

October 2009

Many Waters District

Cub Scout Roundtable



Den Leader Hand Out

“The spirit is there in every boy; it has to be discovered and brought to light.”

Quote by: Sir Robert Baden-Powell

October 1, 2009

Agenda:

- No break out this month

In this handout:

- General Information
 - Flag Ceremony
 - Core Values
- Crafts / Gathering Activities
 - Bobcat Activity Fun
 - Halloween Boneyard Maze
 - Spooky Ghost Maze
 - Make a Book Cover
- Crafts that become games
 - Stick Dice Game
 - By the Numbers
- Game ideas
 - Pick A Card Trick
 - Spoon Race
 - Buddy Relay
- Song idea
 - I've Got That Cub Scout Spirit song
- Skit idea
 - Ice Fishing No Fish System

•Opening Flag Ceremony

- ***Attention! Will the audience please rise!***
- ***Color guard, advance!***
- Color guard advances from rear of room with flag bearers in front, followed by guards.
- If there is one aisle, the American flag and guard come first. If there are two aisles, the American Flag should on the Right and crosses over to the left in front of the Pack Flag. (Pack on Left, crosses to Right as viewed from the audience)
- As procession begins and the flags are in sight, the speaker gives his next command.
- ***Hand salute!***
- He salutes and audience does likewise. Flag bearers and color guards take position in front of room near flag stands. They stand at attention, facing the audiences. Flag bearers do not salute - they hold the flag firmly. Color Guard (not holding flag) salute the American Flag.
- ***Please repeat the Pledge of Allegiance with me.***
- ***Color guard, post the colors!***
- The American flag is placed in its stand first. The pack flag is then posted and its bearer and guard salute it and step back into place.
- ***Two!***
- (Salutes are dropped)
- ***Color guard, dismissed!***

•Closing Flag Ceremony



- ***Attention! Will the audience please rise?***
- (Wait until everyone is standing.)
- ***Color guard, advance.***
- The color guard should advance with the flag bearer going behind the appropriate flag and the color guard behind him, facing the audience.
- ***Hand salute!***
- (Speaker and audience salute)
- ***Color guard, retire the colors.***
- The American flag is lifted from the stand first. When both flag bearers are ready, they proceed to the center and out of the room. When the flags have exited the room, speaker gives last command.
- ***Two!*** (Salutes are dropped.)
- ***Color guard, dismissed!***

CUB SCOUT

CHARACTER DEVELOPMENT

Since its origin, the Scouting program has been an educational experience concerned with values. In 1910, the first activities for Scouts were designed to build character, physical fitness, practical skills, and service. These elements were part of the original Cub Scout program and continue to be part of Cub Scouting today

Character development should extend into every aspect of a boy's life. Character development should also extend into every aspect of Cub Scouting. Cub Scout leaders should strive to use Cub Scouting's **12 core values** throughout all elements of the program—service projects, ceremonies, games, skits, songs, crafts, and all the other activities enjoyed at den and pack meetings.

Cub Scouting's 12 Core Values

1. **Citizenship:** Contributing service and showing responsibility to local, state, and national communities.
2. **Compassion:** Being **kind** and considerate, and showing concern for the well-being of others.
3. **Cooperation:** Being **helpful** and working together with others toward a common goal
4. **Courage:** Being **brave** and doing what is right regardless of our fears, the difficulties, or the consequences.
5. **Faith:** Having inner strength and confidence based on our trust in God.
6. **Health and Fitness:** Being personally committed to keeping our minds and bodies **clean** and fit.
7. **Honesty:** Telling the truth and being **worthy of trust.**
8. **Perseverance:** Sticking with something and not giving up, even if it is difficult.
9. **Positive Attitude:** Being **cheerful** and setting our minds to look for and find the best in all situations.
10. **Resourcefulness:** Using human and other resources to their fullest.
11. **Respect:** Showing regard for the worth of something or someone.
12. **Responsibility:** Fulfilling our duty to God, country, other people, and ourselves.

12 Core Values and the Scout Law

Boy Scouts learn and strive to live by the Scout Law:

A Scout is trustworthy, loyal, helpful, friendly, courteous, kind, obedient, cheerful, thrifty, brave, clean, and reverent

Many of the core values of Cub Scouting relate directly to the Scout Law:

Core Value	Scout Law
Compassion	Kind
Cooperation	Helpful
Courage	Brave
Health and Fitness	Clean
Honesty	Trustworthy
Postive Attitude	Cheerful

Character can be defined as the collection of core values possessed by an individual that leads to moral commitment and action.

Character development should challenge Cub Scouts to experience core values in six general areas: God, world, country, community, family, and self.

Character is "values in action."

Character Connections™

The goals of the Cub Scout leader are

- to seek out and maximize the many opportunities to incorporate character development.
- to convince the young Cub Scout that character is important to the individual, to community, country, world, and God.



his family,

Character development should not be viewed as something done occasionally as part of a separate program, or as part of only one area of life. For in reality, character development is a part of everything a Cub Scout does. Character development lessons can be found in every aspect of the Cub Scouting experience.

When it comes to developing character, the complete person must be considered. Character development involves at least three critical areas:

1. Know (thought)
2. Commit (feeling)
3. Practice (behavior)

In Cub Scouting, addressing these three critical areas and relating them to values is referred to as **Character Connections**.

Character Connections asks the Cub Scout to:

Know

Character development includes moral knowledge—both awareness and reasoning. For example, children must understand what honesty means and they must be able to reason about and interpret each situation, and then decide how to apply the principles of honesty.

What do I think or know about the core value? How does the context of this situation affect this core value? What are some historical, literary, or religious examples representing the core value?

Commit

Character development includes attention to moral motivation. Children must be committed to doing what they know is right. They must be able to understand the perspectives of others, to consider how others feel, and to develop an active moral conscience.

Why is this core value important? What makes living out this core value different? What will it take to live out this core value?

Practice

Character development includes the development of moral habits through guided practice. Children need opportunities to practice the social and emotional skills necessary for doing what is right but difficult, and to experience the core values in their lives.

How can I act according to this core value? How do I live out this core value? How can I practice this value at school, at home, and with my friends?

To make Character Connections an integral part of Cub Scouting, the 12 core values are being integrated throughout the boys' handbooks and advancement program. Program support for character development can be found in *Cub Scout Program Helps*, in the *Cub Scout Leader Book*, and at your monthly roundtable meetings.

Remember:

- Core values are the basis of good character development.
- Character must be broadly defined to include thinking, feeling, and behavior.
- Core values should be promoted throughout all phases of life.



Bobcat Activity Fun

Name: _____

Adults help the Scout work through this activity sheet.

1. Cross out the lines that do not belong in the **Cub Scout Promise**? There are two lines that do not belong.

I, [your name], promise to do my best
To do my duty to God and my country,
I promise to clean our Den Leaders garage,
To help other people, and
To tickle other people, and
To obey the Law of the Pack

After you crossed out the lines that don't belong, say the Cub Scout Promise out loud.

2. Unscramble the words in the **Law of the Pack**. Write the correct word on the line.

buC
The _____ Scout follows Akela.

tuocS
The Cub _____ helps the pack go.

spleh
The pack _____ the Cub Scout grow.

sevig
The Cub Scout _____ goodwill.

After you filled in the words, say the Law of the Pack out loud.

3. Circle these letters in the words below. W E B E L O S

W E' ll B E LOyal Scouts

Say Webelos (WE-buh-lows). It is a Cub Scout secret that stands for **We'll be Loyal Scouts**.

4. Put these words in the correct order to mean the **Cub Scout motto**.

Best Your Do

5. How many fingers do you use in the Cub Scout salute? Circle the right answer.

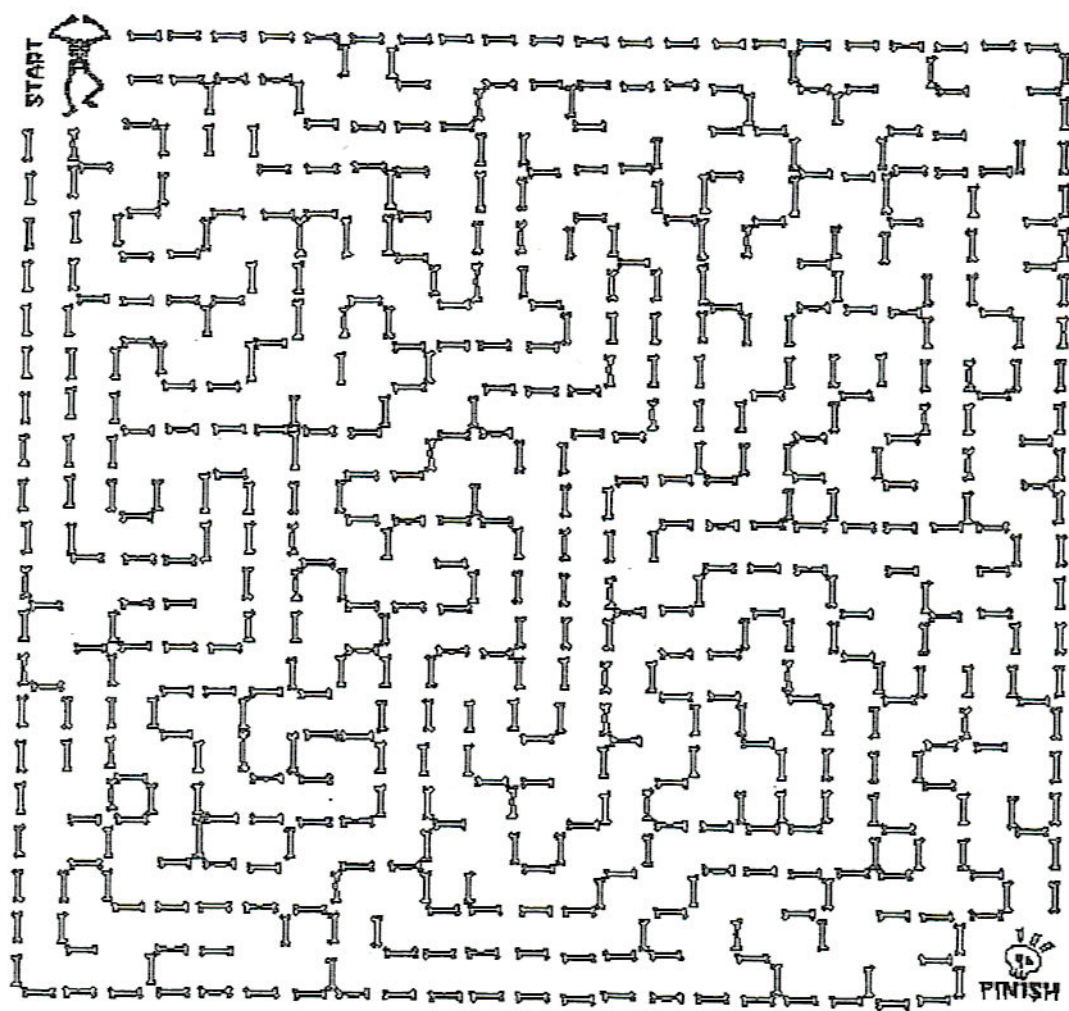
1 2 3 4 5 6 7 8 9 10 11 12 13 14

6. Can you find the hidden smiley face on this page? If you find it, you win a free smile from your Den Leaders.

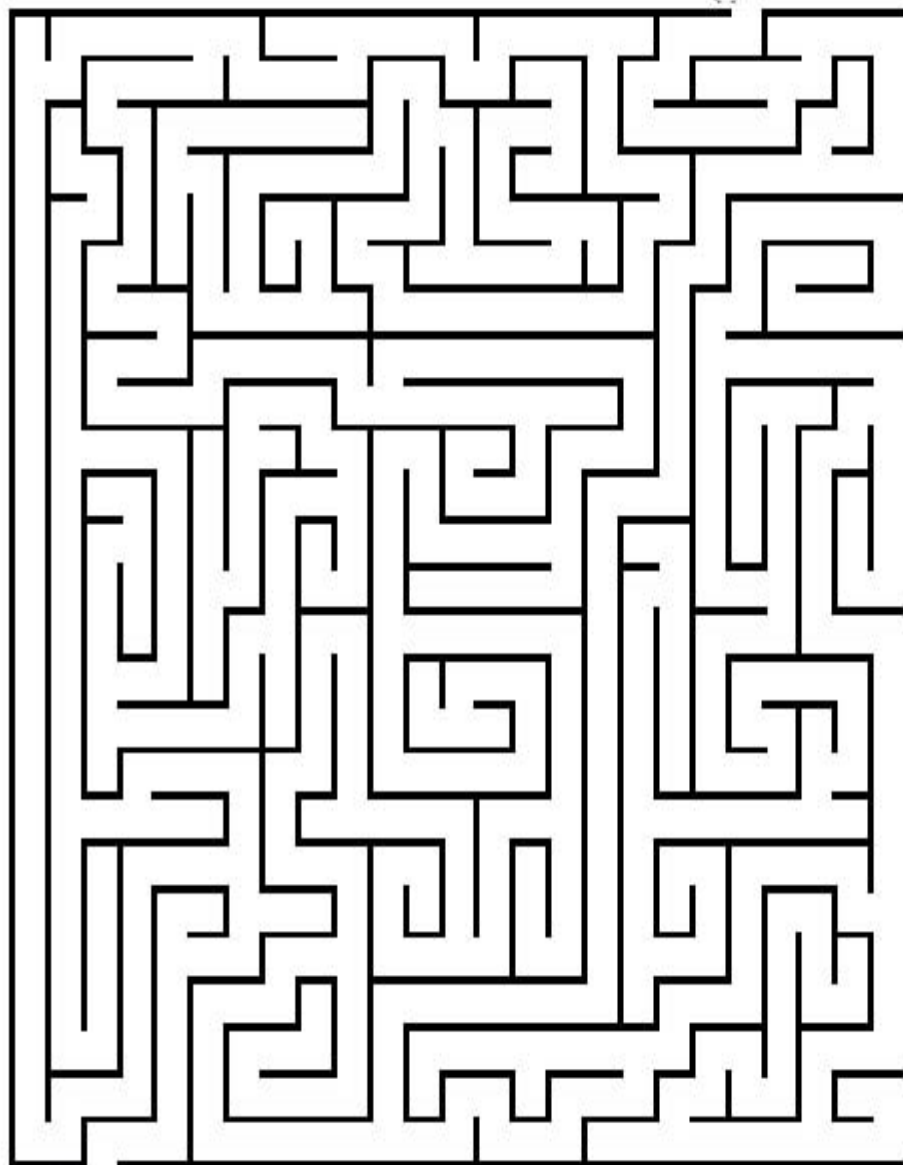
Halloween BoneYard Maze Game

-- Hard

The skeleton has lost his head. Can you help him find it?



Can you find the path
between these two
spooky ghosts?



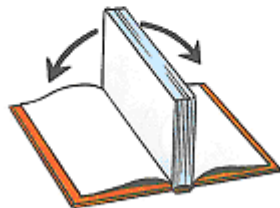
Make a Book Cover

Materials Markers, pens, stickers, anything you can think of to decorate your book mark. Paper or plastic to make a book cover. We are using a paper grocery bag (don't forget to use the handles for book marks).

Directions After you complete the steps below, decorate your book mark as time allows.

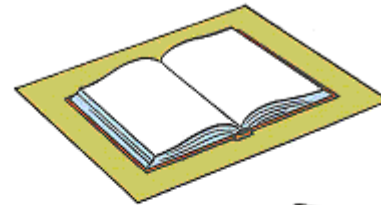
C Books are important. Show that you know how to take care of them. Open a new book the right way. Make a paper or plastic cover for it or another book.

1. Hold the book on a table.

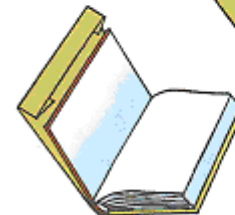
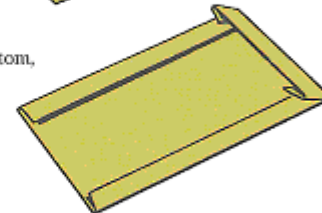


2. Let go of one cover and then the other. Put the covers down gently. Keep the pages closed and upright. Now take a few pages at a time and lightly press them down.

3. Cut paper 3 inches bigger than the book.



4. Fold the top, bottom, and right sides.



5. Slip the book cover into the right-side fold. Make a fold for the front cover. Open the book and slip the front cover into the fold.

Stick Dice

Materials: Three craft sticks per boy, red and black markers.

Some American Indians used Stick Dice, which are two-sided pieces of decorated wood, bone, or horn. Decorate yours with the markers, using all black on one side, and all red on the other.

Play the game: Two players take turns throwing the dice. The first player tosses the dice on the floor. The score depends on how the dice fall. Players continue taking turns until one has 20 points.

Sample Scoring:

Three black sides up = 3 points

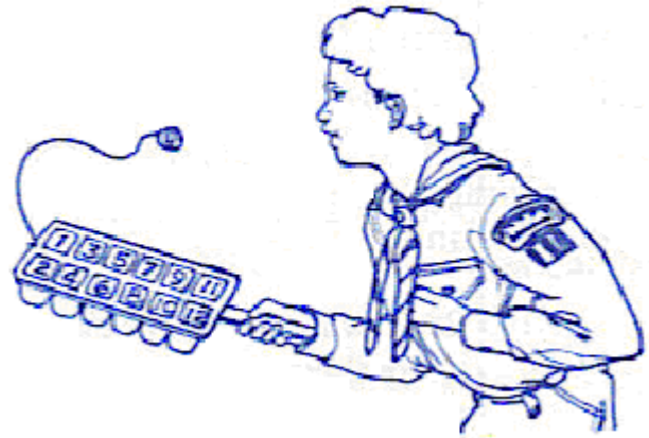
Three red sides up = 2 points

Two black and one red = 1 point

Two red and one black = 0 points



By the Numbers



Materials

An egg carton, markers, paint stick, 20 inches of string, aluminum foil, and duct tape.

Directions to Make

1. Cut off the top and tab of the egg carton. You will only need the bottom of the egg carton.
2. Write numbers 1 through 12 in the bowls of the egg carton.
3. Tear off about 4 inches of aluminum foil.
4. Tape the string to one end of the aluminum foil. Ball up the aluminum foil. Make sure the string is securely attached to the ball.
5. Make a hole in one end of the carton and attach the string.
6. Tape the paint stick on the bottom of the carton.

Directions to Play

1. Hold the paint stick, fly the ball into the air and catch it.
2. See how many points you can earn within a given time.

Pick A Card Trick



Preparation

Divide a deck of cards with red cards in one pile, black cards in the other. Then place the two piles on a table facedown.

Directions

The performer asks someone to pick a card from either pile and then show his card to the audience. Meanwhile, you pick up the rest of the pile where he chose a card and place it in your pocket or under the table as inconspicuously as possible.

Have the person place his card anywhere in the pile that is left on the table. With great flourish, pick up the pile and without letting the audience see the cards, fan them out. The card he “replaced” in the pile will be obvious as it is of a different color than the pile. Ask, “Is this the card you chose?” The audience will be amazed.

Spoon Race

Materials Wrapped candies, and spoons.

Preparation Lay out a starting line and an ending line approximately 10 feet apart. Boys divide into teams.

Directions

1. The first boy in each team takes a spoon, places a wrapped candy on it, runs to the ending line, turns around, and brings the spoon and candy back to the next boy.
2. Each team member repeats in turn.
3. The first team to finish wins.
4. If the candy is dropped, the boy must start over.

Buddy Relay

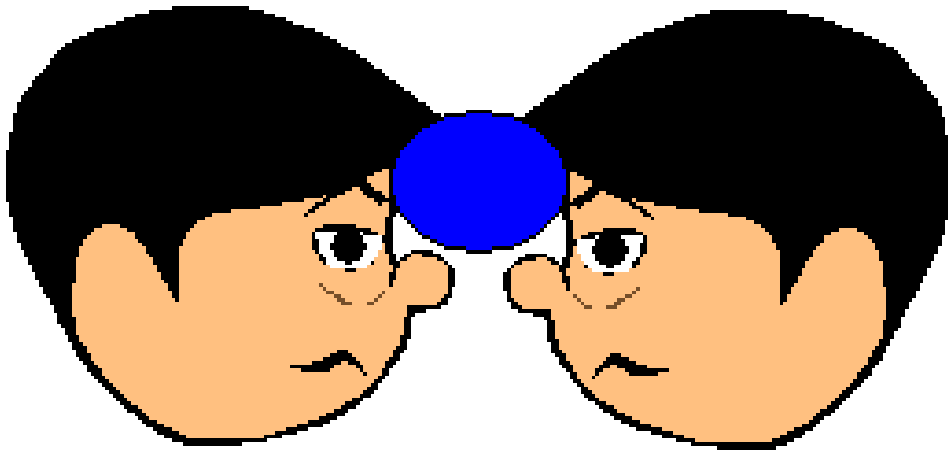
Materials:

Tennis balls or oranges (one for each buddy team)

How to Play:

1. Form 2 teams and line up. Buddies pair up, the first two are buddies, the second two are buddies, etc.
2. The two buddies carry a ball across the room and back again by holding it between their foreheads. If dropped, start again.
3. When the buddy team gets back, the next buddy team starts.

** Note: Teamwork for this game involves moving in tandem with your partner and gently covering the distance while hurrying.



I've Got That Cub Scout Spirit

I've got that Cub Scout Spirit up in my head.
(point to each part of body as you sing.)
Up in my head, up in my head.
I've got the Cub Scout Spirit up in my head.
Up in my head to stay.

2. Replace "head" with "Deep in my heart"
3. Replace with "Down in my feet"
4. Replace with "All over me"
5. I've got that Cub Scout Spirit Up in my head,
Deep in my heart, Down in my feet
I've got that Cub Scout Spirit all over me,
All over me to stay.

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I've got that Cub Scout Spirit all over me,
All over me to stay.

Ice Fishing No Fish skit

Participants: more than 2

Props: mittens, hats, sticks with strings, buckets to sit on

Scouts sit center stage pretending to ice fish. A voice from off stage says “There’s no fish under there.” Scouts get up and move to a different area and pretend to fish. Voice off stage says again, “There’s no fish under there.” Scouts get up and move again to a new location and pretend to fish. Voice off stage says one more time: “There’s no fish under there. You’re on a hockey rink!!”