

POWER UP! : JANUARY 2010 CUB THEME CUBMASTERS

Games/Activities

Electric Squeeze (Turn On the Power-2000 -Santa Clara Pow Wow Bk)

Cub Scouts hold hands in a circle, with "It" in the center. One player starts the "shock" by squeezing the hand of one of the Cub Scouts next to him. That player passes it on. The shock may move in either direction. "It" watches the faces and hands of the players, trying to spot the location of the shock. When he guesses correctly, the player caught becomes "It." (See Cub Scout Leader How-To Book (pg. 2-25)

Pinwheel (Turn On the Power-2000-Baloo's Bugle) Sam Houston Area Council

Materials: Construction paper, brad, penny, straw, hole punch, scissors, pencil

Directions: Cut paper into a 6" x 6" square. Draw diagonal lines from corner to corner. Using the penny, trace a circle in the center. Cut the diagonal lines to the edge of the circle in the center. Punch 4 holes in the pinwheel, to the right of each cut close to the edge, and one in the center. Punch a hole through the top of straw using hole punch. Fold each corner, without creasing, to the center and fasten together with the brad. Push the brad through the hole in the top of the straw and loosely fasten the brad. Hold in the wind!

Model Hovercraft (Why Does It Do That?-2003-Santa Clara Pow Wow BK)

Supplies: Cardboard (can be a sour cream lid with a smooth flat side or a CD that you don't want to use), pencil, glue, paper, thread spool (cut pieces of pvc pipe or use a water bottle top), balloon
Directions:

1. Cut a 4" square piece of cardboard
2. With help from an adult, punch a hole in the center of the cardboard. Make the hole the same size as the hole in the spool.
3. Glue the spool to the cardboard on top of the hole. Make sure the holes line up, and that you use enough glue so that no air can escape between the spool and the cardboard.
4. Cover the top of the spool with a circle of paper – secure with glue.
5. Punch a hole in the middle of the paper cover where the hole of the spool is. The hole should now run through the paper, spool, and cardboard without any obstructions.
6. Blow up the balloon & twist the end to keep the air from escaping. Stretch the balloon over the top of the spool.
7. Set the hovercraft on a level table.
8. Let go of the balloon. Give the hovercraft a few gentle pushes, and watch it travel across the table.

Windmills <http://pbskids.org/zoom/activities/sci/windmills.html>

Materials Needed: index cards, tape, string, pencils, pushpins, a cup

Instructions

1. Build a windmill with all that stuff, if you can.
2. Use the windmill to lift as many quarters as possible from the floor to the top of a table using a hair dryer.



ZOOM Vehicle <http://pbskids.org/zoom/activities/sci/zoomvehicle.html>

Materials Needed: piece of string (6 feet long), straws, balloons, paper clips, paper, rubber bands, 6 inches of masking tape

1. Make a ZOOM Vehicle that goes from one end of a six-foot string to the other.
2. To build your string track, attach the six-foot piece of string in between two chairs.
3. To build your vehicle, you can use straws, three balloons, paper clips, paper, rubber bands, and six inches of masking tape.
4. What kinds of things do you need to think about in order to build a successful vehicle? Make sure your vehicle has a lot of force, but not too much resistance.
5. With a second string track of the same length, you could also get together with some friends to see who could get their vehicle to ZOOM to the end of their string first!

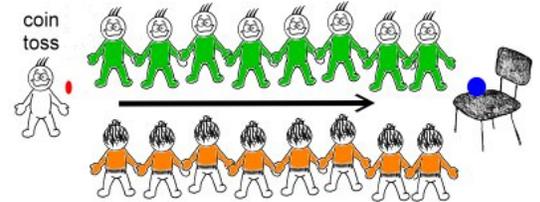


Earth Day-Land & Water Game: <http://partysuppliesshop.com/earth-day/#Free%20Earth%20Day%20Game>
On hearing the word "land" the players jump forward, on hearing the word "water" backward. Then change the word "land" to "mountain" or "ground". The actions of the players must be the same as after the word "land". The word "water" may be changed into "sea", "lake", "river", etc. If a player makes a mistake they have to sit down & the game continues. The last player standing wins the game.

Pulse Game <http://www.group-games.com/action-games/pulse-game.html>

Materials Required: A coin, a chair, and any small object like a tennis ball. Recommended Setting: Indoors. The Pulse Game (also known as the Electric Current Game or the Electricity Game) a fast paced action game, two long lines of humans resemble a fast moving electric current!

Setup: To set up the Pulse Game, you need to form two teams of equal size. The easiest way to do this is probably to have each player pair off with another person. When you've divided the group evenly, have each team member face the same direction, and have each team facing each other. Instruct each team to hold hands to form two long human chains. At the end of the two lines, place a chair with a small object (e.g. a tennis ball) on it. The referee stands at the front (see picture below).



Playing the Pulse Game: To play the pulse game, have the two players at the front of the line watch the referee. Have everyone else close their eyes and face downward. Instruct everyone to be silent. For each round, the referee does the following: Flip a coin and quietly show it only to the first two players at the front of each team. Whenever the coin shows "Heads," the two people at the front of the line must squeeze the hand of the next person in line as quickly as possible. Whenever that player's hand gets squeezed, he or she quickly continues to "pass the electric current" by squeezing the next person's hand, and so on. As the "electric current" transfers along the line, the goal of the game is to be the first team to grab the object (the ball) on the chair. If heads was flipped and a team successfully grabs the ball, that team wins a point. On the other hand, if the team grabs the ball but heads was not flipped, then the point goes to the other team. After each coin flip, wait several seconds and then flip again. Keep flipping until the coin shows "Heads." For a short game, the winner is the first team to score 10 points. For a long game, you can increase the number of points.

Audience Participation

Franklin Discovers Electricity (Turn On the Power-2000-Baloo's Bugle) York Adams Council

Franklin: "A Penny Saved"

Experiment: "Try it! Try it! Try it!"

Lightning: "Zap-Zap-Zap"

Electricity: "Shocking!"

It was the 1740's when Ben FRANKLIN started working with ELECTRICITY. He conducted many different EXPERIMENTs to try to understand more about it. His most famous EXPERIMENT being his kite flying one in June of 1752. FRANKLIN believed that LIGHTNING was a flow of ELECTRICITY taking place in nature. To test his hypothesis, he tied a metal key to a child's kite and flew the kite during a thunderstorm. The key became charged with ELECTRICITY, and Ben had proof that LIGHTNING is really a string of ELECTRICITY. His kite and other EXPERIMENTs helped him develop many of the words and terms that we still use today when dealing with ELECTRICITY: charge, discharge, conductor, minus, plus, electrician, electric shock, and others. FRANKLIN 's numerous EXPERIMENTs with LIGHTNING led to his invention of the LIGHTNING rod. The LIGHTNING rod is used to protect buildings and ships from getting struck by LIGHTNING. Benjamin FRANKLIN was a huge contributor to the field of ELECTRICITY. He is said to be the first man to discover anything spectacular about ELECTRICITY, and he is well known by people everywhere for that. Unlike some other inventors in ELECTRICITY, FRANKLIN did not spend his entire life working with it. He invented many other things that had nothing to do with ELECTRICITY, such as bifocals, the FRANKLIN Stove, and the odometer. In 1831, he founded what is considered as the first public library. He wrote Poor Richard's Almanac, which was published from 1732 to 1757. He also established the first fire department and a police force. FRANKLIN was also a huge political power in colonial America. Benjamin FRANKLIN died at age 84 on April 17, 1790. He will forever be remembered for his contributions to ELECTRICITY and the rest of the world.

Closing/ Cubmaster's Minute

It's Up to You (Baloo's Bugle-Turn on the Power 2000 Heart of America)

Personnel: 5 Cub Scouts

Cub 1: God gave you this day To do just what you would, You can throw it away; Or do some good.

Cub 2: You can make someone happy; Or make someone sad. What have you done with the day that you had?

Cub 3: God gave it to you to do just as you would, You can do what is wrong; Or do what is good.

Cub 4: You can hand out a smile; Or just give them a frown, You can lift someone up; Or just put them down.

Cub 5: What did you do With your beautiful day? God gave it to you; Did you throw it away?

TURN ON THE POWER (Turn On the Power-2000-Baloo's Bugle)

Contributed by Scott Thayer: Sequoia Council, California

What is the most powerful thing you can think of?

Is it a locomotive that can pull a hundred railroad cars?

Or is it a mighty rocket with giant engines that roar and belch fire?

Is it a nuclear energy plant with enough power to light up a whole city?

Or is it the sun, with enough energy to warm a whole planet?

As powerful as all these things are, there is a limit to their energy.

A locomotive and a rocket can run out of fuel, and the fuel rods of a nuclear plant wear out after a while.

Even the sun sets after a few hours, leaving half the world cold and in darkness.

But there is another power source that never runs out of energy and that will never leave us in the cold.

That power is God, and it's important that we learn how to connect with God's power.

We learn how to do that by regularly attending our family's place of worship and by practicing its teachings.

Why don't you "plug into" the greatest power in the universe by worshipping God this week?

MISC:

Light Bulb Applause: Pretend like screwing in light bulb, saying, "Bright, bright, bright."

Opening Ceremony I(Turn On the Power-2000-Baloo's Bugle)

Sam Houston Area Council

The room is darkened (dimmed lights). A den of boys comes out playing with pinwheels, hand-held electronic games, solar-powered calculators, etc.

The Cubmaster, using a flashlight, walks over to turn on/up the lights in the room. One boy looks at his watch and says, "Wow, it's time to go, so they can get on with the show!" The boys hurry to their seats.

Cubmaster: I'm sure you know by now that this month's theme is "Turn on the Power", one of the most powerful things here tonight is the Power of Scouting. Will the boys of den ___ please present the Colors.

Opening: I CAN

I can: stand tall in my heritage and believe fully in America!

I can: strive for the highest pinnacle, or any other spot I so choose, it is my decision, to make.

I can: worship at the church of my choice, read whatever books, articles, or newspapers I choose, select my own home, friends, job and associates!

I can: sleep peacefully, free from the fear of midnight persecution, secure in the protection of my rights!

I can: fail as well as succeed, this is true freedom!

I can: shape my own destiny, have my vision realized, achieve anything I really believe I can!

I can: fail and still be counted a man, gain strength and experience through mistakes, lose it all, and start over again as many times as my spirit is willing, until my dreams are reality!

I can: grow as large as my dominant aspirations, be as big as I am willing to pay the Price to become!

I can: own my own home, start a business, invest in my future, climb to the stars by constructing my own staircase!

I can: compete and receive in direct proportion to my efforts, thank others for assistance in my success, but look only to myself for my failures!

I can: raise my family in freedom and freely change homes, jobs, friends, tastes, location, vocation and avocation, but, most importantly, I can change myself!

I can: because I am an American!

Please join me in pledging allegiance to the flag of the United States.

Lamp Post (Turn On the Power-2000-Santa Clara Pow Wow Bk)

Characters: Any number of uniformed Cub Scouts; one boy playing part of lamppost.

Setting: A boy stands on stage holding a lighted flashlight. He wears a sign marked "Lamppost." The stage lights are dimmed. As skit opens, first Cub Scout comes on stage and begins to look for something near lamppost.

CUB SCOUT 2 (enters): What are you looking for?

CUB SCOUT 1: I've lost a dollar and I just have to find it. (Cub Scout 2 helps look, as Cub Scout 3 enters.)

CUB SCOUT 3: What are you looking for?

CUB SCOUT 1: I've lost a dollar and I just have to find it. (Cub Scout 3 begins to look as ?Next boy enters.

Continue this procedure until last person enters.)

LAST CUB SCOUT: What are you looking for?

CUB SCOUT 1: I have lost a dollar and I just have to find it.

LAST CUB SCOUT: Where did you lose it?

CUB SCOUT 1: Down the street.

ALL (looking disgusted): Then why are we looking here?

CUB SCOUT 1: Because this is where the light is! (Others chase Cub Scout 1 off stage.)

(See Cub Scout Leader How-To Book pp.4-8 to 4-9)

Cub Power(Turn On the Power-2000-Baloo's Bugle) York Adams Council

Have the Cubs make up 8-1/2 by 11 sheets with the letters spelling out "CUB POWER" using really "electrifying" colors. Tape the boys' lines to the backs of the pages.

C - Cub Scouts are the brightest.

U - You will see tonight.

B - Because we really can,

P - Power up the night.

O - Outdoors, indoors, anywhere

W - We will have great fun.

E - Everyone will know

R - Really! Cub Scouts are Number One!

LEADER: Let's start our fun off tonight with the Pledge of Allegiance.

[All stand, salute, and say the Pledge.]

At the very end of the Pledge, the Den can shout out "Cub

Power" like people shout "play ball" at ball games.

Energy(Turn On the Power-2000-Baloo's Bugle)

Greater St. Louis Area Council

Setting: A group of Scouts stand with flashlights around the awards area. As the ceremony starts, the lights are turned off so the area is lighted with flashlights, as Cubs and their families are called forward to receive awards.

CM: It took a lot of energy to achieve this award. Energy of fathers to supply materials and support, energy of mothers to guide and lead the Cub Scouts, and of course (names of Cub Scouts who are receiving awards) who devoted time and energy to complete the achievements and gain this award, and who decided to use this energy wisely. Everything worthwhile takes energy. Use your energy wisely.

By the Light of My Scout Flashlight(Turn On the Power-2000-Baloo's Bugle)

(Tune: By the Light of the Silvery Moon)

Heart of America Council

By the light of my Scout flashlight

Wish I could see, what it was that just bit my knee

Batteries, why-y did you fail me?

The chance is slim, the chance is slight

I can last through the night, with my Scout flashlight

York Adams Council(Turn On the Power-2000-Baloo's Bugle)

Q: What did the light bulb say to the generator? A: "I really get a charge out of you!"

Q: Why do transformers hum? A: They don't know the words.

Q: What did the baby light bulb say to the mommy light bulb? A: "I love you watts and watts!"

Q: Why was the free electron so sad? A: It had nothing to be positive about!

Q: Why did the lights go out? A: Because they liked each other!

Two atoms were walking down the street one day, when one of them exclaimed, "Oh, no I've lost an electron!" "Are you sure?" the other one asked. "Yes," replied the first one, "I'm positive."

Jokes

Trapper Trails Council (Turn On the Power-2000 -Baloo's Bugle)

Cub picks up ringing telephone, and says, "You don't say, you don't say. you don't say. "

Who was that?

I don't know. He didn't say.

YOU CAN HELP CONSERVE ENERGY AND PROTECT THE ENVIRONMENT (Save It For Us-2001-Santa Clara Pow Wow Bk)

Fill in the blanks.

1. Always turn the TV _____ when you're finished watching it.
2. Use a _____ or washable cloth to clean up messes instead of _____.
3. Save all your newspapers, _____, and bottles. Help your parents recycle them.
4. Don't leave the refrigerator door _____. Get what you need quickly and _____ the door.
5. Color on _____ sides of your paper.
6. Save energy by turning off the _____ when you leave an empty room.
7. Pick up garbage you see on the ground and _____ it away in a _____ can.
8. Don't leave the water _____ when you brush your teeth.
9. You are _____. You can _____ save the environment.

Words: help, cans, throw, open, both, paper towels, lights

Important, garbage, sponge, shut, running, off