *E 19D (explain buddy system & basic swimming safety rules),
19A (jump feet first into water over your head, swim 25 ft., stop, turn sharply, & swim back),
19B (swim elementary backstroke for 30 ft.), 19C (float on back for at least 1 minute),
19E (do a racing dive from edge of pool, swim 60 ft. using a racing stroke),

Patches: *Outdoor Activity Patch	Belt Loops: Hiking, Swimming
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FUN FOR THE FAMILY

1. Shaping Your Family Identity	C- Family Ancestors, Q-Treasure Hunt
2. Developing Personal Skills	M-Practice Makes Perfect, R-Words! Words! Words!
3. Building a Family Team	L-Happy Hikers, P-Read-a-thon
4. Connecting with your Community	H-Conservation Project
5. Facing Family Challenges	L-Obstacles! Obstacles!

Cub Scout Perseverance Skit

Adult Leader or Den Chief: One of the things we try to learn in Cub Scouting is Perseverance. That is a big word. What does it mean?

Cub Scout 1: In the Bible it says, “The waters wear the stones.”

Cub Scout 2: The water does this a little bit at a time over many years. We might want things to happen quickly, but sometimes we have to be patient.

Cub Scout 3: A Chinese proverb says, “The man who removes a mountain begins by carrying away small stones.”

Cub Scout 4: This means we have to keep trying to accomplish our goals, even if it is just a little at a time.

Cub Scout 5: We’ve all heard the saying “If at first you don’t succeed, try, try again.”

Cub Scout 6: Sometimes things don’t go our way. But don’t give up.

Leader: Perseverance means be patient, keep trying, and don’t give up.

More Information

Cub Scout Core Values: [Perseverance](#)

Another Skit

Cub #1: Perseverance is a big word

Cub #2: Each Cub Scout should know.

Cub #3: Really, it is easy for

Cub #4: Scouts always on the go.

Cub #5: Even when it’s hard, we’re

Cub #6: Very busy all the time.

Cub #7: Eager to do our best.

Cub #8: Ready to show we’ve tried.

Cub #9: And we learn about PERSEVERANCE;

Cub #10: Now we stick with our tasks.

Cub #11: Cub Scouts keep on trying

Cub #12: Every job can be a blast!

PUPPET SKIT

How a Cub Scout Helped the Tortoise and the Hare

adapted from an Aesop’s fable by Suzanne Becker, Iron Horse District

Characters:

The Narrator

Mr. Hare

Mr. Tortoise

Andy, the Cub Scout

Script:

Narrator: Do you know the story of the Tortoise and the Hare? It’s a fable by Aesop. You may think you know this story, but I’d bet you haven’t heard the version of how Andy, the Cub Scout helped the tortoise and the hare. Sit back and watch.

One day a hare met a tortoise along a wooded path. The hare wasn’t very nice and he started to make fun of the tortoise.

Hare: Ha, ha, ha! You are so slow. Your feet are small. Your neck is long. You take such a long

time to go anywhere.

Tortoise: Mr. Hare, you may be able to move very fast, maybe as fast as the wind. But if we were ever in a race, I would be the one to win.

Hare: No way. That's impossible. You are slow. I am fast. I'll show you. Let's have a race.

Tortoise: OK, then. We will ask my Cub Scout friend, Andy, to choose the race course. And he will wait for us at the finish line. Will you do that, Andy?

Andy, the Cub Scout: Yes, I will help you. I will be waiting for both of you at the end.

Remember to do your best! See you at the finish line!

Narrator: On the day of the race the tortoise and the hare started the race together. Their Cub Scout friend, Andy, was there, too. He told them when to start.

Andy, the Cub Scout: Mr. Tortoise, Mr. Hare, are you ready?

Tortoise: Yes, I am.

Hare: You bet!

Andy, the Cub Scout: OK! On your mark. Get set. GO!

Tortoise: (Talking to himself.) I will not stop walking. I will keep walking slow and steady. I will keep walking straight to the finish line.

Hare: (Talking to himself) Tortoise walks so slowly that I have time to take a nap. (He sits down on the side of the track and falls asleep.) ZZZZZZZZZZ:.

Narrator: Mr. Hare finally woke from his nap. And did he ever have a surprise.

Hare: Oh, my goodness, I fell asleep! I will have to run as fast as I can. I wasted so much time!

Narrator: Then Mr. Hare saw Mr. Tortoise. He had already reached the finish line!

Hare: How did you do it? This is impossible!

Tortoise: While you slept, I kept walking. I may be slow, but I was steady and patient. So I made it to the finish line before you.

Andy, the Cub Scout: Tortoise is correct, Mr. Hare. He got to the finish line first. He won the race.

Hare: But why did Tortoise win when I am so much faster than he is?

Andy, the Cub Scout: Mr. Hare, do you remember what you said when you woke up from your nap? You said, "I wasted so much time."

Hare: You're right, Andy. I did waste time. And I thought it was more important to be fast.

Andy, the Cub Scout: Being fast doesn't always mean that you will win.

Hare: I learned my lesson! Mr. Tortoise, I am sorry I made fun of you. You may not be fast, but you are steady. You start what you finish. You have PERSEVERANCE. That's why you won the race.

Tortoise: Thanks, Mr. Hare. I'm proud that I finished the race. That's the most important thing for me. I made it to the finish line.

Andy, the Cub Scout: Congratulations to both of you!

Narrator: The moral of this story is: Slow and steady wins the race!

Tortoise and Hare Exercise

Boys are in a circle, about three feet apart, and begin jogging slowly in place. When the leader calls, "Hare," the tempo is stepped up, knees are lifted high, and the arms are pumped vigorously. When the leader calls, "Tortoise," the tempo slows to an easy jog. Make changes swiftly for more fun.

Pre – Den Meeting

Leave no Trace Scavenger Hunt

Materials: Prepared list of natural objects found in your meeting area (oak tree, birch tree, thorn, ladybug, clover, animal print, etc.)

See how many items listed on a piece of paper the boys and parents can find without collecting them. This is the Leave No Trace element. Boys write or draw simple descriptions of what they

find. If this game is played in a park area where there are other people, make sure an adult accompanies each boy.

BEACH BALL VOLLEYBALL

Equipment: Volleyball net and different sizes of beach balls

Play like regular volleyball, only using a beach ball.

Snapping fish

Equipment: Mousetrap, fishing pole with piece of foam rubber and sinker on the line

Place a mousetrap, set to spring, anywhere from 8 to 20 feet away. The fisherman tries to spring the trap by hitting it with the foam rubber but without catching the line in the trap.

CHEERS

Practice Makes Better Applause

This applause should be started slowly and get faster and faster. The more you practice the better you get!

Clap lap ó clap hands ó right hand on nose, left hand on ear.

Clap lap ó clap hands ó left hand on nose, right hand on ear.

Clap lap ó clap hands ó right hand on nose, left hand on ear.

Clap lap ó clap hands ó left hand on nose, right hand on ear.

Relay Applause

Have one Cub Scout, in each row or section, begin this applause. The first Cub Scout will clap twice and then clap the hands of the person next to him. The next Cub Scout claps twice and then claps the hands of the next person and so on. This clap is passed across the row. Everyone continues to clap in unison after they receive their clap and until everyone in the room is clapping.

End of Hike Cheer: Throw hands up in the air and shout, "We made it!"

Earning the Emergency Preparedness Award

The Emergency Preparedness Award is part of a BSA program of emphasis for Cub Scouts, and leaders, in cooperation with the Federal Department of Homeland Security. Details of the program are online, on the official BSA web site at www.scouting.org/scoutsource/media/publications/emergencypreparedness/award.asp

SONGS

Square Knot Song

(Tune: "When Johnny Comes Marching Home")

Let's take a rope and tie some knots,

Hurrah! Hurrah!

Right over left, left over right,

Hurrah! Hurrah!

A square knot is the knot we've tied.

We'll stick with it. We'll show we've tried.

And you'll know we're Cubs 'cause we'll all do our best with pride.

Alive, Awake, Alert

(Tune: "If You're Happy and You Know It")

Ïm alive, awake, alert, enthusiastic.
Ïm alive, awake, alert, enthusiastic.
Ïm alive, awake, alert.
Alert, awake, alive,
Ïm alive, awake, alert, enthusiastic!

ACTIONS

Stand.

õALIVEö ó slap thighs

õAWAKEö ó clap hands

õALERTö ó snap your fingers

õENTHUSIASTICö ó wiggle hips

You Will Succeed!

by Tamela De Maranville, Phoenix District

(Tune: If You're Happy and You Know it)

When you're struggling and you know it,

Don't give up.

When you're tired and you show it,

Keep it up.

Because success comes from working and

You know it will be challenging,

Keep on going, keep on trying,

Don't give up!

Pantomime Safety Rules

The leader thinks up a number of health or safety actions. For example, "Look before crossing the street"; "Use hand signals when you ride your bike"; "Wear a raincoat on a rainy day". Write them on separate pieces of paper and drop them in a box. Then ask for a volunteer to go first and start the game. He comes forward and selects a slip of paper. He pantomimes the safety rule for the rest of the den or pack. The first one to correctly guess what he's doing gets to act out the next phrase.

Back to Back Race

Pairs stand back to back with their backs touching and must run together to a goal and back with one running forward and the other running backward. If they separate, they must start over.

Water Carry

Mark a start/finish line and another line about 10 feet away. All players line up along the start/finish line. Each receives a foam or paper cup of water, which they are to place on the back of their right hand. At the signal, each walks to the second line, transfers the cup to the back of his left hand (using only his teeth), and walks back to the finish line. Winners are those who keep the water in their cup.

Neckerchief Slide

Animal Symbols for Perseverance

Native American cultures, as well as other cultures world-wide, look to animals as symbols for the quality of

perseverance. Those animals include the ant, the salmon and the tortoise. In conversations with your Scouts talk about animals that exhibit perseverance. Ask them to choose one animal and draw or find artwork to represent the animal. Make a copy small enough to fit on a piece of pvc pipe. Glue the picture in place and wear as a neckerchief slide.

Tortoise and Hare Exercise

Boys are in a circle, about three feet apart, and begin jogging slowly in place. When the leader calls, "Hare," the tempo is stepped up, knees are lifted high, and the arms are pumped vigorously. When the leader calls, "Tortoise," the tempo slows to an easy jog. Make changes swiftly for more fun.

PROJECTS / /// CRAFTS CRAFTS

Wooden Spoon Puppet

Turn a wooden spoon into a fun puppet.

Materials: a wooden spoon, markers, tape or glue, pipe cleaners, scraps of paper and fabric, other embellishments

Instructions:

1. Draw a face on the bowl side of the spoon using markers. It could be a person or an animal or any character you like.
2. Decorate the handle of the spoon to represent the body of the character. Use paper or fabric. Attach with glue or tape.
3. Arms and legs can be made by twisting pipe cleaners in place on the handle of the spoon.
Note: Smaller puppets can be made in the same manner using plastic spoons.

Stick Puppet

Stick puppets can be made so quickly and simply.

Draw or find a picture that represents the puppet character you would like to use. Coloring books and children's magazines are good resources for simple pictures. Color or embellish the picture and cut out the image. Glue to a craft stick or dowel. Make one for every character in your puppet skit.

Puppet Stage ó design by Randy Bell, Iron Horse District

Materials:

ÉLarge Cardboard Box/ Sheet or Foam board

É1 yard of fabric material

ÉGlue or tape

ÉTempera paint

ÉScissors or utility knife

ÉMetal straight edge and/ or ruler

ÉA great imagination

Start with a large cardboard box, and cut the top, back, and bottom panels off. If working with a large sheet of cardboard, divide it into three parts. Cut a large square in the middle panel for the stage area. Be sure to leave room around the opening to decorate around it.

Decorate and paint the stage to your liking. Layering cutouts for the stage curtain can add depth and imagery to the stage. Drape fabric across the top of the stage to provide cover and background scenery. Set the stage on a table covered with a blanket or table cloth. The puppeteers will act out their play behind the stage.

Inspiration for Leaders

Perseverance

Encourages us to use

Resources within ourselves and

Serve not only us but

Everyone who takes the time to see the

Values of the

Experience as we

Rely on the

Action taken when we do

Not give up the

Challenges that are made and

Endured

CUB SCOUTS PREPARE TO SUCCEED!

Follow the Suggested Requirements for a Full Fun Month.

Cover One of the areas each den meeting Wolfs and Bears list.

Bears will need the Whittling chip Card. Get at the Scout shop.
Look in your manuals.

Do outdoor activities, **It's Summer!!!!**