

Audience Participation: A to Z

Write the letters of the alphabet on 26 cards. Hand the cards out to arriving members. Ask them to write down a word that begins with the letter on their card. Have them keep the card with their word on it to use later in the meeting. When telling the following story, the storyteller will pause at various points. At the first pause, the person who has the card with the letter A on it stands and reads his or her word. At the next pause, the person who has the card with the letter B on it stands and reads his or her word. Continue in this manner all the way through the letter Z. There will be some unusual results!

The other day I saw (A) and (B) walking down the (C). I said (D) to them but they didn't say (E). I was surprised and ran after (F) and (G). Again I yelled (H). This (I) they heard me. When they (J), I saw they had (K) and (L) with them. "We can't (M) now, we are going to the (N) and (O) is waiting for us". So I said (P) and got in my (Q) to go (R). When I got (S), I found I had lost my (T). I knew then that it was going to be a bad (U). So I picked up my (V), (W), and (X), said so long to my (Y), got on my (Z), and left.

Cubmaster's Minute: Do Your Best

When you give the Cub Scout Promise, the words "do your best" are often overlooked among all the other very important words. Let's stop for a minute and carefully consider these words. BEST describes effort and action above our usual performance. You are the only person who can possibly know whether or not you have done your best. Every time you repeat the promise, you agree to do your best. Your best is just that — the very best you can do. Think about the meaning of the promise that you repeated at the beginning of this pack meeting. Decide that you will always do your best, no matter what the job you are facing.

Midway Activities

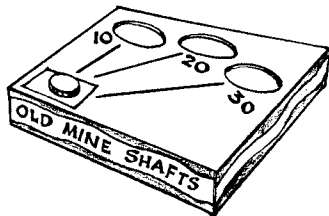
Flying Disks

Materials: An even number of paper plates; glue or stapler; cord; masking tape; crayons

Staple or glue two paper plates together to make a disk. Decorate as desired. On an open space on the floor, stretch a cord and fasten it down with masking tape. Measure distances in 5-foot increments and write the distances on pieces of masking tape. Depending on the size of the room, you may change the number of cords and the distance between each. Players take turns throwing their disks, trying for distance. Allow each player three throws, then total the distances.

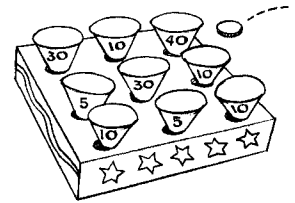
Checker Snap

Cut holes in the bottom of a box and label with point values as shown. Place one checker at a time in a designated spot on the bottom corner. Try to snap the checker into one of the holes by pressing the edge of the checker as in a tiddly-winks game.



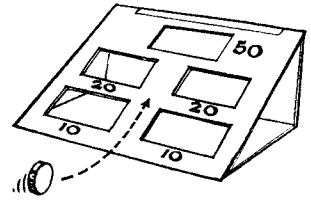
Checker Toss

Cut circles from the bottom of box to hold paper cup cones as illustrated. (Cones may be made from rolled construction paper, if desired.) Label each cup with a point value. Have boys stand at a designated distance and toss five checkers. The object is to earn as many points as possible.



Checker Roll

Fold three sides of a box together, then tape or tie together at the top as shown. Cut square openings on one side of box and label with point values. Have boys kneel at a designated distance from the box and try to roll five checkers into the open squares. The object is to earn as many points as possible.



Loving Cup Trophy

Materials: Quart-size bleach bottle without handles, metal paper fasteners, spray paint, glue

Cut one inch from the bottom of the bottle and invert for the base of trophy. Use the top six inches, with the neck removed, as the bowl of the trophy. Invert the bowl and glue to the base. Make handles from the strips of the remaining bottle. Attach the handles to the loving cup with metal paper fasteners. Spray paint the trophy gold. Lettering can be painted on, if desired. Smaller trophies can be made from smaller bottles.



Circle of Fun Prize

Materials: Paper plates or poster board; scissors; string; hole puncher; paints; markers

Preparation: Use paper plates or cut out two circles from poster board. Punch holes on the side of the circles with the hole puncher. Cut pieces of string approximately 18 inches long.

Have Cub Scouts draw pictures that go together, such as a chicken coming out of an egg (chick on one side, egg on the other); Cub Scout has a hat (hat on one side, Cub Scout on the other); horse in front of a cart (horse on one side, cart on the other side); etc. Feed the string through the holes. Hold the cardboard by its strings and twirl it around. The images seem to appear as one. Or, color one side red and the other side blue. When the Cub Scout spins the disk, the color he sees is purple. Why?

Webelos Forester Activity

The Inside Story of a Tree

Using the Webelos Scout Book as a reference, make a poster showing the cross sections of a tree. Assign the various ring sections the following point values:

Heartwood (bull's-eye) = 10 points
Inner bark = 5 points
Outer bark = 1 point

Make beanbags and throw the bags at the "target" for points at the pack's midway.